

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-02 TIER 1-4



Fugitive on the Red Planet

BY JIM GROVES





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HOW TO PLAY

Starfinder Society Scenario #1-02: Fugitive on the Red Planet is a Starfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1-4, Subtiers 1-2 and 3-4). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/starfinderSociety.



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GM RESOURCES

Fugitive on the Red Planet makes use of the *Starfinder Core Rulebook*. This adventure assumes the GM has access to this sourcebook. All rules referenced in this adventure are available in the free online Starfinder Reference Document at paizo.com/sfrd.

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags see Chapter 1 of the *Starfinder Society Roleplaying Guild Guide*. This adventure has no scenario tags.



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FUGITIVE ON THE RED PLANET

BY JIM GROVES



The Starfinder Society is undergoing a time of change, still reeling from the events of the Scoured Stars incident, a massive venture that ended abruptly and with the disappearance of all those involved. Starfinders who traveled to the Scoured Stars have not been heard from since, and a mysterious force barrier now renders the entire system inaccessible. Only the efforts of the new First Seeker, Luwazi Elsebo, have managed to keep the Starfinder Society together in this tumultuous time—and only barely.

Of those Society agents who remained after the incident, many found themselves lost and considered abandoning what remained of the once-prestigious organization. Reynald Talbot was one such agent. Talbot initially remained in the Starfinder Society expecting a swift promotion due to his seniority and as a reward for his loyalty. When the promotion never came, Talbot became embittered and left the Society, but not before stealing a mystical artifact of great power from the Society—a *philosopher's stone*. Talbot believed he could use the artifact to gain immense wealth and receive his just reward for his years of service to the Starfinder Society.

Unfortunately for Talbot, the artifact he stole was in fact a *charlatan's stone*, a cursed artifact with the power to cause matter to take on different properties for a brief period. Talbot fled to Akiton, the red planet of the Pact Worlds, where he hoped to stymie pursuit from the Starfinder Society. He then withdrew to the small mining town of Tasch to start using the pilfered artifact.

Up until a few days ago, Talbot believed he possessed an actual *philosopher's stone* and started converting thasteron, the now depreciated fuel once used for interplanetary space travel, into a viable substitute for modern Drift engine fuel. Talbot only discovered the true nature of the *charlatan's stone* after he had made a significant sale of his miraculous new fuel to AbadarCorp—the wealthiest corporation in the Pact Worlds. Worse, Reynald Talbot employed the miners of Tasch for his physical labor, paying them out of the profits from his deal with AbadarCorp. The impoverished townsfolk now believe their hardship is over, unaware that AbadarCorp just discovered it was swindled! Realizing events are catching up to him, Talbot plans to take the remaining credits, skip town, and abandon the people of Tasch while the Starfinder Society takes the blame.

Where in the Universe?

Fugitive on the Red Planet takes place on the red world of Akiton. Part of the Pact Worlds, Akiton is a small world, slowly losing its already thin atmosphere over millions of years, although it still supports sentient life. Vast red deserts cover Akiton, while frozen poles cap the planet. Akiton lacks any centralized government, although several large urban centers dot the world. For more information about Akiton, see the *Starfinder Core Rulebook*, available at bookstores and hobby shops everywhere and online at paizo.com.

Most of this adventure's encounters take place in and around the small mining town of Tasch. The town's mines are replete with thasteron, but a lack of demand led to rampant poverty in the area.

SUMMARY

The PCs meet with Venture-Captain Arvin on Absalom Station for their briefing. Arvin brings the PCs up to speed on Talbot's recent theft and sends them to Akiton in pursuit. The PCs can discover a few clues about Talbot in the Akitonian city of Maro, pointing them to the small mining town of Tasch. Upon arriving at Tasch, the PCs learn about a miracle man who recently saved the town with his transmutation magic. Before the PCs can find and confront Talbot, representatives from AbadarCorp show up in Tasch. The PCs have an opportunity to negotiate with the AbadarCorp delegation before continuing their mission. Shortly after the talks, a group of townsfolk loyal to Talbot ambush the PCs. Overcoming the ambush, the PCs manage to reach the nearby thasteron mine where Talbot is holed up. In a climactic conclusion, the PCs need to stop Talbot before he can escape with ill-gained credits!

GETTING STARTED

The PCs start in Absalom Station at the Lorespire Complex, where **Venture-Captain Arvin** (N male damaya lashunta mystic) summons

them for a briefing. Read or paraphrase the following to get the adventure underway.

The doors to the office slide open with a soft pneumatic hiss. Inside is a well-lit and blue-carpeted office. Venture-Captain Arvin, a handsome and determined-looking damaya lashunta, sits behind a desk, his eyes riveted on a glassy display. After a heartbeat, he glances towards the open door and motions everyone to enter.

"Apologies, please come in. Be seated if you like, although this shouldn't take long." Arvin taps a button on a console and murmurs to a digital assistant, "Croyd, put everything on hold for a few minutes. If anyone calls, please explain I'm in mission briefing and I'll get right back to them." He then darkens the display to give his full attention.

"Right. I have an assignment for you. This one is a little different than others you might have received." He pauses before he explains, "It's an internal matter.

"You're probably aware that after the Scoured Stars incident many of our colleagues elected to leave the Society. That is unfortunate, but not surprising. We hate to lose good field agents, but no one is conscripted into our ranks. Normally we wish them well and that's that. In this case, the defector, former field agent Reynald Talbot, stole an artifact from the Lorespire Complex before departing. Theft is where the Society draws the line; I need you to get that artifact back.

"Unfortunately, Talbot left weeks ago and we only discovered the theft in the last 24 hours. We launched an immediate investigation to determine the identity of the thief and their last known whereabouts. It's our bad luck that Talbot was smart enough to get off the station and head to Akiton, where there's no central government or law enforcement to easily call upon. I need you to track him down and recover the artifact. We know Talbot caught a shuttle to the Akitonian city of Maro, so that's a great place to start. The Society will, of course, cover your travel expenses."

The PCs likely have questions about their assignment. Arvin scolds the PCs if they try to leave without asking any further questions, citing that taking on a mission without full understanding is reckless. Arvin takes the time to answer as much as he can, with likely questions and answers listed below.

What is the artifact? "Good question, but the answer is complicated because it's actually two questions: what the artifact is

and what Talbot thinks it is. We're operating under the assumption that Talbot thinks he's stolen an object from old Golarion called a *philosopher's stone*. Legend has it that the stone could transmute matter, among other properties. What Talbot actually stole was recently re-cataloged as a *charlatan's stone*. It does something similar, except the effect is a potent illusion and only temporary.

We think ancient con artists used to make false gold."

Why go after the stone? "We need to make a statement. Rumors of the theft are already circulating through the Society, and it's important to send a message that we're not going to tolerate that type of betrayal. Also, if we don't react, we convey that our work is not very important because it's not worth defending. That said, the *charlatan's stone* is not worth dying over, so be careful."

What can you tell us about Talbot? "He's smart, capable, a bit brash, and a reasonable field agent. Talbot is also self-entitled and ambitious. After the Scoured Stars incident, he expected to be promoted to venture-captain, but the Forum felt he needed more time. He got angry. We think this theft is retaliation."

What should we do with him? "I want the stone back. Talbot's not worth the expense of dragging back here, so you can do whatever you think is necessary with him. That said, you don't have a license to go on a mass killing spree. Don't make the Society look bad. It might be tough to do on Akiton, but don't take that as a challenge."

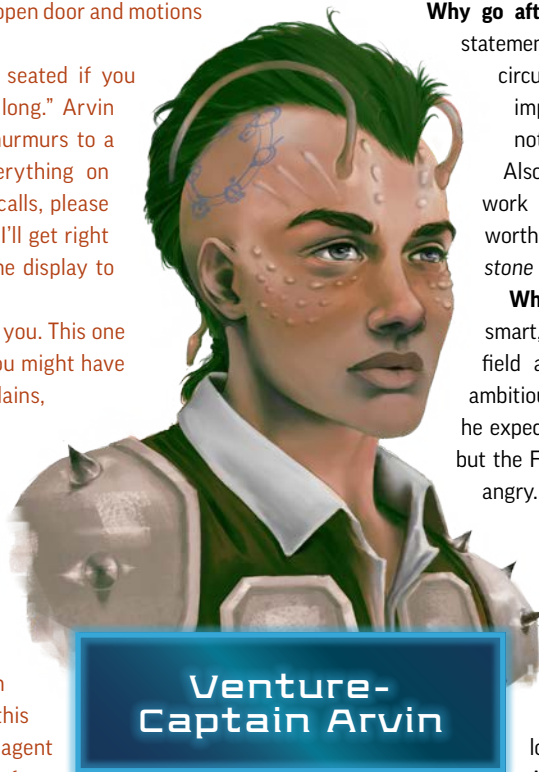
Do we need any special gear or resources? "Akiton has a thin atmosphere, and we don't have the luxury of giving you weeks to get used to it. It would be smart to make sure you some way of coping with it, or some armor. Any armor, even the lighter sets, offsets the difference."

At this point, the PCs can finalize their boon slots for the session and purchase any additional equipment prior to departing for Akiton. There are no suggested boons to slot for this scenario, so let the PCs select what they think will be most appropriate based on the mission briefing.

CULTURE

Based on the result of a Culture check, the PCs might know about Akiton. They know all of the information whose DC is less than or equal to the result of their check.

10+: The PCs know basic information about the Pact World of Akiton. It is smaller than the Golarion standard with $\times 1/3$ gravity and a thin atmosphere. This means non-acclimated characters, like the PCs, can jump three times as high and carry three times the normal weight, although they gain no additional movement speed. Likewise, unless they wear any type of armor, the PCs



Venture-Captain Arvin

must succeed at hourly Fortitude saves (as described on page 396 of the *Starfinder Core Rulebook*) or become fatigued. The PCs also know Akiton suffered an economic crash when the revelation of Drift technology rendered the numerous pre-Drift fuels mined on Akiton virtually worthless.

15+: Akiton is generally lawless, except for whatever laws a local authority might impose. Akiton survives on trade and commerce. Strangers find loyalty hard to come by, especially in the big cities. Newcomers are consequently likely to be observed and watched, especially if an organization believes it can take advantage of the strangers. If Talbot acted or did anything at all out of the ordinary, someone is likely to have noticed. To avoid being found, it is unlikely he stayed in Maro for more than a few days.

20+: Wealth is hard to come by on Akiton. If Talbot fled to the red planet, he did so for a reason. It's likely the ex-Starfinder had a plan, and that plan involved gaining a large number of credits. Given Akiton's unstable economy, such a surge should be identifiable for those who "follow the money."

AKITON PLANETSIDE

Read or paraphrase the following after the PCs leave Absalom Station on their shuttle to Akiton.

Outside the observation windows floats Akiton, a world the color of blood, rust, and red clay. A thick shell of white caps both poles. The shuttle descends toward the planet, and a barely perceptible shift in gravity occurs as the ship's artificial gravity begins to lessen and the planet's natural gravity begins to take hold.

From suborbital heights, a handful of small towns, large complexes, and industrial sites that spew noxious fumes into the thin atmosphere surround the trench city of Maro. A spidery web of dirt roads scratched into the rust-colored ground by regular traffic connects these sites to the metropolis.

Maro, the so-called City of Lights itself, comes into view as the ship begins its final descent. The city occupies more of a vertical space than horizontal, built into a six-mile-long section of trench that is half as deep and a half mile wide. Entire neighborhoods and business districts are built into the walls, accessed by patio entrances. Lights, neon signs, and holographic advertising bejewel either side of this urban canyon, while an active spaceport and industrial zones occupy the ground level. As the shuttle lands, it does so beneath the backdrop of an immense mural of brightly glowing neon-green graffiti that reads in Common: "Git Out! Planet's Broke!"

The PCs' goal in Maro is to determine where Talbot hid out after he arrived on Akiton. This information can be obtained using various skill checks. Ask the PCs how they want to proceed in investigating Talbot's arrival, and use the following skill checks as guidelines on how to proceed. While failure on these checks does not stop the adventure in its tracks, it impacts future encounters, as detailed in the Pitfall sections below.

Maro City Investigations

If the PCs fail to find any clues that point them towards Tasch, allow them to attempt the checks again on the following day. Should they somehow fail both sets of checks 2 days in a row, then Venture-Captain Arvin contacts the PCs by their personal comms. He indicates that the Society has intercepted information about AbadarCorp sending a delegation to the town of Tasch, as described on page 6. In this event, assume the PCs activated the pitfall conditions for both sets of investigation skill checks, representing the time squandered in Maro.

CULTURE OR PROFESSION (VARIES)

The PCs can draw upon certain professional backgrounds or their capacity to sift through information sources, like interplanetary news outlets or trade gossip, to find clues on Talbot's whereabouts. The most applicable Profession skills include Profession (accountant), Profession (corporate professional), Profession (dockworker), Profession (merchant), Profession (miner), or others at your discretion.

If a PC succeeds at an applicable DC 16 check (DC 19 in Subtier 3–4), he discovers a strange anomaly. AbadarCorp, the largest corporation in the Pact Worlds, recently purchased a large amount of Drift engine fuel from the nearby town of Tasch. While the discovery of Drift engine fuel on Akiton is impressive, the fact that the AbadarCorp fleet that purchased the fuel is 2 days overdue for departure suggests something is likely amiss with the delivery.

Pitfall: If the PCs failed the check by 5 or less, they learn the same information, but AbadarCorp digital monitors become aware that a third party is interested in their transaction with Talbot and the citizens of Tasch. The effects of triggering this social pitfall are detailed in Event 1, later in the adventure.

DIPLOMACY (GATHER INFORMATION)

The PCs can spend 1d4 hours canvassing Maro in search of information about Reynald Talbot. Given the specific information the PCs have, such as Talbot's time of arrival and the specific shuttle he flew in on, they have a solid starting point from which they can learn considerably more. If a PC succeeds at a DC 16 Diplomacy check (DC 19 in Subtier 3–4), he discovers that Talbot departed to small mining town called Tasch a few miles outside of Maro.

Pitfall: If the Diplomacy check failed by 5 or more, the gossipy nature of Maro's citizens works against the PC. The PC still learns the same information, but word spreads to citizens in Tasch that strangers are looking for Talbot. The effects of triggering this social pitfall are detailed in Event 2, later in this adventure.

HEADING TO TASCH

Once the PCs determine that Talbot travelled to Tasch, they can head to the nearby mining town. Getting transportation to Tasch is not difficult. The PCs can rent a personal vehicle or catch a ride to the small former mining town—the Starfinder Society pays for their travel expenses, so don't worry about charging the PCs for travel.

A TOWN CALLED TASCH

An elongated dune buggy transports the PCs from Maro into the red dunes of Akiton's surface. The journey only takes 2 hours, with the buggy stopping just outside the city limits before continuing to other peripheral towns. Read or paraphrase the following once the PCs arrive at the town of Tasch.

A long dusty road, lined with single-story dwellings, runs through the town of Tasch. Some powered vehicles rest chained to their owner's homes. A small general store stands near the center of town, illuminated by flickering white lights. Another building, full of locals, hosts a signpost that reads "Digger's Dive"—clearly the town bar. Although the sun beats down on this desert town, its citizens meander around the bar in good cheer. Most are ysoki and humans, with the occasional lumbering four-armed shobhad mingling among them.

The PCs' first course of business is finding where Reynald Talbot is. The inhabitants walking the streets are too busy for idle chatter, but they suggest the PCs take some time to stop by Digger's Dive if they are just passing through the town. Mentioning Talbot provokes a cheer from any of the townsfolk—if possible, have the citizens interrupt the PCs before the PCs start to slander Talbot's name.

A. DIGGER'S DIVE

Digger's Dive is a single-story structure built using imported wood. There are no windows, but there are small rectangular openings in the exterior walls at ceiling height to allow for ventilation. The front entrance is a swinging waist-high wooden half-door. The ceiling is 15 feet high and strung with dim electric lights which provide dim light. Although not depicted on the map, the bar is fitted with a power generator and water condenser against its exterior southern wall.

A1. COMMON ROOM

Faint electric lights dangle from the ceiling, while the open sky is visible from cracks between the planks that serve as a roof. The floor is solid wood. The interior walls and ceiling supports are mud brick, the latter being carved in a rare attempt at ornamentation. The tavern is divided in two halves by an energy field with an opening on the northern end. The bar lining the southern wall is open to either side, with a wall of half-empty bottles behind it. The tables are wooden and makeshift, but solid. The east end has square wooden platform about a foot

above the floor. Two sets of double doors are built into the northern and southern walls on the west end, both ajar. A single closed door provides an exit behind the west end of the bar.

Several miners and their families occupy the bar. A sharp-tongued ysoki named **Podswald** (CN female ysoki) slings drinks behind the bar, though her mixing—at best—consists of combining only two liquids and nothing more. The PCs can purchase beverages for 1 credit per drink. Any attempt to purchase a drink is met by a local citizen offering to pick up the tab, taking an opportunity to thank Reynald Talbot for the extra credits.

A successful DC 14 Perception check notes the out-of-place presence of a shirren and two vesk bodyguards in the corner of the bar. PCs engaging with this group can proceed to Event 1 (see page 7). Otherwise, the PCs likely want to chat with some of the townsfolk to learn more about Reynald Talbot and his current whereabouts.

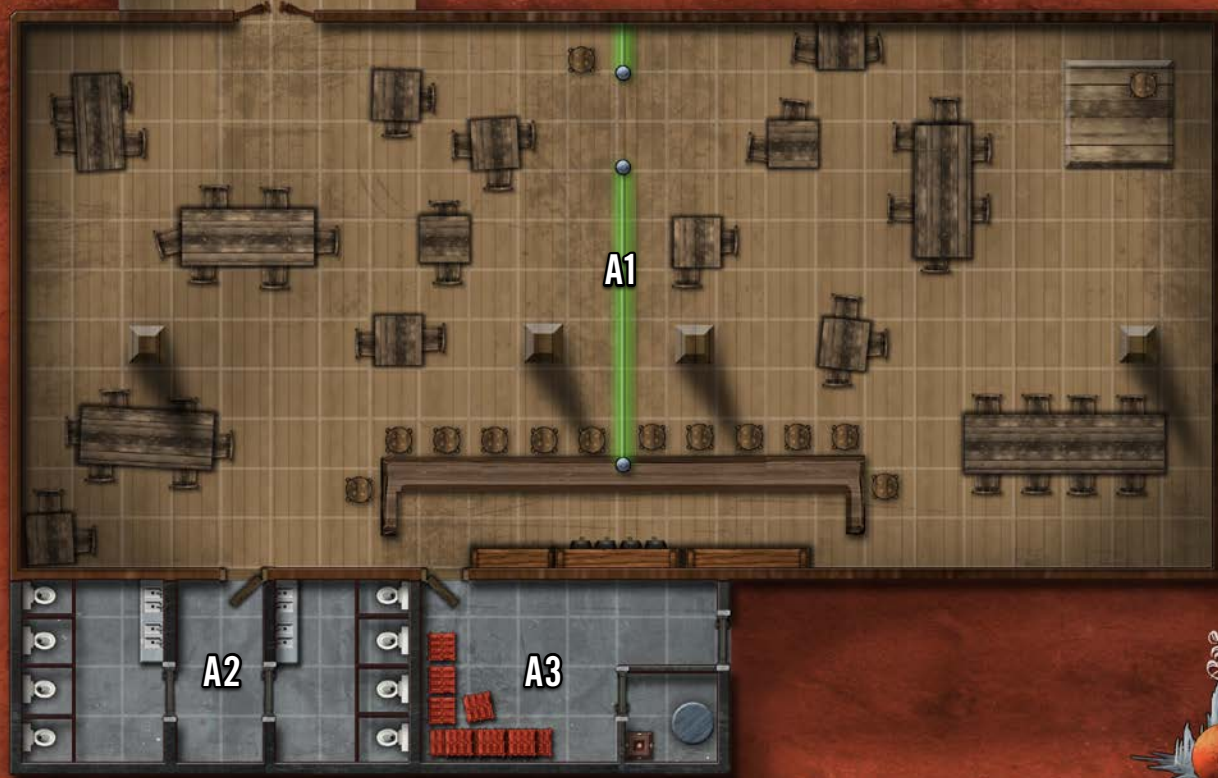
Speaking to Citizens: People in the bar readily talk about Reynald Talbot, the town's savior, and his miraculous means to transmute thasteron into a more marketable fuel. The miners started excavating thasteron again for Talbot to transmute, which has already resulted in a lucrative sale. The sale benefited not only Talbot, but the entire town. Most of Tasch's citizens belonged to jobless families thanks to the thasteron bust, but now have some hope for the future. Consequently, many of Tasch's citizens are out celebrating and are easily approachable. Although it should be somewhat obvious, the miners are unaware that anything could be wrong with Talbot's "transmutation process," and such news is unwelcome.

The citizens of Tasch eagerly engage with newcomers, provided the conversations are friendly and don't disparage Reynald Talbot. A PC who succeeds at a DC 14 Sense Motive check notes that Talbot is held in high regard in Tasch—the skill check is not strictly required, provided the PCs don't start any conversation by expressing hostile intent towards Talbot, but can be attempted to prevent a social incident if a PC decides to disparage the renegade Starfinder.

Learning Talbot's current location, in the nearby thasteron mine, is not difficult. The PCs only have to ask a member of the community, while not giving the impression that they intend any ill will towards Talbot. If the PCs bumble this step, such as by disclosing the fraud behind Talbot's transmutations or otherwise disparaging him, a successful DC 14 Bluff, Diplomacy, or Intimidate check can also get the information out of the townsfolk. It is also possible to find tracks to the mine with a successful DC 14 Survival check, since foot traffic and vehicles have gone back and forth from there in recent days.

Development: After the PCs discover Talbot's location, but before they depart the bar, one of the vesk from the corner table approaches the PCs. The hulking vesk requests the PCs join his employer, Mr. Philt, at the corner table. If the PCs agree, then proceed to Event 1, detailed on page 7. If the PCs decline, the vesk pats his weapon and Philt mentally "insists" the PCs join them. If

A. DIGGER'S DIVE



1 square = 5 feet

the PCs continue to disagree, then continue to Event 1, but skip the negotiations and proceed to combat.

A2. RESTROOMS

South of a pair of swinging double doors is a short hallway with a door on either side. Both doors lead to unisex restrooms.

A3. STORAGE AND OWNER'S OFFICE

Behind a door to the south is a storage room that contains spare boxes, tables, chairs and crates of alcohol. A smaller interior room behind a locked door (DC 20 Engineering to disable the analog lock) contains a table, one chair, and a small safe.

An exterior door to the east exits the building and is kept locked (DC 25 Engineering to disable the analog lock). Podswald has the key and uses it to exit as soon as combat erupts within her bar.

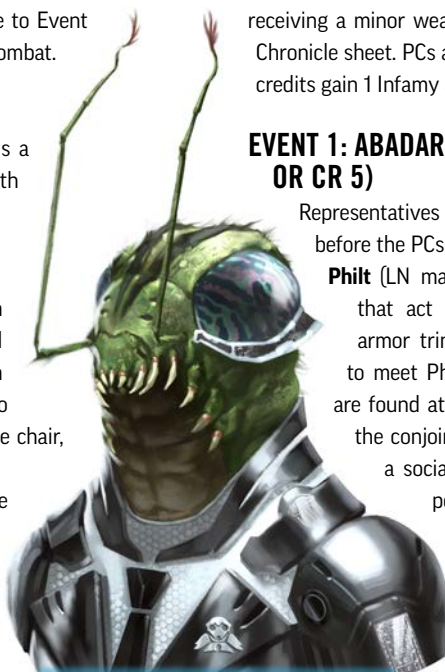
Infamy: The contents of the safe (1,200 credits) are not an intended part of the PCs potential rewards from this scenario. The PCs can break into the safe to take these credits,

receiving a minor wealth award for doing so, as detailed on the Chronicle sheet. PCs agreeing to break into the safe and take the credits gain 1 Infamy and the Digger's Dive Burglary boon.

EVENT 1: ABADARCORP REPRESENTATIVES (CR 3 OR CR 5)

Representatives from AbadarCorp arrived in town not long before the PCs. The delegation consists of a shirren envoy, **Philt** (LN male shirren envoy), and two vesk soldiers that act as his bodyguards. All three wear dark armor trimmed in silver. Assuming the PCs agreed to meet Philt, the shirren and remaining vesk guard are found at the long table at the southwest corner of the conjoined common room of Digger's Dive. This is a social encounter that can be resolved through peaceful negotiation, though combat is certainly a possibility, depending on how the PCs proceed.

Pitfall: If the PCs triggered the AbadarCorp pitfall as part of their investigation in Maro, Philt is aware the PCs are a third party with an interest with Reynald Talbot. He does not necessarily know the PCs are Starfinder



Philt

Scaling Event 1

Make the following adjustments to accommodate a group of four PCs.

Subtier 1-2: Reduce the HP of the vesk bodyguards to 9, and each of them has the sickened condition from spending too much time drinking.

Subtier 3-4: Reduce the HP of the vesk bodyguards to 18, and each of them has the sickened condition from spending too much time drinking.

Society field agents, unless the PCs actively discussed their affiliation during the investigation. Philt is concerned that the PCs' agenda could interfere with the objective of AbadarCorp. This colors his reactions, increasing the DC of all skill checks against Philt by 2.

Negotiations: Philt casually introduces himself as a representative from AbadarCorp. If the players are not yet familiar with the corporation, a PC who succeeds at a DC 7 Culture check recalls that AbadarCorp is the largest corporate entity in the Pact Worlds. Otherwise, Philt fills in the details—see page 473 of the *Starfinder Core Rulebook* for more information on AbadarCorp.

The corporate representative goes on to explain how he and his agents overheard the PCs talking about Talbot, and that AbadarCorp wants to know the PCs' interest in Talbot. The *charlatan's stone* means little to Philt and AbadarCorp; the corporation is far more interested in punishing Reynald Talbot for swindling them. Luckily for the PCs, both AbadarCorp and the Starfinder Society have mutually achievable goals: AbadarCorp wants Talbot, and the Starfinder Society wants the *charlatan's stone*.

Philt is open to explaining his interest in Talbot. The Starfinder Society deserter approached corporate buyers in Maro with a new, alternative fuel for Drift engines. The fuel was purchased for analysis, and if it checked out, would have been evaluated as a new commodity on the galactic markets. To the chagrin of the buyers, the fuel reverted to common thasteron not long after the AbadarCorp ships made to depart Akiton's orbit. Philt explains that the fuel was purchased on good faith and AbadarCorp does not tolerate outright fraud. If the PCs succeed at a DC 17 Diplomacy check (DC 20 in Subtier 3-4), they can persuade Philt to wait in Tasch and let the PCs handle the matter on his behalf. They gain a +4 circumstance bonus to this check if they think to offer up Talbot to AbadarCorp.

If the PCs fail to persuade Philt, he insists they do not interfere with his capture of Talbot. Disagreement on that point causes the shirren to explain the PCs have left him no choice but to discourage them through force—the encounter transitions to combat, as the delegation stands up. You may also give the PCs

one last chance to salvage negotiations by either coming clean about the Society's interest in the *charlatan's stone*, which grants another chance to attempt a DC 17 Diplomacy check (DC 20 in Subtier 3-4), or by tricking Philt with a Bluff check opposed by Philt's Sense Motive. If the PCs fail this final check, combat is inevitable, with Philt adding his intention to take the *charlatan's stone* for study.

Creatures: Philt and his vesk bodyguards rise to the challenge of combat, whether Philt decides to engage first, or the PCs initiate hostilities. All of the bar patrons, including Podswald the bartender, retreat from Digger's Dive as soon as they hear weapons discharge.

SUBTIER 1-2 (CR 3)

PHILT

CR 1

Male shirren envoy

N Medium humanoid (shirren)

Init +2; **Senses** blindsense (vibration) 30 ft.; **Perception** +5

DEFENSE **HP 17 RP 3**

EAC 11; **KAC** 12

Fort +1; **Ref** +3; **Will** +4

OFFENSE

Speed 30 ft.

Melee survival knife +6 (1d4+2 S)

Ranged azimuth laser pistol +8 (1d4+1 F; crit burn 1d4)

Offensive Abilities communalism (1/day), envoy improvisation (clever feint)

TACTICS

Before Combat If the PCs instigate the fight, Philt uses the Fast Talk feat against an enemy after combat is announced but before initiative is rolled.

During Combat Philt uses his limited telepathy to coordinate with his guards without announcing their plans aloud. Against a difficult opponent, he uses clever feint to make them flat-footed against himself and his guards. Ideally, he remains close to at least one guard to use his communalism racial ability.

Morale If reduced to 5 Hit Points or less, Philt surrenders.

STATISTICS

Str +1; **Dex** +2; **Con** +0; **Int** +1; **Wis** +0; **Cha** +4

Feats Fast Talk

Skills Acrobatics +5, Bluff +10, Diplomacy +10, Sense Motive +10

Languages Common, Shirren, Vesk; limited telepathy 30 ft.

Gear second skin, azimuth laser pistol with 1 battery (20 charges), survival knife, credstick (400 credits)

VESK BODYGUARDS (2)

CR 1/2

N Medium humanoid (vesk)

Init +1; **Senses** low-light vision; **Perception** +4

DEFENSE **HP 13 EACH**

EAC 11; **KAC** 13

Fort +2; **Ref** +0; **Will** +2; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee longsword +9 (1d8+3 S) or
+9 unarmed strike (1d3+3 B)

Ranged stickybomb grenade I +4 (explode [10 ft., entangled 2d4 rounds, DC 11])

Offensive Abilities natural weapons

TACTICS

During Combat The bodyguards prefer straightforward combat over complex tactics, but do throw a stickybomb grenade at heavily armored or slow opponents to keep them temporarily out of the fight.

Morale The guards fight to the death, but surrender if Philt commands them to stand down.

STATISTICS

Str +3; **Dex** +1; **Con** +2; **Int** -1; **Wis** +1; **Cha** +0

Skills Athletics +4, Intimidate +9

Languages Common, Shirren, Vesk

Other Abilities armor savant

Gear golemforged plating I, longsword, stickybomb grenades I (2)

SUBTIER 3-4 (CR 5)

PHILT

CR 3

Male shirren envoy

N Medium humanoid (shirren)

Init +2; **Senses** blindsense (vibration) 30 ft.; **Perception** +8

DEFENSE HP 35 RP 3

EAC 14; **KAC** 15

Fort +2; **Ref** +4; **Will** +6

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +7 (1d6+2 S)

Ranged static arc pistol +11 (1d6+1 E plus stun; critical arc 2)

Offensive Abilities communalism (1/day), envoy improvisation (clever feint, get 'em)

TACTICS

Before Combat If the PCs instigate the fight, Philt uses the Fast Talk feat against an enemy after combat is announced but before initiative is rolled.

During Combat Philt uses his limited telepathy to coordinate with his guards without announcing his plans aloud. Against a difficult opponent, he uses clever feint or get 'em to assist his guards. Ideally, he remains close to at least one guard to use his communalism racial ability.

Morale If reduced to 10 Hit Points or less, Philt surrenders.

STATISTICS

Str +1; **Dex** +2; **Con** +0; **Int** +1; **Wis** +0; **Cha** +4

Feats Fast Talk

Skills Acrobatics +8, Bluff +13, Diplomacy +13, Sense Motive +13

Languages Common, Shirren, Vesk; limited telepathy 30 ft.

Gear graphite carbon skin, static arc pistol with 1 battery (20 charges), tactical dueling sword, credstick (600 credits)

VESK BODYGUARDS (2)

CR 1

Vesk soldiers

N Medium humanoid (vesk)

Init +5; **Senses** low-light vision; **Perception** +4

DEFENSE

HP 24

EAC 12; **KAC** 14

Fort +3; **Ref** +1; **Will** +3; +2 vs. fear

OFFENSE

Speed 40 ft.

Melee longsword +11 (1d8+4 S) or
unarmed strike +11 (1d3+4 B)

Ranged azimuth laser rifle +6 (1d8 F; critical burn 1d6) or
stickybomb grenade +6 (explode [10 ft., entangled 2d4 rounds, DC 11])

Offensive Abilities natural weapons, soldier fighting style (blitz)

TACTICS

Use the tactics from Subtier 1-2.

STATISTICS

Str +4; **Dex** +1; **Con** +2; **Int** -1; **Wis** +1; **Cha** +0

Skills Athletics +5, Intimidate +10

Languages Common, Shirren, Vesk

Other Abilities armor savant

Gear golemforged plating I, azimuth laser rifle with 1 battery (20 charges), longsword, stickybomb grenades I (2)

Development: If the PCs successfully negotiate with Philt, the shirren is happy to let them capture Talbot and deliver the ex-Starfinder to AbadarCorp's custody. He would prefer Talbot alive but does not require it. If both parties come to an accord, Philt wishes the PCs good luck and waits in Tasch for them to return. In the event of this peaceful outcome, Event 2 (detailed on page 10) takes place in Digger's Dive immediately following this encounter.

If the two groups fight, but Philt has a chance to surrender, he calls off any surviving bodyguards. Philt humbly swears not to intervene and asks the PCs to tender Talbot to him if their own business allows it. This makes it the PCs' choice whether they want to be helpful, although a positive relationship with AbadarCorp has a potential benefit for the people of Tasch (as detailed in the Conclusion).

If combat occurred during this event, the PCs can spend 10 minutes after this encounter to rest and spend Resolve to recover Stamina Points before continuing.

Rewards: If the PCs fail to negotiate a deal with Philt and fail to defeat the AbadarCorp representatives in the subsequent combat, reduce each PC's credits earned by the amount listed below.

Subtier 1-2: Reduce each PC's credits earned by 172.

Out of Subtier: Reduce each PC's credits earned by 275.

Subtier 3-4: Reduce each PC's credits earned by 378.

Scaling Event 2

Make the following adjustments to accommodate a group of four PCs.

Both Subtiers: Reduce Maarbadvae's Resolve Points to 0, preventing her from using her share pain ability. In addition, the two ysoki ambushers take a -2 penalty to attack rolls.

EVENT 2: TALBOT'S PROTECTORS (CR 3 OR CR 5)

Once the PCs know Talbot is hiding at the nearby thasteron mine and have negotiated (or fought) with AbadarCorp's delegation, they can set out. This event occurs in one of two locations. If the PCs managed to avoid combat with the AbadarCorp delegation, then it takes place in Digger's Dive immediately after the meeting with Philt. If the PCs fought Philt and his bodyguards, then this event occurs in the wilderness between Tasch and the mines. Details about how the encounter plays out in each location are provided below.

Option 1: Digger's Dive Ambush (Area A): The ambush occurs as the PCs are inside Digger's Dive, immediately after a successful negotiation with the AbadarCorp representative Philt and his bodyguards. Maarbadvae announces her presence from outside the bar. Read or paraphrase the following.

A deep booming female voice echoes from outside the front of the bar. "Intruders! We know you've come to Tasch in search of our savior. I give you this one chance. Lay down your weapons and leave our town. You will not disrupt the salvation of Akiton, not when Reynald Talbot has come so close to saving our world! You have one minute to decide."

The PCs have 1 minute to prepare and decide what action to take. During this time, the customers flee through the entrance, while the bartender rushes out the back door. Philt and his bodyguards take this opportunity to duck out alongside the other citizens, but the shirren representative takes a moment to wish the PCs 'the best of luck' and remind them he expects Talbot delivered soon.

Regardless of whether the PCs chose to surrender or not, the ambushing trio moves in to attack. They do not want a surrender, believing the risk to Talbot is too great. Maarbadvae barges in

through the front entrance along with one of the ysoki. The second ysoki ambusher sneaks in through the back door opened by the bartender, potentially catching any PCs thinking of sneaking away.

Option 2: Wasteland Ambush (Area B): This alternate ambush occurs if the PCs ended up fighting the AbadarCorp delegation in Digger's Dive. It uses a separate map (see page 13) and gives the PCs some time to rest after the encounter in the bar.

Read or paraphrase the following.

A rough road marked by regular vehicle tracks meanders across the reddish desert landscape. Wavering lines of heat haze emanate from the rocky ground. A two-tiered rocky outcropping rises to the northwest.

The outcroppings are two small plateaus staggered on top of each other. The lower one is 5 feet above the rest of the map, while the next plateau is 5 feet higher than the one below it. The elevations are marked "+5" and "+10" accordingly. Areas marked "+0" are ground level. A successful DC 15 Athletics check is required for a creature to climb up to either level.

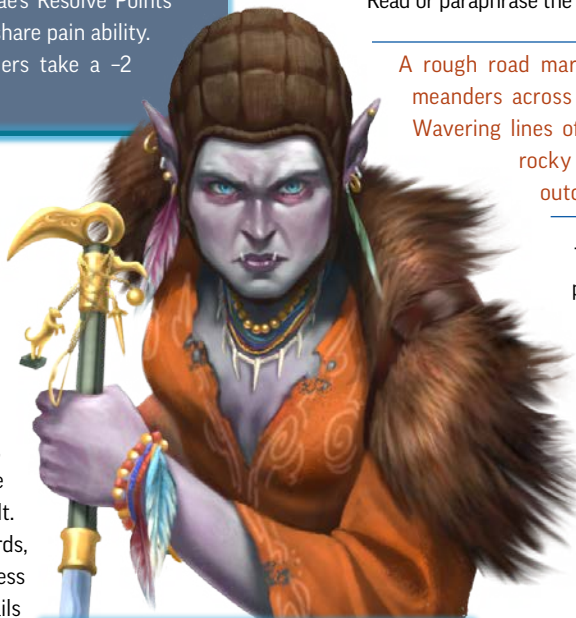
Alternatively, a PC can jump up to a higher level with a successful DC 20 Athletics check with a 10-foot running start, but because of Akiton's weaker gravity, a character can jump to either elevation in

a single leap on a success.

Maarbadvae and the ambushers wait atop the higher plateau. The group uses Stealth to remain hidden, and then launches an ambush once the PCs pass under the plateau. They have no intention of letting the PCs reach the thasteron mine.

Pitfall: Failing the Diplomacy check to gather information in Maro or otherwise failing all the checks to track down Talbot further complicates either ambush. Word reached Talbot that someone in Maro was asking about him and his allies here are on high alert. Talbot assumes either AbadarCorp or the Starfinder Society is on his trail. Accordingly, the ambushing trio gains a +1 morale bonus to attack rolls for the duration of the combat. Similarly, the DC of Maarbadvae's spells increases by 1 as her utter devotion to Talbot further empowers her spellcasting.

Creatures: Three local citizens of Tasch took it upon themselves to look out for those who would cause trouble for their so-called savior. The group contains two ysoki who cling to Talbot's abilities, thinking the wealth from the thasteron transmutation is the only way their expansive family can survive another generation. A shobhad shaman named Maarbadvae sees Talbot



Maarbadvae

as Akiton's savior and devotes herself to his protection. She is utterly fanatical in serving Talbot and sees no other hope for Akiton's future beyond the revitalization of the mining industry.

An uneasy Reynald Talbot confided in this group of sycophants that there might be offworlders who arrive to take his secret of transmuting thasteron. The trio either caught wind of the PC's appearance at Digger's Dive or set up a camp in the wastes between Tasch and the thasteron mine to ambush the strangers before they can get to Talbot.

The exact actions of the trio are detailed based on the location in which they ambush the PCs, as detailed on page 10.

SUBTIER 1-2 (CR 3)

MAARBADVAE	CR 1
Female shobhad mystic N Large humanoid (shobhad)	
Init +2; Senses darkvision 60 ft.; Perception +5	
DEFENSE	HP 16 RP 3
EAC 12; KAC 13	
Fort +1; Ref +3; Will +4	
Defensive Abilities ferocity, share pain (DC 12); Resistances cold 5	
OFFENSE	
Speed 40 ft.	
Melee battle staff +4 (1d4+2 B; critical knockdown)	
Ranged hunting rifle +6 (1d8+1 P)	
Space 10 ft.; Reach 10 ft.	
Mystic Spells Known (CL 1st; ranged +6)	
1st (2/day)— <i>lesser confusion</i> (DC 14), <i>mind thrust I</i> (DC 14)	
0 (at will)— <i>daze</i> (DC 13), <i>fatigue</i> (DC 13), <i>telekinetic projectile</i> , <i>telepathic message</i>	
Connection mindbreaker	
TACTICS	
During Combat Maarbadae's primary attack is <i>mind thrust</i> , followed by her rifle as a backup. She avoids melee for as long as possible, knowing it is not her strength. She coordinates with her allies with her <i>mk 1 mindlink circlet</i> .	
Morale Fierce and aggressive, Maarbadae fights to the death. If she is rendered unconscious or helpless without getting killed, she calms down and surrenders when she stirs to consciousness.	
STATISTICS	
Str +1; Dex +2; Con +2; Int +0; Wis +4; Cha +1	
Skills Mysticism +10, Sense Motive +10, Stealth +5	
Languages Akitonian, Common, Shobhad	
Other Abilities four-armed	
Gear second skin, battle staff, hunting rifle with 6 rounds, <i>mk 1 mindlink circlet</i> , <i>spell gem of remove condition</i> , assorted shobhad bangles and charms (worth 300 credits)	
SPECIAL ABILITIES	
Ferocity (Ex) When Maarbadae is brought to 0 Hit Points, she can fight on for 1 more round. She can act normally until the	

end of her next turn; if she has 0 HP at that point, she dies. If she would lose further Hit Points before this, she ceases to be able to act and dies.

Four-Armed (Ex) A shobhad has four arms. One hand is considered its primary hand; all others are considered off hands. It can use any of its hands for other purposes that require free hands.

Share Pain (Su) Whenever a foe deals damage to Maarbadae, she can spend 1 Resolve Point as a reaction to shift some of the pain back onto that foe. Unless the foe succeeds at a DC 12 Will save, she reduces the damage she takes from the attack by 1, and the foe takes an equal amount of damage. This is a mind-affecting pain effect.

YSOKI AMBUSHERS (2)	CR 1/2
N Small humanoid (ysoki)	
Init +3; Senses darkvision; Perception +4	
DEFENSE	HP 13 EACH
EAC 1; KAC 12	
Fort +2; Ref +4; Will +0	
OFFENSE	
Speed 30 ft.	
Melee club +8 (1d4+3 B)	
Ranged azimuth laser pistol +9 (1d4+1 F; critical burn 1d4)	
TACTICS	
During Combat The ambushers try to exploit cover to make as many ranged attacks against the PCs as possible before engaging in melee.	
Morale The ambushers flee if reduced to 5 Hit Points.	
STATISTICS	
Str +2; Dex +3; Con +0; Int +1; Wis +1; Cha +0	
Skills Athletics +4, Stealth +9, Survival +4	
Languages Akitonian, Common, Ysoki	
Other Abilities cheek pouches, moxie	
Gear second skin, azimuth laser pistol with 1 battery (20 charges), club	

SUBTIER 3-4 (CR 5)

MAARBADVAE	CR 3
Female shobhad mystic N Large humanoid (shobhad)	
Init +2; Senses darkvision 60 ft.; Perception +8	
DEFENSE	HP 32 RP 3
EAC 15; KAC 16	
Fort +2; Ref +4; Will +6	
Defensive Abilities ferocity, share pain (DC 14); Resistances cold 5	
OFFENSE	
Speed 40 ft.	
Melee battle staff +5 (1d4+4 B; critical knockdown)	
Ranged tactical acid dart rifle +9 (1d8+3 A & P; critical corrode 1d4)	

Space 10 ft.; **Reach** 10 ft.

Offensive Abilities backlash (3 damage)

Mystic Spell-Like Abilities (CL 3rd)

At will—*mindlink*

Mystic Spells Known (CL 3rd; ranged +9)

1st (3/day)—*lesser confusion* (DC 16), *mind thrust I* (DC 16),

reflecting armor

0 (at will)—*daze* (DC 15), *fatigue* (DC 15), *telekinetic projectile*,

telepathic message

Connection mindbreaker

TACTICS

Use the tactics from Subtier 1–2.

STATISTICS

Str +1; **Dex** +2; **Con** +2; **Int** +0; **Wis** +4; **Cha** +1

Skills Mysticism +13, Sense Motive +13, Stealth +8

Languages Akitonian, Common, Shobhad

Other Abilities four-armed

Gear graphite carbon skin, battle staff, tactical acid dart rifle with 10 darts, *mk 1 mindlink circlet*, *spell gem of dispel magic*, *spell gem of remove condition*, assorted shobhad bangles and charms (worth 450 credits)

SPECIAL ABILITIES

Ferocity (Ex) When Maarbadae is brought to 0 Hit Points, she can fight on for 1 more round. She can act normally until the end of her next turn; if she has 0 HP at that point, she dies. If she would lose further Hit Points before this, she ceases to be able to act and dies.

Four-Armed (Ex) A shobhad has four arms. One hand is considered its primary hand; all others are considered off hands. It can use any of its hands for other purposes that require free hands.

Share Pain (Su) Whenever a foe deals damage to Maarbadae, she can spend 1 Resolve Point as a reaction to shift some of the pain back onto that foe. Unless the foe succeeds at a DC 14 Will save, she reduces the damage she takes from the attack by 1, and the foe takes an equal amount of damage. This is a mind-affecting pain effect.

YSOKI AMBUSHERS (2)

CR 1

Ysoki operative

N Small humanoid (ysoki)

Init +5; **Senses** darkvision 60 ft.; **Perception** +6

DEFENSE HP 17 EACH

EAC 11; **KAC** 12

Fort +4; **Ref** +4; **Will** +1

OFFENSE

Speed 30 ft.

Melee survival knife +8 (1d4+3 S)

Ranged azimuth laser pistol +10 (1d4+1 F; critical burn 1d4)

Offensive Abilities trick attack +1d4

TACTICS

Use the tactics from Subtier 1–2.

STATISTICS

Str +2; **Dex** +4; **Con** +0; **Int** +1; **Wis** +1; **Cha** +0

Skills Athletics +6, Culture +11, Stealth +11, Survival +11

Languages Akitonian, Common, Ysoki

Other Abilities cheek pouches, moxie, specialization (explorer)

Gear second skin, azimuth laser pistol with 1 battery (20 charges), survival knife

Development: Once the PCs defeat the ambushers, they are clear to continue to the thasteron mine where Talbot hides. There are no particular consequences if the ambushers get killed. Maarbadae and her allies were acting as outlaws, and the people of Tasch acknowledge that.

Philt and the AbadarCorp delegation return to Digger's Dive once the commotion dies down. The PCs can find the AbadarCorp delegation here if they intend to hand Talbot over at the conclusion of the scenario.

Rewards: If the PCs fail to defeat the ambushers, reduce each PC's credits earned by the amount listed below.

Subtier 1–2: Reduce each PC's credits earned by 188.

Out of Subtier: Reduce each PC's credits earned by 286.

Subtier 3–4: Reduce each PC's credits earned by 383.

C. THASTERON MINE

Tasch's thasteron mine is built into a red rock hillside. The mine's interior is structurally sound and most passages are uniform. It was excavated by powered mining equipment that has since been repossessed or sold. Side supports regularly brace the passages. The ceiling height is 10 feet unless otherwise noted. A string of overhead lights provides dim light throughout the mine. A metal track runs throughout the mine, meant for automated mine carts. These tracks can be safely walked over.

C1. MINE ENTRANCE

A sloping ramp descends to the west, made of hard-packed red dirt that shows signs of heavy vehicle traffic. The ramp opens into a large square chamber with rough walls. A metal track runs along the ground from a passage in the west wall and then turns north, ascending a five-foot ramp and then running along the north wall until the track terminates. A pair of metal lockers stand in the southeast corner, and a heap of ore is piled to the southwest.

The tracks here are for automated mine carts. Mine carts enter this chamber and roll along the ramp. Once stopped, the carts are then uncoupled to tip over and pour their cargo into the bed of a vehicle that would back up to the tracks. A PC who succeeds at a DC 12 Engineering check identifies the purpose of this room, while a PC with a successful DC 12 Survival check can tell that the tracks are relatively recent, matching the timeline of when Talbot arrived on Akiton. A PC who succeeds at a DC 15 Physical Science check identifies the ore to the southwest as unrefined thasteron.

Treasure: The metal lockers are securely locked but can be

B. WASTELAND AMBUSH



+0

+5

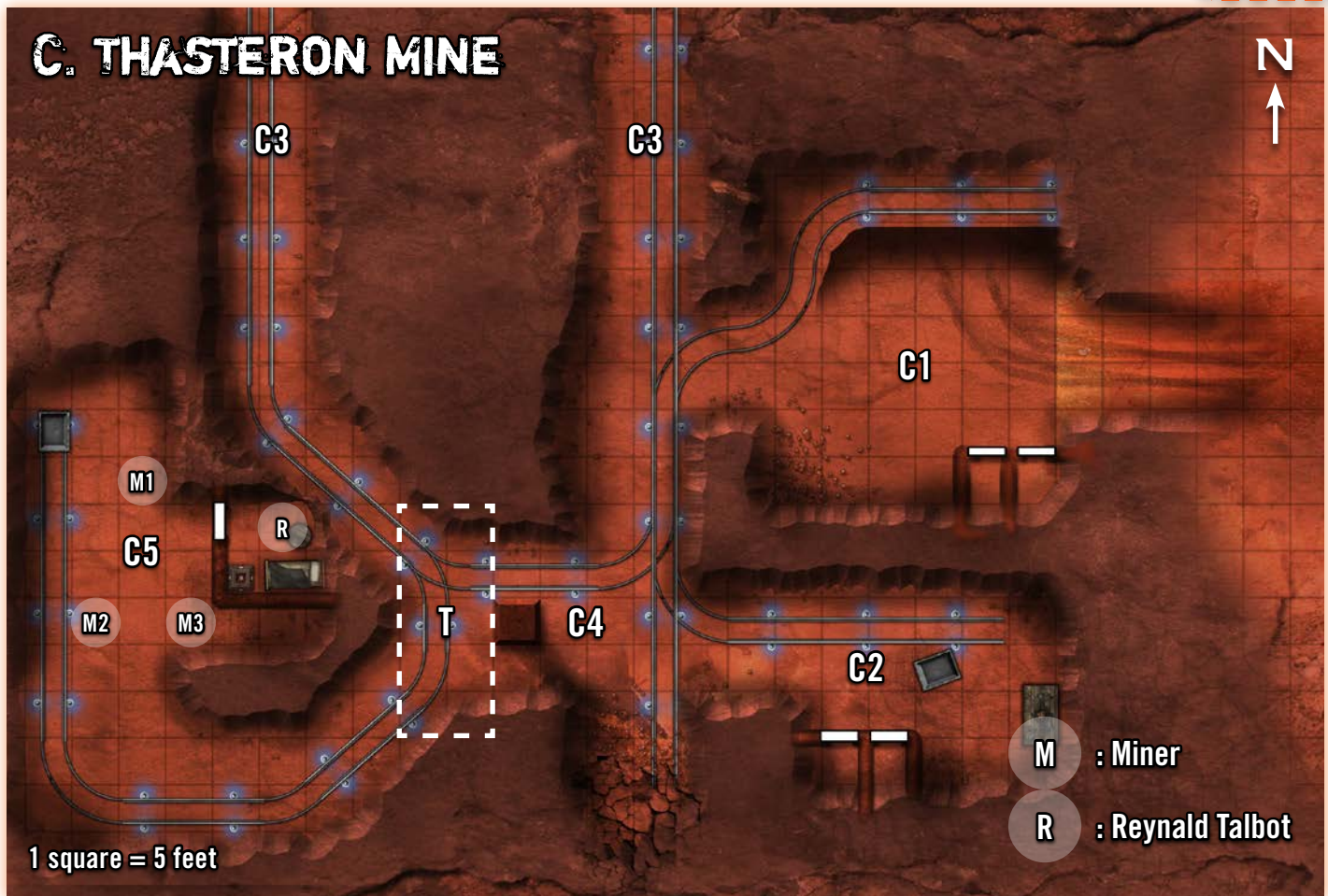
+10

+0

1 square = 5 feet

Starfinder Flip-Mat: Basic Terrain

C. THASTERON MINE



opened with a successful DC 14 Engineering check or a DC 15 Strength check. In Subtier 1–2, the lockers contain a basic medkit and an engineering specialty tool kit. In Subtier 3–4, the lockers contain an advanced medkit and an engineering specialty tool kit. In both subtiers, a tattered mining suit contains an old credstick with 300 remaining credits.

Rewards: If the PCs fail to open the lockers here, reduce each PC's credits earned by the amount listed below.

Subtier 1–2: Reduce each PC's credits earned by 127.

Out of Subtier: Reduce each PC's credits earned by 210.

Subtier 3–4: Reduce each PC's credits earned by 293.

C2. REPAIR BAY

A passageway from the west leads into this rectangular chamber with rough-hewn walls. A metal mine-cart track runs parallel to the passage and enters the room before ending abruptly. A mine cart in an obvious state of disrepair lies adjacent to the tracks. Tools cover a table against the east wall, while a pair of metal lockers stands in the southwest corner.

The lockers contain mining uniforms and binders of material-safety data sheets for explosives. The referenced explosives were removed when the mine shut down, and the equipment was sold

off. The mining car is currently inoperable and cannot be repaired.

C3. MINE PASSAGES

These passageways go deeper into the mine, but are not relevant to the scenario. You can discourage the PCs from going off course by describing thick, trackless dust and failing lights that imply no one has been down these passages in over a year. If the PCs insist on exploring this area, the paths go on for roughly a quarter of a mile before ending at an inactive elevator shaft.

C4. INTERSECTION (CR 1 OR CR 3)

This is an intersection of several passageways with a square ceiling support. The passage to the south is unfinished construction.

Trap: Talbot had one of his miner friends install a security system over the past week. The rogue Starfinder had the trap strategically placed along the west side of the ceiling support. Creatures moving through the mines do not trigger the motion detectors until they walk past the ceiling support in a westerly direction, whereupon a pivoting, mounted laser rifle emerges from a sliding panel to fire at the first creature it detects.

SUBTIER 1–2 (CR 1)

LASER BLAST TRAP

CR 1

Type technological; **Perception** DC 21; **Disable** Engineering DC 15 (disable motion sensors)
Trigger location; **Reset** 1 minute
Effect laser +11 ranged (3d6+1 F)

SUBTIER 3-4 (CR 3)

ADVANCED LASER BLAST TRAP CR 3

Type technological; **Perception** DC 24; **Disable** Engineering DC 19 (disable motion sensors)
Trigger location; **Reset** 1 minute
Effect laser +13 ranged (6d6 F)

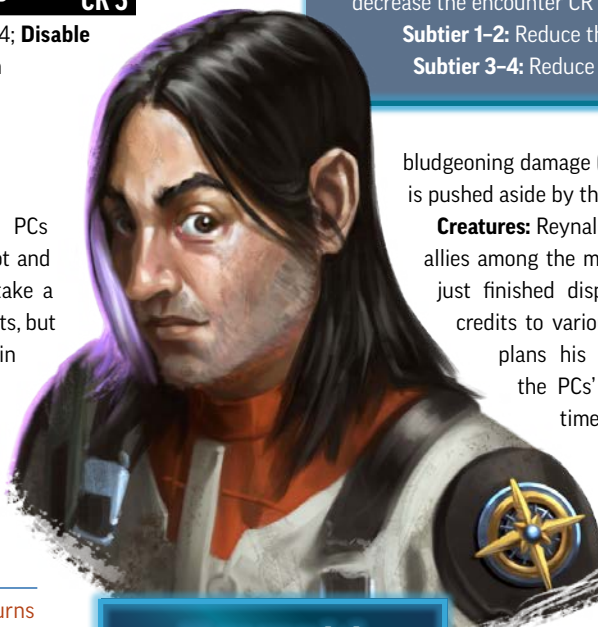
Development: At this point the PCs are roughly 50 feet away from Talbot and his allies in area C5. The PCs can take a 10-minute rest to regain Stamina Points, but doing so gives Talbot time to set up in the mine cart. Similarly, Talbot hears the PCs' arrival if they triggered the trap.

C5. TALBOT'S HIDEOUT (CR 4 OR CR 6)

A passage heads west and then turns north into a T-shaped room. The ceiling is higher than other chambers, cut to fifteen feet in height. Permanent light fixtures set in the ceiling provide brighter light. The minecart tracks that have run throughout this mine hug the south wall, turn north, and run along the west wall before coming to a dead end at the north end of the room. A single mine car stands on the tracks. Across from the cart is a small office fashioned from two out-of-place plastic walls set into the stonework. An open door provides access to the room within a room.

The ceiling height in this room is 5 feet higher than other parts of the mine. Permanent light fixtures on the ceiling provide normal light. A light dimmer switch is located on the wall.

Mine Cart: The mine cart is fully functional and has a set of controls on the top rim. The cart can be activated as a move action. Once active, the cart moves 30 feet per round, moving along the tracks to the entrance of the mine. A PC can board or disembark from the cart while it is in motion with a successful DC 15 Acrobatics or Athletics check. Failure by less than 5 means the PC fails to board the cart, while failing by 5 or more means the would-be boarder falls prone next to the cart. Up to three Medium creatures can stand in the cart together. The cart occupies a space 5 feet wide and 10 feet long. A creature inside the mine cart receives partial cover from attacks originating outside of the cart. A creature in the way of a moving mine cart takes 4d4



Reynald Talbot

Scaling Encounter C5

Make the following adjustments to accommodate a group of four PCs. As a rule of thumb, these adjustments should decrease the encounter CR by 1.

Subtier 1-2: Reduce the number of miners by one.
Subtier 3-4: Reduce the number of miners by one.

bludgeoning damage (DC 12 Reflex save negates) and is pushed aside by the moving cart.

Creatures: Reynald Talbot and three of his closest allies among the miners reside in this area. Talbot just finished dispersing much of his ill-gotten credits to various banking institutes, and now plans his escape from Akiton. He sees the PCs' arrival as a warning that his time in Tasch is over. To ensure his escape, Talbot wastes no time in sending his allies to their deaths.

Talbot and the miners are on guard if the PCs made excessive noise with the laser blaster trap in area C4.

If thus alerted, Talbot is crouched down in the mine cart. He activates the mine cart and fires his ranged weapons at the PCs

as he attempts to ride it to the mine entrance. His miner allies attempt to interfere and slow the PCs down in any pursuit. If Talbot is not expecting the PCs, he is in the office with the door wide open. His allies are arrayed around the immediate area; they assume the worst and attack the PCs when they see them.

SUBTIER 1-2 (CR 4)

MINERS (3) CR 1/2

N Medium humanoid (human)

Init +5; **Perception** +4

DEFENSE HP 13

EAC 10; **KAC** 12

Fort +4; **Ref** +2; **Will** +0

OFFENSE

Speed 30 ft.

Melee club +8 (1d6+2 B)

Ranged tactical semi-auto pistol (1d6 P)

TACTICS

Before Combat If forewarned, the miners have weapons drawn and position themselves to challenge intruders.

During Combat The miner's tactics are straightforward, but if

they can interfere with the PCs' attempt to capture or kill Talbot, they make it a priority.

Morale The miners surrender if Talbot is captured or killed, but otherwise fight until killed or rendered helpless.

STATISTICS

Str +2; **Dex** +1; **Con** +2; **Int** +0; **Wis** +1; **Cha** +0

Skills Athletics +4, Engineering +4, Survival +9

Languages Akitonian, Common, Ysoki

Gear second skin, tactical semi-auto pistol with 6 rounds, club

REYNALD TALBOT

CR 2

Male human operative

N Medium humanoid (human)

Init +5; **Perception** +8

Defensive Abilities evasion

DEFENSE

HP 23

EAC 14; **KAC** 13

Fort +1; **Ref** +5; **Will** +4

OFFENSE

Speed 30 ft.

Melee survival knife +8 (1d4+3 S)

Ranged static arc pistol +10 (1d6+2 E; critical arc 2)

Offensive Abilities trick attack +1d4

TACTICS

Before Combat If forewarned, Talbot activates his holographic clone ability and crouches down in the mine cart to surprise the PCs.

During Combat If he can get into the cart and activate it, Talbot attempts to ride the cart to the front entrance, exploiting the partial cover and attacking pursuers at range. He makes trick attacks from the safety of the moving cart. Talbot tries to quickly incapacitate the PCs who look physically weak.

Morale If he can incapacitate at least one PC by the time he reaches the entrance, Talbot stays to fight alongside his allies. Otherwise he flees to the entrance of the mine. If cornered, he fights to the death, unless rendered unconscious or helpless, whereupon he surrenders.

STATISTICS

Str +1; **Dex** +4; **Con** +2; **Int** +0; **Wis** +1; **Cha** +1

Skills Acrobatics +13, Athletics +13, Bluff +8, Culture 13, Piloting +8, Stealth +8

Languages Akitonian, Common, Ysoki

Other Abilities operative exploit (holographic clone [2 min.]), specialization (daredevil)

Gear freebooter armor I, static arc pistol with 1 battery (20 charges), survival knife, *charlatan's stone, mk 1 ring of resistance*, 6 credsticks (100 credits each)

SPECIAL ABILITIES

Cart Rider (Ex) Talbot is well practiced in riding the mine carts. He can hop in and out of one as a move action without requiring a skill check. He can also use the cart's movement as part of a trick attack. When moving in the cart, he

receives a +2 bonus to his Acrobatics or Athletics check to make a trick attack.

SUBTIER 3-4 (CR 6)

MINERS (3)

CR 1

N Medium humanoid (human)

Init +5; **Perception** +5

DEFENSE

HP 20

EAC 11; **KAC** 13

Fort +5; **Ref** +3; **Will** +1

OFFENSE

Speed 30 ft.

Melee club +8 (1d6+5 B)

Ranged tactical semi-auto pistol (1d6+1 P)

TACTICS

Use the tactics from Subtier 1-2.

STATISTICS

Str +4; **Dex** +1; **Con** +2; **Int** +0; **Wis** +1; **Cha** +0

Skills Athletics +5, Engineering +5, Survival +10

Languages Akitonian, Common, Ysoki

Gear second skin, tactical semi-auto pistol with 6 rounds, club

REYNALD TALBOT

CR 4

Male human operative

N Medium humanoid (human)

Init +6; **Perception** +11

Defensive Abilities evasion

DEFENSE

HP 45

EAC 17; **KAC** 16

Fort +3; **Ref** +7; **Will** +6

OFFENSE

Speed 40 ft.

Melee tactical dueling sword +9 (1d6+5 S)

Ranged thunderstrike sonic pistol +15 (1d8+4 So; critical deafen)

Offensive Abilities debilitating trick, trick attack +2d8, uncanny mobility

TACTICS

Use the tactics from Subtier 1-2.

STATISTICS

Str +1; **Dex** +5; **Con** +3; **Int** +0; **Wis** +1; **Cha** +1

Skills Acrobatics +16, Athletics +16, Bluff +11, Culture +16, Piloting +11, Stealth +11

Languages Akitonian, Common, Ysoki

Other Abilities operative exploit (holographic clone [4 min.]), specialization (daredevil)

Gear basic lashunta tempweave, thunderstrike sonic pistol with 1 battery (20 charges), tactical dueling sword, *charlatan's stone, mk 1 ring of resistance*, 6 credsticks (100 credits each)

SPECIAL ABILITIES

Cart Rider (Ex) See Subtier 1-2.

Development: Talbot does not see surrender as a viable option. If the PCs attempt to negotiate with Talbot, he feigns interest only long enough to get some sort of combat advantage. If the PCs overpower Talbot and his cronies, they might demand the *charlatan's stone* in exchange for letting Talbot escape, or least for a fair head start over AbadarCorp. Talbot accepts the offer, retreating into obscurity in the aftermath. This and other potential outcomes are further detailed in Conclusion below.

Treasure: Talbot's office contains scattered living items, like extra clothes and some nutrient food packs. One of Talbot's ongoing passion projects, a recently completed but uninstalled armor upgrade, lies on the desk in the office. In Subtier 1-2 this is a brown force field armor upgrade. In Subtier 3-4 this is a purple force field armor upgrade.

Rewards: If the PCs fail to defeat Talbot and retrieve the *charlatan's stone*, reduce each PC's credits earned by the amount listed below.

Subtier 1-2: Reduce each PC's credits earned by 232.

Out of Subtier: Reduce each PC's credits earned by 320.

Subtier 3-4: Reduce each PC's credits earned by 407.

CONCLUSION

If the PCs departed on reasonably good terms with Philt and managed to capture Talbot, they have an opportunity to do some good for the citizens of Tasch. Philt says that the drive and loyalty the townsfolk demonstrate—however misguided—inspires him. AbadarCorp has long considered the construction of a shipping hub outside of Maro. Such a facility would keep cargo destined for transport throughout the Pact Worlds away from Maro's local gangs and criminal organizations. Philt believes that Tasch could serve to staff this shipping hub and provide infrastructure for guards, pilots, and corporate employees. Such construction would also mean gainful employment for all the townspeople.

If the PCs return Reynald Talbot to the custody of AbadarCorp, they secure Tasch's future. Cross out the AbadarCorp Annoyance line on the AbadarCorp Acquaintance boon. Similarly, PCs helping to establish Tasch as a future AbadarCorp shipping hub receive

the True Savior of Tasch boon on their Chronicle sheets.

If the PCs failed to negotiate, or even killed Philt and his associates, AbadarCorp eventually uncovers the full details of what happened. In this case, cross out the AbadarCorp Respect line on the AbadarCorp Acquaintance boon. The PCs should expect that AbadarCorp will remember the slight and might take actions against them in future scenarios.

If the PCs return to Absalom Station without the *charlatan's stone*, Venture-Captain Arvin is unhappy, but he does not lose his temper. Instead he accepts the report, and with a sigh offers that everyone, himself included, needs to try harder if the Starfinder Society is going to survive.

If the mission is a success, Arvin offers to pay for a round of drinks at a bar popular with many field agents. As the PCs depart, Arvin tends to the *charlatan's stone*, securing it in the Lorespire Complex. Before he departs, Arvin informs the PCs to get some rest after their night of enjoyment; he is confident he will have another assignment for them soon.

REPORTING NOTES

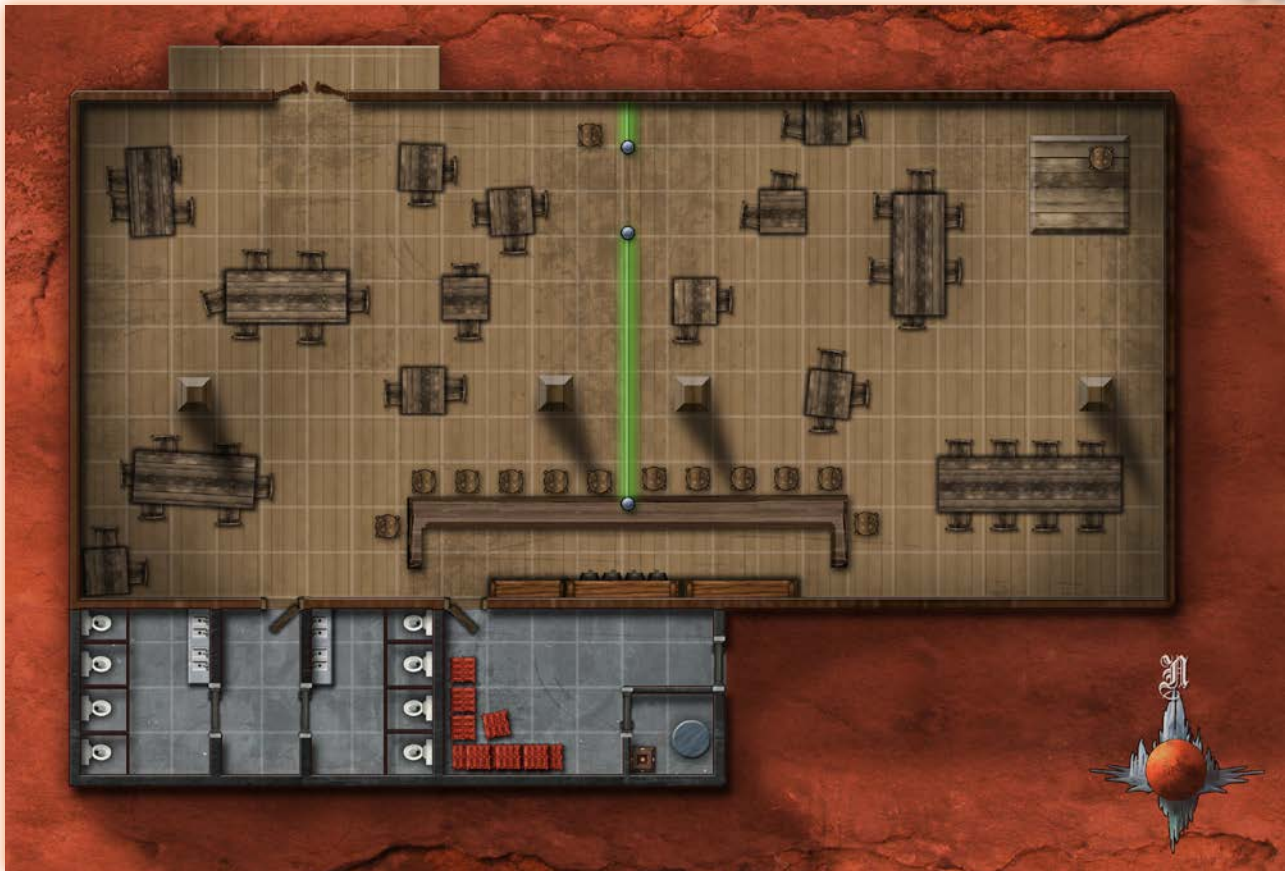
If the PCs killed Reynald Talbot, check box A. If Talbot escaped and did not end up in AbadarCorp custody, check box B. If the PCs handed Talbot over to Philt and convinced AbadarCorp to establish a shipping outpost in Tasch, check box C.

PRIMARY SUCCESS CONDITION

If the PCs retrieve the *charlatan's stone* from Talbot, even if they had to kill him in the process, they succeed at their mission and each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon.

SECONDARY SUCCESS CONDITION

If the PCs tender Talbot over to Philt in an amicable fashion and the AbadarCorp representative considers employing the town of Tasch as a shipping hub, the PCs each earn 1 additional Fame and 1 Reputation for any factions associated with their current faction boon.



Starfinder Society Scenario #8-04: Wardens of Sulfur Gulch

Event

Date

GM #

GM Character #

GM Name

GM Fame Earned

☐ Acquisitives
☐ Second Seekers ()
☐ A ☐ B

☐ Exo-Guardians
☐ Faction ☐ C
☐ Dataphiles
☐ Wayfinders

Character #

☐ Fame ☐ Faction Boons

Character Name

☐ Acquisitives
☐ Second Seekers ()

☐ Exo-Guardians
☐ Faction ☐ C
☐ Dataphiles
☐ Wayfinders

Character #

☐ Fame ☐ Faction Boons

Character Name

☐ Acquisitives
☐ Second Seekers ()

☐ Exo-Guardians
☐ Faction ☐ C
☐ Dataphiles
☐ Wayfinders

Character #

☐ Fame ☐ Faction Boons

Character Name

☐ Acquisitives
☐ Second Seekers ()

☐ Exo-Guardians
☐ Faction ☐ C
☐ Dataphiles
☐ Wayfinders

Character #

☐ Fame ☐ Faction Boons

Character Name

☐ Acquisitives
☐ Second Seekers ()

☐ Exo-Guardians
☐ Faction ☐ C
☐ Dataphiles
☐ Wayfinders

Character #

☐ Fame ☐ Faction Boons

Character Name

☐ Acquisitives
☐ Second Seekers ()

☐ Exo-Guardians
☐ Faction ☐ C
☐ Dataphiles
☐ Wayfinders

Character #

☐ Fame ☐ Faction Boons

Character Name

☐ Acquisitives
☐ Second Seekers ()

☐ Exo-Guardians
☐ Faction ☐ C
☐ Dataphiles
☐ Wayfinders

Character #

☐ Fame ☐ Faction Boons

Character Name

☐ Acquisitives
☐ Second Seekers ()

☐ Exo-Guardians
☐ Faction ☐ C
☐ Dataphiles
☐ Wayfinders

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Starfinder Society Scenario #1-02: Fugitive on the Red Planet

Character Chronicle #

A.K.A. _____ - 7					SUBTIER	<input type="checkbox"/> Normal
Player Name	Character Name	Organized Play #	Character #	Faction	1-2	719
This Chronicle sheet grants access to the following:						
<p>AbadarCorp Acquaintance (Social Boon): During your hunt for a renegade Starfinder on Akiton, you interacted with a representative of AbadarCorp. Depending on this interaction, you may have earned the ire or respect of the Pact World corporation. Both outcomes for this boon could have positive repercussions in future scenarios, which you will be told of prior to slotting your boons. Your GM will cross out the affiliation you failed to earn.</p> <p><input type="checkbox"/> AbadarCorp Annoyance <input type="checkbox"/> AbadarCorp Respect</p> <p>Digger's Dive Burglary (Slotless Boon; Limited Use): You took part in burglarizing the safe at Tasch's local bar, Digger's Dive. As a result, you gained Infamy, but also earned yourself some extra credits. You gain a one-time bonus 200 credits for your thieving actions. If you earned the True Savior of Tasch boon, cross it off your Chronicle sheet—the people of Tasch don't want to work with another criminal.</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> True Savior of Tasch (Slotless Boon; Limited Use): You helped ensure a measure of prosperity for the Akitonian town of Tasch by enticing AbadarCorp to set up a shipping outpost in the town. You can forgo making a day job roll to instead devote time to assist with the growth of Tasch. Any time you opt to do so, check a box on this boon and make a note on the Chronicle sheet associated with that scenario, indicating you partook in this endeavor. Once all five boxes on this boon are marked, you receive 500 UPBs as recompense from the people of Tasch for helping to develop their now-thriving town. These UPBs cannot be converted to credits and must be used to craft some form of equipment.</p>						
All Subtiers					Subtier 3-4	
azimuth laser pistol (350; item level 1) basic medkit (100; item level 1) battle staff (80; item level 1) brown force field armor upgrade (1,600; item level 3) engineering specialty tool kit (445; item level 2) freebooter armor I (750; item level 2) golemforged plating I (250; item level 1) hunting rifle (240; item level 1) longsword (375; item level 1) mk 1 ring of resistance (735; item level 2) second skin (250; item level 1) spell gem of remove condition (450; item level 5; limit 1) static arc pistol (750; item level: 2) stickybomb grenade I (170; item level 1; limit 4) survival knife (95; item level 1) tactical semi-auto pistol (260; item level 1)					advanced medkit (2,700; item level 5) azimuth laser rifle (425; item level 1) basic lashunta tempweave (1,950; item level 4) graphite carbon skin (1,220; item level 3) purple force field armor upgrade (4,550; item level 6) spell gem of dispel magic (1,400; item level 8; limit 1) tactical acid dart rifle (485; item level 2) tactical dueling sword (475; item level 2) thunderstrike sonic pistol (2,300; item level 4)	
Reputation						
Faction _____		Reputation _____		Faction _____		Reputation _____
Faction _____		Reputation _____		Infamy _____		
					MAX CREDITS	SUBTIER <input type="checkbox"/> Normal
					Out of Subtier	1,091
					SUBTIER <input type="checkbox"/> Normal	
					3-4	1,461
					SUBTIER <input type="checkbox"/> Normal	
					—	—
					EXPERIENCE	
					Starting XP	
					+	GM's Initials
					XP Gained (GM ONLY)	
					=	
					Final XP Total	
					FAME	
					Initial Fame	
					+	GM's Initials
					Fame Gained (GM ONLY)	
					-	
					Fame Spent	
					Final Fame	
					CREDITS	
					Starting Credits	
					+	GM's Initials
					Credits Garnered (GM ONLY)	
					+	GM's Initials
					Day Job (GM ONLY)	
					-	
					Credits Spent	
					=	
					Total	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #