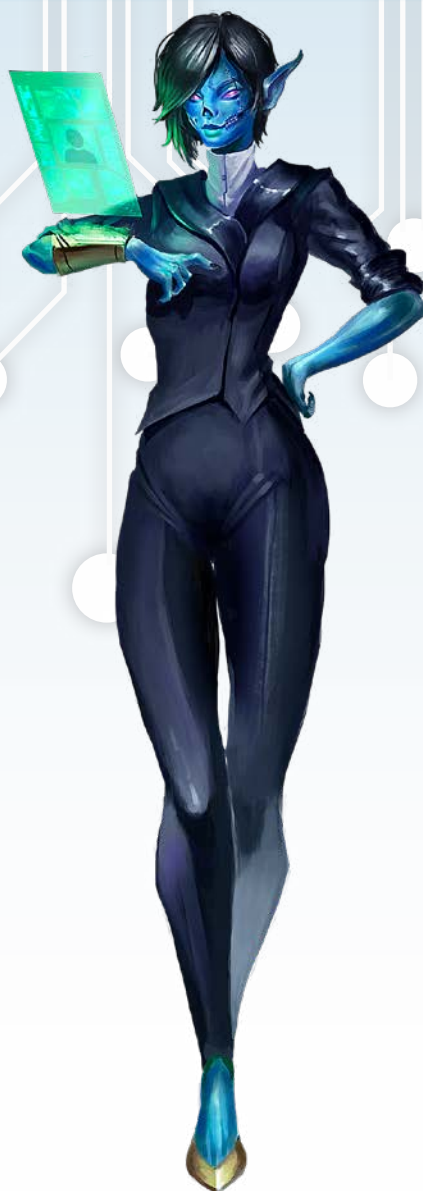


YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-09 TIER 1-4



LIVE EXPLORATION EXTREME!

BY JOHN COMPTON





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HOW TO PLAY

Starfinder Society Scenario #1-09: Live Exploration Extreme! 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

Live Exploration Extreme! makes use of the *Starfinder Core Rulebook* and *Starfinder Alien Archive*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online *Starfinder Reference Document* at paizo.com/sfrd, and the relevant rules from the *Starfinder Alien Archive* volumes are reprinted at the back of the adventure for the GM's convenience.

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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LIVE EXPLORATION EXTREME!

BY JOHN COMPTON



Prior to the Scoured Stars incident that incapacitated most of its field agents, the Starfinder Society acquired the salvaging and exploration rights to numerous planets, including a small moon known as *Salvation's End*. With much of its fleet lost, the Society looked to its remaining resources to rebuild, so the acting First Seeker Luwazi Elsebo dispatched a team of mercenary explorers to perform an initial survey of the site to see if there was anything worth recovering (events detailed in *Starfinder Society #1-00: Claim to Salvation*.) The team struck figurative gold. *Salvation's End* wasn't just a collection of ramshackle buildings on the moon's surface; the entire moon was artificial, hiding untold secrets beneath its surface. The explorers would have delved deeper were it not for one of the Society's other obligations: a strict broadcast rights contract.

The Scoured Stars aftermath didn't just leave the Society underequipped; it left the organization with little capital to fund new expeditions. Luwazi Elsebo has secured both donations and investors to help restore the organization, but perhaps the most curious revenue came from Zo!, an eccentric undead Eoxian media mogul. Zo!'s offer was simple: he would finance more than a dozen expeditions, but if they found anything especially noteworthy, the Society would cease the operation until he could assemble a media contingent to document the discovery process and broadcast it on his networks. The initial discoveries on *Salvation's End* invoked this clause, and the Society complied.

Several months later, Luwazi Elsebo is beginning to regret this deal, for the time it's taken Zo! to prepare his team has far exceeded her estimates. In fact, Zo! wasn't just assembling a camera crew or a film drone—by nature of Drift travel, the broadcast would be delayed by at least a few days. Instead he's canvased the Pact Worlds to gather a studio audience that he's loaded on a luxury starship set to orbit *Salvation's End* and view the action in real time. While this extravagant showboating annoyed Luwazi, she can't argue with the results. By now it seems everyone in the Pact Worlds has heard of *Salvation's End* and the upcoming Zo!-sponsored presentation of the Starfinder Society's first foray into its interior: *Live Exploration Extreme!*

Despite all the pomp and preparation, nobody knows quite what's inside *Salvation's End*. In fact, beneath the outer shell of rock, crashed starships, and crumbling structures are immense

simulation chambers, complete with living inhabitants with no knowledge of the outside world, each reproducing some historical period in the galaxy at the behest of an unknown intelligence that lives deep inside the false moon. The Exhaust Drinker goblin tribe living on the surface has broken into the chambers closest to moon's surface, pilfering resources and running off with supplies from their intrusions. The moon's mysterious overseer has compensated by activating defensive measures in some places, but in others the machinery is breaking down due to the goblins' ruthless scavenging. To the simulations' ignorant participants, the shuddering malfunctions and rebooted technology seem portentous or cataclysmic. This is especially true for the dwarves living in the most recently damaged chamber. These dwarves have been reliving Golarion's legendary Quest for Sky, when the dwarf race first emerged from their underground homeland at the behest of the god Torag. They can only wonder at the crumbling world they've never left when goblins invade, maintenance systems break down, and a strange band of reality show stars show up.

ADVENTURE SUMMARY

The PCs meet with Zo!, Luwazi Elsebo, and the ghost producer Wazasha Kevir for a briefing about the televised delve they're leading, including the production team, audience expectations, and basic ground rules. Zo! offers select PCs a few sponsor-branded tools, and then Wazasha accompanies the PCs and the film crew to the surface. The PCs open the hatch into the interior of *Salvation's End* and begin exploring, shortly thereafter encountering several hostile Exhaust Drinker goblins and their alien pet who have broken through to another section of the moon.

Adventuring with a large film crew is difficult, and the undead camera crew creates a mobile obstacle during combat to get the best action shots. Wazasha regularly advises the PCs of live audience polls voting on their next actions, and between scenes she takes PCs aside to interview them about the ongoing action and their feelings, often goading the PCs to make the program even more action-packed and dramatic.

The PCs travel into the other section and meet with several dwarves who believe they are part of the legendary Quest for Sky that occurred many millennia ago on Golarion, complete with anachronistic equipment. The dwarves are anxious around



the undead camera crew, and they worry that the PCs' arrival is only the latest sign of disapproval from their Torag—a god who disappeared during the Gap centuries ago! Hoping for guidance from Torag, the dwarves lead the PCs back to their settlement and its temple. However, a tremor has collapsed part of the temple, and the priest is trapped within fighting off strange oozes.

The more the PCs learn, the more apparent it is that this region is a re-creation of Golarion's Darklands maintained by malfunctioning machinery. The dwarves interpret these events as Torag's displeasure at their proximity to a surface world that they view with superstition. Thanks to the ongoing raids and sabotage by the Exhaust Drinker goblins, the dwarves' home is in danger of being flooded with toxic gases, and only the PCs, using their armors' environmental protections, can brave the miasma to stop the goblins.

Upon defeating the goblins, though, the PCs find that there's far more to *Salvation's End* than the dwarves' artificial world. The Quest for Sky simulation is but one of dozens currently active chambers, with hundreds of other chambers in the middle of reactivation and repair processes. However, Luwazi Elsebo see this as ideal place to stop and consolidate the PCs' findings before going further—ideally without a live studio audience.

GETTING STARTED

The PCs begin the adventure on the *Exemplarion*, Zo!'s personal starship and luxury space-yacht. They've just arrived aboard a far more modest Starfinder starship, giving the PCs a brief window to tour the larger craft's six decks, casino, spa, trio of restaurants, and other extravagant amenities that accommodate the hundreds of guests on board. After a while, one of Zo!'s skeletal assistants intercepts the PCs and escorts them to the production studio on Decks 4 and 5.

The studio is a large, multi-tiered auditorium with an immense window that looks out over *Salvation's End*. Dozens of professionals rush about the studio, adjusting lights, testing holographic displays, pulling clothes from wheeled wardrobes, cleaning the hundreds of tiered seats, and more. The elebrian media mogul Zo! sits on the stage with the Starfinder Society's First Seeker, Luwazi Elsebo, animatedly telling a story while Luwazi marvels at the ongoing activity. When the First Seeker spots the PCs, she waves for them to walk down the aisles and join them. Assistants immediately rush out with additional chairs to accommodate the new arrivals.

Read or paraphrase the following to get the adventure underway.

"Yes. Yes! You're everything I was hoping for," exclaims the undead showman while looking over the new arrivals. "Oh,

Luwazi, you've truly outdone yourself. They're so exciting, so energized, so—"

"—alive?" finishes a ghastr woman wearing well-tailored clothing as she steps onto the stage. Zo! frowns at the blunt observation and tries to respond, but Luwazi intervenes.

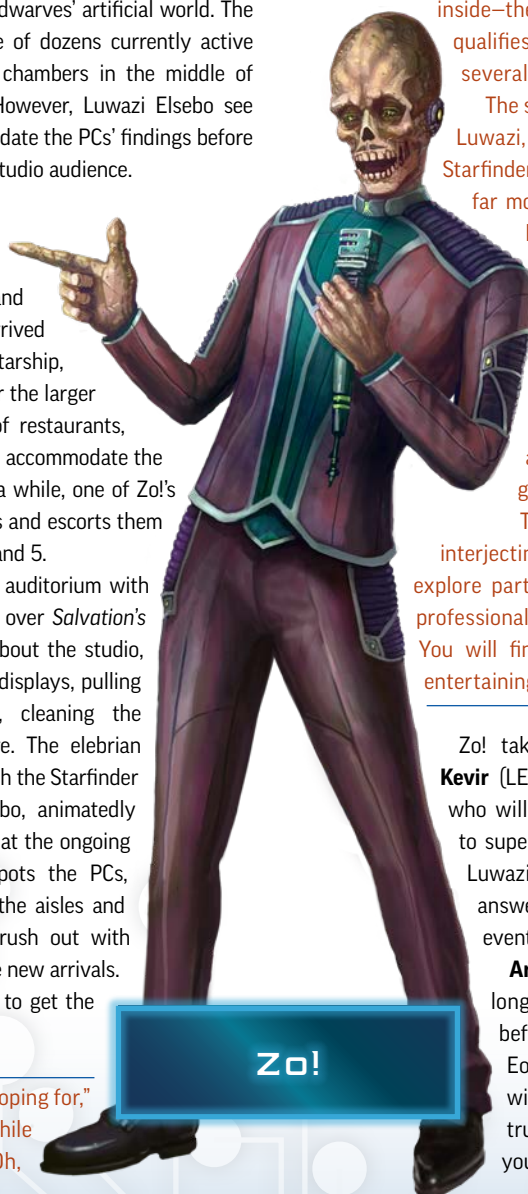
"Starfinders, no doubt this is all happening a little fast, so let me explain. After the Scoured Stars incident, the Society struggled to support new expeditions. I reached out to numerous people and organizations for grant money, and our host was eager to help. He financed more than a dozen missions, including the one to *Salvation's End*. There was one big catch." Zo! visibly bounces in his seat with excitement as Luwazi continues. "If we found anything especially exciting, we'd need to cease exploration long enough for him to get a film crew out there to document whatever we found next. Well, *Salvation's End* may look like a moon, but our initial survey of it found there's something built inside—the whole thing might be artificial. That qualifies as especially exciting, but that was also several months ago."

The skeletal mogul waves his hands. "Oh, but Luwazi, I couldn't just send a single crew. No, the Starfinder Society's greatest triumph deserves far more production value." He hops up from his chair and gazes out at the moon as he paces and gesticulates. "Imagine: heroes from the Pact World, a mysterious planetoid, untold secrets, limitless adventure—all broadcast before a live audience in our greatest production yet!" He spins to look back at the group, his lipless mouth smiling gleefully. "*Live Exploration Extreme!*"

The ghastr claps politely before interjecting. "To translate, you're scheduled to explore part of *Salvation's End* accompanied by a professional camera crew and production team. You will find exciting things and be thoroughly entertaining. Any questions?"

Zo! takes a moment to introduce **Wazasha Kevir** (LE female ghastr), his associate producer who will accompany the PCs during their jaunt to supervise the film crew and pace the event. Luwazi, Wazasha, and Zo! take the time to answer a few of the PCs' questions before the event gets underway.

Are all the film crew undead? Wazasha's long tongue slithers back into her mouth before she answers. "Yes, we are an Eoxian-based corporation in compliance with Pact Worlds production standards. I trust this won't be a problem? I was told you are professionals."



Zo!

How many people will be watching? Zo! proudly answers. "Everyone! Broadcast signals through the Drift will take several days to reach the Pact Worlds, but that's why I've transported 408 lucky audience members here to watch you from orbit, where they can witness the event in real time!"

What do we know about *Salvation's End*? Luwazi explains, "I hired a team to perform a surface survey, and it was they who discovered a hatch that led much deeper into its interior. We also know that a tribe of goblins calling themselves the Exhaust Drinkers live on the surface, and we've clashed with them in the past. Most recently, we undertook a concerted effort to clear the tribe out from our landing facility on the moon's surface. The moon's gravity will feel about normal, but we've detected that the gravity is artificially maintained and even seems to reorient itself in some areas."

How long is the show? Wazasha dryly responds, "Expect at least a few hours of action. We'll be taking periodic breaks to make it easier for post-production to add advertisements, and that will also give me a chance to provide further directions on-site."

Luwazi adds, "The Society's obligation involves the crew tagging along for just one big discovery." Zo! looks to her with pleading eyes, and she continues. "But we could renegotiate that if—if—it's to the Society's advantage."

Once the PCs have asked some questions, Wazasha glances down at her wrist-mounted holoscreen and announces they're an hour away from starting. She ushers the PCs out of the auditorium toward a dressing room for further instructions. There she reviews the assignment and confirms that the PCs have the supplies they need. The PCs can buy equipment stored on the starship (armor, weapons, and equipment from the *Starfinder Core Rulebook* up to item level 5.) Wazasha calls in a squad of makeup artists to ensure the PCs are looking their best once any purchases are concluded.

Boon Allocations: Have the PCs finalize their boon slots for the session after completing their briefing with Luwazi, Wazasha, and Zo! PCs are encouraged to slot the High Society Influence (Zo!) social boon (see *Starfinder Society #1-05: The First Mandate*) if they have it, and PCs who have the Claimant to Salvation boon (see *Starfinder Society #1-00: Claim to Salvation*) qualify for a bonus reward at the end of this scenario.

LIVE ACTION STARS

In this adventure, the PCs' aren't just holoivid stars; they're performing for a live audience of passionate fans able to contribute to whatever incentives Zo!

concocts during the event. Although the PCs' only obligations involve exploring the designated portion of *Salvation's End* and not killing the production crew, they stand to gain reaping considerable social rewards if they put on a good show and pander to the crowd. Over the course of the adventure, the following conditions and interruptions happen periodically.

Sponsorship: *Live Exploration Extreme!* has numerous high-end sponsors, including several manufacturers of adventuring gear. In addition to paid advertising time, these companies have supplied samples of their latest products to show off on the show. On-screen sponsorships undermine the immersive oeuvre that Zo! wants, so he'd rather not cover the PCs with others' logos. For someone he likes, though, he makes an exception. While the PCs are preparing to board their shuttle to *Salvation's End*, he invites any PCs who have slotted the High Society Influence (Zo!) boon (see *Starfinder Society #1-05: The First Mandate*) into a nearby room. There he explains that sponsors have sent in brilliant new gear that his "close friends" are welcome to test.

Each of these PCs can select up to two pieces of gear from the Subtier 1-2 lists below. In Subtier 3-4, a PC can also select from the Subtier 3-4 lists that include higher-level gear. Weapons and powered equipment come with the item's listed capacity worth of ammunition or charges. One main sponsor is Nova Solutions LLC, a family-owned half-orc company that specializes in frontier-ready weaponry able to stop even the toughest alien life form in its tracks. It's sent in several new flame, laser, and plasma weapons from its new Scorched Earth product line, advertised with the motto "Why end a fight when you can end a planet?" The other main sponsor is Clashwear, the Verces-based producer of comfortably armored clothing that's on the bleeding edge of Pact Worlds fashion. The high-end stationwear sent covers everything from the stylishly casual to the glamorously eccentric, all created by the wildly popular shirren designer Neshkuay I with the tagline "Dressed to Express." Additional equipment by less noteworthy companies is also available.

Subtier 1-2 (Armor): Basic iridishell (heavy armor), business stationwear (light armor)

Subtier 1-2 (Weapons): Ember flame doshko (advanced melee weapon), ifrit-class flamethrower (heavy weapon), red star plasma kukri (level 5 one-handed basic melee weapon that deals 1d4 E & F damage, has the wound critical hit effect, has L bulk, and has the operative and powered [capacity 20, usage 1] special properties), static arc pistol (small arm)



Luwazi Elsebo

Media Overload!

The media component of Live Exploration Extreme! can be overwhelming for some groups. Be attentive to which parts the players are enjoying and which are more frustrating. The scenario leaves features such as the camera crew and booth flexible so that you can adjust how often these elements interject into the action and keep the experience fun.

Consent: This is particularly true when handling the Booth, which is a wonderful opportunity for the PCs to talk trash about one another. To avoid any uncomfortable surprises, it's a good idea to discuss the booth's concept and ground rules with the whole group once Wazasha snags the first PC for an interview. Any players who want to opt into a using the Booth to gossip dramatically about each other can do so, and anyone who prefers a less slanderous experience should be exempt from having his character targeted by gossip.

Again, do what's fun for the group.

GM Reference: The Fan Favor can also be tricky to track for a GM. To help in this task, see **GM Reference #1: Fan Favor** on page 23.

Subtier 3–4 (Armor): Elite stationwear (light armor), officer ceremonial plate (heavy armor)

Subtier 3–4 (Weapons): Corona artillery laser (heavy weapon), corona laser pistol (small arm), red star plasma doshko (advanced melee weapon), red star plasma rifle (longarm), skyfire tactical sword (advanced melee weapon)

Wazasha Kevir: The ghost associate producer has a dry wit and largely professional demeanor. Ghosts are a more powerful variant of ghouls, something that Wazasha rarely touts, but does mention if any PCs are curious about her. Occasionally, Wazasha's 2-foot-long tongue hungrily slips out of her mouth or interferes with her speech, and she irritably recoils it back into her mouth to avoid embarrassment. She prefers to speak directly and doesn't coddle actors who can't handle show business. However, she recognizes that this event is particularly important, so she avoids haranguing any naïve PCs.

For the GM, Wazasha is a mouthpiece to keep the action moving and encourage the PCs to play the parts of live action celebrities. She's particularly firm on encouraging the PCs to voice their thoughts, theories, reactions, and fears for the audience's enjoyment. After

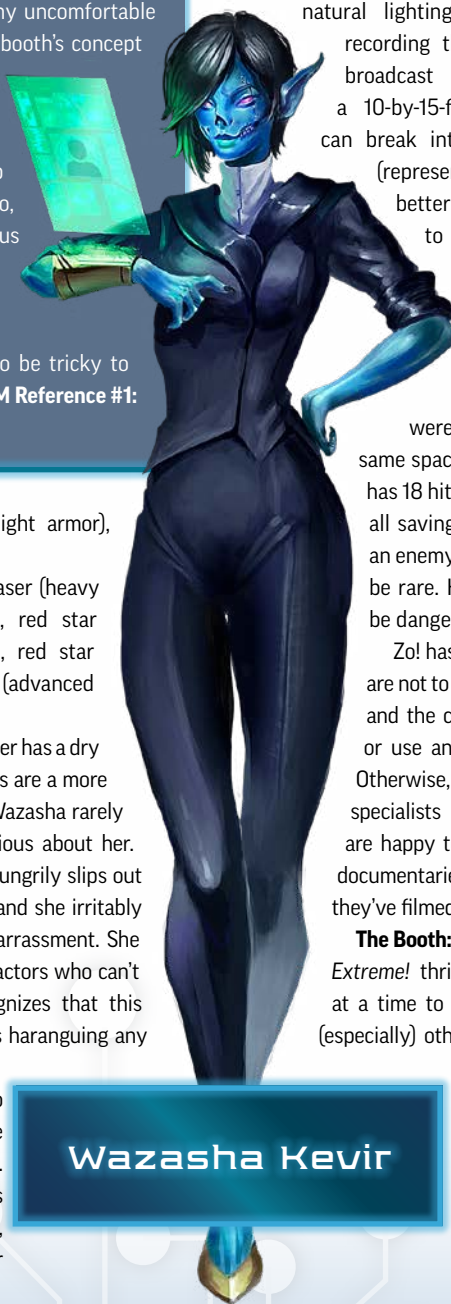
all, the PCs are the professionals, and the galaxy wants to hear what they think. Like the rest of the NPCs accompanying the PCs, Wazasha refrains from entering combat or using her skills to assist the PCs.

The Crew: Two teams accompany the PCs. The first is the production team, consisting of two ghouls, two androids, and a hexapodal robot, that carries refreshments, portable seats, makeup, the bubble projector (see The Booth below), a pair of heavy-duty broadcast relays, and other equipment necessary to keep the operation running. This team typically stays away from the action and plays more of a background role in the scenario.

The camera team consists of 10 ghouls bristling with holocord cameras, boom microphones, reflective screens to amplify natural lighting, and other equipment for properly recording the PCs' exploits in several multimedia broadcast formats. The camera crew occupies a 10-by-15-foot space during combat, though it can break into two 3-square sections if necessary (representing the lighting team breaking away to better illuminate a shot). The crew endeavors to stay within 30 feet of the action during combat, ideally within 10 feet of one or more PCs who are doing impressive things. As a result, the crew might periodically get in the PCs' way. A PC can move through the crew as though it were difficult terrain, but a PC can't end in the same space as the camera crew. Each of the ghouls has 18 hit points, EAC 14, KAC 14, and a +3 bonus to all saving throws, though the situations in which an enemy creature attacks the camera crew should be rare. However, the PCs' errant grenades could be dangerous!

Zo! has provided strict instructions that the crew are not to get involved with any of the "adventuring," and the crew refuses to engage in combat actions or use any knowledge or skills to assist the PCs. Otherwise, all the team members are veteran media specialists who—when the cameras aren't rolling—are happy to tell stories about the harrowing nature documentaries, game shows, and arena contests they've filmed in the past.

The Booth: Like many reality shows, *Live Exploration Extreme!* thrives on periodically sequestering one PC at a time to speak candidly about recent events and (especially) other people on the show. Most of the time this takes place between encounters, with Wazasha periodically snagging a PC or two to interview after each scene. However, if there's an excellent opportunity in the middle of a non-combat encounter, it's possible for her to snag a PC in the middle of the action.

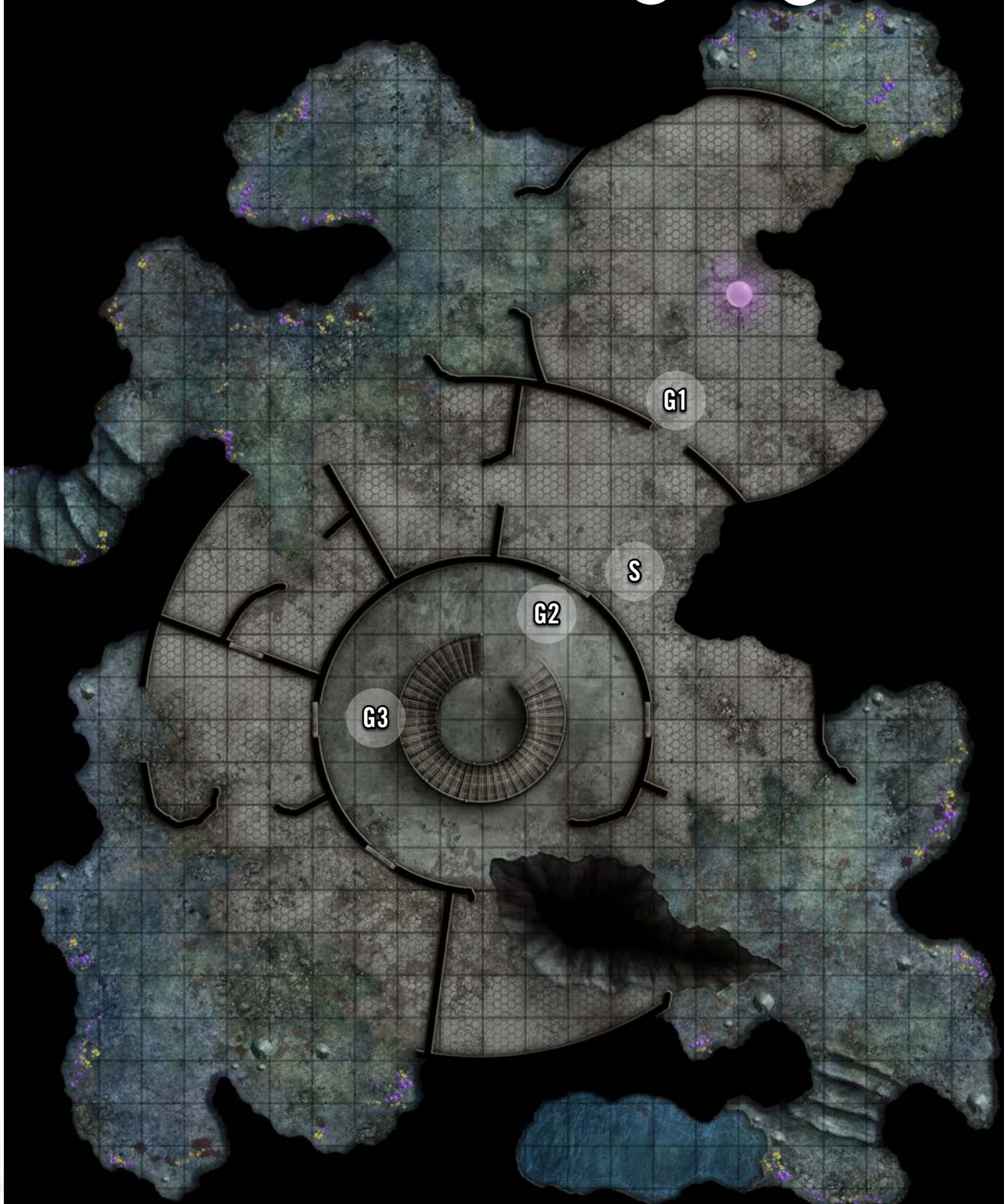


Wazasha Kevir

A. LIGHTS, CAMERA, GOBLINS

G :Goblin

S : Spicodranth



1 square = 5 feet

Pathfinder Flip-Mat: Tech Dungeon

The hexapodal robot can plant itself on the ground and unfold its top like a box, deploying a seat in front of a two-panel screen to create a visually neutral backdrop. At the same time, the robot deploys a pair of tiny hover drones equipped with cameras as well as a slightly opaque, noise-cancelling bubble to provide some privacy. Wazasha ushers the selected PC inside with her, at which point she asks a few questions—some open-ended and others provocatively pointed to elicit a raw, emotional response. Be sure to review the Media Overload sidebar's note about consent in setting the tone. Examples of Wazasha's questions include:

- What has surprised you about what you've found here?
- Why are you better than your companions?
- Do you trust the dwarves?
- Why does [other PC] keep getting to make the decisions?
- You've been really polite around [other PC]. How do you really feel?
- You have grenades, but you never use them. Why not?
- That was a tough fight. Why didn't your friends give you a chance to shine?
- What's the best thing about being a Starfinder?
- What about being a Starfinder makes you mad?

It may be tempting to pull the player away from the table when asking these questions but consider having it happen where the whole group can listen and riff off any budding rivalries. In a less time-constrained environment, if you do decide to take players away from the table, consider recording the statements (with players' permission!) and then play them for everyone's enjoyment at the end of the session!

Note that the Booth can provide PCs with additional Fan Favor (see below); it is important to ensure that every PC gets a chance to shine and to make sure that one PC isn't getting more stage time than others who might want to speak their mind.

Fan Theories: Zo!'s audience eagerly absorbs the PCs' every action, and these hundreds of viewers are constantly posting fan theories about the PCs, their antics, their drama, *Salvation's End*, and the underlying mysteries. Although many of these posts range from argumentative to inane, there are some astute gems mixed in. The PCs are able to access the *Exemplarion's* infosphere, and by scanning through posts with a personal comm unit, a PC can discover fan theories about which PCs the audience thinks are cute, funny, tough, unsympathetic, and the like. As a full action, a PC can quickly search these fan forums for useful information, attempting any recall knowledge task or Sense Motive check using his Computers skill bonus. The second time that Zo!'s production staff realize the PCs are doing this, though, they implement a powerful firewall that prevents a PC from reading the audience forums and other social media platforms (though the PCs can still post their own comments).

Earning Fan Favor: Over the course of the adventure, each PC can earn special points called Fan Favor by distinguishing herself through actions and words. Fan Favor represents the degree to which the audience connects with that PC, perceiving a given character as especially charming, daring, energetic, fickle,

memorable, philosophical, treacherous, tough, or whiny. As the adventure progresses, write down a word or two like these to describe each PC's stage persona. The more the PC plays to her persona, the easier it is for the audience to understand and judge her actions (and whether they approve).

Each PC begins with 1 Fan Favor, and multiple prompts in the scenario allow the PCs to earn more. Ideally, a character should end the scenario with 3 or more Fan Favor, so be sure to give several opportunities for each PC to increase her total. A PC can also earn Fan Favor in the following ways. Be sure that each PC has a few opportunities to participate, and feel free to be transparent with the mechanics of earning Fan Favor as this transparency should help provide PCs with incentive to get involved in some of the scenario's more media-driven activities.

The Booth: A PC who provides engaging answers or anecdotes that fit his persona can attempt a DC 11 skill check (DC 13 in Subtier 3–4) to earn 1 Fan Favor. The skill must match the PC's persona and responses, such as a Charisma-based Profession check for a bubbly aspiring actor, a Sense Motive check for an introspective wallflower, or a Diplomacy check for a wisecracking joker. In general, favor Charisma-based skills when determining which skill to use. Each PC should have at least one opportunity to enter the Booth during this scenario.

Risks: In the eyes of the audience, the PCs are action heroes. By accepting a –4 penalty on a skill check, a PC can perform the skill in some overly flashy or clever way that impresses viewers. This skill must be one for which the PC's deed is easily observable and for which there's real risk, so getting away with an absurd lie or backflipping past a goblin would qualify, but recalling an obscure fact probably wouldn't. Each PC can earn only 1 Fan Favor in this way.

Drama: Being a Starfinder isn't always exciting, but *Live Exploration Extreme!* relies on glamorizing the Society's adventures. The more entertaining the PCs are—and that applies equally to being verbally thoughtful, decisively action-packed, or dramatically petty—the more the audience adores them. When a PC does something extraordinary like crack the perfect joke, propose an amazing plan, show off a sponsor's gear in a stylish way, or utterly embrace a fan vote's result, it's fine to award that PC 1 Fan Favor.

Infamy: It's healthiest to appeal to the audience. That said, a PC can embrace his inner antihero and become the antagonistic jerk the viewers love to hate. A PC who goes out of his way to snub the audience, insult Zo!, mock the show, or purposefully attack the undead crew loses 1 Fan Favor. A PC who ends the scenario with a negative Fan Favor total earns 1 point of Infamy, but he qualifies for all credits rewards and boons on the Chronicle sheet tied to a high Fan Favor score.

A. LIGHTS, CAMERA, GOBLINS (CR 3 OR CR 5)

Once the PCs are ready, they pile into a clean shuttle with Wazasha for the 15-minute voyage to the false moon's surface. The camera crew and production team are waiting, and Wazasha allows them a brief opportunity to meet each other while Zo!'s special effects team plays an opening montage to build the audience's excitement.

A PC can follow along on the local infosphere (connected to the *Exemplarion*), even seeing the overly dramatic renditions of the PCs' personal bios to introduce viewers to the show's stars.

Several other Starfinders are repairing the starship dock featured in *Starfinder Society Scenario #1-00: Claim to Salvation*. The dock is in the process of being retrofitted into a more permanent structure, and some of the Starfinder Society repair crew casually explain that the location might become a new lodge depending on the PCs' findings. The repair crew can self-consciously guide the PCs to a heavy hatch deeper in the facility, beyond which lie dark tunnels that lead deep below the surface.

Live Exploration: A network of service tunnels crisscrosses this outermost subsurface layer, providing avenues for repair drones to service the simulation chambers deeper inside. However, as the PCs explore—and voice their thoughts aloud, as Wazasha prompts—they find broken and incomplete robots and drones of unknown design at irregular intervals along the worn steel hallways. Almost every light fixture is broken or malfunctioning, making the 15-foot-tall tunnels dark but for the occasional, haunting flicker of light from the distance. In the few places where it seems signage once hung, someone has purposefully defaced or removed the analog signs and torn out any digital displays. With a successful DC 12 Computers or Engineering check, a PC can ascertain that the technological elements in these tunnels seem to be roughly comparable to Pact Worlds' technology but are of a design never before documented. A PC who succeeds at a DC 16 Physical Science check can assess the moon's geology from the places where the tunnels are damaged and the surrounding rocky matrix is visible; the rock appears to be natural, but there are signs of warping and buckling as though the moon has periodically experienced heavy forces such as strong gravitational forces or the large-scale movement of something large toward the moon's core.

Farther down their chosen tunnel, the PCs also find a midden containing both refuse and excrement. With a successful DC 10 Engineering check, a PC can determine that the trash consists largely of low-value technological scraps that might have been attached to something more valuable. With a successful DC 10 Life Sciences check, a PC can identify the ample excrement as having come from goblins. However, only by exceeding the DC by 5 or more can the PC recognize that some omnivorous creature about the size of a vesk was the source of another pile. With a successful DC 14 Survival check, a PC can estimate that several creatures visited this midden within the past hour, and that PC can confidently follow the goblin tracks further down the tunnels.

The skill checks above provide the PCs ways to find initial clues about *Salvation's End* and its goblin invaders. The checks also give the PCs a chance to show off their expertise in front of the cameras, and the crew eagerly presses in to document the party's every insight and discovery. Of course, a PC can lie about what he's found, but unless he succeeds at a DC 17 Bluff check (DC 19 in Subtier 3–4) or has decided to embrace a duplicitous stage persona, egregiously making up facts loses the PC 1 Fan Favor. Finally, these skill checks are an opportunity for the players to roleplay and steal the limelight

from each other, getting a feel for how their characters interact with one another in front of the camera. It's entirely permissible to add in another couple skill checks (e.g. a ledge that someone needs to climb to find a ruined goblin junklaser) to appeal to a wider range of PCs or give the players a little more time to establish their dynamic.

Shortly after the PCs find the midden, an explosion shakes the walls and echoes from ahead. The camera crew fans out to record the PCs' reactions. If the PCs don't decisively decide to investigate, Wazasha prompts them by asking whether that's the sort of event that makes Starfinders curious. Although the circumstances might seem staged, Wazasha's as unsure of what lies ahead as the PCs are.

In fact, a team of Exhaust Drinker goblins just planted and detonated a large explosive charge near a hatch into the nearby simulation chamber. They miscalculated the payload, and the resulting explosion killed several of them. However, the blast also blew a hole in the ceiling, leaving a gaping hole and a makeshift ladder of rebar suitable for someone to climb into the area beyond (area B). The walls have shattered outward from the explosion, leaving an open space that's partly collapsed along the edges.

Crew: Due to the poor lighting conditions, the camera crew turns on an array of bright set lights that several ghouls turn toward the action. This creates an area of bright light in a 30-foot radius around the camera crew, and the light level decreases to normal light for 30 feet beyond that. This increased light level activates the spicodranth's warding incandescence ability (see more about the spicodranth below.) A PC can convince the camera crew to turn down the light level in the affected area to normal or dim, though doing so requires either a DC 13 Intimidate check as a move action or a DC 13 Diplomacy check as a full action.

Creatures: A team of space goblins sifts through the wreckage left behind by the explosion. This is not the first simulation chamber they've broken into, and an alien creature called a banded spicodranth accompanies them. A spicodranth resembles a large, six-legged armadillo with compound eyes, iridescent banded armor plates, heavy digging claws, and a pair of rasping tongues with which it consumes a wide range of foods like carrion and tubers. The goblins have tamed the creature rather viciously. The spicodranth fears the goblins and follows their basic commands.

SUBTIER 1-2 (CR 3)

SPACE GOBLIN ZAPERATORS (3)

CR 1/3

HP 6 each (*Starfinder Alien Archive* 54)

TACTICS

During Combat The goblins slap the spicodranth encouragingly with the flats of their dogslicers and then fire their junklasers at the PCs. If the spicodranth blinds an enemy, the goblins cackle and rush into melee. Otherwise they try to stay about 30 feet away and keep firing. Whenever possible, the goblins target the PCs and ignore the film crew unless they have no other target to attack.

Scaling Encounter A

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

Subtier 1–2: Remove one space goblin zaperator from the encounter.

Subtier 3–4: Remove one space goblin scrapshooter from the encounter.

Morale The goblins fight to the death unless a single injured goblin is the only remaining enemy, at which point it surrenders or flees.

YOUNG SPICODRANTH CR 1

N Medium magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE HP 20

EAC 11; **KAC** 12

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

Defensive Abilities warding iridescence; **Immune** blinded, dazzled, fascinated

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee claw +8 (1d6+4 S)

Ranged blinding retort +6 (blinded)

TACTICS

Before Combat The spicodrant roots through the rubble left behind by the goblins' explosion.

During Combat The spicodrant trundles into melee and tears apart any living non-goblins it can reach.

Morale The spicodrant squeals in distress and recoils if reduced to half its Hit Points. However, it keeps fighting until all the goblins are defeated, at which point a PC within 30 feet can calm it as a move action with a successful DC 16 Survival check.

STATISTICS

Str +3; **Dex** +0; **Con** +2; **Int** –4; **Wis** +1; **Cha** +0

Skills Athletics +10, Intimidate +5, Survival +5

SPECIAL ABILITIES

Blinding Retort (Ex) If an attack that deals electricity or fire damage misses a young spicodrant, as a reaction it can absorb and redirect the energy in a burst of painful incandescence. If the attack originated from 20–90 feet away, this takes the form of a ray that targets the attacker's EAC. If the attack originated from within 15 feet, the spicodrant instead reflects the energy in a 15-foot cone that must include the attacker in its area. Creatures hit by the ray or in the affected area are blinded for 1d2 rounds (Reflex DC 10 negates).

Warding Iridescence (Ex) While in dim light, a young spicodrant gains a +1 bonus to its EAC against attacks that deal electricity or fire damage. This bonus increases to +3 in normal light and +5 in bright light.

SUBTIER 3–4 (CR 5)

BANDED SPICODRANTH CR 3

N Medium magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE HP 40

EAC 14; **KAC** 15

Fort +7; **Ref** +7; **Will** +2

Defensive Abilities warding iridescence; **Immune** blinded, dazzled, fascinated

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee claw +11 (1d6+7 S)

Ranged blinding retort +9 (blinded)

TACTICS

Before Combat The spicodrant roots through the rubble left behind by the goblins' explosion.

During Combat The spicodrant trundles into melee and tears apart any living non-goblins it can reach.

Morale The spicodrant squeals in distress if reduced to half its Hit Points. However, it keeps fighting until all the goblins are defeated, at which point a PC within 30 feet can calm it as a move action with a successful DC 19 Survival check.

STATISTICS

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

Skills Athletics +13, Intimidate +8, Survival +8

SPECIAL ABILITIES

Blinding Retort (Ex) If an attack that deals electricity or fire damage misses a banded spicodrant, as a reaction it can absorb and redirect the energy in a burst of painful incandescence. If the attack originated from 20–90 feet away, this takes the form of a ray that targets the attacker's EAC. If the attack originated from within 15 feet, the spicodrant instead reflects the energy in a 15-foot cone that must include the attacker in its area. Creatures hit by the ray or in the affected area are blinded for 1d2 rounds (Reflex DC 12 negates).

Warding Iridescence (Ex) While in dim light, a banded spicodrant gains a +1 bonus to its EAC against attacks that deal electricity or fire damage. This bonus increases to +3 in normal light and +5 in bright light.

SPACE GOBLINS SCRAPSHOOTERS (2) CR 1

NE Small humanoid (goblinoid)

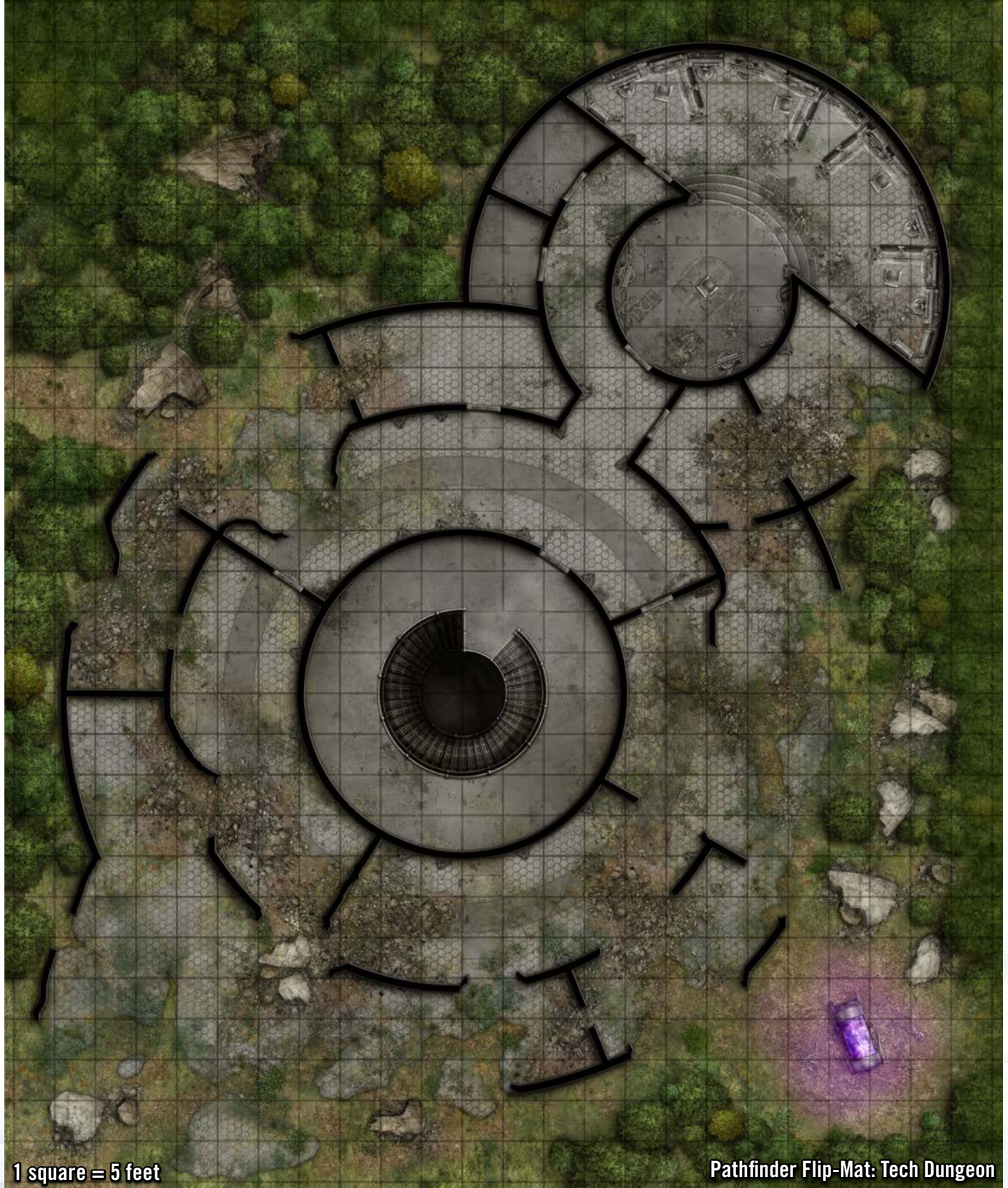
Init +4; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE HP 17 EACH

EAC 11; **KAC** 12

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

B. SEEKING SKY, SEEKING ANSWERS



OFFENSE**Speed** 35 ft.**Melee** dogslicer +4 (1d4+2 S)**Ranged** unstable scrapshot pistol +6 (1d6+1 P; critical bleed 1d4)**Offensive Abilities** tinker**TACTICS**

During Combat The goblins slap the spicodranth encouragingly with the flats of their dogslicers and then fire their junklasers at the PCs. If the spicodranth blinds any one, the goblins cackle and rush into melee. Otherwise they try to stay about 30 feet away and keep firing. Whenever possible, the goblins target the PCs and ignore the film crew unless they have no other target to attack.

Morale The goblins fight to the death unless a single injured goblin is the only remaining enemy, at which point the survivor surrenders or flees.

STATISTICS**Str** +1; **Dex** +4; **Con** +0; **Int** +2; **Wis** +0; **Cha** +0**Skills** Computers +5,

Engineering +10, Life Science +5,

Stealth +10, Survival +5

Languages Common, Goblin

Gear studded flight suit, dogslicer, unstable scrapshot pistol with 8 small arm rounds, makeshift engineering tools (as engineering tool kit but imparts a -1 penalty when used)

SPECIAL ABILITIES

Tinker (Ex) As a move action, a space goblin can remove the penalties associated with the broken condition from a single piece of equipment until the start of his next turn. The item then becomes unusable for 10 minutes (and retains the broken condition after that until fixed).

Unstable Scrapshot Pistol (Ex) A scrapshooter's pistol is crafted from a mishmash of broken casings, leaking energy cells, and other random material and then modified even further with enhancements that defy the laws of physics to fire jagged shards of metal. A scrapshot pistol is similar to a tactical semi-automatic pistol, except it has a capacity of 4 and has a bleed 1d4 critical hit effect. If the space goblin scrapshooter rolls a natural 1 when attacking with the scrapshot pistol, he must immediately attempt a DC 18 Engineering check. Success means that the scrapshot pistol gains the broken condition. Failure means that the gun explodes in 1d3-1 rounds, functioning as a frag grenade I (explode [15 ft., 1d6 P, DC 10]); a result of 0 rounds means the pistol explodes

immediately—randomly determine the corner of the wielder's square that is the center of the burst. A thrown scrapshot pistol has the same range increment as a grenade.

Development: If the PCs capture a goblin, they can question her. The Exhaust Drinker goblins have broken into several areas and found lots of technology, wires, scrap metal, and more. The captive explains that the goblins only recently broke through this area, which means everything on the other side is untouched and unscavenged. Without having explored anything beyond the hole, the captive doesn't have much more information.

If the PCs seem uncertain what to do with their captive, Wazasha proposes the audience vote. Without waiting for the PCs approval, she posts a digital poll as to whether to execute the goblin, let her go, or bring her along. Within seconds, the votes are in—the winner is whatever you as a GM feel would be most fun for the table, balancing additional distractions against moral imperatives against more roleplaying opportunities. If no option feels appropriate, then the crowd votes that the PCs should keep the goblin survivor as a mascot or sidekick for the remainder of the broadcast episode!

Fan Favor: If a PC defies the fan vote regarding the goblin, she loses 1 Fan Favor.

On the other hand, if a PC successfully calms the spicodranth, he earns 1 Fan Favor. Furthermore, the audience overwhelmingly views that character as nurturing, kind, and intolerant of bullying. In this event, one of the film crew offers to escort the pacified creature back to docking bay (having received a private transmission from Zo! to bring the beast back for use in televised follow-up material to the show.)

Rewards: If the PCs do not defeat the goblins, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 222.

Out of Subtier: Reduce each PC's credits earned by 333.

Subtier 3-4: Reduce each PC's credits earned by 444.

B. SEEKING SKY, SEEKING ANSWERS (CR 2 OR CR 4)

Clambering up the wreckage to reach the simulation's interior 20 feet above requires a successful DC 10 Athletics check. Failing the check more than once merely results in the audience eagerly posting their derision and sympathy on social media. If a PC fails the check by 5 or more, he falls and takes 1d6 points of falling damage. PCs can also use grapplers or cable line to assist their ascent or pull each other up. The camera crew films the proceedings, and once the PCs are above, several crewmembers fire grapplers and adeptly hoist themselves and their equipment up.

**Ylga Tularst**

The region beyond is a large cavern that sparkles with phosphorescent fungi—represented by the trees on the map—whose caps span as much as 10 feet in diameter. The goblins' explosion from below has buckled the cavern floor here, leaving a concentric impression in the ground where there appears to have just been unaffected stone before. These buckled rings are about 1 foot high, and stepping across one costs 1 extra square of movement (as if entering an area of difficult terrain).

Creatures: The PCs aren't the only ones who heard the goblins' explosion. The blast sent a shudder through this simulation chamber, temporarily disrupting its artificial gravity and activating its already damaged stabilizers and lithogenesis nodes responsible for periodically manufacturing new rock and caves as the dwarves inside the chamber travel farther "up." The result is an ongoing series of tremors that shower the caves with grit and are causing cave-ins elsewhere in the artificial tunnels. Hoping to learn what caused this catastrophe, the dwarves' leader Ylga Tulgarst set off with several friends to scout out the epicenter. As the undead film crew clamber out of the hole, the dwarves arrive through a tunnel to the east.

These dwarves have lived their entire lives within this simulation chamber, knowing nothing of the galaxy beyond or even that they live in an artificial environment. To them, the Quest for Sky has been ongoing for generations. Within the past year, the orcs spoken of in legend (much shorter than the stories report) returned wielding strange weapons and magic surely retrieved from the surface, though the dwarves are unaware that these are actually space goblins who have broken into the simulation in several places. Now an explosion has shattered part of this cave, from which a bizarre collection of creatures has emerged!

Hoping to learn more, Ylga steps forward to address the PCs as the undead nearby eagerly film the exchange. Ylga can speak a wide range of languages appropriate for her time period: Aklo, Celestial, Draconic, Dwarven, Orc, and Terran. She also recognizes the sound of Common, for the failing simulation machinery has sometimes uttered warnings in the language. Thus, Common is associated with earthen spirits or even divine messengers, particularly since these voices have begun to appear more regularly than actual outsiders. Unfortunately, Ylga only knows a few phrases in Common with no context, so her attempts to say hello involve contextually absurd statements like "critical error" and "sequence initiated."

Although she may interpret Common-speaking creatures as supernatural, Ylga is very suspicious of the undead camera crew—though not outright hostile, as the dwarves possess little knowledge about undead. Furthermore, the PCs still represent a strange cast of intruders who may be enemies or heralds from the mystical surface world. A PC must succeed at a DC 11 Diplomacy check (DC 13 in Subtier 3–4) to allay the dwarves' concerns, or a PC must succeed at a DC 15 Bluff or Intimidate check to trick or cow the dwarves into cooperating. Likewise, a PC can magically befriend Ylga with *charm person* or similar effects. For each goblin, half-orc or full-blooded orc PC in the group, increase

Scaling Encounter B

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

Subtier 1–2: Remove one sky seeker from the encounter.

Subtier 3–4: Remove one dwarven explorer from the encounter.

the DC of these checks by 1. If a PC doesn't speak any of Ylga's languages, he can still attempt skill checks to influence the dwarves, but such checks take a –4 penalty (only –2 if a PC first succeeds at a DC 15 Culture check) and require several minutes of gesticulation and pantomime that the orbiting audience finds hilarious. If a PC fails the check to influence Ylga check by 5 or less, he can try once more at a –2 penalty—again to the audience's amusement. If he also fails that check, the dwarves decide they must fight these strange invaders.

So long as the PC succeeds at the check, Ylga relaxes somewhat and recommends leading the entourage back to her clan's settlement; Wazasha strongly encourages traveling with the dwarves. So long as Ylga and a PC can understand each other, she can answer some simple questions on the 30-minute trek.

Who are you? "I am Ylga Tulgarst, daughter of Ulfrodi. I speak for my clan."

How large is your clan? "The Marbleheart clan is large, but we split into smaller groups to seek the surface more than a century ago, from a time before my memories. I now lead a band of 43 dwarves, though we are down to 29 after the orcs and earthquakes returned."

There are orcs? "The orcs fought us for centuries, but they fled upward long ago. I heard stories of their towering forms, green skin, and rage as a child, but we only saw them for the first time a few hundred forge-days ago. They are shorter than I imagined, but just as cruel. Also, they jabber in a language unknown to us, even though I learned the orc language as part of my warrior training." Ylga references forge-days, which a PC who succeeds at a DC 11 Culture check can identify as roughly a 24-hour period that measures how much time passes between the time a smith heats a forge for work and the time she returns after rest to restart the process. As a result, a PC can calculate that the strange orcs first appeared about 1 year ago.

There are earthquakes? "Yes, there have always been tremors. They have just become stronger of late. Sometimes cave ceilings collapse, burying bystanders but opening up new passages."

Why are you here? "We have always lived below ground, but a generation ago my ancestors answered Torag's summons—a tremor that called on our people to seek what lies above in the Quest for Sky. There we shall do our god's will on Golarion's surface." That the planet Golarion disappeared during the Gap

(leaving only Absalom Station orbiting in its place) 318 years ago is common knowledge for the PCs. With a successful DC 11 Mysticism check, a PC also recognizes Torag as a major dwarven deity who also disappeared during the Gap.

Didn't Golarion disappear? "But we're right here."

Do you understand that you're living in a simulation? "I don't entirely understand. If you wish to discuss philosophy, you should speak to our chief priest, Holsin."

SUBTIER 1-2 (CR 2)

SKY SEEKERS (2)

CR 1/3

N Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; **Perception** +3

DEFENSE HP 6 EACH

EAC 10; **KAC** 11

Fort +2; **Ref** +0; **Will** +2; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities slow but steady

OFFENSE

Speed 20 ft.

Melee pick +2 (1d4+1 P)

Ranged crossbow +0 (1d6 P)

Offensive Abilities traditional enemies

TACTICS

During Combat One sky seeker fires his crossbow while the other moves into melee to attack with a pick. They assist each other, providing covering fire or flanking as appropriate.

Morale The sky seekers fight to the death.

STATISTICS

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

Skills Athletics +3, Engineering +7, Profession (miner) +7,

Stealth +3, Survival +3

Other Abilities old-fashioned, stonecunning

Languages Dwarven, Orc

Gear chain shirt, pick, crossbow with 10 bolts, rope (50 ft.), miner's tools

SPECIAL ABILITIES

Crossbow (Ex) A dwarf's crossbow has a range increment of 80 feet and has a capacity of 1.

Old-Fashioned (Ex) The sky seeker's equipment and training date to a time many millennia ago. The dwarf's weapons and armor all have the archaic special property, making them nearly useless against modern arms and armor. The dwarf cannot attempt Engineering checks regarding advanced technology for any check whose DC is 11 or higher.

YLGA TULGARST

CR 1

N Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; **Perception** +3

DEFENSE HP 20

EAC 11; **KAC** 13

Fort +3; **Ref** +3; **Will** +3; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities slow but steady

OFFENSE

Speed 20 ft.

Melee greataxe +8 (1d12+2 S)

Ranged crossbow +5 (1d8 P)

Offensive Abilities traditional enemies

TACTICS

During Combat Ylga draws her axe and uses her Cleave feat to hew down enemies.

Morale Ylga fights to the death to defend her clan's territory.

STATISTICS

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

Skills Athletics +10, Diplomacy +5, Sense Motive +5

Feat Cleave

Other Abilities old-fashioned, stonecunning

Languages Aklo, Celestial, Draconic, Dwarven, Orc, and Terran

Gear plate armor, greataxe, crossbow with 10 bolts, rope (50 ft.)

SPECIAL ABILITIES

Crossbow (Ex) See the sky seeker's crossbow ability.

Old-Fashioned (Ex) Ylga's equipment and training date to a time many millennia ago. Her crossbow and armor all have the archaic special property, making them nearly useless against modern arms and armor. Her greataxe is a "magical" item gifted by the gods (the guiding intelligence of the false moon). While the greataxe counts as having the anarchic property, it deals only 3 less damage, rather than 5 less.

SUBTIER 3-4 (CR 4)

DWARVEN EXPLORERS (4)

CR 1

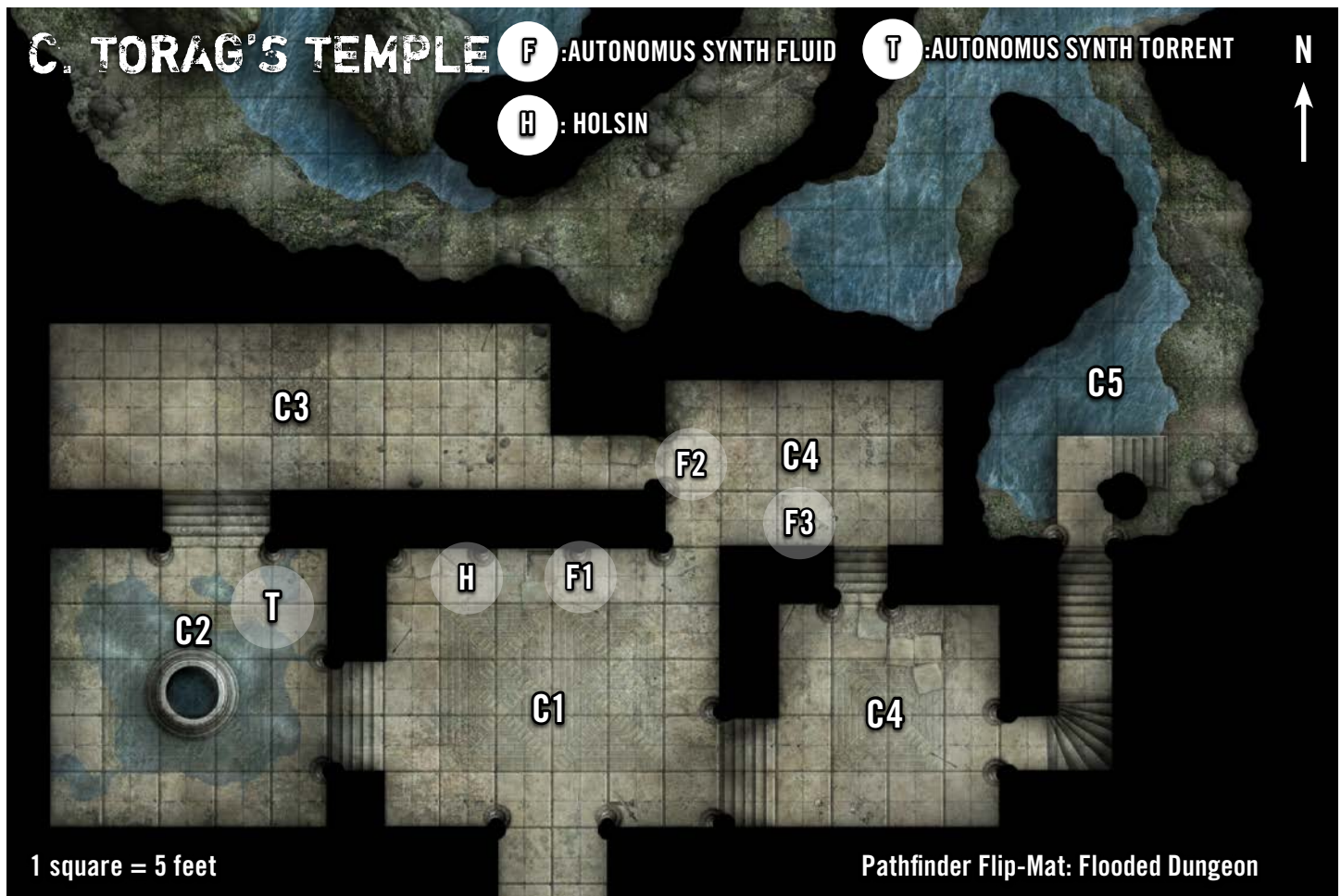
HP 20 each (use the statistics for Ylga Tulgarst from Subtier 1-2)

Development: In the event the PCs killed or incapacitated the dwarves, the film crew captures the PCs' reactions to the violence before Wazasha recommends following the dwarves' trail back to their camp. Unless the PCs took care to bury the bodies under debris or otherwise keep them from the ghouls, a PC might notice a member of the camera crew idly snacking on a dwarf limb. If scolded, the ghoul reticently gives up its meal.

No matter how the PCs resolved the encounter, this is a great opportunity for Wazasha to interview a PC or two in the Booth (see page 6.) She might even attempt to coax Ylga in for an interview, though the dwarf finds the robot and miniature interview chamber baffling and unsettling.

If alive and cooperative, Ylga leads the PCs back to her clan's settlement as detailed below. Otherwise, the PCs eventually find their way to the dwarven settlement on their own, though it takes 1d3 hours of trekking through monotonous stone caverns.

Fan Favor: A PC who plays a key role in negotiating with the dwarves gains 1 Fan Favor. This includes serving as the translator and being the character who successfully made the skill check to negotiate. If the PCs fought the dwarves, the PCs don't automatically lose any Fan Favor, though anyone pursuing an antiheroic stage persona may play up the fight to lose 1 point.



THE MARBLEHEART CAMP

With its large baggage train, host of children and elders, and trek upward through unfamiliar tunnels, the dwarves' Quest for Sky was never an unbroken voyage from one point to another. The dwarves periodically settled down for a year or more to gather resources, rest, and allow scouts time to blaze the next trail. Ylga's band of the Marbleheart clan built its current settlement more than a year ago, but the dwarves have holed up here rather than travel further due to the "orc" raids that have slain many of their clan. As a result, the dozen stone buildings have reinforced doors, arrow slits, and other modest fortifications in the event of another attack.

As the PCs arrive, the settlement is in distress. The goblins' explosion in area **A** did more than blast a hole in the simulation's exterior; it also activated several repair processes that have already been hampered by the goblins' ongoing meddling. These protocols are overcompensating like an overreacting immune system, resulting in burst pipes and additional tremors that are causing more harm than good. Less than an hour ago, a fissure split down the middle of the settlement's cavern, dropping a massive chunk of stone to crash into the Temple of Torag's facade.

The few dozen dwarven survivors are struggling to break through the boulder or one of the reinforced walls to get inside,

where their chief priest Holsin Nolskrit is trapped. If the PCs arrive with Ylga, she quickly introduces the PCs and coordinates the dwarves in their rescue effort. After some examination, she determines that there are two likely ways to get in and help Holsin: remove the boulder or send in a small group through the fissure. Several dwarves determine that the fissure's trajectory should lead to its intersecting with the temple's rear rooms, but the trench has partly filled with an unknown, viscous fluid.

Fan Favor: Once it's clear to Zo! that there are multiple ways that the PCs might enter the temple and launch a rescue—of course there's no question that the PCs are rescuing whoever's inside, because that's just too good a narrative to pass up—he signals Wazasha and creates a poll. The ghost lets the PCs know that the audience is voting on what they should do next, and she pulls up a holographic display from her wrist computer to show the votes as they're cast. Every time the dwarves identify one option's difficulty, painfulness, or uncomfortable circumstances, the voting for that option surges. Ultimately, though, the audience votes for the PCs to clamber through the strange fluid-choked fissure to sneak into the temple from behind.

This vote is non-binding, as Wazasha can remind the PCs if they complain. However, defying the fans can anger them. If the

Scaling Encounter C

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

Subtier 1–2: Remove one autonomous synth fluid from the encounter.

Subtier 3–4: Remove the autonomous synth fluids from the encounter.

Optional Encounter

The encounter in area **C** is an optional encounter. If fewer than 90 minutes remain in which to conclude the adventure, remove the oozes and skip the combat. Instead, the tremor collapsed part of the ceiling and pinned Holsin Nolskrit to the ground. The PCs can assist him with some heavy lifting.

PCs instead choose to remove the boulder, each PC must succeed at a DC 15 skill check that reflects his or her stage persona (see page 6) to present an endearing reason to ignore the vote. Anyone who fails loses 1 Fan Favor. Naturally, the dwarven bystanders find this entire process confusing and uncomfortable.

The Boulder: The PCs can remove the boulder by succeeding at three of the following DC 14 skill checks (DC 16 in Subtier 3–4). Assisting the process in a variety of ways makes the removal easier, so each attempt to perform a skill check that's already been made successfully takes a –2 penalty. These checks are also an opportunity for the PCs to show off for the audience and come up with daring plans (see Risks and Drama on page 8). If a PC has a device that could assist his plan (such as a grenade utilized with Engineering to blast a hole), grant as much as a +4 bonus on the check. Each time a PC fails a check, Holsin takes another 1d4 damage in area **C**.

A PC can help push the rock out of the way (Athletics) or rally the other dwarves to work as a team (Diplomacy or Intimidate). A PC can also assemble scavenged material to help grant a mechanical advantage in moving the rock (Engineering or Survival) or identify weaknesses in the stone to break it apart (Perception or Physical Science). It's also possible to use any number of relevant Profession checks, such as architect, miner, or orator as a substitute for one of the skills listed above.

The Fissure: The fissure lances through the cavern wall and winds as it encounters especially dense bands of stone. It's only about 5 feet tall, and is filled with oily fluid to a depth of 3 feet. With a successful DC 13 Engineering or Physical Science check, a PC can identify this as a synthetic lubricant, much as would be

found in a mechanical engine or hydraulic system. The substance isn't directly harmful to the touch; however, any PC marching through the fissure becomes slathered in it and has trouble moving without falling over. This functions as though the creature were in an area affected by *grease*. The fluid is tenacious, and even a brief cleaning with *token spell* only reduces the Acrobatics check DC to move to 6. In either case, the negative effects only last for the duration of the next encounter (including in area **D**, if the encounter in area **C** is skipped).

A PC can climb through the fissure above the fluid by bracing against the walls with a DC 15 Athletics check (DC 10 for a Small PC), in which case that PC is unaffected. Likewise, a flying PC effectively ignores the penalties from exposure to the fluid. Large PCs count as squeezing (*Starfinder Core Rulebook* 257) while traversing the fissure. As the PCs travel down the fissure, several Tiny camera drones follow along to record their actions.

C. TORAG'S TEMPLE

The clan's temple befits its community: small, practical, and enduring. Its hall of worship (**C1**) bears several lovingly carved likenesses of dwarves performing great deeds of forging and warfare, though much of the room's surfaces are bare. An archaic forge (**C2**) lies to one side, and the temple also includes a dormitory for its priest (**C3**) and several multipurpose rooms (**C4**) with large niches for storing supplies. The fissure has destroyed a third storage room (**C5**), partially collapsing it.

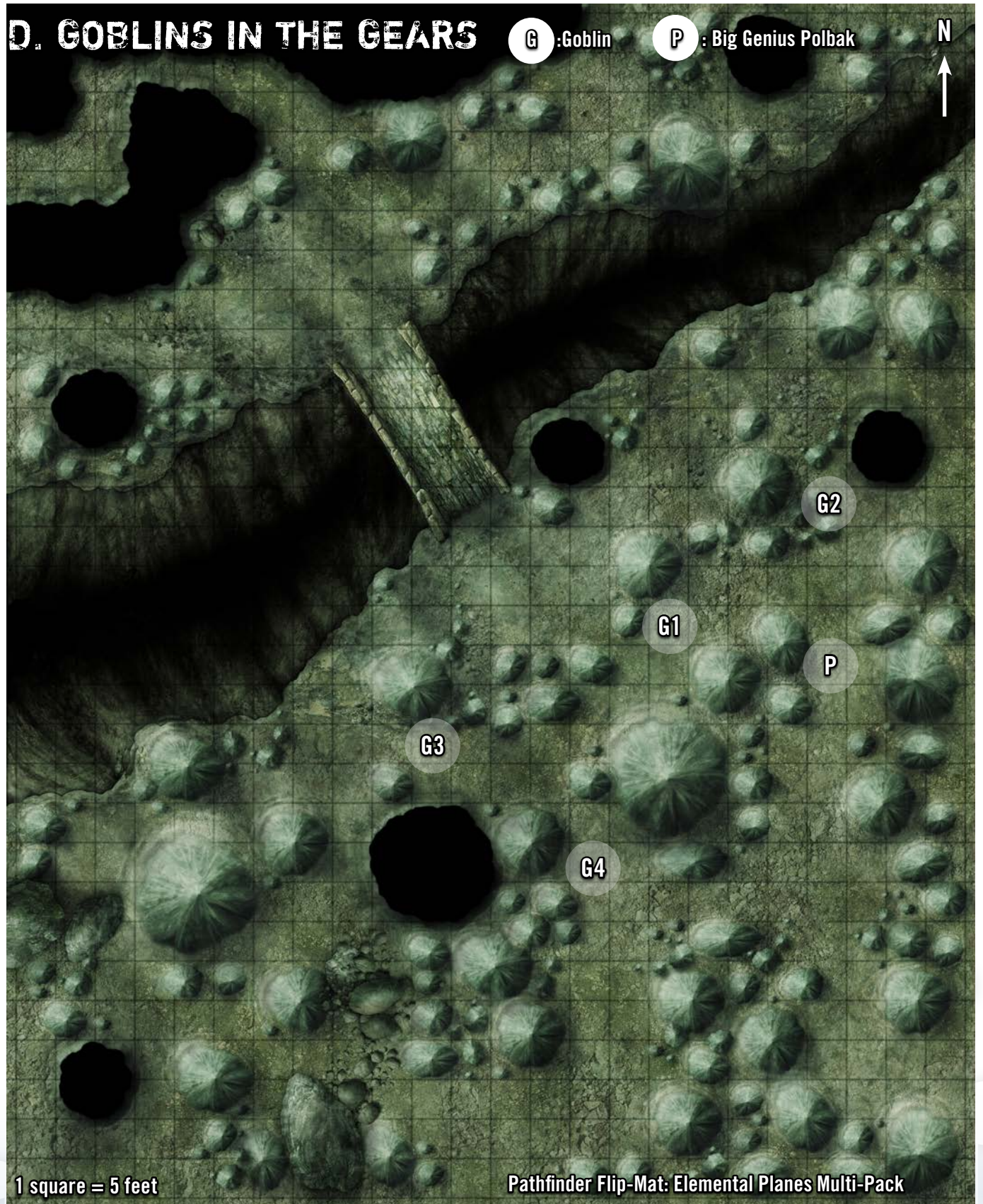
Creatures: The community's chief priest of Torag, **Holsin Nolskrit** (LG male dwarf mystic), is trapped in area **C1**, where a fallen chunk of the room's supporting arch has pinned him to the ground with 9 of his 16 Hit Points remaining. Holsin became the clan's priest several decades ago. Despite Torag's disappearance, Holsin has tapped into some unaffiliated source of mystic power that he attributes to that dwarven god. His spellcasting ability is nonetheless minimal, and most of Torag's wonders instead manifest when he performs droning rituals, prays for particular aid, and later finds Torag's miraculous gifts in an otherwise empty tunnel. These phenomena are all the simulation chamber's doing, which listens for what the dwarves need—food, medicine, raw material—and then provides it in a clumsy emulation of divine will. Occasionally this has manifested in especially awkward ways, such as one time the ceiling rained shapeless meat when Holsin prayed for food. Even so, Holsin accepts these events as Torag's will, and the rest of the community accepts Holsin's interpretation.

The fluids that have filled the nearby fissure have leaked from the massive mechanisms that gradually break apart the “lowest” portions of the simulation's Darklands, manufacture new tunnels “above,” and shift the entire system to make room. Altogether, the process functions much like a huge conveyor belt, constantly creating new areas for the dwarves to explore as they migrate upward in their simulated Quest for Sky. The latest tremor burst several of the pipes, leaking tons of lubricant and coolant. This included several globules of autonomous fluid programmed to seek out leaks and saboteurs to remove them. Several of these have

D. GOBLINS IN THE GEARS

G :Goblin

P : Big Genius Polbak



1 square = 5 feet

Pathfinder Flip-Mat: Elemental Planes Multi-Pack

Scaling Encounter D

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

Subtier 1-2: Remove one goblin zaperator from the encounter.

Subtier 3-4: Remove two goblin zaperators from the encounter.

slithered into the temple, where they have begun sealing the leaks and are preparing to turn on Holsin next.

SUBTIER 1-2 (CR 3)

AUTONOMOUS SYNTH FLUIDS (3)

N Small ooze (technological)

Init +2; **Senses** blindsight (vibration), sightless;

Perception +4

DEFENSE **HP 14 EACH**

EAC 10; **KAC** 11

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

Defensive Abilities spray;

Immune ooze immunities;

Resistances acid 5

OFFENSE

Speed 30 ft., climb 20 ft., swim 20 ft.

Melee slam +6 (1d6+1 B)

Ranged spit +3 (1d4 A)

TACTICS

During Combat The autonomous synth fluid fights with little finesse. It first lobbs globs of acid at distant targets before slithering into melee. The oozes regularly slide around along the slippery paths created by their spray ability, allowing them to slip around the PCs. It only harms Holsin or targets him with its spray ability if the PCs abandon the fight entirely. In such an event, the autonomous synth fluids kill the dwarf after 1 minute.

Morale The autonomous synth fluids fight until destroyed.

STATISTICS

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

Skills Athletics +9

SPECIAL ABILITIES

Spit (Ex) As a standard action, an autonomous synth fluid can spit a stream of caustic liquid at a target within 60 feet.

Spray (Ex) As a reaction when hit by an attack that targets its KAC, an autonomous synth fluid can spray a portion of

its body into an adjacent 5-foot square. Any creature in the area takes 1d3 acid damage (DC 9 Reflex negates), and the area becomes difficult terrain for non-ooze creatures. The fluids evaporate after 1 minute.

SUBTIER 3-4 (CR 5)

AUTONOMOUS SYNTH FLUIDS (3)

CR 1/2

HP 14 each (see Subtier 1-2)

AUTONOMOUS SYNTH TORRENT

CR 4

N Large ooze (technological)

Init +2; **Senses** blindsight (vibration), sightless;

Perception +10

DEFENSE

HP 55

EAC 16; **KAC** 17

Fort +8; **Ref** +4; **Will** +1

Defensive Abilities spray; **Immune** ooze immunities; **Resistances** acid 5

OFFENSE

Speed 30 ft., climb 20 ft., swim 20 ft.

Melee slam +12 (2d6+4 B)

Ranged spit +9 (2d6 A)

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

TACTICS

Use the autonomous synth fluid tactics from Subtier 1-2.

STATISTICS

Str +3; **Dex** +2; **Con** +5; **Int** -; **Wis** +0;

Cha -2

Skills Athletics +15

Other Abilities compression

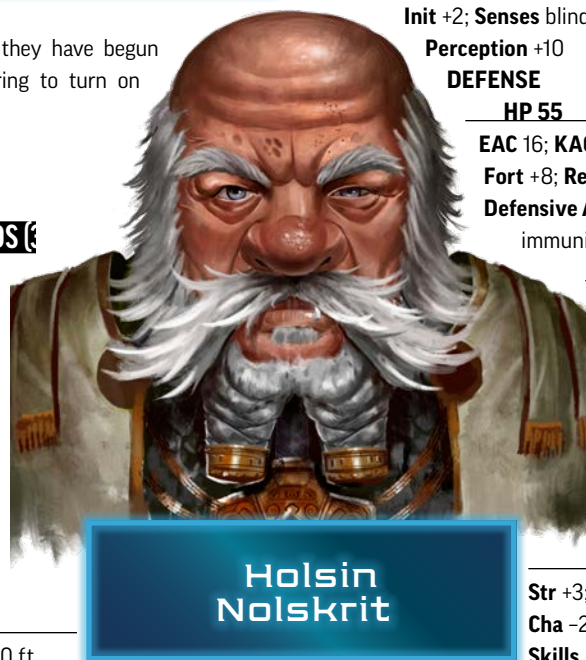
SPECIAL ABILITIES

Spit (Ex) As a standard action, an autonomous synth torrent can spit a stream of caustic liquid at a target within 60 feet.

Spray (Ex) As a reaction when hit by an attack that targets its KAC, an autonomous synth torrent can spray a portion of its body in a 10-foot cone. Each creature in the area takes 1d6 acid damage (DC 13 Reflex negates), and the area becomes difficult terrain for non-ooze creatures. The fluids evaporate after 1 minute.

Development: Holsin speaks the same languages as Ylga, and he's thankful for the PCs' aid. In the event the PCs cannot communicate with him, he excuses himself to grab a *spell gem of tongues* from one of the storage rooms and casts the spell on himself. If the PCs did not already remove the boulder from the front of the temple, they can work with the dwarves to remove it and access the rest of the dwarven settlement without traveling through the fissure.

Holsin's very disturbed by the cave-in that nearly killed him.



Holsin
Nolskrit

Despite his tireless piety, it seems that Torag is angry with the dwarves. He is quite open to discussing his concerns and theories with the PCs, including his suspicion that the dwarves are near the surface. For generations his people have climbed higher and higher in the Darklands, following Torag's prophesied tremor that began the Quest for Sky. Ever since, Torag has rumbled periodically (in fact the simulation machinery's ongoing functions), coaxing his people to ascend. Now Torag's miracles have become less powerful, which Holsin believes is because the god's power is diluted by the influence of surface faiths with which he must contend. The "short orcs" have also returned with magic wands (Holsin's interpretation of unfamiliar weaponry like junklasers) from the surface to fight their age-old enemy. Furthermore, the orcs have used vile surface magic to channel the sky-realm's toxic air into the caverns and kill the dwarves.

All of Holsin's theories are half-right, flawed largely by his ignorance of advanced technology, the goblin species, and the simulation in which he lives. In a way, Torag (the simulation machinery) is angry, inasmuch as it's failing and overcompensating from the goblins' ongoing sabotage. The "short orcs" are the space goblins, a species that Golarion's dwarves never met before reaching the surface following the Quest for Sky. Holsin's beliefs about the toxic surface air are the most accurate, for the goblins have regularly hacked into the pipes near the simulation's entrance (area **D**) to breathe in the fumes and mix gases to form unintended toxins. These poisonous gases have accumulated over the past month, and Holsin has prayed to Torag for guidance. In return, the PCs appeared.

If the dwarves are to survive and reach the surface—Holsin believes they're so close—someone able to survive the poisons must travel into the deadly fog and clear the tunnels. Fortunately, the PCs' technologically advanced armor includes environmental protections that shield them from airborne poison, making them ideal candidates. The undead camera crew is likewise immune to poison and can follow without harm. If a PC lacks armor for whatever reason, Holsin can cast *life bubble* on that PC (Holsin's effective caster level is 3, allowing him to target up to 3 PCs with one casting.)

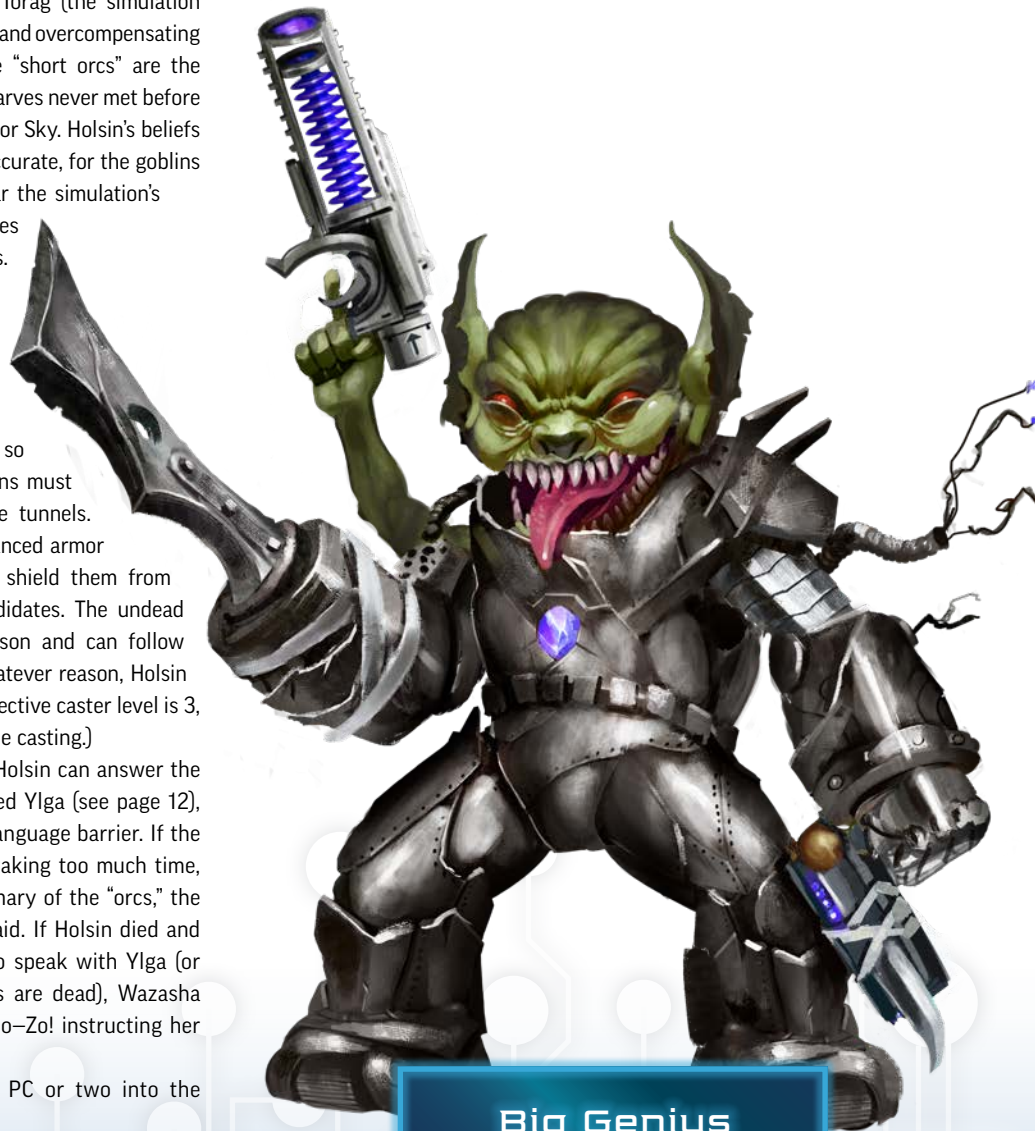
In addition to the information above, Holsin can answer the same questions the PCs might have asked Ylga (see page 12), particularly if the PCs struggled with a language barrier. If the PCs were unable to save Holsin due to taking too much time, Ylga can provide a less theological summary of the "orcs," the poisonous gas, and Holsin's prayers for aid. If Holsin died and the PCs still lack a common language to speak with Ylga (or the other dwarves, if both key dwarves are dead), Wazasha reticently steps in to translate using Aklo-Zo! instructing her to mediate to keep the narrative moving!

Finally, don't forget to pull another PC or two into the Booth (see page 6).

D. GOBLINS IN THE GEARS (CR 3 OR CR 5)

The simulation's tunnels extend only another mile up, and the PCs can reach the uppermost cavern after about 90 minutes of travel. After traveling half that distance, the air becomes visibly cloudy, and by the time the PCs reach the mapped area from the north, the toxic gas (see Hazard below) obscures all distant objects and terrain, giving the caverns a spooky and menacing ambiance.

The simulation chamber's lithogenesis functions gradually failed while this area was constructed, leaving a field of several blunted stalagmites and an incomplete floor. The trench here is 10 feet deep (20 feet deep in Subtier 3-4), and the stone bridge can support even Large creatures. Climbing out of the trench requires a successful DC 15 Athletics check. The most noteworthy feature is the large adamantine alloy door at the cavern's edge, just beyond the north edge of the mapped region.



**Big Genius
Polbak**

Hazard: The entire encounter area is flooded with blue-tinted toxic gas that reduces visibility. Any creature between 10–60 feet away from an enemy has concealment, and creatures more than 60 feet away have total concealment. The gas isn't thick enough to grant concealment against adjacent targets. The gas is also highly poisonous. However, any PC wearing armor can easily activate the suit's environmental protections (*Starfinder Core Rulebook* 196) to ignore the inhaled poison. In the unlikely case the PC is wearing archaic armor or no armor, Holsin casts *life bubble* on that PC instead of casting it on himself. In this case, he remains behind and cannot provide spellcasting support as a result.

The same isn't entirely true for the goblins. With a successful DC 12 Engineering check, a PC who can see a goblin realizes that its ratty armor's environmental protections are unstable and could be disabled by fast hands or a careful shot. A PC adjacent to a goblin can attempt an Engineering check (DC = 10 + 1-1/2 the goblin's CR) to deactivate the goblin's life support, exposing it to the poisonous gas. This action provokes an attack of opportunity. A PC can accomplish the same task by making an attack that deals no damage against the goblin with a –2 penalty. Note that Big Genius Polbak's powered armor is reinforced, and his environmental protections can only be disabled once he's reduced to half his Hit Points.

TOXIC EXHAUST

Type poison (inhaled); **Save** Fortitude DC 14

Track Wisdom; **Frequency** 1/round for 4 rounds

Cure 1 save

Creatures: One of the Exhaust Drinker tribe's greatest minds is Big Genius Polbak, an extraordinary engineer who has browbeaten many of his subordinates into giving him the choicest salvaged parts. With these he has created an astonishing suit of powered armor that has only strengthened his place in the tribe's hierarchy. Several weeks ago, Polbak found the immense door here, and he correctly deduced that it leads into the inner workings of *Salvation's End*. He has manufactured countless drills, bombs, and mechanized pry bars to break through, but until recently he'd only scratched and loosened the door. He's been collecting materials for one last attempt, which he's sure will blast open the door and grant him all the riches that lie beyond. As the PCs arrive, he and his assistants are taking inventory of their materials. When they hear someone approaching, they fan out and sneak closer to the bridge to launch a surprise attack.

So long as Holsin accompanies the PCs, he can provide minor spellcasting support. Holsin acts on initiative count 10 and stays away from the fiercest fighting. He can cast *mystic cure I* and *wisp ally* three times in any combination (CL 2nd), after which he has no further spells to contribute. The dwarf's presence is largely to give the PCs a little extra help if needed, and he should not be the target of the goblins' attacks or be in any serious danger.

SUBTIER 1–2 (CR 3)

BIG GENIUS POLBAK

CR 2

NE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE HP 28

EAC 13; **KAC** 16

Fort +3; **Ref** +3; **Will** +3

OFFENSE

Speed 30 ft.

Melee puncheslicer +10 (1d8+3 S)

Ranged unstable junkzapper +7 (1d4+2 E)

Offensive Abilities tinker, unstable junkzapper

TACTICS

During Combat Big Genius Polbak weaves between cover as he approaches and fires at the PCs with his junkzapper. Once he's within 30 feet of a target (and a landing spot), he activates his explosive boosters and begins fighting with the puncheslicer bolted to his armor's arm.

Morale Big Genius Polbak can't afford to show weakness before his minions, much less surrender his greatest treasures. He fights to the death.

STATISTICS

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

Skills Computers +7, Engineering +12, Intimidate +7, Physical Science +7

Languages Common, Goblin

Other Abilities explosive boosters

Gear goblin battle jack (jump jets), puncheslicer, unstable junkzapper, makeshift engineering tools (see page 12)

SPECIAL ABILITIES

Explosive Boosters (Ex) Big Genius Polbak's jump jets are dangerous for everyone around him. Each creature adjacent to him when he activates the jump jets must succeed at a DC 10 Reflex save or take 1d4 fire damage.

Tinker (Ex) As a move action, Big Genius Polbak can remove the penalties associated with the broken condition from a single piece of equipment until the start of his next turn. The item then becomes unusable for 10 minutes (and retains the broken condition after that until fixed).

Unstable Junkzapper (Ex) Big Genius Polbak's junkzapper is crafted from a mishmash of broken casings, leaking energy cells, and other random material. A junkzapper is similar to a static arc rifle. If the wielder of a junkzapper rolls a natural 1 when attacking with it, he must immediately attempt a DC 18 Engineering check. Success means that the junkzapper gains the broken condition. Failure means that the gun explodes in 1d3–1 rounds, functioning as a shock grenade I (explode [15 ft., 1d8 E, DC 10]); a result of 0 rounds means the junkzapper explodes immediately—randomly determine the corner of the wielder's square that is the center of the burst. A thrown junkzapper has the same range increment as a grenade.

SPACE GOBLIN ZAPERATORS (2)**CR 1/3**HP 6 each (*Starfinder Alien Archive* 54)**TACTICS**

During Combat The goblins favor their junklasers, ideally shooting from the far side of the trench at targets who have only concealment.

Morale A goblin flees or surrenders if she's injured and Big Genius Polbak has been defeated.

SUBTIER 3–4 (CR 5)**BIG GENIUS POLBAK****CR 4**

NE Small humanoid (goblinoid)

Init +2; Senses darkvision 60 ft.; Perception +7

DEFENSE**HP 55**

EAC 16; KAC 19

Fort +6; Ref +6; Will +5

OFFENSE

Speed 30 ft.

Melee puncheslicer +12 (1d8+6 S)

Ranged unstable junkzapper +9 (1d12 E)

Offensive Abilities tinker, unstable junkzapper

TACTICS

Use the tactics in Subtier 1–2.

STATISTICS

Str +3; Dex +2; Con +0; Int +4; Wis +0; Cha +0

Skills Computers +10, Engineering +15, Intimidate +10, Physical Science +10

Languages Common, Goblin

Other Abilities explosive boosters

Gear goblin battle jack (jump jets), puncheslicer, unstable junkzapper, makeshift engineering tools (see page 12)

SPECIAL ABILITIES

Explosive Boosters (Ex) Big Genius Polbak's jump jets are dangerous for everyone around him. Each creature adjacent to him when he activates the jump jets must succeed at a DC 13 Reflex save or take 1d8 fire damage.

Tinker (Ex) As a move action, Big Genius Polbak can remove the penalties associated with the broken condition from a single piece of equipment until the start of his next turn. The item then becomes unusable for 10 minutes (and retains the broken condition after that until fixed).

Unstable Junkzapper (Ex) Big Genius Polbak's junkzapper is crafted from a mishmash of broken casings, leaking energy cells, and other random material. A junkzapper is similar to a static arc rifle. If the wielder of a junkzapper rolls a natural 1 when attacking with it, he must immediately attempt a DC 18 Engineering check. Success means that the junkzapper gains the broken condition. Failure means that the gun explodes in 1d3–1 rounds, functioning as a shock grenade II (explode [15 ft., 1d12 E, DC 13]); a result of 0 rounds means the junkzapper explodes immediately—randomly determine the corner of the wielder's square that is the center of the

burst. A thrown junkzapper has the same range increment as a grenade.

SPACE GOBLIN ZAPERATORS (4)**CR 1/3**hp 6 each (*Starfinder Alien Archive* 54)**TACTICS**

During Combat The goblins favor their junklasers, ideally shooting from the far side of the ravine at targets who have only concealment.

Morale A goblin flees or surrenders if two or more goblins are slain and Big Genius Polbak has been defeated.

Development: With the goblins defeated, the PCs can freely explore the cavern and find the large door. The goblins' tools, explosives, and other gear is scattered haphazardly about, available for the PCs to use in opening the door with a successful DC 16 Athletics or Engineering check (DC 19 in Subtier 3–4). This serves largely as a last opportunity for a PC to show off for the audience and earn a last Fan Favor. However, failing this check more than twice causes that PC to lose 1 Fan Favor.

Once the door is open, Wazasha urges the PCs to let a few of the camera crew enter first just to get a good reaction shot. The door exits onto an elevated walkway that runs along the length of a horizontal cylindrical space that's several hundred feet in diameter and that extends as far as the eye can see to the right and left. At several points along its visible length lie heavy doors like the one the PCs opened. Most notably, though, the PCs spot a digital terminal near their door, its display glowing with strange alien text that quickly cycles through various forms before stopping on Common; give the PCs **Handout #1: Terminal Display**. At a second glance, the PCs can see that each of the doors along this huger gallery have a similar terminal next to them, suggesting there are untold numbers of other simulation chambers sustaining other artificial worlds within the moon.

Fan Favor: As the chamber's sensors detect the toxic gas and begin venting it out of the Quest for Sky simulation, Wazasha signals the PCs to let them know that this is a perfect cliffhanger to stop filming. She asks that the PCs to quickly assemble for one final action shot, such as all posing together like victorious explorers as the poisonous fog billows past them. The camera crew snaps dozens of pictures for promotional purposes, and each PC can attempt a DC 15 Charisma check to appear especially brave, powerful, or stylish in these images. If successful, that PC earns 1 Fan Favor.

Finally, this is a last opportunity for a PC to enter the Booth, where Wazasha favors questions about what the PC thinks the huge chamber is that they uncovered. If the PC's answer isn't especially exciting, the ghast asks more leading questions like, "But do you think aliens did it?" and "Does this change our understanding of the galaxy's history?" Use this as a final chance to assist a PC who has less than 3 Fan Favor and failed to earn Fan Favor during an earlier Booth visit.

Rewards: If the PCs do not defeat the goblins, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 296.

Out of Subtier: Reduce each PC's credits earned by 444.

Subtier 3-4: Reduce each PC's credits earned by 592.

CONCLUSION

Just after the camera crew takes the last set of pictures, Wazasha asks aloud, "How about we hear how they're wrapping up the event in the studio?" She pulls up a program on her wrist computer, which plays the live audio feed with Zo! shouting excitedly.

"What a discovery! What a destination! What a band of unlikely heroes! What could lie deeper in *Salvation's End*? Find out on the next episode of *Live Exploration Extreme!* when the Starfinder Society returns to—"

"What?" shouts Luwazi with alarm from near Zo!'s microphone. "That was not part of our deal, Zo! You can't just add a sequel when we haven't—"

Zo!'s voice insistently cuts back in. "Ha ha! And now a word from our sponsors!"

A booming add for Nova Solutions blares out of Wazasha's computer before she closes the program, rolls her eyes, and orders the teams to retrace their way to the surface. The PCs might be eager to explore the simulation gallery beyond, but Wazasha warns them that there are likely more deadly threats beyond, and that Luwazi Elsebo would want to give them a proper debriefing before sending them deeper into the unknown. Furthermore, there's still the question of what to do with the Marbleheart dwarves. The gaping hole through which the PCs arrived and the open door into this chamber shatter the artificial existence in which the dwarves have lived for at least a century, and the existence of a larger galaxy beyond their tiny world may inspire some to travel the stars. For others, the stress may be too much without patient mentors to guide their path. It's clear, though, that given the malfunctioning machinery, remaining in the simulation isn't a viable option.

Back on the *Exemplarion*, Luwazi seems somewhat frazzled as she meets with the PCs to hear their un-glamorized accounts of their expedition. She reports that Zo! is desperately trying to negotiate for additional filmed excursions, but so far she's left him with a curt "We'll see." Prior to dismissing the PCs, Luwazi asks for the group's thoughts on whether *Live Exploration Extreme!* should return for another episode or not. Otherwise, the PCs are free to partake in the endless festivities on the *Exemplarion*, where they can bask in the fame and infamy of their respective performances.

The PCs arrive back at Absalom Station shortly after the live broadcast reaches the Pact Worlds. Those PCs who ended the scenario with at least 3 Fan Favor get invited as guests to a host of programs, game shows, nightclubs, and other events. Sadly, the fame only lasts for about a week, after which the news cycle quickly latches onto new short-term celebrities. It's

only a matter of time before the PCs receive their next call to explore the galaxy and make a name for themselves.

If a player has earned the Claimant to Salvation boon (*Starfinder Society Scenario #1-00: Claim to Salvation*) for any character, the PC she played in this adventure earns the Salvation's Delver boon on her Chronicle sheet. If the PCs both resolved the encounter in area **B** nonviolently and saved Holsin Nolskrit in area **C**, each PC also receives the Dwarven Admittance boon. Finally, any PC who ended the scenario with at least 3 Fan Favor earns the Budding Media Celebrity boon; remember that a PC who received Infamy and had 0 Fan Favor also earns this boon.

Treasure: This scenario contains fairly little treasure, for the goblins and dwarves have fairly little equipment with any resale value. Instead, much of the PCs' compensation comes from minor royalties from Zo! as well as several short-term licensing and advertising opportunities the PCs receive after the event.

Rewards: If a PC did not end the scenario with at least 3 Fan Favor, reduce that PC's credits earned by the following amount. If the PC had 2 Fan Favor, instead reduce the PC's credits earned only by the amount listed in the parentheses. Remember that a PC who received Infamy and had 0 Fan Favor should lose no credits.

Subtier 1-2: Reduce each PC's credits earned by 222 (or 111).

Out of Subtier: Reduce each PC's credits earned by 333 (or 166).

Subtier 3-4: Reduce each PC's credits earned by 444 (or 222).

REPORTING NOTES

If the PCs fought or killed Ylga, check box A on the reporting sheet. If Holsin died during this adventure, check box B. If at least half of the PCs had at least 3 Fan Favor by the end of the scenario, check box C. If at least half of the PCs encouraged Luwazi that *Live Exploration Extreme!* should continue, check box D.

PRIMARY SUCCESS CONDITIONS

The PCs' mission is to explore part of *Salvation's End* and avoid embarrassment while doing so. They fulfill this objective so long as they defeat Big Genius Polbak and open the door into the inner gallery beyond area **D**. Doing so earns each PC 1 Fame and Reputation for any faction associated with her currently slotted faction boon.

SECONDARY SUCCESS CONDITIONS

The PCs are on display for all the Pact Worlds, and they fulfill their secondary objective so long as they looked good for the cameras. A PC fulfills this objective so long as she meets two of the following three conditions: the PCs spared the spicodranth in area **A**, the PCs resolved the encounter in area **B** nonviolently, the PC ended the scenario with at least 2 Fan Favor, or the PC ended the scenario with at least 4 Fan Favor. If successful, that PC earns 1 Fame and 1 Reputation for any faction associated with her currently slotted faction boon.

GM Reference #1: Fan Favor

The following provides a space to track how much Fan Favor each PC earns over the course of the scenario.

PC	Booth	Drama	Risk (Max 1)	Area A	Area B	Area C	Area D
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

HANDOUT #1: TERMINAL DISPLAY

Simulation #20,553

Dwarven Quest for Sky

Planet Golarion

Circa -4,900 Absalom Reckoning

(simulation local calendar approximation)

Status: Simulation ongoing.**ALERT:** ERROR! Immediate repair required.

ERROR! External influence detected.

ERROR! Control measures enacted.

APPENDIX: STAT BLOCK

SPACE GOBLIN ZAPERATOR**CR 1/3**

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; **Perception** +3**DEFENSE****HP** 6**EAC** 11; **KAC** 12**Fort** +0; **Ref** +2; **Will** +2**OFFENSE****Speed** 35 ft.**Melee** dogslicer +0 (1d4 S)**Ranged** unstable junklaser +3 (1d4 F; critical burn 1d4)**Offensive Abilities** tinker**STATISTICS****Str** +0; **Dex** +3; **Con** +0; **Int** +1; **Wis** +0; **Cha** +0**Skills** Computers +7, Engineering +7, Stealth +3, Survival +3**Languages** Common, Goblin**Gear** tattered flight suit, dogslicer, unstable junklaser with 1 battery (20 charges)**SPECIAL ABILITIES**

Tinker (Ex) As a move action, a space goblin can remove the penalties associated with the broken condition from a single piece of equipment until the start of his next turn. The item then becomes unusable for 10 minutes (and retains the broken condition after that until fixed).

Unstable Junklaser (Ex) A space goblin's laser pistol is crafted from a mishmash of broken casings, leaking energy cells, and other random material. A junklaser is similar to an azimuth laser pistol, except it has a range of 60 feet. If the wielder of a junklaser rolls a natural 1 when attacking with it, he must immediately attempt a DC 18 Engineering check. Success means that the junklaser gains the broken condition. Failure means that the gun explodes in 1d3–1 rounds, functioning as a frag grenade I (explode [15 ft., 1d6 P, DC 10]); a result of 0 rounds means the junklaser explodes immediately—randomly determine the corner of the wielder's square that is the center of the burst. A thrown junklaser has the same range increment as a grenade.

Starfinder Society Scenario #1-09: Live Exploration Extreme!

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Fame Earned _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dataphiles	
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____	<input type="checkbox"/> Wayfinders	
<input type="checkbox"/> A <input type="checkbox"/> B	<input type="checkbox"/> C <input type="checkbox"/> D		

Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____
	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians
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	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____
	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____
	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____
	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians
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Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____
	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders

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Starfinder Society Scenario #1-09: Live Exploration Extreme! © 2018, Paizo Inc.; Author: John Compton.



Starfinder Society Scenario

#1-09: Live Exploration Extreme!

Character Chronicle #

<div>A.K.A. <u>7</u></div> <div>Player Name Character Name Organized Play # Character # Faction</div>					<div><input type="checkbox"/> Normal Max Credits</div> <div>1-2740</div>	
<div>This Chronicle sheet grants access to the following:</div>					<div><input type="checkbox"/> Normal</div> <div>Out of Subtier1,110</div>	
<div>Budding Media Celebrity (Social Boon): Following your stint on <i>Live Exploration Extreme!</i>, your face and name appear in images, videos, and memes across countless media platforms. This recognition lasts only a few days before the next major media phenomenon arises, but you can use this to launch your media career. If you have the icon theme, you gain a +5 bonus to Profession checks when performing a Day Job check. If you do not have the icon theme, when you slot this boon, you can gain the icon's celebrity ability in place of your own theme's 6th-level ability.</div> <div>Dwarven Admittance (Personal Boon; Limited Use): Your heavily publicized encounters with dwarves has inspired a new generation of dwarven Starfinders—possibly even recruited from the Marbleheart clan found in <i>Salvation's End</i>. You can apply this boon in one of two ways. Select one of the following uses, and cross the other use off this Chronicle sheet.</div> <div>New Character: You can play a dwarf character, beginning at 1st level as normal. Other than access to this additional race, all character creation rules are the same as those outlined in the <i>Starfinder Society Roleplaying Guild Guide</i>. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character.</div> <div>Existing Dwarf: You can apply this boon to an existing dwarf character in your possession that you earned from another source. You can increase one ability score that is a 14 or lower by 2. Cross this boon off your Chronicle sheet, but keep a copy with the character you apply this change to. A character can earn this benefit from this boon only once.</div> <div><input type="checkbox"/> Salvation's Delver (Slotless Boon; Limited Use): <i>Salvation's End</i> has proven an incredible find with untold potential for further exploration, and discovering this would not have been possible without your efforts. You can check the box that precedes this boon when purchasing a mk 1 synaptic accelerator (<i>Starfinder Core Rulebook</i> 212) to buy it at the discounted price of 1,200 credits.</div>					<div><input type="checkbox"/> Normal</div> <div>3-41,480</div>	
					<div><input type="checkbox"/> Normal</div> <div>- -</div>	
<div>Items Found During This Scenario</div>					<div>MAX CREDITS</div>	
<div>RED STAR PLASMA KUKRI</div> <div>A red star plasma kukri is a 4th-level one-handed basic melee weapon that deals 1d4 electricity and fire damage and has the wound critical hit effect. It has the operative and powered (capacity 20, usage 1) special properties. It has L bulk and costs 2,450 credits.</div>					<div>EXPERIENCE</div>	
<div>GOBLIN BATTLE JACK (POWERED ARMOR) LEVEL 2</div> <div>EAC Bonus +6 KAC Bonus +8 Max Dex Bonus +2 Armor Check Penalty -5 Speed 30 feet Strength 16 (+3) Damage 1d8 B Size Medium Capacity 20 Usage 1/hour Weapon Slots 1 Upgrade Slots 1 Bulk 18</div>					<div>Starting XP</div>	
					<div>+ GM's Initials</div>	
					<div>XP Gained (GM ONLY)</div>	
					<div>=</div>	
					<div>Final XP Total</div>	
<div>All Subtiers</div>					<div>FAME</div>	
<div>Subtier 3-4</div>					<div>Initial Fame</div>	
					<div>+ GM's Initials</div>	
					<div>Fame Gained (GM ONLY)</div>	
					<div>-</div>	
					<div>Fame Spent</div>	
					<div>Final Fame</div>	
<div>basic iridishell (755; item level 2) business stationwear (2,600; item level 5) ember flame doshko (750; item level 2) goblin battle jack (950; item level 2) ifrit-class flamethrower (780; item level 2) jump jets (1,000; item level 2) red star plasma kukri (3,200; item level 5) spell gem of tongues (1,400; item level 8) static arc pistol (750; item level 2) static arc rifle (4,200; item level 6)</div>					<div>CREDITS</div>	
<div>corona artillery laser (4,650; item level 6) corona laser pistol (4,270; item level 6) elite stationwear (4,100; item level 6) officer ceremonial plate (2,275; item level 4) red star plasma doshko (4,650; item level 6) red star plasma rifle (4,600; item level 6) skyfire tactical sword (6,120; item level 7)</div>					<div>Starting Credits</div>	
					<div>+ GM's Initials</div>	
					<div>Credits Garnered (GM ONLY)</div>	
					<div>+ GM's Initials</div>	
					<div>Day Job (GM ONLY)</div>	
					<div>-</div>	
					<div>Credits Spent</div>	
					<div>=</div>	
					<div>Total</div>	
<div>Reputation</div> <div>Faction Reputation Faction Reputation</div> <div>Faction Reputation Infamy</div>						

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #