

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-13 TIER 3-6



On the Trail of History

BY CHRISTOPHER WASKO





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HOW TO PLAY

Starfinder Society Scenario #1-13: On the Trail of History is a Starfinder Society Scenario designed for 3rd- through 6th-level characters (Tier 3-6; Subtiers 3-4 and 5-6). 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 StarfinderSociety.club.



Table of Contents

On the Trail of History	3
Handout	20
Map	22
Chronicle Sheet.	23

GM RESOURCES

On the Trail of History 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.

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*.

 **FACTION (SECOND SEEKERS [LUWAZI ELSEBO])**

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ON THE TRAIL OF HISTORY

BY CHRISTOPHER WASKO



Eons ago, the izardguuns were a prosperous species that dwelled within the trinary star system now known as the Scoured Stars. An advanced and committed people, the izardguuns eventually escaped their home system for secretive reasons. They found a fertile world within the Vast, where they landed their starships and colonized the planet as a new home. Over the following centuries, the izardguuns gradually abandoned their impressive machinery and became hunter-gatherers, preferring the beauty and sustainability of a culture harmonious with nature to the complexities and hazards of advanced technology.

Prior to completely shelving their old ways, however, the izardguuns received a relic from their former deity in the Scoured Stars. Recognizing the potential danger of responding to the distant deity, the izardguuns built a hidden complex on a nearby moon within their new solar system and sealed the relic inside. To this day, the complex remains hidden from outsiders, and only a few modern izardguuns know its whereabouts.

In the past decade, the izardguuns' adopted world caught the interest of a Pact Worlds organization: Frozen Trove Labs, a Triaxian dragoncorp renowned for its breakthroughs in genetic engineering, which oftentimes are discovered using questionable methods. Frozen Trove discretely set up an outpost on the planet and has been conducting illegal experiments under the guise of an agricultural development company. The izardguuns, whom the scientists regard as a primitive species, have few options that could expunge the interlopers without revealing their considerable technology levels. This situation has left the izardguuns powerless to stop the invasive scientists without third-party intervention.

SUMMARY

Nominated First Seeker Luwazi Elsebo tasks the PCs with traveling to an uncharted world and uncovering clues related to her most recent lead in saving the Starfinders lost in the Scoured Stars. The PCs travel to the planet, scanning its surface for landing sites and intelligent life. During their orbital analysis, the PCs receive communications from a verthani scientist leading a research expedition on the planet's surface. The scientist invites the PCs to land at her base when an unknown starship emerges from the Drift and attacks the PCs.

Once the PCs defeat the unknown starship, they can land at the outpost, where they can learn more about the verthani and her

Where in the Universe?

On the Trail of History takes place on an uncharted planet in the Vast. The native izardguuns call their planet Iزالraan, but the Pact Council officially recognizes it as Icefront, given its extreme seasonal climate that makes one side of the planet look frozen. The planet has no natural satellites.

ICEFRONT (IZALRAAN)

Adopted Home of the Iزالguuns

Diameter: ×1; **Mass:** ×1; **Gravity:** ×1

Atmosphere: Normal; **Day:** 2 days; **Year:** 2 years

research. The scientist proves sociable, but the nature of her team's research and the suspicious behavior of her two head staffers lead observant PCs to deduce that something about the station is off. Eventually the researcher admits she has no information concerning the PCs' mission, but she suggests that they might learn something from the planet's native occupants: primitive lifeforms called izardguuns. The PCs receive directions to a nearby izardguun camp to continue their investigation.

On their way, the PCs encounter two izardguuns fending off giant wildlife. After the PCs save the izardguuns and drive off the ferocious fauna, the surviving izardguuns bring the PCs back to their tribe. There, an izardguun elder reveals that despite the izardguuns' agrarian lifestyles, izardguuns are quite advanced, having monitored the PCs' starship battle and previously learned their language. The izardguun leader reveals that the experiments conducted at the research station are negatively affecting the environment, offering to give the PCs the information they seek in exchange for evicting the scientists from their planet. Meanwhile, the station security detail has been planning the PCs' executions upon their return, following orders from their ruthless bosses Farvenzi and Spinjack. If the PCs survive the ambush, they can convince the verthani to abandon her work. Upon evicting the scientists, the izardguun elder provides the PCs with the next clue to solving the Scoured Stars mystery.



GETTING STARTED

Read or paraphrase the following to get the adventure underway.

A massive table-like hologram projector rests in the center of the darkened briefing room, its surface generating a three-dimensional depiction of the galaxy. Nominated First Seeker Luwazi Elsebo stands cross-armed while surveying the starscape before her, her frame illuminated by the hologram.

"I appreciate your punctuality, as the lives of many Starfinders may depend on you. I'm sure I don't need to remind you about the Scoured Stars incident." Her eyes turn toward a large golden field in the hologram within which most of the Society's agents are believed to be trapped. "But I'm glad to share that we've finally found a lead. Evidence from the library world of Athaeum suggests that eight groups departed the Scoured Stars in ages past, and that eight relics were removed following the same trajectories. My predecessor's studies about one of these relics is what led us into the Scoured Stars, but I think if we can track down some of the people connected to the other relics—or, better yet, get our hands on a relic ourselves—we might find a way past this barrier."

Elsebo waves a hand over the projector, and the entire hologram rotates; she then fans both her hands out to zoom in on a planet in the Vast. "Our closest guess as to where we might find some answers is here. Based on what I could find, it appears to be an unclaimed planet the Pact has labeled Icefront. There are no known civilizations affiliated with this planet, but its atmosphere supports life and it's not far off the likely flight path of one of the eight escaping groups. I want you to take a ship to Icefront and find whatever you can about where this relic might be hidden. More importantly, see what you can dig up about the people the relic seemed to be chasing. Any questions?"

If any PCs have a Chronicle sheet from *Starfinder Society #1-11: In Pursuit of the Scoured Past*, Luwazi specifically thanks them for finding the intelligence that made this mission possible. She also gladly answers any questions the PCs have, though she has limited information.

What do we know about this planet? "The Pact Worlds' databases didn't offer much since Icefront is so far off anyone's sensors, but we have some basic specs. The planet has a normal atmosphere, lots of fresh water, and abundant plant life. It

spins and orbits its sun slowly, so I'd guess that it has extreme seasonal temperatures, but otherwise nothing particularly noteworthy. The file even states that there are no likely deposits of valuable mineral resources. That makes sense, since that's what Pact Worlds surveyors tend to focus on. I'll forward the file to you, so you can prepare."

What kind of ship should we use? "Going to an unexplored planet to gather information seems like a science mission to me, which makes the Pegasus the better option. That said, this planet is deep in the Vast, and who knows what's lurking that far out in space. If you think you'll need some extra firepower to be safe, take the Drake. As always, I leave the choice in your capable hands."

What are we looking for? "Any information about the relic and its potential whereabouts. If there's native lifeforms on the planet, then they'll be your best chance. On that note, you might want to make sure you have some means of communicating with a new species. By this point in your careers, I assume you're capable of that."

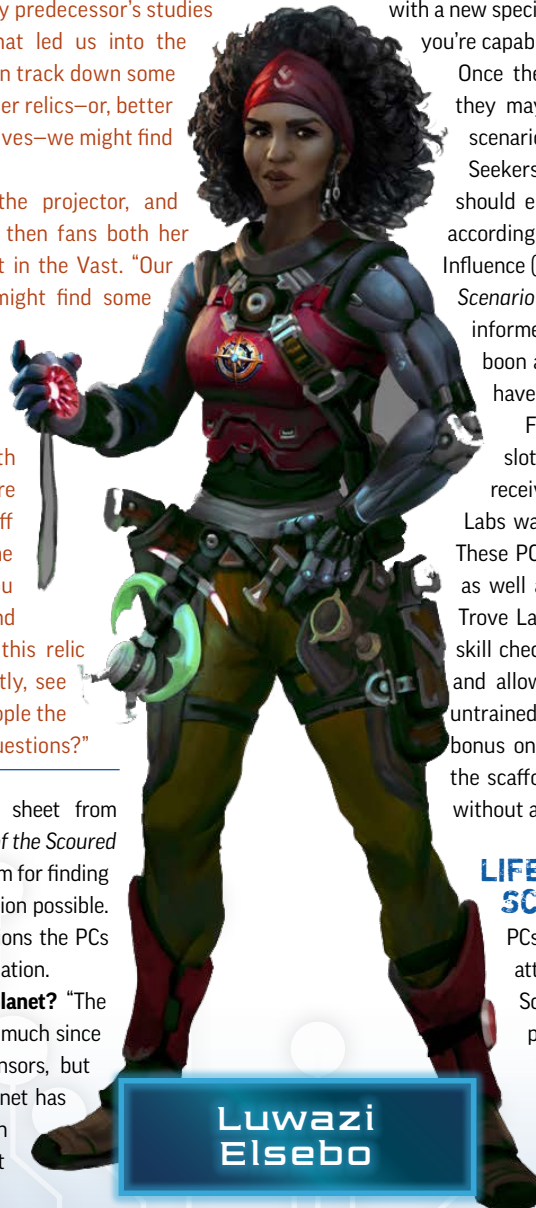
Once the PCs finish their briefing with Luwazi, they may slot their boons for the session. This scenario is particularly significant to the Second Seekers (Luwazi Elsebo) faction, and GMs should encourage PCs to slot their faction boon accordingly. Similarly, PCs with the High Society Influence (Ykris) social boon from *Starfinder Society Scenario #1-05: The First Mandate* should be informed that this scenario makes use of that boon and they are encouraged to slot it if they have it.

Following Luwazi's briefing, any PC who slots the High Society Influence Boon (Ykris) receives another digital file with a CeriCore Labs watermark in addition to the planet specs. These PCs receive **Handout: Message from Ykris**, as well as detailed corporate intel about Frozen Trove Labs granting each PC a +4 bonus on any skill check made at the Icefront Research Station and allow each PC to attempt any such checks untrained. These PCs additionally gain a +4 bonus on initiative checks during the ambush at the scaffold tower and may open the doors there without a check.

LIFE SCIENCE OR PHYSICAL SCIENCE

PCs reviewing Luwazi's planetary details can attempt a DC 25 Life Science or Physical Science check to discern more about the planet. A success on the respective check yields the following results.

Life Science: Fresh water in all phases covers the planet, likely supporting robust ecosystems year-round. Given the



Luwazi Elsebo

widespread availability of food and water, it's unlikely that most of these creatures would interact with humanoids unless they were blatantly aggressive or edible. Upon exploring the research station later in the adventure, GMs should inform any PCs who acquired this information that the scientist's genetically engineered plants would look extremely appetizing to the local fauna, and prompt them to the possibility of snatching a plant to distract wildlife.

Physical Science: The planet's humidity and slow orbit suggest long seasons with severe weather including heavy rains during the summer and regular snow during the winter. This seasonal climate resembles that of Triaxus. PCs who succeed on this check make appropriate preparations for snowy weather, allowing them to ignore any concealment provided by the snow.

CULTURE OR PROFESSION (CORPORATE PROFESSIONAL)

PCs who receive Ykris's message (or find pertinent clues on Icefront later in the scenario) may attempt skill checks to learn about Frozen Trove Labs.

10+: Frozen Trove Labs is a Triaxian megacorporation that develops genetic modifications for commercial and industrial use.

15+: Frozen Trove's scientists are among the best in the business. Working for the company is considered a prestigious and lucrative scientific career, and Frozen Trove often sets the pace for innovative genetic engineering. The corporation's CEO is an old vicious white dragon named Aralydio.

20+: Frozen Trove is under investigation by several ethics groups, but thus far the company's legal team has insulated them from any formal charges or scandals. Aralydio is known to quickly "cut loose" any potential problems in his corporation, which often encourages cutthroat and desperate actions among employees.

25+: The latest gossip in the biotech community suggests that Frozen Trove conducts illegal experiments in clandestine locations, using shell companies to shield themselves from accountability. Many believe this is how they find so many "breakthroughs." Acquiring this information grants the PCs a +2 bonus on Computers, Engineering, and Life Science checks made at the research station later in the scenario.

30+: Beyond their ferocious lawyers, Frozen Trove's facilities frequently employ well-trained security details that show little mercy to trespassers and suspected spies. Acquiring this information grants the PCs a +2 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks made at the research station later in the scenario.

ICEFRONT

Travel to Icefront takes 5d6 days through the Drift, and the journey is mostly uneventful. Have the PCs decide on their starship roles prior to travel. During the trip ask the nominated Science Officer to attempt three Hard Computers checks to scan while travelling through the Drift in the final three days of the journey. If the science officer succeeds at two of these checks, that PC notices the signature of another starship trailing behind them. Before the

Skill Check DCs

On the Trail of History uses numerous skill checks for PCs to learn pertinent information and handle intense social interactions during the adventure. Instead of all skill check DCs being listed individually, the skill checks are each assigned a difficulty—Easy, Average, or Hard—that determines their DC. Reward creative solutions, and if the PCs call on skills not directly mentioned (particularly while exploring the research station), use the provided skill DCs as a guide.

Subtier	Skill Check DCs		
	Easy	Average	Hard
3–4 (4 players)	14	19	24
3–4 (5+ players)	16	21	26
5–6 (4 players)	17	22	27
5–6 (5+ players)	19	24	29

PCs can take any action against this other starship, the sensor signature disappears.

Upon emerging from the Drift, a PC can attempt an Easy Computers check to remotely scan Icefront's surface using the ship's sensors. A PC who succeeds at the check detects intense weather patterns across the planet's surface, with snowstorms in the southern hemisphere and rain in the northern hemisphere, as well as dense concentrations of plant and animal life. A PC who meets or surpasses the Average DC displays a holographic image of an izalguun (see page 14) using the ship's computer that indicates there are approximately 40 million such humanoid organisms populating the planet, as well as noting their typical size, binary postures, archaic technology, and hunter-gatherer lifestyles. A PC who meets or exceeds the Hard check reveals a small variation in the overall weather pattern at the edge of the southern hemisphere, resulting in a cold snap that orbits an area with disproportionately high energy output.

Afterward, the PCs receive an incoming transmission from the planet. The starship's video screen shows a strikingly pale humanoid face with short-cropped black hair and black bulging eyes. Any PC native to the Pact Worlds recognizes the creature as a verthani (*Starfinder Alien Archive* 118), a native of the Pact World planet Vercas. If the PCs accept the transmission, the verthani introduces herself as **Dr. Monsylkis** (LG female verthani), a scientist stationed on Icefront's southern hemisphere. Dr. Monsylkis is cordial, asking basic questions about the PCs' mission and interest in the planet. She becomes extremely interested in speaking with scientifically literate visitors if any PC displays knowledge about the planet, its ecosystem, or its inhabitants. A PC who competently cites such topics may attempt an Average Diplomacy or Physical Science check or an Easy Life Science check to impress the verthani.

A. MYSTERIOUS ASSAILANT

Starfinder Flip-Mat: Basic Starfield

A. MYSTERIOUS ASSAILANT

During the conversation with Dr. Monsylkis, or shortly after the PCs refuse the incoming hail, the speakers of the starship's comm unit suddenly shriek with feedback. The ship's sensors detect an unknown starship emerging from the Drift, and red klaxons flash and sirens blare to alert the PCs that weapons systems have locked onto the ship.

Starship Combat: Once the PCs get a visual, they view a sea-urchin-like starship ringed with multi-segmented, tentacle-like appendages each tipped with three-pronged thrusters, weapons, and manipulative tools. The ship's design does not match any known blueprints of Pact Worlds starships.

The unknown starship appears 3d6+5 hexes away from the PCs' vessel but facing towards them. Determine the facing of the PCs' starship randomly. If the PC science officer successfully made at least two of the Computers checks during the Drift transit to Icefront, then she's aware of the potential threat and can choose the initial facing of the PC's starship. In addition, the PCs gain a +1 bonus on all skill checks made during the combat, a result of readying for a potential ambush.

The unknown starship behaves extremely aggressively, devoting all of its resources to attacking the PCs' starship. The enemy pilot tries to position the unknown ship to keep the PCs in the forward arc, while the engineer diverts power to weapons—stopping only if they need to use a hold it together action on a malfunctioning system and only patching a system when two systems are critically affected. The science officer targets the PCs' thrusters unless it needs to rebalance shields to prevent hull damage, and both gunners fire whenever possible, capitalizing on their weapons' long ranges. If the PCs' ship ever comes within two hexes, three tubes extend from portholes between the ship's appendages; these tubes appear to attempt to make contact with the PCs' ship during any flyby maneuvers, but always miss.

Scaling Encounter A

Adjust the encounter as follows to accommodate a group of four PCs.

Both Subtiers: The starship has only one gunner. All starship combat checks made by the ship's crew take a -2 penalty.

SUBTIER 3–4

UNKNOWN STARSHIP

TIER 4

Medium transport

Speed 4; **Maneuverability** average (turn 2); **Drift** 1

AC 17; **TL** 17

HP 85; **DT** —; **CT** 17

Shields light 70 (forward 20, starboard 15, port 15, aft 20)

Attack (forward) twin laser (5d8), vandal rocket (4d8 plus drones)

Attack (turret) linked coilguns (8d4)

Power Core Arcus Heavy (130 PCU); **Drift Engine** Signal Basic;

Systems basic computer, basic medium-range sensors, mk 3 armor, mk 3 defenses, self-destruct system; **Expansion Bays** cargo hold (5)

Modifiers +2 Computers, +2 Piloting, reversible; **Complement** 6

CREW

Captain Diplomacy +4 (1 rank), Intimidate +7 (4 ranks)

Engineer Engineering +10 (4 ranks)

Gunners (2) gunnery +9 (4 ranks)

Pilot Piloting +15 (4 ranks)

Science Officer Computers +10 (4 ranks)

SPECIAL

Reversible The unknown starship's overall shape and positioning of its thrusters make it very easy for it to reverse its heading. The ship grants a +2 bonus



Unknown Starship

A Taste of the Unknown

The starship combat portion of this adventure is something of a departure from the PCs' overall mission on Icefront. As explained later in the adventure, none of the characters in this scenario are familiar with the unknown alien starship or its motivations in attacking the PCs. The unknown starship is a powerful foe and likely one capable of bringing down even a skilled group of PCs. This difficulty is intentional and provides additional reason for the PCs to travel down to the Icefront research station and engage with Dr. Monsylkis.

Future scenarios will uncover more about this mysterious alien race and its motivations, but for now, the PCs (and players) can ponder the motivations of these mysterious attackers and what brought them to a world as remote as Icefront.



Doctor Monsylkis

on Piloting checks made to perform a flip and burn stunt (*Starfinder Core Rulebook* 319).

Vandal Rocket The unknown starship's

forward tracking weapon functions identically to a high explosive missile launcher, except that pieces of the rocket's shrapnel animate into drones that continue to rend the target ship if it successfully deals hull damage. Each successive gunnery phase, the struck starship takes 1d4 damage to its Hull Points until the drones are either forcibly removed during the engineering phase with an Engineering check (DC 15 + 2 × the engineer's starship's tier) or shaken off by the pilot during the helm phase with a successful barrel roll, flip and burn, or flyby stunt. Multiple rocket strikes cannot increase this continual damage beyond 1d4 per round.

SUBTIER 5-6

UNKNOWN STARSHIP

TIER 6

Medium transport

Speed 6; Maneuverability average (turn 2); **Drift** 1

AC 20; **TL** 21

HP 85; **DT** —; **CT** 17

Shields medium 90 (forward 25, starboard 20, port 20, aft 25)

Attack (forward) maser (6d10), vandal rocket (4d8 plus drones)

Attack (aft) gyrolaser (1d8)

Attack (turret) linked coilguns (8d4)

Power Core Pulse Red (175 PCU); **Drift Engine** Signal Basic; **Systems** mk 2 trinode computer, basic medium-range sensors, mk 4 armor, mk 5 defenses, self-destruct system; **Expansion Bays** cargo hold (5)

Modifiers +2 to any three checks per round, +2 Computers, +1 Piloting, reversible; **Complement** 6

CREW

Captain Diplomacy +4 (1 rank), Intimidate +9 (6 ranks)

Engineer Engineering +13 (6 ranks)

Gunners (2) gunnery +11 (6 ranks)

Pilot Piloting +18 (6 ranks)

Science Officer Computers +13 (6 ranks)

SPECIAL

Reversible As Subtier 3-4.

Vandal Rocket As Subtier 3-4.

Development: If the PCs reduce the unknown starship to 0 Hull Points, it goes dormant for two rounds and ignores any communication efforts. On the third round, the unknown starship's self-destruct system activates, potentially damaging the PCs' starship if they previously approached it. Following the battle, Dr. Monsylkis invites the PCs to land at her base, offering to provide repairs to their starship while they chat. PCs who detected the aberrant weather pattern during their scan recognize that the coordinates of Dr. Monsylkis's station are inside that climate anomaly.

If the PCs' starship is reduced to 0 Hull Points while the enemy starship is still active, the unknown starship approaches while ominously extending its three tubes toward the PCs' ship when a small squadron of Dr. Monsylkis's satellite defenses emerges from Icefront's orbit. The satellites pepper the enemy ship with laser fire, prompting it to flee into the Drift. Dr. Monsylkis contacts the PCs to determine their status, then programs the satellites to tow the PCs ship to the station dock on Icefront's surface.

Rewards: Due to its special and sudden nature, this encounter has no bearing on the rewards earned by the PCs. Instead, PCs who defeat the unknown starship earn the First Skirmish boon on their Chronicle sheet.

ICEFRONT RESEARCH STATION

Read or paraphrase the following as the PCs descend onto Icefront.

The churning gray clouds of Icefront's outer atmosphere eventually give way to a wooded area blanketed with snow. Much of the planet's surface appears untouched by civilization, save for a small complex of artificial structures: a landing pad, greenhouses, satellite towers, rows of irrigated crop fields, temporary humanoid shelters, external generators, and biodomes outfitted with all manner of measuring devices. A tall scaffold tower sprouts from a walled enclosure far from the other buildings, its length regularly pulsing with blue light.

A team of winterborn ryphorian technicians approaches once the PCs land. The group begins any necessary repair work on the PC's starship, eager to assist, whether the PCs were successful in the recent space battle or not. As the PCs disembark, three figures arrive to greet them: Dr. Monsylkis, who stands just shy of eight feet tall and whose pale skin is laced with cybernetic augmentations designed to insulate heat; a short winterborn ryphorian wearing a suit of armor that appears to be a technological masterpiece of its own; and a towering dragonkin, whose sharp features naturally form a perpetual scowl. Dr. Monsylkis graciously introduces herself and welcomes the PCs to her research station, introducing the ryphorian as Spinjack (her lead technician and head of facilities) and the dragonkin as Farvenzi (her head of security). Dr. Monsylkis then encourages the PCs to explore her station and discuss her studies before she offers to help them with whatever task brought them to this faraway planet.

Dr. Monsylkis believes that she and her team have been sent to Icefront as part of a research grant funded by an agricultural development nonprofit called Winterharvest. She doesn't know that Winterharvest is actually a shell company for Frozen Trove Labs, which is using the station to conduct illegal experiments for commercial exploitation. Farvenzi and Spinjack act like Winterharvest employees (thus subordinates to Dr. Monsylkis), but in reality they are Frozen Trove's on-site agents and covertly guide the verthani's research to further the company's agenda.

EXPLORING THE STATION

Dr. Monsylkis offers to lead the PCs on a tour of her research station. She does her best to show the PCs all the locations detailed below while still affording the PCs the freedom to explore where they'd like, so long as she and her colleagues join them. The PCs can interact with the station staff, explore the facilities, and learn about her research before continuing their mission. Throughout their exploration, the PCs can look deeper into the operation by making various skill checks. This portion of the adventure is intended to act as a sandbox exploration of the Icefront research facility, where the PCs learn about Winterharvest's operations (Frozen Trove is actually behind these efforts) and about several of the prominent NPCs. The more that the PCs can learn during this portion of the scenario, the better they'll be prepared to negotiate with the researchers at the climax of the adventure.

Chaperones: GMs should communicate that Dr. Monsylkis, Spinjack, and Farvenzi accompany the PCs throughout their exploration of the facility and do not allow them to confer with each other unsupervised, meaning the PCs should be wary not only when consciously probing the facility, but also when communicating their efforts to do so. PCs without telepathy, or some similar means of nonverbal communication, must discretely coordinate their efforts to avoid the skeptical eyes of Spinjack and Farvenzi, who are looking for reasons to get the PCs off site. Such nonverbal methods can include delivering secret messages using Easy or Average Bluff and Sense Motive checks (depending on the complexity of the message), quietly sending messages to

each other using Average Sleight of Hand checks, or speaking in a shared language and playing it off as unrelated with Easy Bluff, Culture, or Diplomacy checks (the DCs to play off speaking in a shared language increase by 2 each time the PCs try to use that excuse, as Spinjack grows increasingly suspicious). GMs may reward players' compelling roleplaying or vivid descriptions of their characters' actions with +2 bonuses on specific checks, or by allowing them to use different checks than the ones listed so long as they are still appropriate for the task. GMs should also assume that Spinjack and Farvenzi are taking note of the PCs' gear and abilities while accompanying them throughout the research station unless the PCs take steps to hide or disguise their capabilities; these observations inform the tactics of the security during their ambush later in the adventure.

Each time the PCs succeed on three checks to investigate the station or its staff—or if they do something to arouse Spinjack's or Farvenzi's suspicion—Spinjack tries to convince Dr. Monsylkis to "help our guests reach the next leg of their mission." He insists upon hearing why the PCs arrived on Icefront, then recommends they go speak with some izalguuns to get information from them. A PC can appeal to Dr. Monsylkis to stay a little longer with an Average Bluff or Diplomacy check, or a Hard check if Spinjack has tried to evict them once before. A PC who impressed Dr. Monsylkis while speaking with her in orbit gains a +2 bonus on these checks, and PCs who won the starship combat gain an additional +2 bonus. If the PCs fail this check or make nine successful checks during their investigation, Spinjack insists that the PCs leave.

ICEFRONT INDIVIDUALS

Below are some individuals the PCs could investigate.

Dr. Monsylkis: The verthani received her degree in genetic biology from Selkrist Institute of Science and Technology on Verces, having completed her dissertation on genetic adaptations of invasive plants. Upon graduating, she was approached by a recruiter from Winterharvest—a nonprofit looking to optimize seasonal agriculture on Triaxus—to direct a ten-year study to genetically enhance Triaxian plants using resources from a similar planet: Icefront. Dr. Monsylkis can describe in general terms any of the other experiments or facilities the PCs observe throughout the station. If asked, she claims to have no connection to Frozen Trove Labs, believing her work to be largely academic and humanitarian at the behest of a significantly smaller organization. PCs can discern that Dr. Monsylkis is sincere and knowledgeable with a successful Easy Sense Motive check.

Farvenzi: The dragonkin refuses to engage with the PCs, appearing aloof and intimidating. PCs can notice Farvenzi studying them closely by succeeding at an Average Sense Motive check; PCs who meet or surpass the Hard DC discern that she and Spinjack are subtly in sync with each other, likely via telepathy. Any PC who succeeds on a Hard Intimidate check catches Farvenzi's eye as a likely threat; she will attack that PC first in Encounter **C2**. PCs can identify the dragonkin's gear, or the gear of any of her security guards, with an Average Perception check, but PCs who do so

must then succeed on a Hard Bluff or Stealth check to play off the spying, or else Farvenzi takes notice and prompts the PCs to leave.

Spinjack: Spinjack smiles when interacted with but otherwise keeps his answers short and vague. PCs who succeed on an Easy Sense Motive check discern that the ryphorian is insincere and superior, even toward Dr. Monsylkis; PCs who meet or surpass the Medium DC realize Spinjack is studying the PCs closely, while those who meet or surpass the Hard DC discern that he and Farvenzi are subtly in sync with each other, likely via telepathy. A Hard Engineering check identifies Spinjack's custom rig and exocortex and surpassing the DC by 4 or more also identifies his weapons (see Spinjack page 17). A PC who notices these things must succeed at a Hard Bluff or Stealth check to disguise her spying, or else Spinjack takes notice and prompts the PCs to leave. During Encounter **C2**, Spinjack attacks this PC first.

ICEFRONT AREAS

Below are some areas the PCs could investigate.

Greenhouses: The greenhouses host botanical experiments, where the researchers try to genetically engineer new plants or isolate desired plant phenotypes in a controlled environment. A PC who succeeds at an Average Life Science check realizes that this kind of open-ended experimentation doesn't align with Winterharvest's agricultural mission, meaning it shouldn't be supported by any kind of tightly controlled research grant. A PC that succeeds at an Average Medicine check recognizes some of the "desired plant phenotypes" the scientists are trying to isolate amount to organic workarounds of common antibiotics patented by pharmaceutical companies, similar to one breakthrough development introduced by Frozen Trove Labs six years ago that allowed Frozen Trove to upset and subsequently monopolize a major niche in the prescription drug market. A PC can attempt to steal a plant sample by succeeding at a Hard Sleight of Hand check, reduced to an Easy check if another PC creates a distraction with an Average Bluff or Diplomacy check. A plant sample may be thrown with a 10-foot range increment as a standard action or tied to another reasonably large projectile as a move action. Bringing up the research's purpose or trying to steal a plant spurs Spinjack to prompt the PCs to leave.

Housing: The ryphorians' shelters are modest but cozy, many decorated with personal treasures. Perusing the researchers' homes reveals that several of these ryphorians have advanced degrees from elite universities, and both the ryphorians and the guards have expensive personal devices that suggest their employers have a lot of capital (more than most nonprofit organizations). A PC can dodge the station leadership's attention for a minute by succeeding at a Hard Stealth check, reduced to an Easy Stealth check if another PC creates a distraction with an Average Bluff or Diplomacy check, or if the PC has remote hack or a similarly applicable ability. In this unsupervised moment, the PC can attempt an Average Computers check to hack a researcher's personal Winterharvest device. Success grants that PC a +2 bonus on any skill check made to examine research or equipment in the

station or lowers the difficulty level by one step (such as Hard to Medium) if the PC has a means of absorbing and processing a large amount of data quickly, such as a datajack augmentation. Getting caught hacking a personal device provokes Spinjack to prompt the PCs to leave.

Laboratories: The laboratories house habitats for animal research and desktops with extensive data files from the station's entire operation. A PC can attempt to covertly access a desktop using the same techniques as a researcher's personal device (see Housing), except hacking a desktop uses the Hard DC. The desktops have a shared lockout countermeasure if the check to hack fails three times, and they have a fake shell countermeasure which, if undetected, presents unorganized accounts of benign, phony experiment results and staff data, imposing a -2 penalty on the PC's checks to investigate the station. Detecting the fake shell requires surpassing the Hard Computers DC by at least 5, or 2 if the PC successfully hacked a personal device in the shelters first. Successfully bypassing the shell uncovers some of the more disturbing addiction data from the animal trials, plus information linking the plants to drug development rather than agricultural research. Examining the animal habitats allows a PC to attempt an Easy Survival or an Average Life Science or Medicine check to observe several creatures pitifully pawing at their cages toward samples of genetically modified plants, suggesting that they might be addicted. A PC can try to steal a plant sample using the same checks and consequences as in the greenhouses.

Scaffold Tower: The scaffold tower is a climate manipulation device that affords the researchers some control over the station's weather, helpful for managing climate-sensitive experiments. A PC who succeeds at both an Average Engineering check and an Average Physical Science check learns that the machine is being overworked, likely because this part of the hemisphere should be approaching spring, but the tower is fighting the season change to maintain a wintery atmosphere. A PC who succeeds at a Hard Perception check recognizes that the device's noisy machinery, perimeter location, and walled premises isolate it from the rest of the station, and that it is strategically located at the one chokepoint to safely enter the station from the forest. PCs who ask to see the tower may view the map of encounter area **C**, but afterwards Spinjack prompts the PCs to leave.

ICEFRONT TOPICS

Below are some topics the PCs could seek to investigate.

Equipment: A PC who succeeds at an Average Engineering or appropriate Profession check recognizes that all of the station's grant-provided hardware was produced by a lab equipment company called Steelneedle Enterprises; meeting or surpassing the Hard DC recalls that Steelneedle was acquired by Frozen Trove Labs in a high-profile corporate merger about eight years ago that lit up the infosphere with cries of monopolization.

Izalguuns: The station staff acknowledge the izalguun's existence, but they have a dim opinion of the planet's natives; Dr. Monsylkis sees them as harmless but simple people, while Spinjack

and Farvenzi view them with contempt for being in the way. PCs who succeed at a Hard Life Science check while discussing the izarluun prompt Dr. Monsylkis to muse how most every mammalian organism on the planet has four appendages, but the izarluun have six, so the geneticist in her wonders if the izarluun are really native to the planet.

Unknown Starship: Dr. Monsylkis questions the PCs about their mysterious assailant as rigorously as they question her; she has no idea what attacked them, where it came from, or why it was so aggressive.

B. MOVING ON (CR 6 OR CR 8)

By the time the PCs leave the station—whether by their own accord or by Spinjack's successful insistence—they should have an idea that Winterharvest's research isn't nearly as benign as it seems (although the staff denies any accusations of intentional foul play). This might interest some PCs, but the station is not the focus of the PCs' mission, and the PCs should eventually resume their primary objective of making contact with the izarluuns and finding the whereabouts of the beacon. Only by witnessing the station's effect on the wildlife firsthand, and by eventually conferring with an izarluun elder, can the PCs recognize the station's role in completing their assignment.

Development: When it's time for the PCs to continue their own mission, Dr. Monsylkis admits that she has no information that might help them. She suspects, however, that the PCs might be able to coax some information out of the local izarluuns, giving them directions through the forest to a nearby encampment a few hours beyond the scaffold tower chokepoint. She doesn't anticipate the PCs should have any trouble, believing the izarluuns are much like the other Icefront wildlife: large and primitive, but peaceful and quaint.

The ambient noise of the research station fades into the distance, muffled by the snow. The path through the trees, their long branches and fan-like fronds coated in white, is still and serene. In the distance, the sound of branches snapping shatters the quiet, and a guttural mix of roar and moan echoes through the wood.

This area is a forest path with several trees and a series of rocky outcroppings to the southwest. Squares with trees provide cover to Large or smaller creatures occupying them; Large or larger creatures treat such squares as difficult terrain. Ongoing snowfall provides creatures with concealment beyond 60 feet.

Creatures: Two izarluun hunters beat back several massive beasts they call megzoloths, which resemble gigantic sloths with giraffe-like necks and long, equine snouts. Normally docile herbivores, these megzoloths ate some of the genetically modified plants from the research station and became addicted to their synthetic proteins, no longer nourished by standard fare. The izarluuns were gathering samples of the corrupted plants when the starving beasts attacked.

Scaling Encounter B

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

Both Subtiers: Add another izarluun hunter.

Izalguuns are Large bipedal creatures with four arms. They have a distinctly light grey (almost silver) coloration, with occasional mottling of green around joints. Their lower arms are bulkier and elongated, allowing the izarluun to use them as a second set of legs. When traveling or enjoying the outdoors, izarluuns walk using their lower arms, making them resemble centaur-like quadrupeds. They have vertically-oriented mouths with a bony chin protrusion meant to collect food or liquid runoff.

The izarluuns do their best to fend off the attackers, but eagerly work with any newcomers. They aren't impressed by any displays of technology and instead seem to have an understanding of the weapons and equipment likely used by the PCs.

BOTH SUBTIERS

IZALGUUN HUNTERS (2)

CR 4

Izalguun soldiers

LN Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE HP 50 EACH

EAC 16; **KAC** 17

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

OFFENSE

Speed 20 ft.

Melee tactical spear +13 (1d6+9 P plus block)

Ranged bow +10 (1d6+4 P)

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

Offensive Abilities fighting style (guard)

TACTICS

During Combat The izarluuns use their spears to try to drive off the megzoloths. If the PCs move to aid them, they flank with the PCs.

Morale Sworn to protect their elder, the izarluuns fight to the death. These izarluuns do not attack the PCs unless they attack them first.

STATISTICS

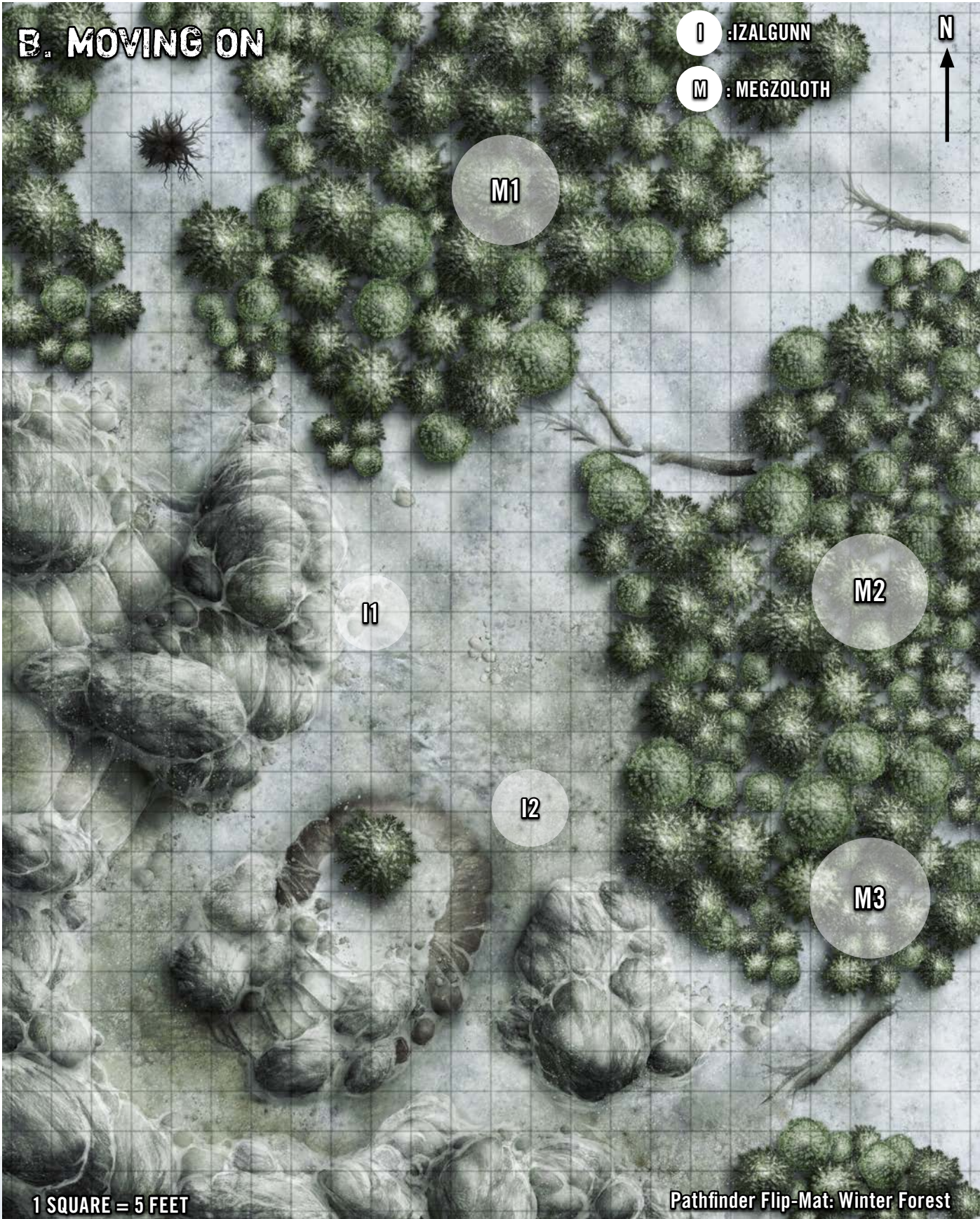
Str +5; **Dex** +1; **Con** +3; **Int** +0; **Wis** +0; **Cha** +0

Skills Athletics +10, Survival +15

Languages Common, Izalguun

Other Abilities armor training, posture (currently biped)

Gear megzolith hide (functions as defrex hide), bow with 20 arrows, tactical spears (2), genetically modified plant



SPECIAL ABILITIES

Modernized Arms (Ex) Any izalguun equipment that would normally have the archaic weapon property loses this property when wielded by an izalguun.

Posture (Ex) An izalguun can switch between biped and quadruped postures as a move action. When in quadruped posture, an izalguun has a land speed of 40 feet and a reach of 5 feet. When in biped posture, an izalguun has a land speed of 20 feet and a reach of 10 feet and gains the four-armed trait (identical to the kasatha trait of the same name).

SUBTIER 3-4 (CR 6)**MEGZOLOTHS (2)****CR 6**

N Huge animal

Init +2; **Senses** low-light vision, scent; **Perception** +13

DEFENSE **HP 90 EACH**

EAC 18; **KAC** 20

Fort +10; **Ref** +10; **Will** +5

Resistances cold 10

OFFENSE

Speed 30 ft., climb 10 ft.

Melee claw +16 (1d8+11 S plus trip; critical knockdown)

Space 15 ft.; **Reach** 10 ft.

TACTICS

During Combat If a creature displays a genetically modified plant, such as one taken from the lab, the megzolith attacks that creature, or spends a round pursuing and eating the plant if it is thrown or dropped. Otherwise, a megzolith attacks the creature that damaged it the most in the past 3 rounds.

Morale A megzolith flees if reduced to 15 HP or less.

STATISTICS

Str +5; **Dex** +2; **Con** +3; **Int** -4; **Wis** +0; **Cha** +0

Skills Athletics +18, Survival +13

SPECIAL ABILITIES

Trip (Ex) When a megzolith deals damage with its claw, it may immediately attempt a combat maneuver to trip its target.

SUBTIER 5-6 (CR 8)**MEGZOLOTHS (3)****CR 6**

HP 90 each (see Subtier 3-4)

TACTICS

Use the tactics from Subtier 3-4.

Development: The encounter ends once the PCs drive off or slay the rampaging megzoliths. Soon after, another group of izalguuns emerge from the woodlands, led by a particularly tall and proud izalguun—the izalguun elder, Naarma. Naarma approaches and introduces herself in flawless Common, thanking the PCs for their assistance. Normally, Naarma is quiet, thoughtful, and speaks carefully, making her dialogue halted and

cryptic. She asks if the PCs work at the research station or if they fought in the recent starship battle; if the PCs inquire how she knows their language, or (perhaps more stunning) that there was a starship battle, she pauses for a moment before asking the PCs to follow her to her camp.

Treasure: For saving the izalguun hunters, or at least making an attempt, Naarma gifts the PCs some of her tribe's equipment if they rescued at least one of her hunters. In Subtier 3-4, she gives the PCs two tactical knives and three mk 1 thermal capacitor armor upgrades. In Subtier 5-6, she gives the PCs two *frost sentinel* spears and four *mk 2 mindlink* circlets.

Rewards: If the PCs fail to save any of the izalguun hunters, reduce their credits earned as noted.

Subtier 3-4: Reduce each PC's credits earned by 380.

Out of Subtier: Reduce each PC's credits earned by 761.

Subtier 5-6: Reduce each PC's credits earned by 1,143.

MEETING THE IZALGUUNS

Naarma leads the PCs to a hilly clearing, the ground peppered with both temporary shelters and permanent ones resembling earthen ziggurats. Numerous izalguuns populate the camp, wielding primitive-looking tools and wearing animal furs to resist the cold. A PC who succeeds at an Average Culture, Engineering, or Perception check, however, recognizes that the layout of the shelters is subtly sophisticated, optimizing visibility, accessibility, and defensibility. Succeeding on two such checks reveals that the izalguuns' gear, though archaic in appearance, is laced with polycarbons and other advanced synthetics to improve durability and weight distribution. Naarma ushers the PCs into an underground chamber beneath one of the ziggurats, which is inexplicably heated and illuminated using electricity, and well stocked with various tools and medicines. A PC who succeeds at an Average Medicine check realize that Naarma's supplies are pharmaceuticals on-par with those of the Pact Worlds, while PCs who succeed at a Hard Engineering or Piloting check realizes that the shelter bears the same layout as a starship medical bay (PCs who recognize this and succeed at a Hard Perception check spot starship doors and controls masterfully disguised by the room's earthy decor).

Naarma approaches a sweaty, unconscious izalguun bound to a "stone" slab with rope. She states that the research station's experiments are having adverse affects on the ecosystem: the climate control device is extending and harshening the winter weather while muffling the natural plant growth, and the normally docile fauna become aggressive with cravings for the engineered plants. Even izalguuns that eat the plants exhibit withdrawal symptoms once they stop. She thinks she has identified the addictive protein and can devise a long-term treatment for it, but she doesn't have the resources to keep pace with the station's output of genetically modified organisms.

If the PCs ask how she knows all this, or inquire about the Scoured Stars or the relics, Naarma falls silent again. She does not confirm or deny any allegations or theories the PCs present, but if the PCs communicate their mission objective to her, she says

she has some information that might help them, and she's willing to share it if they evict the scientists from Izalraan—her people's name for their planet. She refuses any other offers, only wanting to see the Frozen Trove outpost removed from her world before she'll part with the information the Starfinder Society seeks.

Brief Reprieve: The PCs can take some time to rest at the izalguun camp. While doing so, they may observe or interact with several izalguuns, who are quiet but friendly. Many izalguuns attend to chores geared toward survival—boiling frozen vegetables, fletching arrows, stitching tents, tanning animal hides, and the like—but others sprint through the campground while throwing an aerodynamic plastic discus to each other. An Easy Culture or Perception check discerns that the izalguuns are playing a kind of sport, passing the discus to teammates with the goal of eventually striking the opposing team's tree with it, with specific

players unable to touch the discus but able to knock it from the sky by throwing snowballs. A PC may try to join the game with an Easy Diplomacy check, followed by several consecutive Average Acrobatics or Athletics checks, or thrown weapon attack rolls (AC equals Average DC). If the PC acquires three consecutive successes before failing three times, she scores a point and prompts the izalguuns to stamp the ground with their middle appendages, their equivalent of applause. Scoring a point inspires the team's captain to take one of the PC's ranged weapons (the party can select one PC's weapon to be modified) and tinker with its barrel and scope, granting that weapon a +2 bonus on attack rolls against creatures behind cover for the rest of the adventure. The effects of this high calibration do not persist into future adventures.

Development: In order to retrieve the information needed to uncover the location of the Scoured Stars relic, the PCs need to find a way to convince Frozen Trove to abandon Icefront. Regardless of the PCs plan to pursue this, a return to the research outpost is necessary—especially when they soon discover that their communications to the outpost are jammed!

C. SCAFFOLD TOWER

Frozen Trove has a strict policy for security detail at its clandestine outposts: unexpected visitors must be executed and disposed of as quickly and cleanly as possible. Dr. Monsylkis—not being a proper Frozen Trove employee—was unaware of this policy when she opened communications with the PCs and welcomed them to the station. Meanwhile, Spinjack and Farvenzi—not wanting to compromise Dr. Monsylkis's unwitting contributions to the company—remained quiet.

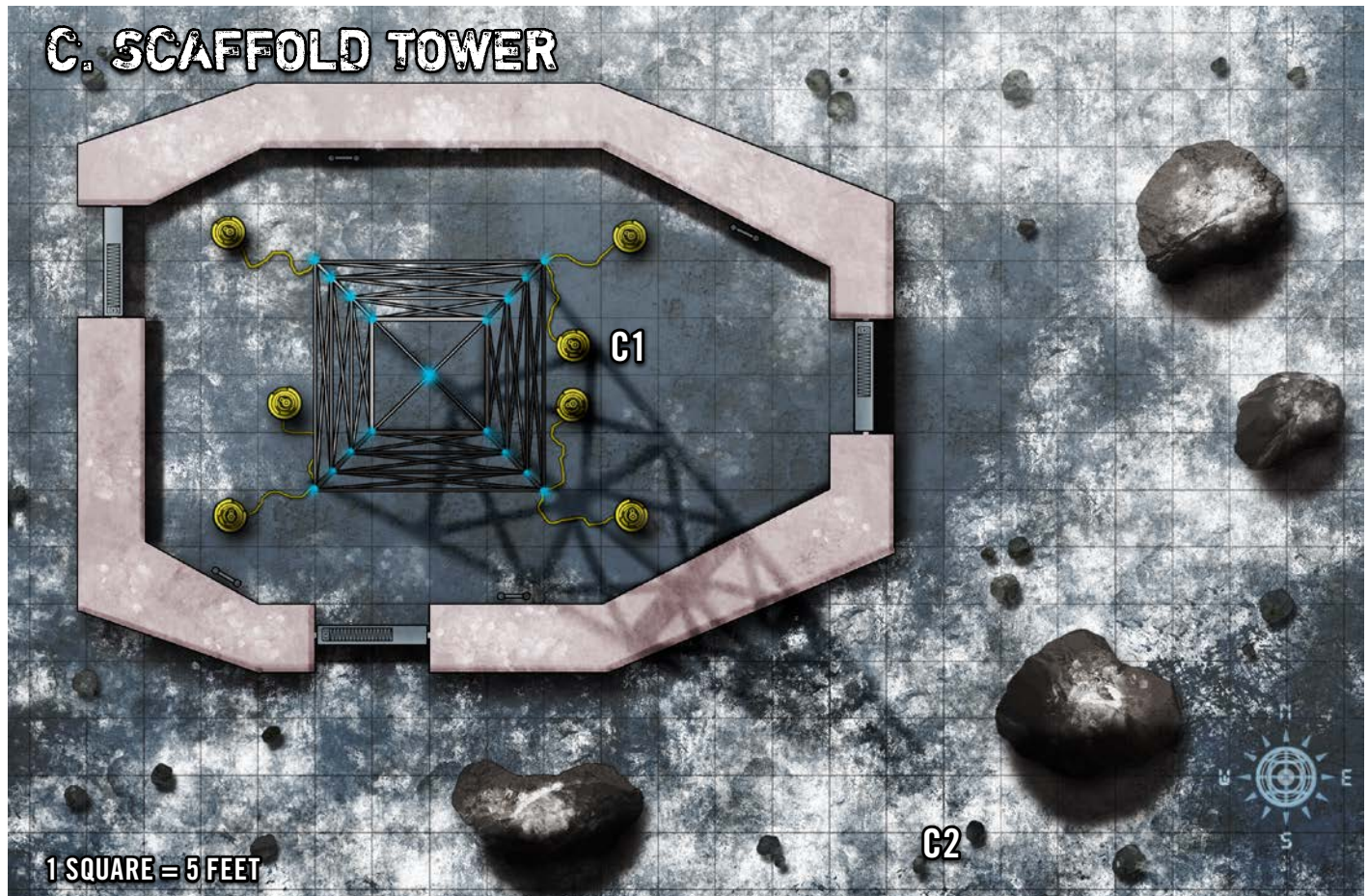
Once the PCs left the facility, the two Frozen Trove agents immediately set to work planning an ambush for when the PCs inevitably return, one that will allow them to remove the intruders without alerting Dr. Monsylkis. Spinjack and Farvenzi stage their attack at the scaffold tower, since its strategic and isolated position helps conceal the sounds of combat and prevents the PCs from circumventing them and speaking to Dr. Monsylkis. Similarly, the scaffold tower is in a natural chokepoint that must be traversed to return to the primary research outpost.

Flexible Encounters: The tactics below detail some generic strategies of the Frozen Trove security team, but GMs should modify their tactics however they see fit to account for what Spinjack and Farvenzi learned about the PCs during their exploration (and communicated to the other security guards). Spinjack is clever but not clairvoyant, and GMs should reward PCs who take pains to conceal their talents by affording them opportunities to use such resources to surprise the security staff. If the PCs sneak past the scaffold tower completely, they struggle to find Dr. Monsylkis (who is currently off-campus), prompting another researcher to direct them toward the scaffold tower thinking she's there.

When the PCs return to the station, a team of ryphorian security guards at the walls of the scaffold tower hails them and



Naarma



tells them that Dr. Monsylkis is inside and wants to meet with them. PCs who succeed at an Easy Sense Motive check realize that the guards are lying, while those who succeed at an Easy Perception check spot one guard sending a message via his comm unit upon spotting them. PCs can attempt an Average Bluff check to choose their starting positions on the map (beginning the encounter with surprise if they meet or surpass the Hard DC), or they may be obstinate and refuse to enter, prompting the guards to start firing while the PCs are still outside.

If you need to expand the map, you can use the other side of the *Pathfinder Flip-Mat: Winter Forest* used in encounter area **B**, placing the scaffold tower in the region resembling a frozen lake.

C1. SECURITY DETAIL (CR 5 OR CR 7)

Not even the snow can muffle the shrieks of steam valves and the hum of electric generators emanating from the steel scaffold tower. Regularly spaced blue signal lamps send waves of blue light up the length of the tower, while thick reinforced plastic walls enclose the tower's base like a makeshift fortress.

The walls stand 15 feet high and provide cover against creatures between ground level and an altitude of 15 feet. A creature can climb the slippery ladders on the wall by succeeding at an Easy

Athletics checks, or the scaffold itself with a successful Average Athletics check. Climbing the 150-foot-tall tower provides cover against all attacks through the scaffold but creatures doing so must make an Average Acrobatics check to balance while taking actions other than climbing. Sharing a square with a generator or stone provides cover against Medium or smaller creatures at ground level, or up to an altitude of 15 feet for prone creatures. Inflicting 15 damage on a generator detonates it like a shock grenade 1 (DC 12), removing it from the map. Creatures can open or close the automated doors with a move action while adjacent to them, requiring a creature to attempt a successful Easy Computers, Engineering, or Strength check. The snowfall provides creatures with concealment beyond 60 feet.

Creatures: Farvenzi's security guards begin atop the walls, firing at the PCs from behind cover whenever possible. If the PCs retreat beyond range, the guards descend and pursue them while seeking cover.

SUBTIER 3-4 (CR 5)

SECURITY GUARDS (3)

CR 2

Winterborn ryphorian soldiers (*Starfinder Alien Archive* 96)

LN Medium human (ryphorian)

Init +8; **Senses** low-light vision; **Perception** +12

Scaling Encounter C1

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

Subtier 3–4: Remove one guard.

Subtier 5–6: Remove two guards.

DEFENSE

HP 25 EACH

EAC 13; **KAC** 15

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

Resistances cold 5

OFFENSE

Speed 20 ft.

Ranged autotarget rifle +10 (1d6+2 P) or

incendiary grenade I +10 (explode [5 ft., 1d6 F plus 1d4 burn, DC 11])

Melee standard taclash +7 (1d4+2 S nonlethal)

Offensive Abilities fighting style (sharpshoot), sniper's aim

TACTICS

During Combat The guards use cover whenever possible and fight as a team. One strategy might be that two guards concentrate fire on a single target, one uses Suppressive Fire to provide cover and harrying fire, and the fourth either readies to shoot and disrupt known spellcasters or alternates between making full attacks in automatic mode and reloading.

Morale As long as Farvenzi lives, the guards fight to the death. If Farvenzi is neutralized, the guards surrender when reduced to 10 hit points or less.

STATISTICS

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

Skills Athletics +7, Intimidate +7, Sense Motive +12

Feats Suppressive Fire

Languages Common, Triaxian

Gear hidden soldier armor, autotarget rifle with 35 longarm rounds, standard taclash, incendiary grenades I (2), *mk 1 serum of healing*, *mk 1 mindlink circlet*, credstick (366 credits)

SUBTIER 5–6 (CR 7)

SECURITY GUARDS (6)

CR 2

HP 25 each (see Subtier 3–4)

TACTICS

Use the tactics from Subtier 3–4.

Development: Spinjack and Farvenzi arrive 1d4+4 rounds after combat with the guards begins. Once the guards are neutralized, the PCs have however many rounds remain to prepare for Farvenzi

and Spinjack's arrival (but not enough time for a 10-minute rest). Any guards remaining when Farvenzi and Spinjack arrive revert to providing cover and harrying fire unless one of their leaders is defeated.

Rewards: If the PCs fail to defeat the guards, reduce their credits earned as noted.

Subtier 3–4: Reduce each PC's credits earned by 380.

Out of Subtier: Reduce each PC's credits earned by 570.

Subtier 5–6: Reduce each PC's credits earned by 760.

C2. FROZEN TROVE LEADERSHIP (CR 7 OR CR 9)

This encounter occurs only a few rounds after the encounter in area C1, with Farvenzi and Spinjack approaching the scaffold tower from the south.

Creatures: Spinjack arrives riding on Farvenzi, but he then immediately dismounts and from there uses his jetpack to maintain his own flight.

SUBTIER 3–4 (CR 7)

FARVENZI

CR 5

Female dragonkin soldier

NE Large dragon

Init +7; **Senses** darkvision 60 ft., low-light vision;

Perception +11

DEFENSE

HP 70

EAC 18; **KAC** 20

Fort +10; **Ref** +7; **Will** +8

Immunities fire, paralysis, sleep

OFFENSE

Speed 35 ft., fly 120 ft. (Ex, average)

Melee basic dragonglaive +14 (1d8+12 S & E) or

bite +14 (1d6+10 P)

Ranged squad machine gun +11 (1d10+5 P) or

cryo grenade I +11 (explode [10 ft., 1d8 C plus staggered, DC 13])

Space 10 ft.; **Reach** 10 ft. (15 ft. with dragonglaive)

Offensive Abilities breath weapon (30-ft. cone, 5d6 F, Reflex DC 13 half, usable every 1d4 rounds), charge attack, fighting style (blitz)

TACTICS

During Combat Farvenzi closes into melee and releases her breath weapon, then concentrates her attacks on any PCs that caught her attention during the exploration. She adapts her tactics appropriately to target vulnerable PCs and protect her bonded partner.

Morale Farvenzi fights until unconscious or slain.

STATISTICS

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

Skills Acrobatics +11, Intimidate +16

Languages Common, Draconic, Triaxian

Other Abilities partner bond (Spinjack)

Gear officer ceremonial plate armor, basic dragonglaive (*Alien Archive* 41) with 1 battery (20 charges), squad machine

gun with 40 heavy weapon rounds, cryo grenades I (2), credstick (300 credits)

SPECIAL ABILITIES

Partner Bond (Ex) Spinjack and Farvenzi can communicate with each other telepathically at a range of 100 feet. In combat, when the two are within 30 feet of each other, both Spinjack and Farvenzi each roll initiative checks separately and treat the higher result as the result for both of them.

SPINJACK

CR 5

Male winterborn ryphorian mechanic

NE Medium humanoid (ryphorian)

Init +7; **Senses** low-light vision; **Perception** +16

DEFENSE

HP 65

EAC 17; **KAC** 18

Fort +6; **Ref** +8; **Will** +6

Defensive Abilities energy shield (10 HP); **Resistances** cold 5

OFFENSE

Speed 30 ft., fly 30 ft. (jetpack, average)

Melee thunderstrike pulse gauntlet +10 (1d6+5 B & So; critical knockdown)

Ranged corona laser rifle +12 (2d6+5 F; critical burn 1d6)

Offensive Abilities combat tracking, overcharge, overload, remote hack, wireless hack

TACTICS

During Combat Spinjack uses target lock and concentrates fire on any PCs that caught his attention during the PCs' exploration of the research station. He adapts his tactics appropriately to target vulnerable PCs and protect his bonded partner.

Morale Spinjack fights until unconscious or slain.

STATISTICS

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

Skills Computers +16, Engineering +16, Life Science +11, Physical Science +16, Survival +11

Feats Deadly Aim, Far Shot

Languages Common, Draconic, Triaxian

Other Abilities artificial intelligence (exocortex), custom rig (armor upgrade), partner bond (Farvenzi)

Gear estex suit II (jetpack), corona laser rifle with 2 high-capacity batteries (40 charges each), thunderstrike pulse gauntlet with 1 battery (20 charges), credstick (300 credits)

SPECIAL ABILITIES

Partner Bond (Ex) See Farvenzi.

SUBTIER 5-6 (CR 9)

FARVENZI

CR 7

Female dragonkin soldier

NE Large dragon

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +14

DEFENSE

HP 100

EAC 21; **KAC** 24

Scaling Encounter C2

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

Both Subtiers: Farvenzi and Spinjack have developed additions to their own products; both are fatigued and sickened throughout the encounter.

Fort +12; **Ref** +9; **Will** +10

Immunities fire, paralysis, sleep

OFFENSE

Speed 35 ft., fly 120 ft. (Ex, average)

Melee thunderhead dragonblade +17 (2d8+14 S & E) or bite +17 (1d6+12 P)

Ranged tactical X-gen gun +14 (1d12+7 P) or cryo grenade I +14 (explode [10 ft., 1d8 C plus staggered, DC 15])

Space 10 ft.; **Reach** 10 ft. (15 ft. with dragonblade)

Offensive Abilities breath weapon (30-ft. cone, 7d6 F, Reflex DC 15 half, usable every 1d4 rounds), charge attack, fighting style (blitz)

TACTICS

Use the tactics from Subtier 3-4.

STATISTICS

Str +5; **Dex** +4; **Con** +2; **Int** +0; **Wis** +0; **Cha** +0

Skills Acrobatics +14, Intimidate +19

Languages Common, Draconic, Triaxian

Other Abilities partner bond (Spinjack)

Gear elite defiance series armor, thunderhead dragonblade (*Alien Archive* 41) with 1 battery (20 charges), tactical X-gen gun with 80 heavy weapon rounds, cryo grenades I (2), credstick (1,314 credits)

SPECIAL ABILITIES

Partner Bond (Ex) As Subtier 3-4.

SPINJACK

CR 7

Male winterborn ryphorian mechanic

NE Medium humanoid (ryphorian)

Init +8 **Senses** low-light vision; **Perception** +19

DEFENSE

HP 100

EAC 21; **KAC** 22

Fort +8; **Ref** +10; **Will** +8

Defensive Abilities energy shield (12 HP); **Resistances** cold 5

OFFENSE

Speed 30 ft., fly 30 ft. (jetpack, average)

Melee LFD pulse gauntlet +13 (2d6+7 B & So; critical knockdown)

Ranged corona laser rifle +15 (2d6+7 F; critical burn 1d6)

Offensive Abilities combat tracking, miracle worker 1/day, overcharge, overload, remote hack, wireless hack

TACTICS

Use the tactics from Subtier 3–4.

STATISTICS

Str +0; **Dex** +4; **Con** +2; **Int** +5; **Wis** +0; **Cha** +0

Skills Acrobatics +13, Computers +19, Engineering +19, Life Science +13, Physical Science +19

Feats Deadly Aim, Far Shot

Languages Common, Draconic, Triaxian

Other Abilities artificial intelligence (exocortex), expert rig (armor upgrade), partner bond (Farvenzi)

Gear estex suit III (jetpack), corona laser rifle with 2 high-capacity batteries (40 charges each), LFD pulse gauntlet with 1 battery (20 charges), credstick (1,314 credits)

SPECIAL ABILITIES

Partner Bond (Ex) As Subtier 3–4.

Development: If the PCs capture Farvenzi or Spinjack alive and imply that they know about Frozen Trove's involvement with a successful Hard Intimidate check, they can compel a tacit admission that Frozen Trove knows about the station's research. The Triaxians don't incriminate themselves or their employers beyond this vague concession. Once Farvenzi is subdued, the other security guards throughout the station who did not participate in the ambush surrender.

Rewards: If the PCs fail to defeat Spinjack and Farvenzi, reduce their credits earned as noted.

Subtier 3–4: Reduce each PC's credits earned by 434.

Out of Subtier: Reduce each PC's credits earned by 793.

Subtier 5–6: Reduce each PC's credits earned by 1,153.

EVICTING THE SCIENTISTS

After the altercation with Farvenzi and Spinjack, Dr. Monsylkis arrives at the scaffold tower returning from a research excursion off-campus. She is upset by the violence at her facility but resists accusations that her work is untoward in any way. The PCs must succeed at three out of four different Hard skill checks to convince her to abandon the planet and her work: Bluff (to weave conspiracy theories or make claims without evidence), Diplomacy (to appeal to Dr. Monsylkis's benevolent intentions or convince her to see reason), Intimidate (to threaten Dr. Monsylkis with legal or physical repercussions for her work), or Life Science (to point out the negative consequences of her experiments). Presenting specific evidence of the research's illegality or Frozen Trove's influence over the study (such as Ykris's message or pointing out the similarities between the station's experiments and those of Frozen Trove's "breakthroughs") lowers the Bluff and Intimidate DCs by one step (such as Hard to Medium) per piece of evidence. Similarly, presenting specific examples of the research's harmful effects on the Icefront ecosystem or potential dangers to consumers back home (such as the maladaptive weather from the scaffold tower, or the addictive qualities of the modified plants) lowers the Diplomacy and Life Science DCs by one step per example (unless the evidence came from the laboratory's fake shell countermeasure, which

instead imposes a –2 penalty on the check). If the PCs have further evidence for either category once the DC has been reduced to Easy, each additional, distinct piece of evidence results in an automatic success on one check.

If the PCs succeed at only one check, Dr. Monsylkis agrees to leave Icefront if properly compensated by the PCs: 600 credits in Subtier 3–4, or 1,800 credits in Subtier 5–6. If the PCs succeed at two checks, she leaves the planet of her own accord, whereas succeeding at three checks persuades the verthani to inquire about joining the PCs' organization instead. If the PCs fail every check to convince Dr. Monsylkis to leave, she refuses to abandon her work, leaving the PCs with only distasteful means of fulfilling Naarma's request (see Infamy).

Development: If the PCs successfully remove the scientists from the planet, they return to the izalguun camp and find a grateful (though still reticent) Naarma. The izalguun elder provides the PCs with a handwritten star chart bearing a black X over a small moon four orbits away from Icefront's sun and tells the PCs that they will find the relic they seek on a secret facility hidden inside the moon, including specific details on where the installation is located. She warns the PCs, however, that the facility was designed to ensure the relic was never found, and they should proceed with caution. She refuses to elaborate further but does mention that she hopes the izalguuns technologically advanced status can remain a secret.

Infamy: If the PCs feel aggressive, or if Dr. Monsylkis refuses to leave, the PCs may forcibly evict the scientists by destroying their station or possibly killing some staff. There's no need to run a combat for this situation. Instead, a PC performing this action successfully chases the researchers away, but earns 1 Infamy.

Rewards: If the PCs fail to complete their primary success condition, reduce their credits earned as noted.

Subtier 3–4: Reduce each PC's credits earned by 300.

Out of Subtier: Reduce each PC's credits earned by 675.

Subtier 5–6: Reduce each PC's credits earned by 1,050.

CONCLUSION

Upon the PCs' successful return to Absalom Station, the Nominated First Seeker is elated that the PCs discovered a new lead. As long as the PCs completed their primary success condition, Luwazi rewards each PC with a mk 1 electrostatic field armor upgrade in Subtier 3–4, or a black force field armor upgrade in Subtier 5–6 (see Rewards, above). Luwazi immediately begins preparing exploration teams to investigate the moon from the izalguun's map, putting the PCs' names at the top of her roster.

Luwazi is particularly interested in the PCs' thoughts on the matter of the izalguuns. It's clear that the izalguuns want to keep their advanced technology and association with the Scoured Stars hidden, but the nominated First Seeker remains unsure on how to proceed. Read or paraphrase the following question.

"The izalguuns have lived in relative anonymity for millennia, and they've done so despite prior invitations to return to their home system. Although our responsibility as Starfinders is to

share our findings with the Pact Worlds, doing so in this case might seem a violation of a people's wishes. I can provide counsel, but in the end, you are the only Starfinders to have interacted with this culture and studied them firsthand. What is your official recommendation?"

The response to this question is tracked in the reporting notes based on the majority decision of the table. If the majority of the table decides to publish their findings on the izarluun and make that information public, then each of the PCs receives the IZALGUUN PROFITEER boon on their Chronicle sheet. Regardless, the decision should be noted in the reporting notes.

If asked about possible ramifications from interfering with Frozen Trove's secret operations, Luwazi's face darkens somewhat. She acknowledges that Frozen Trove is a powerful corporation and the Starfinder Society would do well not to antagonize them, but she remains confident that they won't attempt any kind of formal backlash since their clandestine operation was illegal and they will want to hide any reference to it. Luwazi hopes that the Starfinder Society's involvement with the disbanding of the Icefront station will go unnoticed, but given Frozen Trove's extensive communication network, she finds that result unlikely.

Furthermore, Luwazi expresses both curiosity and concern about the aggressive starship the PCs encountered. She double checks all of Guidance's known starship designs and can't find any known blueprints that match the PCs' attacker. Fearing that there might be more of these hostile starships, Luwazi asks the PCs to prepare a presentation on their encounter for the rest of the Starfinder Society, so future expeditions can be better prepared to challenge them. If the PCs defeated the starship, they gain the First Skirmish boon on their Chronicle Sheets.

REPORTING NOTES

If the PCs convinced Dr. Monsylkis and her team to join the Starfinder Society, check box A. If the PCs evicted the scientists by force, check box B. If the PCs decided to omit the izarluuns advanced technologies and connection to the Scoured Stars from their report, check box C. If the PCs instead decided to reveal the izarluuns in their report, alerting others to the izarluuns' true natures, check box D.

PRIMARY SUCCESS CONDITIONS

If the PCs made peaceful contact with the izarluuns and learned the location of the relic, they succeed at their mission and each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon. PCs who complete this mission also receive the Journey to the Scoured Stars: Segment 3 boon.

SECONDARY SUCCESS CONDITIONS

If the PCs either convinced Dr. Monsylkis and her scientists to join the Starfinder Society by succeeding on the three skill checks to convince her to abandon Icefront, or if they concretely verified Frozen Trove's meddling on Icefront by bypassing the fake shell countermeasure while hacking the laboratory desktops or securing tacit confessions from Spinjack or Farvenzi, the PCs earn 1 additional Fame and 1 Reputation for any factions associated with their current faction boon.

FACTION NOTES

Succeeding at this scenario's primary mission contributes directly to the First Seeker's goals. Each PC earns 1 additional Reputation with the Second Seekers (Luwazi Elsebo) faction, in addition to any other Reputation earned as a result of completing this scenario.

Handout: Message from Ykris

Dear Starfinders:

Some of my Society contacts let slip that your leadership has been doing homework on Icefront. You're not the first to take an interest in that planet. My colleagues at CeriCore Labs recently looked into applying for corporate research rights on Icefront, but we had to delay the project because lobbyists from Frozen Trove Labs pushed us out. Frozen Trove is a leading competitor of ours in the field—although they work more with genetics than cybernetics—and they are pretty ruthless, even by dragoncorp standards. Their science is top-notch, but lots of our R&D folks say that nobody stumbles upon that many “breakthroughs” doing honest work (I know our legal department hates dealing with them.) If your travels do take you to Icefront, keep an eye out for Frozen Trove: their scientists are some of the best, but their management is hostile and very protective of their property.

Starfinder Society Scenario #1-13: On the Trail of History

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
<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
<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

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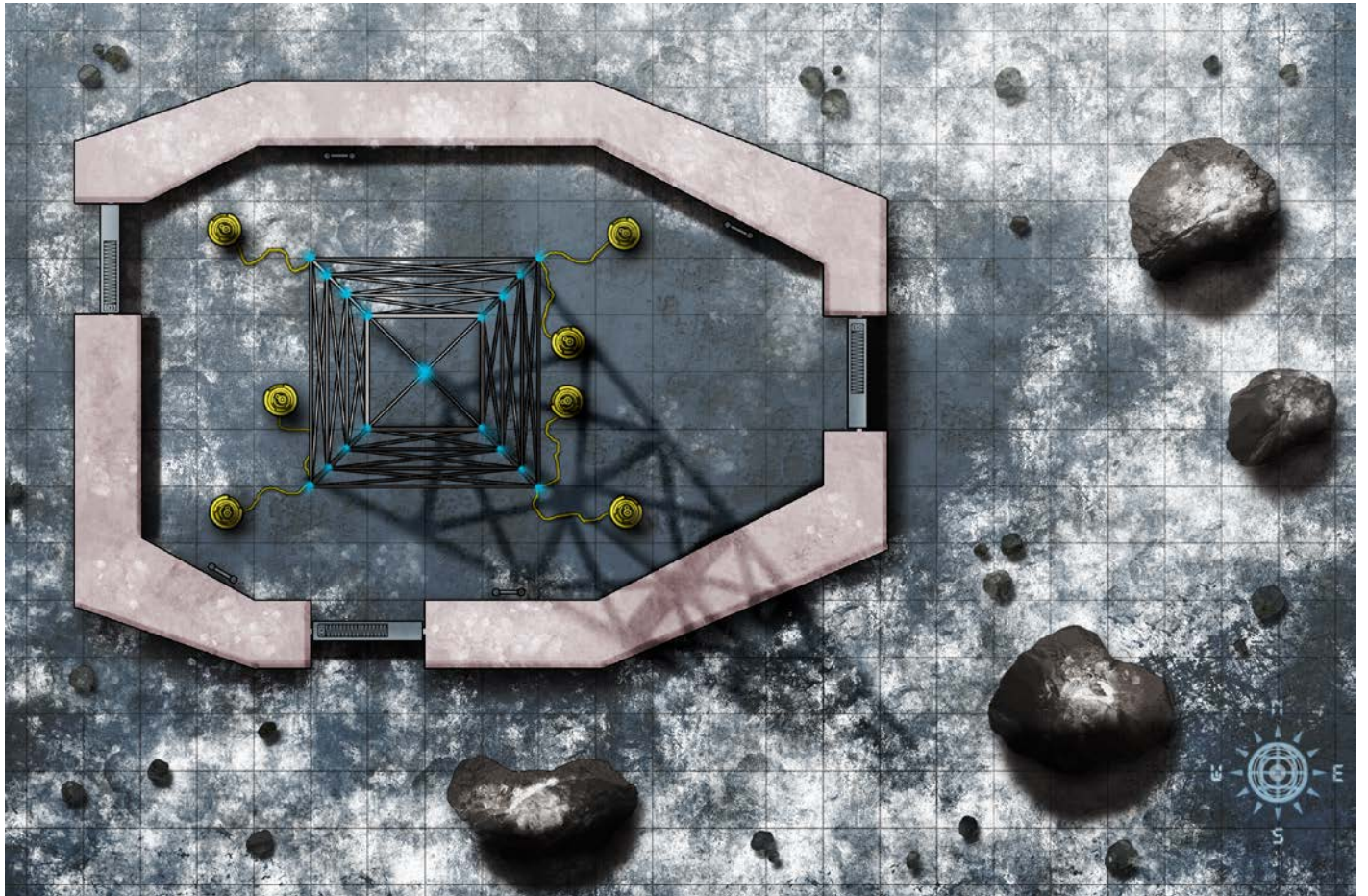
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Starfinder Society Scenario

#1-13: On the Trail of History

Character Chronicle #

A.K.A. _____ - 7					SUBTIER <input type="checkbox"/> Normal Max Credits	
Player Name	Character Name	Organized Play #	Character #	Faction	3-4	1,494
This Chronicle sheet grants access to the following:					SUBTIER <input type="checkbox"/> Normal	
<p>First Skirmish (Social or Starship Boon): During your mission to the world of Icefront, an unknown alien starship ambushed you, but you managed to destroy it. While the mysterious ship left no trace of its origins, it is clear the starship had a reason for following you. This boon might have repercussions in future scenarios, which you will be told prior to slotting your boons. Future scenarios calling on this boon will specify if you must slot it as either a Social or Starship boon.</p> <p>Izalguun Profiteer (Social Boon; Limited Use): You decided to reveal the technologically advanced nature of the izalguun species in your official report to the Starfinder Society. By doing so, you've been approached by several Pact Worlds organizations seeking to write follow-up material on your findings, offering you residuals as compensation. At the end of an adventure in which you slot this boon, one of these organizations writes another paper on the izalguun and you receive the residual payment. The number of extra credits you receive depends on the Subtier in which you were playing. You can only gain the benefits of this boon once per the subtier listed below. By subtiers higher than Subtier 9-10 the appeal of the izalguun topic dies down around the Pact Worlds, and you can no longer benefit from this boon.</p> <ul style="list-style-type: none"><input type="checkbox"/> Subtier 3-4: 140 credits.<input type="checkbox"/> Subtier 5-6: 400 credits.<input type="checkbox"/> Subtier 7-8: 580 credits.<input type="checkbox"/> Subtier 9-10: 1,441 credits. <p>Journey to the Scoured Stars: Segment 3 (Unidentified Boon): You made peaceful contact with the izalguuns, a species that once inhabited the Scoured Stars. You convinced the izalguuns to part with the location of a powerful relic tied to the Scoured Stars and potentially a key to re-entering the system. This boon represents your character's involvement in this critical step towards solving the Scoured Stars mystery. Other boons representing future steps towards unraveling the mystery of the Scoured Stars will appear in future scenarios, and collecting these boons will result in a unique bonus, to be detailed in a future Chronicle sheet.</p>					Out of Subtier 2,793	
					SUBTIER <input type="checkbox"/> Normal	
					5-6 4,106	
					SUBTIER <input type="checkbox"/> Normal	
					- -	
MAX CREDITS					Starting XP	
					+ GM's Initials	
					XP Gained (GM ONLY)	
					= Final XP Total	
EXPERIENCE					Initial Fame	
					+ GM's Initials	
					Fame Gained (GM ONLY)	
					- Fame Spent	
FAME					Final Fame	
					Starting Credits	
					+ GM's Initials	
					Credits Garnered (GM ONLY)	
CREDITS					+ GM's Initials	
					Day Job (GM ONLY)	
					- Credits Spent	
					= Total	

All Subtiers		Subtier 5-6	
autotarget rifle (755; item level 2) basic dragonglaive (2,000; item level 4; <i>Starfinder Alien Archive 41</i>) corona laser rifle (4,650; item level 6) cryo grenade I (1,220; item level 6; limit 2) electrostatic field armor upgrade (3,000; item level 5) estex suit II (2,700; item level 5) hidden soldier armor (465; item level 2) incendiary grenade I (375; item level 2; limit 3) jetpack armor upgrade (3,100; item level 5) mk 1 mindlink circlet (1,600; item level 2) mk 1 thermal capacitor armor upgrade (3,600; item level 5) officer ceremonial plate (2,275; item level 4) squad machine gun (2,060; item level 4) tactical knife (6,000; item level 7) thunderstrike pulse gauntlet (475; item level 2)		black force field armor upgrade (10,500; item level 8) elite defiance series armor (6,300; item level 7) estex suit III (5,500; item level 7) frost sentinel spear (12,300; item level 8; limit 1) LFD pulse gauntlet (7,340; item level 7) mk 2 mindlink circlet (11,000; item level 8) tactical X-gen gun (4,240; item level 6) thunderhead dragonglaive (9,000; item level 8; <i>Starfinder Alien Archive 41</i>)	
Reputation			
Faction	Reputation	Faction	Reputation
Faction	Reputation	Infamy	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #