

YEAR OF SCOURED STARS  
STARFINDER SOCIETY SCENARIO #1-20, TIER 1-4

# STARFINDER SOCIETY

## DUSKMIRE ACCORD 9

BY BRIAN DUCKWITZ





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## Table of Contents

**Duskmire Accord 9** . . . . . 3

**Appendix** . . . . . 23

**Map** . . . . . 24

**Chronicle Sheet** . . . . . 26

## GM RESOURCES

*Duskmire Accord 9* 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 [sfrd.info](http://sfrd.info), and the relevant rules from the *Alien Archive* 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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## HOW TO PLAY

*Starfinder Society Scenario #1-20: Duskmire Accord 9* 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 [StarfinderSociety.club](http://StarfinderSociety.club).



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# DUSKMIRE ACCORD 9

BY BRIAN DUCKWITZ



During the events of *Starfinder Society Scenario #1-09: Live Exploration Extreme!*, the Starfinder Society uncovered that the interior of the false moon of *Salvation's End* was littered with massive vault complexes containing strange simulated environments. The first simulation the Society stumbled into was a reproduction of the dwarven *Quest for Sky* from lost Golarion, albeit with several inconsistencies that included rampant goblins and ooze monsters as well as the absence of Torag to grant spells to his worshipers. Since finding that vault's exit, along with a vast hallway containing entrances to numerous other simulation chambers, the Society has dedicated considerable resources to studying the other vaults.

Many of the false moon's vaults are currently inactive or in the process of either being reactivated or sterilized following their last simulations. The Society's best data experts have failed to penetrate the firewalls and security in place on *Salvation's End*, and the Society is nowhere close to uncovering whatever ultimate purpose the massive megacomplex and its associated vaults serve. Left with such an obvious mystery, the Society has established a new lodge atop *Salvation's End* (the site of the goblin shanty tower from *Starfinder Society Scenario #1-00: Claim to Salvation*). The area remains one of the Society's most important sites beyond the Pact Worlds.

Several months ago, one of the vaults within *Salvation's End* came online, its external monitor displaying simply the words "Duskmire Accord." Although excited, the new venture-captain at *Salvation's End*, Kunoris Vex, decided to keep agents outside until he learned all he could via external monitoring. Scans of the chamber revealed a massive energy source, something so powerful that it disrupts long-range communications into and out of the vault. Because of this, remote surveys have failed, and even magical attempts to scry the interior of the vault have returned inconclusive results. To learn more, Vex has contacted the Lorespire Complex, requesting a team be dispatched.

The Duskmire Accord vault is a re-creation of a lost swampland known as the Duskmire from a forgotten planet. To satiate whatever inscrutable task the vaults serve, the controlling intelligence of *Salvation's End* has populated the vault with three disparate groups removed from their natural environment: gnolls, yetis, and a unicorn. The ninth iteration of this seemingly random collection of species has just begun. The current three groups have

## Where in the Universe?

*Duskmire Accord 9* takes place on *Salvation's End*, a moon-sized spacecraft filled with innumerable sealed simulation chambers that are run by an unknown intelligence. For more information about *Salvation's End*, see *Starfinder Society Scenario #1-00: Claim to Salvation* and *Starfinder Society Scenario #1-09: Live Exploration Extreme!*, both of which are available online at [paizo.com](http://paizo.com).

no concrete knowledge of their pasts, except they each know that they've been taken from their homeland and forced to adapt in this strange and unfamiliar environment.

One side effect of the memory alteration and displacement of these groups is that their typical alignments and behaviors have drifted away from those commonly associated with their species. The gnolls have built up a strong communal and agrarian lifestyle within the hilly northernmost region of the cavern after having been driven out of the southeast by the yetis. Removed from their native arctic environment, the yetis swelter in the swamp's heat and spend their days inhaling a mildly hallucinogenic smoke from perpetual underground fires. Finally, the unicorn who dwells in the south has become an aggressive defender of her territory, treating it as she would a forest and performing grisly acts to keep others out of its area—effectively becoming a sort of horrific bogeyman to the gnolls and yetis.

The memory adjustments for each species ensures that they all believe that their only means of escape lies in the central temple (a sensor node used to record the events within the vault), which cannot be disturbed until two of the three powers within the Duskmire are removed. All three groups within the Duskmire simulation maintain tense relations with one another, but have so far avoided setting off a larger conflict.

## SUMMARY

The PCs begin the adventure with a briefing from Kunoris Vex, the recently appointed venture-captain for *Salvation's End*. He

explains some of the recent history of *Salvation's End*, namely that the structure is full of an unknown number of simulation vaults. One of these vaults has just activated and allowed external access, but an unknown power source within the vault makes remote scanning impossible. The PCs are tasked with investigating the vault, designated the "Duskmire Accord."

The PCs enter the vault to find the simulation is that of a dimly lit swamp. They encounter a preprogrammed welcome message that doesn't seem to be aimed at them and are given a map. From there, they can choose the direction of their exploration, although they can easily hear a loud celebration of the yetis from the southwest. At some point while the PCs are exploring, a robotic drone approaches the PCs and informs them that the experiment being run in Duskmire has been altered due to the PC's presence. The exit to the vault is sealed by a powerful force field until one of the three groups within the simulation removes the other two powers.

When the PCs approach the sounds of the celebration, they encounter the yetis and their leader, and are asked to join their tribe by participating in a series of initiation rites, which consist of relatively harmless hazing that the yetis find hilarious. The PCs also learn about the gnolls to the north and the murderous "swamp ghost" to the south. The PCs can follow the directions provided by the yetis or clues they've located on their own to track down the gnolls or the "swamp ghost." When the PCs find the gnolls, they discover that despite their reputation as desert-dwelling slavers, these gnolls are peaceful farmers who were driven from their original territory by the yetis and kept out of the south of the cave by the "swamp ghost." The PCs can also explore the "swamp ghost" territory and discover the fearsome creature is actually a unicorn, who has left grisly markers as a warning to trespassers. The PCs are stalked by the unicorn as they explore; depending on how respectfully they treat the land, the unicorn becomes either a vicious foe or a hesitant but powerful ally.

The PCs then either back one of the three factions in the vault or, with exceptional difficulty, broker a treaty that avoids bloodshed but still provides the PCs access to the central temple where the sensor node is housed. Within the temple, the controlling intelligence runs another test, this time on the PCs, before the PCs can retrieve the information they need.

## GETTING STARTED

The PCs begin in a meeting with Venture-Captain **Kunoris Vex** (N male drow operative) inside the recently completed lodge on *Salvation's End*. Promoted after the Scoured Stars incident, Kunoris

is a skilled, charming, and intelligent leader. He has proven himself a capable agent for the Society in the past and has long nursed a curiosity for all things related to the Gap and Golarion. As a drow, he's had to deal with frequent distrust from fellow Starfinders and their allies, but he typically deflects such suspicions with a smile and a witty remark. Although it might be too far to call him kind, he does place the welfare of Starfinders under his command above all other concerns.

Read or paraphrase the following to get the adventure underway.



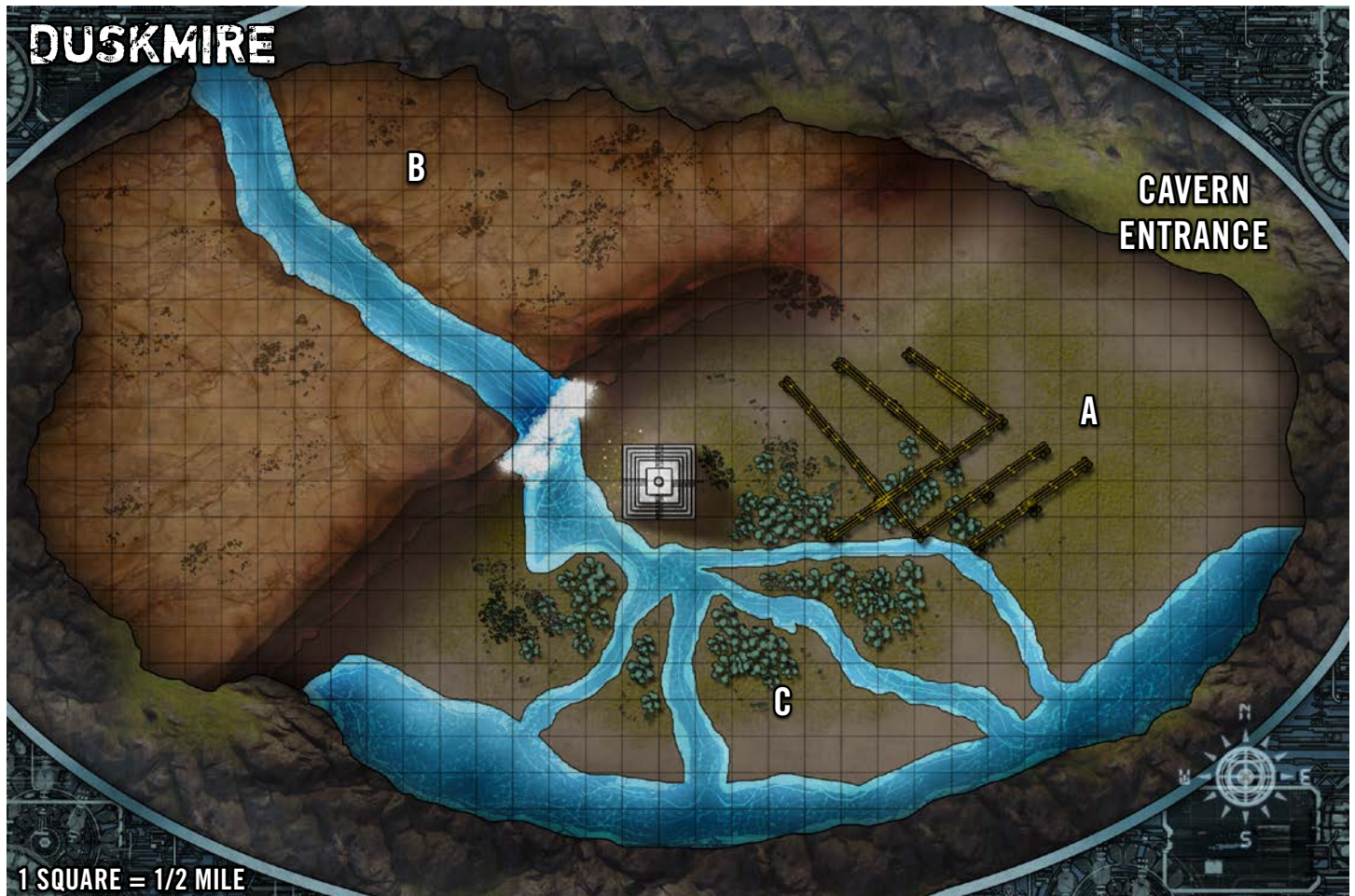
Venture-Captain  
Kunoris Vex

The hallway outside the meeting room is dimly lit and crowded with crates. A well-dressed drow waits in front of the door, greeting the new arrivals. "Starfinders! I'm so glad you've arrived. I am Venture-Captain Kunoris Vex," he says, approaching. The drow offers an outstretched hand, but is forced to jump back quickly as a pair of rapidly chattering ysoki dash in front of him, waving their arms excitedly and pointing at readings on their holographic displays as they run down the hall. Vex smiles. "As you can see, there's a lot going on here, and I want you to get right down to work."

Vex gestures to a nearby doorway, leading into a conference room with insta-plastic tables and chairs arranged haphazardly about. The holographic display unit's core sits atop the table, ready for a technician to install it. "Sorry for the mess. I'm sure you understand we're right in the middle of setting everything up." The drow politely pulls out the chairs for others to sit. Once everyone is seated, he pulls out a pocket computer and projects an image onto a nearby wall. The readout shows a series of images of a long, massive hallway lined with gigantic doors spaced far apart.

"As you can see, this moon contains a large number of vaults. We recently gained access to one of them," Vex begins. "The monitor outside of this vault doorway currently displays the words 'Duskmire Accord.' We've found no records in our research here or from the databases on Absalom Station about the term 'Duskmire,' but we assume it is the name of a place. Our scans from the hallway reveal a powerful energy source somewhere within the vault, although its construction or some manner of shielding prevents any meaningful readings. It appears that if we want to learn anything more, we need to send in a team." He cocks his head, raises an eyebrow, and looks meaningfully toward the group.

The drow turns off the projector and smiles broadly as he leans forward. "I'd like you to go into this vault and see what



you can find. Identify the source of these energy readings, and learn anything else you can about the interior of the vault. There may be inhabitants, but we don't know whether they're likely to be peaceful. As always, be ready for anything!"

After the briefing, Vex is happy to answer any questions the PCs have, although his knowledge regarding *Salvation's End* is still very limited.

**What do we know about *Salvation's End*?** "It's hard for me to answer that, given that everything we learn about this place seems to raise more questions. We know this is an artificial moon that contains a sophisticated artificial gravity generator and a number of sealed-off vaults. It seems as though there is some manner of intelligence controlling this entire station, but we haven't managed to contact it to determine its purpose."

**What do we know about the interior of the vault and the power source within it?** "Frustratingly little. As I mentioned, there is either shielding built into the device or an unknown type of active disruption that stymies our efforts. I'd like you to investigate both, and take readings from the power source if you can."

**How long has this vault been active?** "Several months, at this point. I was hoping extended scans and scrying might eventually pierce the disruption, but to little avail."

**Are the vaults occupied?** "At least some of them are. The first vault we opened was occupied by a group of dwarves who believed they were deep underground on Golarion, of all places, and that they were undergoing some kind of task for the vanished god Torag. They seemed to have had their memories altered somehow. Whether that was a fluke or a pattern remains to be seen."

**How do we get started?** "I'll have a vehicle deliver you to the access tunnel. Since no one else has gone in yet, I really don't have much more advice for you than to travel down and see where it leads. It's sure to be an intriguing experience, and I have to say I'm rather jealous. 'Don't get promoted,' is what my friends always said. Now I see why!"

Once the PCs have gained what information they can from Vex, the venture-captain allows the PCs to purchase equipment from the lodge's storerooms. A PC can purchase any equipment from the *Starfinder Core Rulebook* up to item level 6, assuming she could normally purchase such equipment.

When the PCs are ready to proceed and have purchased any equipment they might need, have the PCs finalize their boon slots for the session. If a player has earned the Claimant to Salvation boon (*Starfinder Society Scenario #1-00: Claim to Salvation*) for any character, the PC she plays gains a single reroll that can be used for any one d20 roll during the course of the scenario.

## Achieving Dominance

Once the PCs encounter the drone (see page 7), they can no longer leave the cavern until either the yetis, gnolls, or the unicorn become the dominant species of the cavern. The three groups are all resistant to starting a fight, so if the PCs want to get out any time soon, they must personally establish a dominant species. While this most likely means the death or capture of two of the three leaders, there are other routes PCs might explore. The controlling intelligence has not considered how to categorize two of the leaders peacefully submitting to a third or otherwise uniting into a single cooperative group. If the PCs manage to achieve this situation, the controlling intelligence considers the experiment over and gives access to the temple just as if one group had defeated the others.

Finding a universally peaceful solution is not easy, however. Since each group believes that only one species would be permitted to leave, and that escape is only possible by conquering the other inhabitants, all three of the groups assume the worst of the others. Gaining the cooperation of one group becomes more difficult if the PCs have already allied with a different group. Unless stated otherwise (such as for Sparklemane in area C), assume that unallied groups begin with an indifferent attitude toward the PCs if the PCs are not allied with any other group, an unfriendly attitude if the PCs are allied with one other group, and a hostile attitude if the PCs are allied with two other groups. Remember that this attitude affects the DCs of Diplomacy checks—and other checks appearing in Achieving Dominance sidebars—to influence these creatures (*Starfinder Core Rulebook* 140).

### INTO THE VAULTS

The PCs are taken via ground transport to the main hallway of *Salvation's End* and dropped off at the now-accessible door to the Duskmire simulation. They proceed down a passageway until they enter an airlock. After a brief blast from a decontamination laser grid, they can pass into the vault. Once inside, the doors close behind the PCs but remain unlocked. The PCs can freely move back in and out of the vault until they encounter the robotic drone (see page 7), after which the controlling intelligence raises a powerful force field around the access door, making exit impossible until the PCs gain access to the temple inside of the vault.

Just inside the cavern is a 2-foot-wide flat metal holographic disk embedded in the floor. It begins transmitting a message as soon as the PCs enter the cavern. Read or paraphrase the following.

A holographic projection of a horizontal blue line appears in the air above a circular disk in the ground. The line begins moving in a waveform pattern like that of an oscilloscope.

"Greetings, ERROR: NULL RECORD," a polite, cool voice speaks, in Common. "Welcome to Duskmire! You are understandably confused by your sudden arrival, but rest assured that there is all you need here to survive should you choose to do so. You can enter the temple and be released when you have achieved dominance over the other two resident powers within the Duskmire area. Please accept this simple map as a gift to guide your way. Happy conquest!"

A map printed on a simple plastic sheet materializes on the projector. Hand the players a copy of the map on page 24. Once the projection finishes speaking, it falls silent and does not respond to questions. A PC who succeeds at a DC 14 Engineering or Physical Science check (DC 17 in Subtier 3–4) while examining the projector discovers it is deeply embedded in stone and uses advanced technology of unknown origin.

Further investigation of the disk yields little information, but a PC who succeeds at a DC 10 Perception check hears the sound of raucous laughter and loud singing far to the southeast (area A). This is the sound of an ongoing celebration held by the yetis in the Party Downs, although they become tired of this and stop celebrating as the PCs start to march in that direction.

### THE DUSKMIRE VAULT

The Duskmire vault is internally sealed and acts as a giant terrarium. The walls of the vault are made of a mysterious substance with the same statistics as starship bulkhead material. The entire vault is humid and warm, holding steady between 80–90° F. A device embedded in the northern cavern wall generates the water that forms a river bisecting Duskmire before collecting in a lake to the south that drains away in a series of tiny submerged fissures. This water is only slightly cooler than the air, holding steady at approximately 75° F. The cavern is heated radiantly from the walls and floor, the temperature set by the controlling intelligence to remain constant.

Fresh air circulates through the cavern via a network of narrow tubes in the ceiling and walls. The flow is slow enough to allow the perpetual mists and fog that shroud the cavern floor to remain in place, yet fast enough to ensure air-breathing creatures survive. Other than the creatures described in the encounters, there are almost no other animals or insects in Duskmire.

Roughly 10 feet of soil, peat, and rocks cover the floor throughout the cavern, supporting a variety of plant life. Many large, fungal specimens thrive in the vault, but other trees, bushes, and grasses that are more typically found above ground are also quite successful here. A PC who succeeds at a DC 15 Life Science check confirms these plants and fungi have been genetically modified to survive in this environment.

Unless noted otherwise in the description, the light in the Duskmire vault is perpetually dim. Investigation reveals that the light emanates from the ceiling, walls, and even some of the vegetation. A PC who succeeds at a DC 14 Engineering or Physical Science check (DC 17 in Subtier 3–4) notes the source

of most of the light is technological rather than natural. Light-emitting surfaces exist throughout the vault, powered wirelessly from a location somewhere else deeper in the walls. The panels can be disabled with any application of damage, but they are repaired by nanite technology 1d6 hours later. Various glowing fungi shed dim light as well.

For purposes of overland movement, area **A** has trails and is plains, area **B** has trails and is hills, and area **C** is trackless marsh. The cavern is approximately 22 miles across and 15 miles wide, and the vault's ceiling is 10 miles high. (Features on the map on page 5 are not to scale.)

## EVENT 1: DRONE ENCOUNTER (CR 1 OR CR 3)

This encounter can take place in any of the cavern's locations while the PCs are traveling, although it should occur after they have encountered at least one of the groups. At this point, the controlling intelligence of the Duskmire Accord vault has become aware of the PCs' presence. While the controlling intelligence did not originally plan for the PCs as part of this mysterious experiment, it has slightly adapted the experiment to factor in their arrival.

The controlling intelligence initially informed the three groups within the vault that only one of the groups would be permitted to enter the temple and escape the vault, and that the temple would open only when two of the three groups have been conquered—however, the experiment has unexpectedly ground to a standstill. The three groups certainly aren't getting along, but none of them are making a convincing grab for power. The controlling intelligence therefore believes a group of outsiders that likely wants to escape the vault might just provide the push necessary to get things moving again. As a result, the controlling intelligence seals the entrance tunnel the PCs traveled through to get here with a powerful force field and sends a drone (or two drones, in Subtier 3–4) to communicate with the PCs.

**Creatures:** This robotic drone (or pair of drones, in Subtier 3–4) is one of countless like it that work throughout *Salvation's End*, serving the controlling intelligence's mysterious purposes. Individually these robots have very limited knowledge, and in this case it serves as little more than a messenger.

Ordered to deliver a message and briefly interact to observe the PCs' reactions and behavior, the drone approaches the PCs. If they don't immediately attack, it broadcasts the following message in Common both over its own speakers and across the frequencies used by the PCs' comm units. Read or paraphrase the following.

*Apolite, cool voice speaks from the machine. "Greetings, interlopers. Your presence has been noted and appropriate adjustments have been made to the operation of this facility. External access is now prohibited until such time as the experiment has completed. Thank you for your cooperation in this endeavor."*

The drone then waits and observes the PCs for a few minutes. It answers questions, although it does not provide any information

## Achieving Dominance: Yetis

The easiest way for the PCs to help another group gain dominance over the yetis is by killing or capturing the leader Inix, but violence is not the only route. Inix does not enjoy life in the cavern and yearns for cold mountaintops—although he has no memory of having ever been to one—nor does he like watching over his half-drugged kin while living in fear of a terrifying monster from the swamp. Although he isn't opposed to violence and simply taking whatever he wants, if he can be convinced it would be just as easy and perhaps less dangerous to make some kind of deal with the other powers in the cavern, he might agree to peace.

Convincing Inix to peacefully join or ally with the other groups in the cavern requires him to have a friendly or better attitude toward the PCs, and for the PCs to become "honorary Muckfurs" as described below. The yeti balks at the thought of cooperating with or deferring to the gnolls, or worse yet, the "swamp monster," but under the circumstances, Inix is willing to consider such a cooperative arrangement so long as the PCs can provide a few guarantees. The PCs can convince Inix to cooperate with the gnolls with a DC 17 Diplomacy or Sense Motive check (DC 20 in Subtier 3–4) and a guarantee that the gnolls will help provide the yetis food. Inix is wary of the "swamp ghost," but can be convinced to accept an alliance with it if the PCs succeed at a DC 18 Diplomacy, Intimidate, or Strength check (DC 21 in Subtier 3–4) to either assuage the yeti's fears or prove they are stronger than the "ghost," and they provide a guarantee that the "ghost" will no longer attack the yetis. If Inix has a helpful attitude toward the PCs, the PCs gain a +2 circumstance bonus on these checks, but every time they fail one of these checks, Inix sours on the idea and the PCs take a cumulative –2 penalty on further checks to convince him, to a maximum of three failed skill checks before Inix refuses to hear reason. Once Inix agrees to an alliance with another group, he is willing to make reasonable concessions to that specific group, such as ordering the yetis to stay out of the swamp or the gnoll village unless invited.

about the controlling intelligence of the vault, the nature of the temple, the source of the power readings, the history of the facility, or where its residents came from.

**What experiment?** "This facility is the current site of an experiment. Your insertion into the test parameters has now been accounted for."

**What is the purpose of the experiment?** "To gather information on the dominance behavior of this facility's inhabitants."

**What is your name?** "My designation is unit 65-4bxv0."

**Who is running the experiment?** "I am sorry, but that information is restricted."

**What do you mean "until the experiment is completed?"** "External access is prohibited until one of the three subject inhabitant groups achieves dominance over the others. When a single power remains, external access will be restored."

**What do you mean by "achieves dominance?"** "Based on prior observation, dominance among sentient species typically refers to termination of the opposing groups' leadership. Complete extermination is not necessary for completion."

**What if we don't want to play along?** "Then the experiment will continue, but external access is prohibited until one of the three subject inhabitant groups achieves dominance over the others."

**What are the three subject species?** "The tribes that currently dwell in the north and just to the west, and the power centered in the southern swamp," it says, turning to face each direction as it speaks.

The robot is perfectly amenable to leave after delivering its message and conversing with any PCs who wish to do so. If attacked, it says, "Dominance-seeking behavior observed; test protocol 5A6 enabled" before attacking.

## SUBTIER 1-2 (CR 1)

### OBSERVER-CLASS SECURITY ROBOT CR 1

HP 17 (*Starfinder Alien Archive* 94; see page 23)

#### TACTICS

**During Combat** Interested in dominance behaviors and having observed the PCs since they first entered the cavern, the robot focuses its attacks on the PC who appears to be the group's decision-maker or spokesperson. If unable to determine the dominant member of the group, it focuses its attacks on the strongest-looking PC.

**Morale** The robot is programmed to observe everything it can in combat and fights until destroyed.

## SUBTIER 3-4 (CR 3)

### OBSERVER-CLASS SECURITY ROBOTS (2) CR 1

HP 17 each (*Starfinder Alien Archive* 94; see page 23)

#### TACTICS

**During Combat** With two robots present, the controlling intelligence runs an experiment to test the group's dynamics. One robot focuses exclusively on the PC who appears to be the group's decision-maker or spokesperson, while the other focuses upon the weakest-looking or most heavily wounded PC. If unable to determine the dominant member of the group, the first drone focuses its attacks on the strongest-looking PC.

**Morale** As Subtier 1-2.

**Development:** Whether the PCs attack the drone or not has no effect on the experiment or the controlling intelligence. It neither

punishes nor aids the PCs for their actions; it simply notes how they react. If the PCs stop asking questions and don't attack, the drone flies off, eventually passing through a hidden panel behind the waterfall to the north and into a storage rack.

The PCs may spend time searching for a means of escape from the vault, to little avail. The doors have been sealed with starship class force fields, and the hidden hatches that contain the vault's observation and maintenance robots do not lead outside of the cavern.

## THE YETIS

The Muckfur tribe of yetis number roughly two dozen individuals. This isn't their natural habitat, so they have no ecological niche to fill, and they instead seek out whatever small measure of pleasure they can find in a swampy marshland that offers little for them beyond survival. When the yetis first arrived in the simulation, they lived in the north, but after realizing the gnolls to the east were successfully growing crops for food and doing quite well, the yetis moved to take the gnolls' land by force. The gnolls stood little chance against the more powerful yetis and fled to the north with whatever they could carry.

Having driven out the gnolls, the yetis found life quite easy. There were food stores already built up that could support them for some time, and no immediate enemies at hand. The ditches the gnolls built did their job and continued to dry out the land, although the yetis were not aware that there was a cycle of rewetting that needed to be maintained to prevent underground fires from breaking out.

After a few months, the yetis' boredom grew to the point where small groups set off to explore the swamp to the south. They had seen strange lights coming from that direction, but the place had always filled them with inexplicable dread. The first groups never came back. Other groups left in search for these explorers, but only a small number of them returned, all of them telling wide-eyed tales of a terrifying ghost that not only murdered its victims but mutilated and displayed the corpses in warning.

Soon after, underground fires broke out throughout the yetis' territory, created by the rich vegetable matter composting without any water to smother the flames. A pale, lavender-colored smoke began to waft throughout the land. The yetis soon learned that the smoke had a mild, pleasurable, and hallucinogenic effect on them. With the gnolls far off to the east and a terrifying enemy to the south, the yetis settled into a pattern of daily life that was mostly a cycle of drug-fueled parties. When the PCs arrive in the vault, the yetis are still more interested in living the life of leisure instead of fighting anyone, but their lifestyle is clearly unsustainable, a fact just about anyone who isn't under the effects of the hallucinogenic smoke can see.

## A. PARTY DOWNS

This terrain in this part of the cavern is mostly flat and has trails throughout. The ground is made up of several feet of peat, piled vegetation that becomes matted down and decays into a rich soil



over time. Despite the lack of actual sunlight, a variety of pale grasses and scrubby bushes cover the landscape throughout the area. A slight haze is in the air at all times, since the air circulates so slowly in this low-lying part of the cavern.

## A1. PARTY CENTRAL

The yetis live here, in a ramshackle set of buildings that are mostly too small for them. To deal with this problem, they've demolished sections of the buildings to better accommodate their large size. At best, many of them sleep with their feet sticking out of the houses. Read or paraphrase the following.

The ground in this village is covered in mud splatters, half-eaten food, and other garbage. The buildings here are relatively squat and list to the sides, formed from stacked bricks of peat. Some of the buildings have fallen over, while others have been bashed into misshapen lumps. A thick, lavender smoke hangs heavy a few inches above the ground.

The smoke from the fissures in the ground is particularly thick here, imposing a -2 penalty on sight- and scent-based Perception checks.

**Creatures:** Five yetis lie about the encampment in

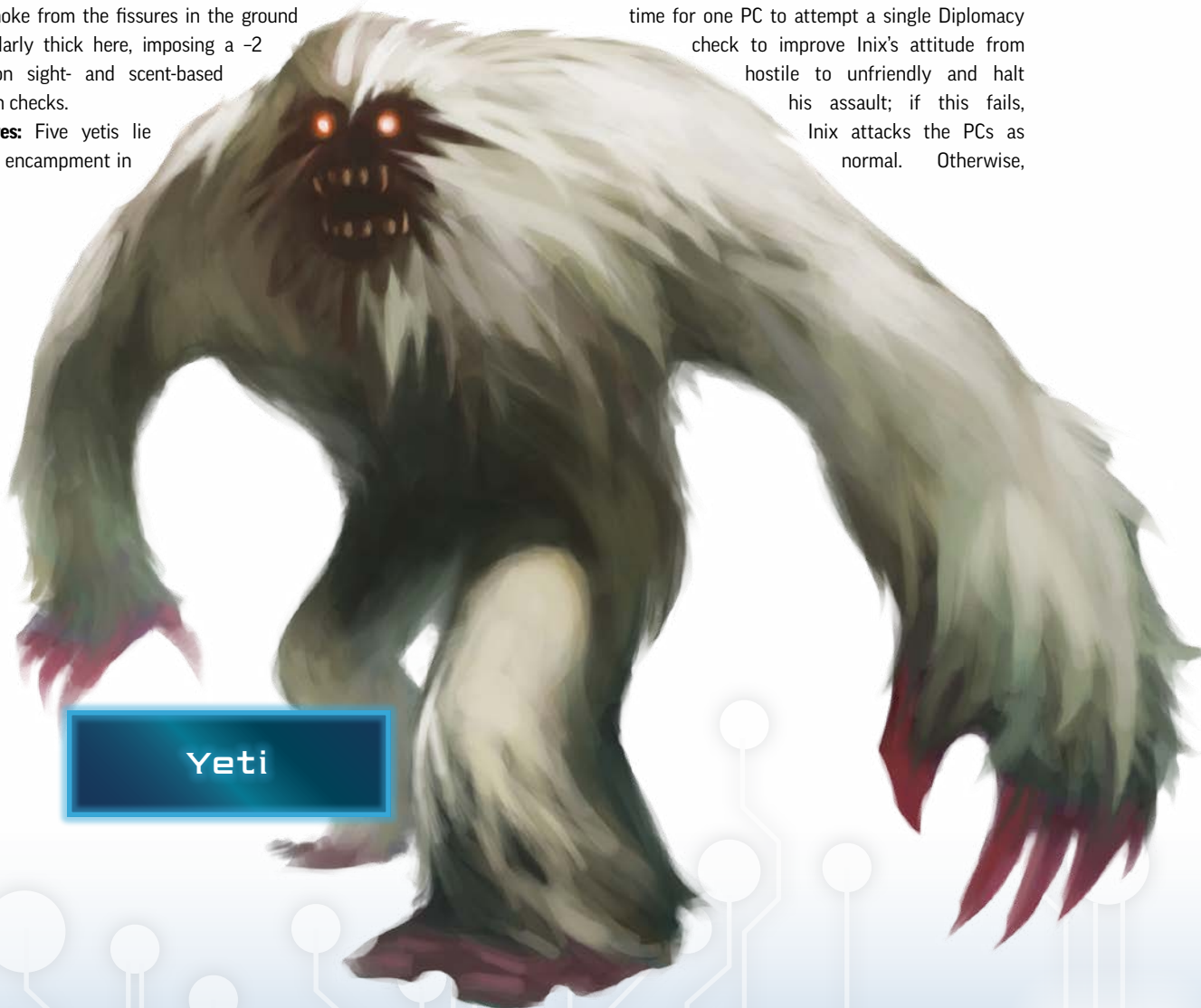
## Scaling Encounter A2

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

**Subtier 1-2:** The heavy smoke in the area has affected even Inix. He gains the sickened condition.

**Subtier 3-4:** Both Inix and Gravax are sickened by the heavy smoke.

a semiconscious state, caught up in visions of far-away mountain ranges and impossible landscapes. If the yetis are attacked or are made hostile toward the PCs, a cry goes up and Inix (see encounter **A2**) charges in to fight while the other yetis cower or attempt to run. If the PCs did not initiate hostilities with the yetis and attempt to negotiate instead of fighting, they have enough time for one PC to attempt a single Diplomacy check to improve Inix's attitude from hostile to unfriendly and halt his assault; if this fails, Inix attacks the PCs as normal. Otherwise,



Yeti

**A. PARTY DOWNS**



**PATHFINDER FLIP-MAT CLASSIC: SWAMP**

the yetis pay little attention to the PCs at all. If the PCs spend a few minutes persistently trying to get their attention, they rouse from their current torpor. They claim they can speak openly only with other members of their tribe. If the yetis have an attitude of indifferent or better toward the PCs, they soon latch onto the idea and begin chants of "Join the tribe!" in both Aklo and Common.

**A2. INIX'S HOUSE (CR 3 OR CR 5)**

The tribe's leader spends most of his time here in a large tent he assembled himself. Its contents are ill-treated and mostly sized for gnolls rather than yetis.

**Creatures:** The leader of the yetis, Inix, spends some of his time patrolling the Party Downs, but lately is more often found here daydreaming. He is less interested in the parties than his tribemates, but he is starved for excitement and loves the idea of the PCs performing the initiation rites his tribemates suggest. If he or his people are attacked, he fights viciously (joined by Gravax, the tribe's spiritual leader, in Subtier 3-4).

Inix feels the wrongness of his being here; if nothing else, it's clear to him that he and the other yetis are always too hot with their thick fur. He doesn't know much about the vault's purpose other than the belief that one group must defeat the others in order to enter the central temple, and the "welcome message" he heard when the yetis first awoke here (much like what the PCs heard upon entering the vault). He has ventured toward the central temple several times, but the presence of the "swamp ghost" has kept him at bay so far.

**SUBTIER 1-2 (CR 3)**

**INIX** **CR 3**

Male yeti  
 N Large monstrous humanoid (cold)  
**Init** +1; **Senses** darkvision 60 ft.; **Perception** +8  
**DEFENSE** **HP 40 RP 3**  
**EAC** 14; **KAC** 16  
**Fort** +5; **Ref** +7; **Will** +4  
**Immunities** cold  
**Weaknesses** vulnerable to fire  
**OFFENSE**  
**Speed** 40 ft., climb 30 ft.  
**Melee** damaged fangblade +10 (1d8+7 S; critical bleed 1d6) or claws +12 (1d6+7 S plus filthy claws)  
**Space** 10 ft.; **Reach** 10 ft.  
**Offensive Abilities** frightful gaze (30 ft., DC 12)  
**TACTICS**  
**During Combat** Inix focuses his attacks on the most heavily armed and armored opponent. He begins by using his damaged fangblade (which has a higher usage but deals reduced damage), switching to his claws if disarmed or if he has trouble hitting his foe.  
**Morale** If Inix is reduced below 20 HP, he drinks a *mk 1 serum of healing*. If reduced below 10 HP, Inix surrenders.

**STATISTICS**

**Str** +4; **Dex** +1; **Con** +2; **Int** -1; **Wis** -2; **Cha** +0  
**Skills** Athletics +13, Intimidate +8, Stealth +8 (+12 in swamps)  
**Languages** Aklo, Common  
**Gear** damaged fangblade (capacity 20, usage 2), battery, *mk 1 serum of healing* (2)

**SPECIAL ABILITIES**

**Filthy Claws (Ex)** A Muckfur yeti's claws are covered in dirt from digging through the swamp to open new smoke holes. A creature that takes damage from a Muckfur yeti's claws is exposed to filth fever (*Starfinder Core Rulebook* 418).

**Frightful Gaze (Su)** By spending 1 Resolve Point that doesn't require an action, Inix can turn his face into a terrifying visage until the start of his next turn. A living creature that begins its turn within 30 feet of Inix while this ability is active must succeed at a DC 12 Will save or be paralyzed for 1 round. A creature that succeeds at the save is immune to Inix's frightful gaze for 24 hours. Creatures without a sense of sight and other yetis are immune to this effect.

**SUBTIER 3-4 (CR 5)**

**INIX** **CR 3**

**HP** 40 (see Subtier 1-2)  
**TACTICS**  
 Use the same tactics as Subtier 1-2.

**GRAVAX** **CR 3**

Male yeti mystic  
 N Large monstrous humanoid (cold)  
**Init** -1; **Senses** darkvision 60 ft.; **Perception** +8  
**DEFENSE** **HP 32 RP 3**  
**EAC** 13; **KAC** 14  
**Fort** +4; **Ref** +4; **Will** +6  
**Immunities** cold  
**Weaknesses** vulnerable to fire  
**OFFENSE**  
**Speed** 40 ft., climb 30 ft.  
**Melee** claw +6 (1d4+4 plus filthy claws)  
**Ranged** frostbite-class zero pistol +8 (1d6+2 C; critical staggered)  
**Space** 10 ft.; **Reach** 10 ft.  
**Offensive Abilities** frightful gaze (30 ft., DC 14)  
**Spell-Like Abilities** (CL 3rd)  
 1/day—*lesser confusion* (DC 16), *mystic cure* (1st level)  
 At will—*daze* (DC 15), *psychokinetic hand*  
**TACTICS**  
**Before Combat** Gravax draws his zero pistol if he believes combat is imminent and moves to stand near Inix.  
**During Combat** Gravax targets a heavily armored foe with *lesser confusion* on the first round of combat. On the following rounds he uses his zero pistol on targets who attack Inix from range. If Inix is damaged, Gravax casts *mystic cure* on him. If disarmed, Gravax fights with his claws.

**Morale** If Inix is killed or knocked unconscious, Gravax throws down his weapon and attempts to flee. If Inix surrenders, Gravax does as well.

### STATISTICS

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

**Skills** Intimidate +13, Life Science +8, Mysticism +13

**Languages** Aklo

**Gear** frostbite-class zero pistol with 2 batteries (20 charges each), *mk 1 serum of healing*

### SPECIAL ABILITIES

**Filthy Claws (Ex)** A Muckfur yeti's claws are covered in dirt from digging through the swamp to open new smoke holes. A creature that takes damage from a Muckfur yeti's claws is exposed to filth fever (*Starfinder Core Rulebook* 418).

**Frightful Gaze (Su)** By spending 1 Resolve Point that doesn't require an action, Gravax can turn his face into a terrifying visage until the start of his next turn. A living creature that begins its turn within 30 feet of Gravax while this ability is active must succeed at a DC 14 Will save or be paralyzed for 1 round. A creature that succeeds at the save is immune to Gravax's frightful gaze for 24 hours. Creatures without a sense of sight and other yetis are immune to this effect.

**Treasure:** A PC who succeeds at a DC 12 Perception check while searching the ramshackle buildings finds the following items that the yetis find useless and don't mind the PCs taking: a targeting computer armor upgrade, a load lifter armor upgrade, and a disk containing a rare collection of interactive holographic art worth 600 credits; in Subtier 3-4 there is also a dented but perfectly usable advanced medkit.

**Development:** If the PCs defeat Inix in combat and either kill him, capture him, or force him to surrender, the rest of the yetis appear confused and upset, but they do not attack. Instead, they scatter to other areas of the Party Downs to try to scratch out existences on their own.

**Rewards:** If the PCs don't befriend the yetis or defeat Inix to remove the yetis as a contender, reduce each PC's credits earned by the following amount.

*Subtier 1-2:* Reduce each PC's credits earned by 272.

*Out of Subtier:* Reduce each PC's credits earned by 321.

*Subtier 3-4:* Reduce each PC's credits earned by 369.

## EVENT 2: BECOMING HONORARY MUCKFURS

While not required to interact and cooperate with the yetis, submitting to a hazing ritual grants the PCs access to the possibility of less violent solutions to the power-dynamic experiment the controlling intelligence is running (see the Achieving Dominance: Yetis sidebar). The yetis must have an attitude of indifferent or better to allow the PCs to take part in the initiation, and at least half of the PCs must go through the ritual in order for the PCs to count as passing the initiation.

The yetis first insist the PCs participate in a ceremonial ditch-jumping. They lead the group to the nearest muddy ditch and, with a great deal of hooting and hollering, egg the PCs on to jump over it. The ditch is 10 feet across, but the slippery ground means it requires a successful DC 13 Athletics check (DC 15 in Subtier 3-4) to jump across. The soft ground prevents any injury if the jumper falls, but a failed check always ends with the character being covered in mud, much to the joy of the yetis. Whether the PCs succeed at the jump or not, the yetis consider even the attempt to be enough to pass; if two or more PCs' results exceed the DC by 5 or more, the yetis are impressed and Inix's attitude toward the PCs increases by one step.

For the second test, the yetis send the PCs "smokehole hunting." The task isn't complicated but requires 1d2 hours and a successful DC 14 Perception, Physical Science, or Survival check (DC 16 in Subtier 3-4) to find a suitable location where the underground fires are especially active; if two or more PCs' results exceed the DC by 5 or more, they find an especially large fire that covers the yetis in a narcotic smoke, which makes the yetis more pliable and increases Inix's attitude toward the PCs by one step. A few minutes of digging (and getting covered in dirt and grime) are all it takes to uncover the smokehole and finish the job. The sight of filthy PCs sends the yetis howling with laughter. If the PCs manage to stay clean, the yetis consider the task unfinished.

Finally, the yetis insist each PC take a deep breath of smoke from one of the holes. A PC can attempt a DC 13 Life Science or Medicine check (DC 16 in Subtier 3-4) to analyze the smoke, with a success revealing the smoke is no more harmful than that from a typical campfire; the hallucinogenic properties seem to affect only the yetis. Each PC who takes a breath of smoke must succeed at a DC 14 Fortitude save or suffer a coughing fit for 1d4 rounds, during which time the yetis thoroughly laugh and gently slap the coughing character on the back.

Once all three tasks are finished, the yetis return with the PCs to the camp and ask them to join in their festivities as a welcoming celebration.

## THE GNOLLS

The gnolls of Duskmire live a relatively cheerful life of cooperation. In total there are 42 gnolls (35 adults), but they have no recollection of their former lives. They know that they are not native to this cavern, but they have made the most of their situation and developed a sustainable agricultural existence. The gnolls here have little interest in violence beyond defending themselves and thus have yet to attempt fighting either of the other groups within the vault in order to escape. Game animals are unknown in Duskmire, so the gnolls instead cultivate a variety of plants and mushrooms as a substitute. They have also discovered they can harvest and dry the thick layer of peat found throughout the cavern to use as a fuel alternative to wood, a scarce resource here.

Pushed out of their original territory (area **A**) by the yetis, the gnolls retreated to the hills at the north end of the cavern, finally

settling near the river. They now actively spurn their old lands to avoid conflict with the yetis, although they do have border guards who keep an eye of for yeti raiders. The gnolls are certain that the yetis will arrive eventually, and there has been much talk lately about organizing an armed resistance to the inevitable attack.

The gnolls rarely venture into the swamps of area **C**, and only then to harvest rare herbs that grow solely in the lower-lying swamplands controlled by the “swamp ghost.” Much like the yetis, the gnolls don’t know the identity of the creature that lurks in the swamp, but they have a healthy fear of the bog and its mysterious, murderous resident.

## B. MORELTOP VILLAGE

A fortified town with rolling farmlands around it, this most recent incarnation of the gnolls’ town operates smoothly and effectively. The gnolls are still working to recover from the losses they suffered at the hands of the yetis several months ago and are underfed. When the PCs approach the village, read or paraphrase the following.

*A small village is built atop a low hill in the distance. A swift river borders the village to the west, its waters flowing from north to south. Fields of rice and substantial clusters of mushrooms grow from the hillsides around the town, and several figures are at work tending to the crops, their backs bent and hunched. The village itself has a short wall of piled dirt around its perimeter, and scraggly growth on top shows the beginnings of a protective hedge.*

As the PCs come closer, they quickly realize the figures in the fields have hyena-like heads and fur-covered bodies. A PC who succeeds at a DC 11 Life Science check recognizes these as gnolls and knows that this behavior is quite unusual for them. Gnolls are notorious carnivores and slavers, and they usually view manual labor to be a sign of weakness and subservience. An agrarian society of gnolls is practically unheard of.

The field workers watch the PCs curiously. If approached, the gnolls begin to walk briskly back to town, glancing nervously behind them at the PCs. They are not combatants and cower if confronted with violence. If questioned, they tell the PCs to speak with Corev, their mayor.

## B1. MORELTOP TOWN CENTER (CR 3 or CR 5)

This location serves as the primary meeting place for the gnolls of the village, where they gather to discuss farm business. As the PCs enter the village, a crowd of two dozen gnolls gathers to see what the fuss is all about. Most of them keep their distance near the buildings. Read or paraphrase the following.

*The buildings in this village are relatively low and squat, their walls formed from stacked bricks of peat. Most of the roofs have vegetation growing upon them, creating a soft, fuzzy look that is enhanced by the perpetual mist.*

## Achieving Dominance: Gnolls

The gnolls in Duskmire are the group most likely to cooperate with the PCs and others, but they are also the easiest group to subjugate. The most obvious means of gaining dominance over the gnolls is through the death or capture of the gnolls’ leader, Corev. However, the mayor is reasonable, and she could be convinced to reach an agreement with the other groups if the circumstances are right. If the PCs succeed at a DC 17 Diplomacy check (DC 20 in Subtier 3–4) on two consecutive days, Corev agrees to join any alliance with the other powers in the cavern that the PCs can manage, so long as the PCs can provide assurances that the yetis and unicorn will leave her people in peace to live their own lives. Corev is willing to provide occasional food shipments to the yetis if they agree to stay entirely out of the hills unless invited. It doesn’t take much persuasion to convince Corev to stay out of the swamp, but her tribe needs the rare herbs that grow in the swamp for medicinal purposes, and any agreement that allows the gnolls to maintain their access to those plants grants the PCs a +2 to the Diplomacy checks to convince Corev to join.

The gnolls are standoffish, but unless their attitude is hostile, they are not aggressive toward the PCs. They answer most questions in a noncommittal way, preferring to let the mayor speak for them. If the gnolls are attacked or are hostile to the PCs, Corev and Rasptooth immediately mount a defense while the citizens flee to the surrounding countryside. If the PCs are peaceful, Corev soon appears to speak with the PCs in the public square.

**Creatures:** The village’s mayor is a peaceful gardener named Corev, who is well-respected by the other gnolls. She is mostly interested in talking through troubles—even if the gnolls are hostile, they attack only out of the conviction that the PCs intend to exterminate the gnoll village, and if the PCs refuse to fight back, Corev ceases her attack in order to talk things over. Corev would prefer a peaceful resolution to the problems within the vault, but she doubts such an approach can work with the yetis and the swamp monster. She deeply believes that the yetis are sure to return one day to take their town from them and has directed much of her effort to building defenses to repel them. She is polite with the PCs, and if her attitude toward them is indifferent or better, she even allows them to stay in the village and share their food for a day or two as a way to show their goodwill. The town’s sheriff, Rasptooth, defends the mayor if she is attacked.

Corev and the other gnolls don’t know anything about their past beyond a few months ago. They too received a “welcome message” like the one the PCs heard when entering Duskmire, and they know that access to the central temple will supposedly

# B. MORELTOP VILLAGE



offer freedom from the vault as some kind of prize for achieving domination over the other residents. So far, the gnolls have had little desire to fight.

## SUBTIER 1-2 (CR 3)

### COREV CR1

Female gnoll  
N Medium humanoid (gnoll)  
**Init** +4; **Senses** darkvision 60 ft.; **Perception** +5  
**DEFENSE** HP 17 RP 3

**EAC** 11; **KAC** 12  
**Fort** +1; **Ref** +3; **Will** +6

#### OFFENSE

**Speed** 30 ft.  
**Melee** scythe +5 (1d6+2 S)  
**Ranged** azimuth laser pistol +7 (1d4+1 F; critical burn 1d4)

**Offensive Abilities** pack tactics

#### TACTICS

**During Combat** Corev prefers to stay out of melee in combat, instead standing near another gnoll while firing her laser pistol from range and using pack tactics when possible.

**Morale** If reduced to fewer than 6 Hit Points, Corev surrenders.

#### STATISTICS

**Str** +1; **Dex** +4; **Con** +2; **Int** +1; **Wis** +1; **Cha** -1  
**Skills** Diplomacy +10, Medicine +10, Profession (farmer) +5, Sense Motive +10, Stealth +5  
**Languages** Common, Gnoll, Yeti  
**Gear** azimuth laser pistol with 2 batteries (20 charges each), scythe (analog, block), *mk 1 serums of healing* (2)

#### SPECIAL ABILITIES

**Pack Tactics (Ex)** Any time Corev starts or ends her turn in a square adjacent to another gnoll, she can spend 1 Resolve Point to grant both herself and her adjacent ally a +1 circumstance bonus to the next attack each makes before the end of Corev's next turn.

### RASPTOOTH CR1

Female gnoll mystic  
N Medium humanoid (gnoll)  
**Init** +2; **Senses** darkvision 60 ft.; **Perception** +5  
**DEFENSE** HP 16

**EAC** 10; **KAC** 11  
**Fort** +1; **Ref** +3; **Will** +6

#### OFFENSE

**Speed** 30 ft.  
**Melee** club +3 (1d6+1 B)

## Scaling Encounter B1

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

**Subtier 1-2:** Corev and Rasptooth have just returned from a long patrol at the southern edge of their territory. They both have the fatigued condition.

**Subtier 3-4:** Remove one gnoll farmer from the encounter.

**Ranged** tactical semi-auto pistol +5 (1d6 P)

**Spells Known** (CL 1st)

1st (3/day)—*comprehend languages*, *grease* (DC 14)

0 (at will)—*daze* (DC 13), *detect affliction*

#### TACTICS

**Before Combat** Rasptooth uses her *mindlink circlet* to stay in constant mental communication with Corev. If she hears the PCs speaking in a language she doesn't understand, she casts *comprehend languages* and keeps Corev apprised of what the PCs are saying.

**During Combat** Rasptooth attempts to catch as many foes as possible in her *grease* spell on the first round of combat. She then prefers to use her pistol, targeting whomever first attacked Corev.

**Morale** If Corev surrenders, Rasptooth does as well. Otherwise she fights to the death.

#### STATISTICS

**Str** +0; **Dex** +2; **Con** +1; **Int** +4; **Wis** +1; **Cha** -1  
**Skills** Engineering +10, Mysticism +10, Survival +5  
**Languages** Aklo, Common, Gnoll, Lashunta, Ysoki  
**Gear** club, tactical semi-auto pistol with 18 small arm rounds, *mk 1 mindlink circlet*

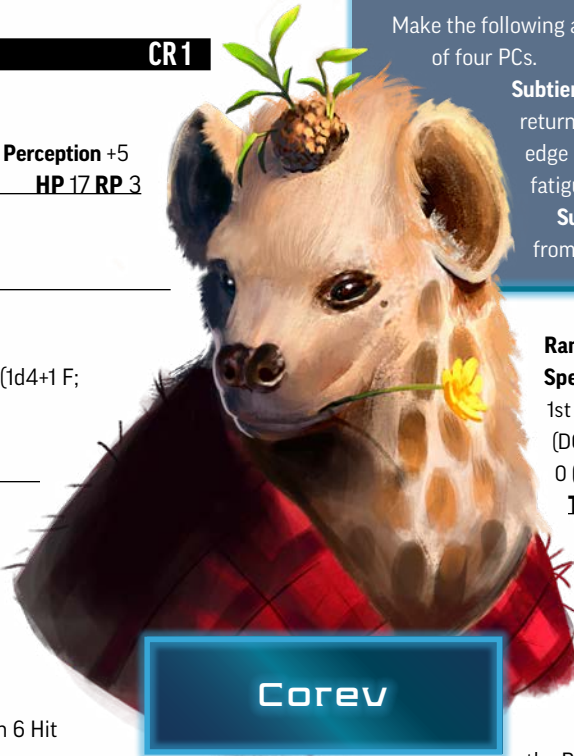
## SUBTIER 3-4 (CR 5)

### COREV CR1

HP 17 (see Subtier 1-2)

### GNOLL FARMERS (2) CR1

N Medium humanoid (gnoll)  
**Init** +0; **Senses** darkvision 60 ft.; **Perception** +5  
**DEFENSE** HP 20 EACH RP 2 EACH  
**EAC** 11; **KAC** 13  
**Fort** +3; **Ref** +5; **Will** +3



## Achieving Dominance: The Unicorn

The most obvious way to aid one of the groups in achieving dominance over the unicorn is by killing or capturing her. Since she is mostly concerned with the protection of her own territory from others, however, it is possible to forge an agreement that keeps her from attacking other residents of the vault.

To reach a treaty or other agreement with Sparklemane, the PCs must change her attitude to friendly. During interactions with her, acting in a way that is deferential to her control of the swamps and respectful of her authority grants a +2 bonus to Diplomacy checks. Sparklemane is currently disgusted with the other two resident groups in the vault, however, and the PCs take a cumulative -2 penalty to these checks for each other group they have already allied with. Once the PCs make Sparklemane friendly, they can present the unicorn with a proposed alliance with the yetis and gnolls. The unicorn doesn't want a bunch of gnolls or yetis tramping through the swamp wherever they want; while she prefers agreements where they stay out of her land entirely, she can be persuaded to grant access to limited areas during limited times (at most once per week) so long as the two groups promise not to damage anything. If presented with acceptable terms, a PC who succeeds at a DC 18 Diplomacy check (DC 21 in Subtier 3-4) convinces Sparklemane to accept.

### OFFENSE

**Speed** 30 ft.

**Melee** pitchfork +9 (1d6+6 P)

**Ranged** tactical semi-auto pistol +6 (1d6+1 P)

**Offensive Abilities** haymaker

### TACTICS

**During Combat** If combat breaks out, the farmers try to interpose themselves between Corev and any attackers, using their haymaker ability to keep attackers away from the mayor.

**Morale** If both Corev and Rasptooth fall unconscious or tell the gnoll farmers to surrender, the farmers surrender to the PCs. Otherwise they fight to the death.

### STATISTICS

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

**Skills** Athletics +10, Life Science +5, Survival +5

**Languages** Common, Gnoll

**Gear** pitchfork (analog, block), tactical semi-auto pistol with 18 small arm rounds, *mk 1 serums of healing* (2)

### SPECIAL ABILITIES

**Haymaker (Ex)** On a successful hit with a pitchfork, a gnoll farmer can spend 1 Resolve Point to move the target 5 feet

in a direction of the gnoll's choosing, and the target must succeed at a DC 11 Fortitude save or be knocked prone.

### RASPTOOTH

CR 1

**HP** 16 (see Subtier 1-2)

### TACTICS

Use the same tactics as Subtier 1-2.

**Treasure:** The gnolls have stumbled across some unfamiliar technologies while preparing their fields, perhaps left behind by previous residents. A few they have found uses for, but they've piled the others in a storage room. If the PCs defeat the mayor, they can find these items in **B1a**. If she surrenders or strikes a bargain, she offers the items as a reward. Among the piles of useless items are some truly valuable treasures: a *mk 1 null-space chamber* and 300 credits worth of gemstones; in Subtier 3-4 the building also contains a laser microphone and enough rare high-tech parts to fetch 990 credits on the open market (the items total 3 bulk).

**Development:** If the mayor is killed, the rest of the townsfolk either hide in their houses or flee the town entirely. If Corev survives a battle or strikes a bargain with the PCs, the gnolls accept their leader's decision and go back to their daily lives of farming as best they can.

**Rewards:** If the PCs don't befriend the gnolls or defeat Corev to remove the gnolls as a contender, reduce each PC's credits earned by the following amount.

*Subtier 1-2:* Reduce each PC's credits earned by 138.

*Out of Subtier:* Reduce each PC's credits earned by 226.

*Subtier 3-4:* Reduce each PC's credits earned by 314.

## THE HAUNT

The wildest section of the cavern, the swampy morass where the unicorn dwells, is a mixture of tangled vegetation, mushroom forests, grasping mud, and twisted paths. Those trespassing here can quickly become lost and easy prey for the vicious master of this domain. In many ways, the swamp appears to be completely natural, but the complete lack of animal noises or insects hint at its engineered origin. Groves of massive, vibrantly colored mushrooms as tall as oak trees grow in several places in this part of the cavern, their spores thick in the air. Occasionally clouds of these spores emit flashes of light like dull, silent lightning. These flashes are visible from a considerable distance away, and both the gnolls and yetis have become suspicious of them despite their harmless nature.

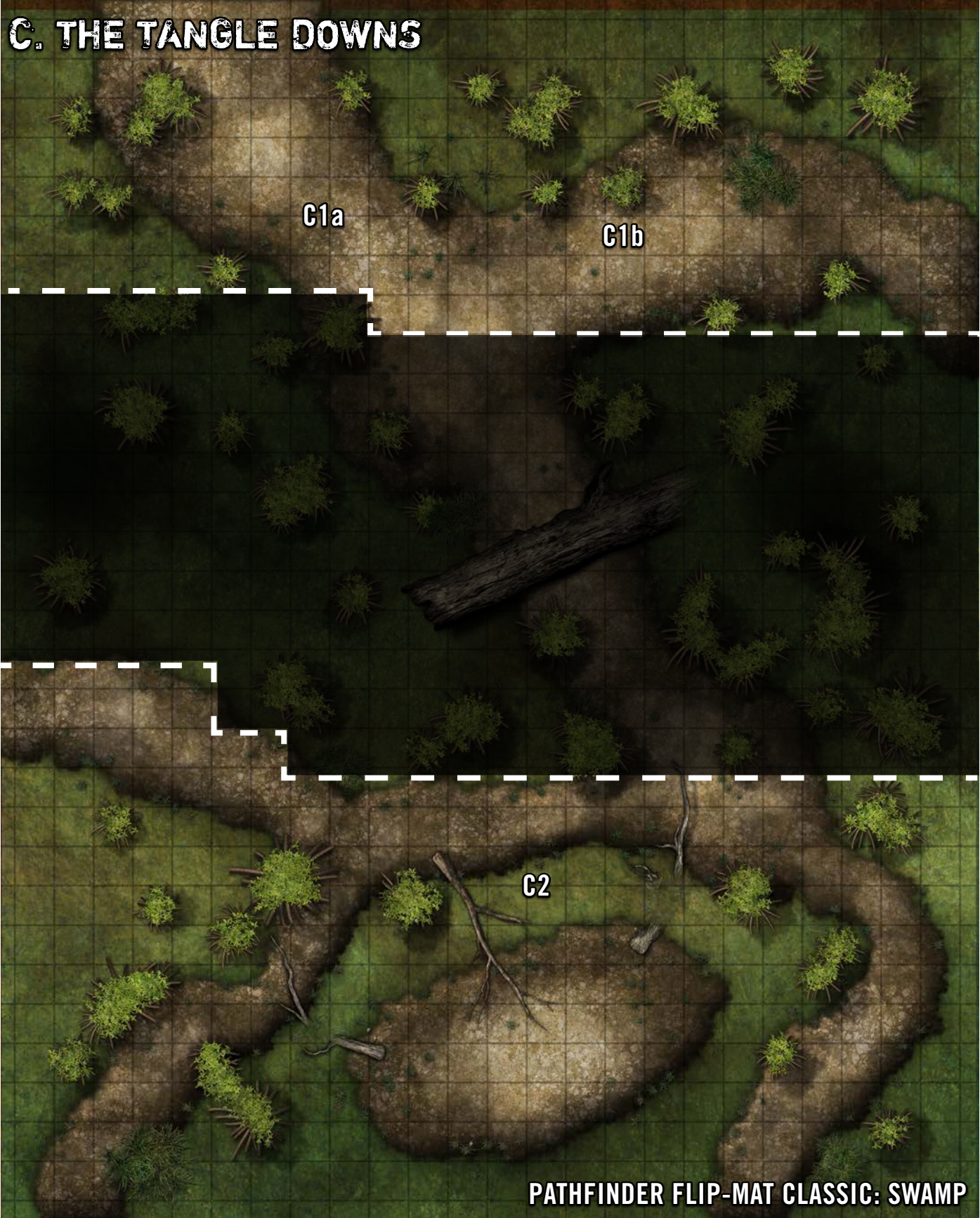
Overland travel in the Haunt is difficult and time-consuming; the terrain is considered trackless marsh (reducing the PCs to half their overland movement rate).

## C. THE TANGLE DOWNS (CR 4 OR CR 6)

After exploring the swamp for an hour or two, the PCs arrive in an area carefully monitored by the unicorn that lives within. Sparklemane feels particularly connected to this part of the swamp and thinks it has been violated too often. The oppressive



# C. THE TANGLE DOWNS



PATHFINDER FLIP-MAT CLASSIC: SWAMP

humidity grows heavier, and sounds seem to fall off more quickly over shorter distances, giving a deadened, flat feeling to the place.

As the PCs travel through this region, Sparklemane soon notices their presence and begins to stalk them. Her goal is to build fear in those who travel here, and she casts *dancing lights* and *ghost sound* to great effect, the latter to create sounds of predatory cries and creatures in pain. She remains at a distance so that the PCs cannot spot her, using Stealth as well as the perpetual fog, thick vegetation, and her natural speed to remain out of reach. This part of the scenario should feel frightening as the PCs blaze their own trails and notice signs of the infamous "ghost."

Once the players have a sense that something intelligent and perhaps predatory is in the swamp, read or paraphrase the following.

The swamp's tangled vegetation gives way and opens into a wide clearing bordered by towering, mildly luminescent mushrooms that stand over twenty feet tall. The smell of rotten flesh pervades the area, lingering in the stillness as if trapped. The dim green light from the massive fungi illuminates several figures sitting up against one of the mushroom's stalks.

Closer inspection reveals the figures to be four dead gnolls, laid out as a warning to other trespassers. Gruesome symbols of unknown meaning have been carved into the gnolls' chests and faces. A PC who succeeds at a DC 12 Medicine check determines the gnolls died approximately a week ago—two of them from lethal puncture wounds in their necks and chests, but the other two with signs of internal bruising and ruptured eardrums. With a successful DC 13 Survival check, a PC finds signs that show the gnolls were dragged to the mushroom and mutilated post mortem. In addition, there are tracks of a hoofed creature throughout the area.

PCs who investigate this area can also attempt a DC 16 Life Science or Perception check (DC 18 in Subtier 3–4), on a success noticing several circles of lovingly tended mushrooms, including one that has been crushed by gnomel footprints. PCs who spot these circles can take efforts to avoid stepping on these mushrooms, at the cost of having to walk through the muddiest parts of the swamp. Preserving the mushrooms improves Sparklemane's attitude toward the PCs by one step; if the PCs instead carelessly trample the fungi, either out of ignorance or indifference, the unicorn's attitude toward them decreases by one step and the PCs take an additional –2 penalty to checks to improve her attitude.

## C1. ENTRANCE TO THE DOWNS

If the PCs continue to push forward into the swamp after finding the dead gnolls, they soon enter the heart of Sparklemane's lands. Read or paraphrase the following.

A path through the swamp becomes clearer here, a hard-packed earthen trail winding its way between grasping branches beneath a canopy of gigantic mushrooms. A scraggly heap beneath one particularly large mushroom seems to contain at least a few unmoving limbs.

Two yetis (at **C1a** and **C1b**) were part of a small raiding group that entered the swamp looking to hunt down and destroy the "ghost," believing the stories told by the other yetis to be tall tales. Their loud, boorish behavior and casual destruction of the Haunt's flora infuriated Sparklemane, who tricked them into separating from each other, then hunted them down one at a time. The yetis here died from obvious puncture wounds to the chest, but the yeti at **C1b** also has electrically charged fur that harmlessly shocks any PC who touches it. A PC who succeeds at a DC 12 Survival check finds a trail of uprooted trees and bushes, which the yetis tore up in order to move more easily through the swamp, as well as evidence that the yetis' bodies were dragged from somewhere nearby by a hoofed creature.

**Hazard:** The thorny and jagged branches that grow in this patch of the bog painfully hinder creatures attempting to move through the downs. While the yetis' destruction cleared the area for the PCs to travel without difficulty, attempting to move past the yetis' bodies toward area C2 forces the PCs to risk injury. Before entering the marked area, a PC can identify the hazard and where to step to avoid the most dangerous branches with a successful DC 13 Survival check or DC 18 Perception check (DC 16 or 21 respectively in Subtier 3–4). Otherwise moving through the area inflicts 1d4 slashing damage plus 1 damage for each affected square the PC entered (1d6 plus 2 damage per square in Subtier 3–4). A PC can attempt a new check each round.

The PCs can also destroy the hazard by dealing a total of 10 damage to the thorny branches impeding them. Destroying the plants angers Sparklemane, worsening the unicorn's attitude toward the PCs by one step, while painstakingly traveling without causing the plants harm improves the unicorn's attitude toward the PCs by one step.

## C2. DOMAIN OF THE GHOST (CR 4 OR CR 6)

As the PCs enter this area, read or paraphrase the following.

The crumpled stem of a giant mushroom blocks the path at the north end of this clearing, its faintly glowing cap knocked halfway from its base. Thin, wispy fog blankets the ground, swirling about in curious patterns and eddies. Overhead, the largest mushrooms yet stand sentinel, with occasional bursts of spores lighting the sky like flashes of lightning.

While Sparklemane spends much of her time patrolling the swamp, she considers this area her home base and the heart of her realm. The fact that the yetis came so close to it has angered Sparklemane greatly, and she has begun to wonder if she needs to take the fight outside of her borders. Sparklemane can be encountered anywhere in the swamp (and can use her *teleport* ability anywhere in the swamp), but her statistics are presented here since it is the most likely place for her to reveal herself to the PCs.

**Creature:** The unicorn who stalks the swamp has lost memory of even her own true name after the controlling intelligence of

*Salvation's End* brought her here. She knows she is not native to Duskmire and her memories have been altered, however she knows little about the purpose of the place other than the "welcome message" she received when she first arrived and the premise that one of the three groups present must defeat the others in order to go free. Sparklemane has shown little interest in playing along with the controlling intelligence's scenario, and instead claimed the swamp as her personal territory. A beautiful specimen of her kind, Sparklemane remains spotlessly white no matter how much mud she walks through, and true to her nickname, her mane shimmers with an inner light. Her eyes are inky black and full of cruelty.

When Sparklemane first observes the PCs, her attitude is hostile, but rather than attack right away, she observes from hiding and attempts to frighten the PCs away. Incensed as she is by outsiders in her swamp, the part of her that was once good-aligned sees these new visitors as a potential way out of what she feels is a constant state of siege by the yetis and gnolls. She spies upon the group and pays very close attention to their behavior. If the PCs show respect toward the swamp in the encounters listed above, Sparklemane's attitude toward them improves; if the PCs hack and burn their way through the swamp, however, the unicorn remains hostile and attacks when the PCs reach area C2.

## SUBTIER 1-2 (CR 4)

### SPARKLEMANE

Female unicorn

CN Large magical beast

**Init** +3; **Senses** darkvision 60 ft., low-light vision;

**Perception** +10

**Aura** frightful presence (20 ft., 13 DC)

**DEFENSE** **HP 50**

**EAC** 16; **KAC** 18

**Fort** +8; **Ref** +8; **Will** +3

**Immunities** charm, compulsion, poison

### OFFENSE

**Speed** 60 ft.

**Melee** gore +13 (1d6+8 P) or

**Ranged** NIL merc grenade launcher +13 with screamer grenade I (explode [15 ft., 1d10 So plus deafened 1d4 minutes, DC 13]) or shock grenade I (explode [15 ft., 1d8 E, DC 13])

**Space** 10 ft.; **Reach** 5 ft.

**Offensive Abilities** magical strike

**Spell-Like Abilities** (CL 4th)

1/day—*mystic cure* (2nd level), *remove affliction*, *teleport* (within her swamp territory; self only)

3/day—*mystic cure* (1st level)

At will—*dancing lights*, *ghost sound* (DC 11)

## Scaling Encounter C2

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

**Subtier 1-2:** Remove Sparklemane's aura and screamer grenade I.

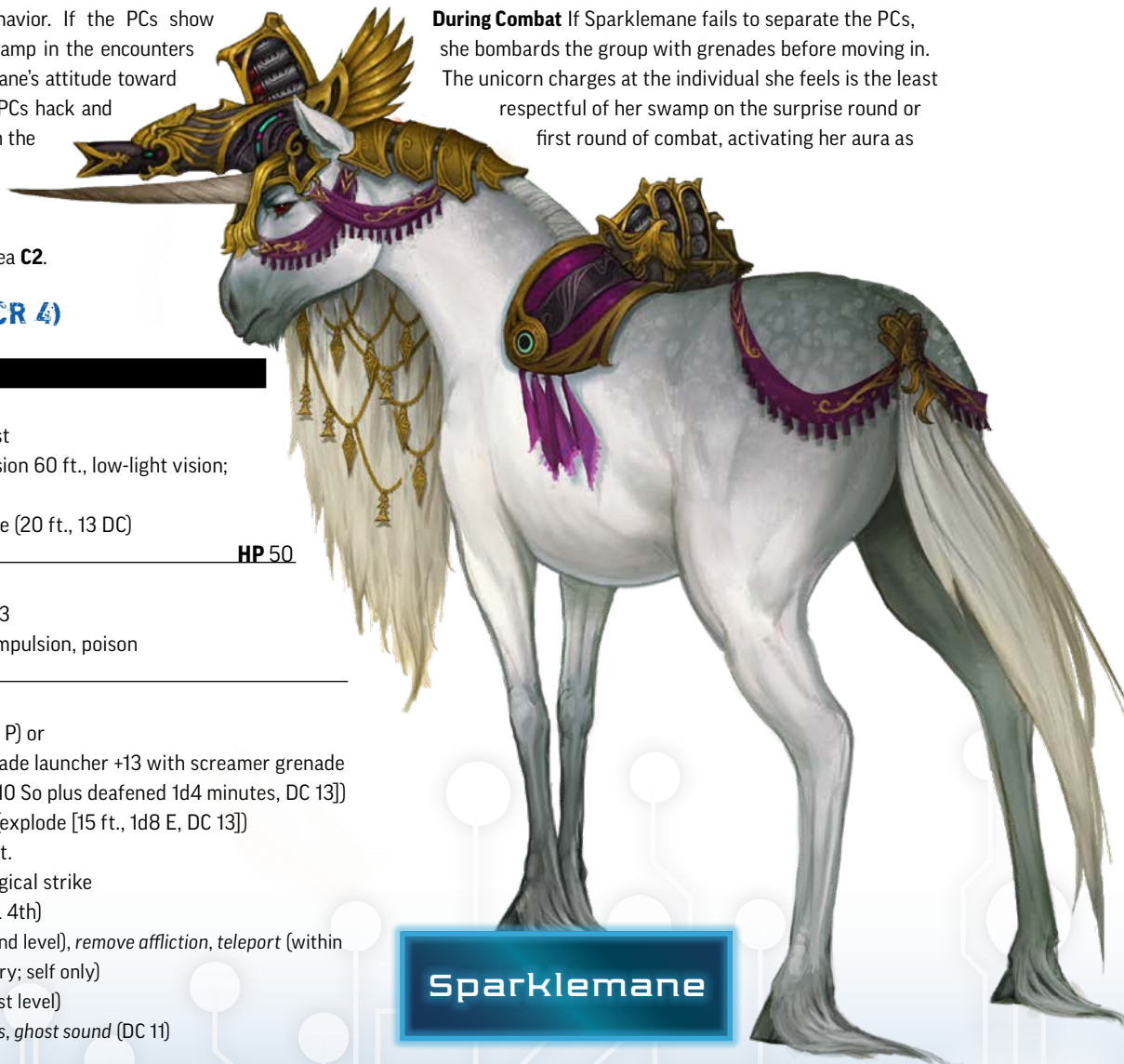
**Subtier 3-4:** Remove Sparklemane's aura and shock grenade II.

### TACTICS

**Before Combat** Sparklemane observes the PCs from a distance for some time to see how they act in her swamp. If she decides she must attack, she first tries to split the group through use of *dancing lights* and *ghost sound*.

**During Combat** If Sparklemane fails to separate the PCs, she bombards the group with grenades before moving in.

The unicorn charges at the individual she feels is the least respectful of her swamp on the surprise round or first round of combat, activating her aura as



Sparklemane

she moves. If all the PCs seem equally disrespectful, she chooses the strongest-looking PC instead. She continues to target that individual until it falls before moving onto the target that has dealt the most damage to her.

**Morale** If reduced below 25 Hit Points, Sparklemane casts *mystic cure* (2nd level) on herself. If reduced to 15 or fewer Hit Points, she casts *teleport* to escape to another part of the swamp. She then heals herself and begins planning her next attack on the group.

## STATISTICS

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

**Skills** Athletics +10, Stealth +15 (+17 in swamps), Survival +10

**Languages** Common, Sylvan

**Gear** NIL merc grenade launcher, screamer grenade I, shock grenade I (2)

## SPECIAL ABILITIES

**Magical Strike (Ex)** Sparklemane's gore attack is treated as magic for the purpose of overcoming damage reduction.

## SUBTIER 3–4 (CR 6)

### SPARKLEMANE

CR 6

Female unicorn

CN Large magical beast

**Init** +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

**Aura** frightful presence (20 ft., DC 14)

## DEFENSE

HP 90

**EAC** 18; **KAC** 20

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

**Immunities** charm, compulsion, poison

## OFFENSE

**Speed** 60 ft.

**Melee** gore +17 (1d8+10 P) or

**Ranged** NIL merc grenade launcher +17 with screamer grenade I (explode [15 ft., 1d10 So plus deafened 1d4 minutes, DC 14]) or shock grenade II (explode [15 ft., 1d12 E, DC 14])

**Space** 10 ft.; **Reach** 5 ft.

**Offensive Abilities** magical strike

**Spell-Like Abilities** (CL 6th)

1/day—*mystic cure* (2nd level), *remove affliction*, *teleport* (within her swamp territory; self only)

3/day—*mystic cure* (1st level)

At will—*dancing lights*, *ghost sound* (DC 12)

## TACTICS

**Before Combat** As Subtier 1–2.

**During Combat** As Subtier 1–2.

**Morale** If reduced below 45 Hit Points, Sparklemane casts *mystic cure* (2nd level) on herself. If reduced below 25 Hit Points, she casts *teleport* to escape elsewhere in the swamp. She then heals herself and plans her next attack on the group.

## STATISTICS

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

**Skills** Athletics +13, Stealth +18 (+20 in swamps), Survival +13

**Languages** Common, Sylvan

**Gear** NIL merc grenade launcher, screamer grenades I (2), shock grenade II

## SPECIAL ABILITIES

**Magical Strike (Ex)** Sparklemane's gore attack is treated as magical for the purpose of overcoming damage reduction.

**Treasure:** The unicorn has amassed a considerable pile of treasure gathered from the invaders she has slain as well as a few trinkets she discovered on her patrols. The following items are tucked away in the hollowed-out giant mushroom stump in area **C2**: a suit of lashunta ringwear II, a *ring of sustenance*, a thunderstrike sonic pistol with 1 battery (20 charges), and a sculpture of an unknown helix-shaped alien worth 240 credits; in Subtier 3–4 there is also a corona artillery laser with 1 battery (20 charges) and an airtight container holding rare herbs worth 600 credits.

**Development:** While killing Sparklemane is certainly possible, capturing her is difficult given her *teleport* spell-like ability. However, if she is taken out of the swamp, this ability no longer functions, meaning she can be restrained in the usual ways. If she is captured, it is still possible to force her into an agreement with the other groups, but the DC of checks to persuade her increase by 5.

**Rewards:** If the PCs don't befriend or defeat Sparklemane, reduce each PC's credits earned by the following amount.

*Subtier 1–2:* Reduce each PC's credits earned by 198.

*Out of Subtier:* Reduce each PC's credits earned by 234.

*Subtier 3–4:* Reduce each PC's credits earned by 271.

## THE SWAMP TEMPLE

The "temple" houses the high-powered sensor that the Starfinders' readings have detected. The building is roughly square in shape, each wall 40 feet long and 15 feet tall. The roof is flat and featureless.

The PCs can travel to this location at any time: a simple scan of electromagnetic energy in the cavern with a personal scanner (built into all communication devices) along with a successful DC 10 Engineering or Physical Science check and an hour of travel and triangulation are enough to find it. Spells and items that serve a similar function (such as *detect radiation*) are also effective in finding the temple. The gnolls, yetis, and unicorn also know the temple's location and can each provide easy directions if their attitude is at least indifferent, although they themselves tend to stay away from it, as they know from either imparted memories or personal examination that they cannot enter until they have dominated the other two groups but they are not yet willing to commit to that act. Only once the PCs have whittled the local groups down to one (through either violent or peaceful means) does the controlling intelligence allow the PCs to enter.

The first time that the PCs arrive at the location, read or paraphrase the following.

This building appears run-down and decrepit, made of broken concrete and pillars half-sunken into the surrounding marshy ground. It bears no ornamentation or any other obvious sign of its purpose. Small glowing mushrooms sprout from some of the cracks in the walls and pillars.

There is no entrance to the temple until the controlling intelligence creates one, in which case a large stone door materializes on the north face of the structure. All other attempts to create or find an entrance inevitably fail, resisted by a combination of reinforced building materials, force fields, and nanite repair technology. Once the entrance is open, the PCs can enter the temple. They may convince the leaders of the vault residents to enter as well, but all of the other tribe members wait outside of the building due to a lack of space.

## A FINAL EXPERIMENT

Inside the temple is single circular room 30 feet in diameter and 10 feet tall. The walls are lined with all manner of monitoring and recording equipment, as well as the sensor node the Starfinders seek. When the PCs enter, read or paraphrase the following.

Compared to the dim light outside, the interior of this circular room is quite bright. The source of the illumination is a clear central pillar approximately 10 feet in diameter, which pulses with a continuous series of bright bursts of blue light that travel up and down the interior. Around the perimeter of the chamber, numerous terminals and instruments are embedded in the white walls and provide readouts on a range of information both biological and technological.

Curious about the nature of the PCs and their behaviors, the controlling intelligence has one last experiment to run to collect data. So long as the PCs only look around the room, nothing else happens. They can easily determine that the equipment here is used to monitor something and the pulsing energy node in the center of the room is definitely the source of the strange readings. Once a PC touches or attempts to manipulate any of the contents of the room, or if anyone in the room attempts to leave, read or paraphrase the following.

The door to the room vanishes, replaced by solid, featureless concrete as a cool, mechanical voice speaks. "Greetings, interlopers. Your behavior thus far has been noted. Final adjustments to the study have been made, and the building has been sealed for your personal safety. Commencing Duskmire sterilization protocols. Thank you!" With that, a deep and ominous hum fills the room.

Despite the threatening-sounding announcement of "sterilization protocols," the entire statement is a sham designed to see how the PCs respond to a threat against the inhabitants of Duskmire. While the doors do close and seal (potentially separating the characters

within from any PCs who remained outside), there is no actual threat to those in the cavern.

The GM should roll initiative; the following actions take place on initiative count 5.

*Round 1:* The humming becomes louder, and the pulsing light in the center of the room quickens.

*Round 2:* The hum rises in pitch slowly over several seconds and the light in the center of the room grows very bright.

*Round 3:* There is a loud, bass rumble and the lights go dark for a moment before returning to normal.

## SEEING THROUGH THE RUSE

There are a few clues in the room during the 3-round sequence that all is not as it appears. The following information can be learned during each character's action.

- A PC who succeeds at a DC 13 Computers check (DC 15 in Subtier 3-4) can quickly access one of the terminals and realize there is nothing called "sterilization protocols" currently operating, although there are records of previous experiments, and the following message: "Gnolls: 2, Yetis: 3, Unicorn: 3."
- A PC who succeeds at a DC 12 Engineering check (DC 14 in Subtier 3-4) notices that the power readings displayed on the monitors don't show any power surges or increased strain on the systems of the facility.
- A PC who succeeds at a DC 14 Perception or Physical Science check (DC 16 in Subtier 3-4) realizes the rumbling comes from the speakers embedded in the walls.

**Treasure:** Behind a sliding panel on one of the walls (located with a successful DC 10 Perception check) is a clear plastic canister containing 750 UPBs; in Subtier 3-4 there are an additional two canisters containing 750 UPBs each.

**Development:** Once the controlling intelligence's experiment is complete, it no longer communicates with the PCs. The PCs can fully scan the room and confirm that the pillar in the center is a sensor node with massive energy usage and output. They further learn that the information gathered by the equipment in the room is being sent somewhere else, but exactly where remains unknown. Continued scanning and skill checks reveal that penetrating the security features and understanding the nature of the high-tech equipment in the room likely requires several months of dedicated effort from Starfinder technicians.

**Rewards:** If the PCs do not locate the sliding panel, reduce each PC's credits earned by the following amount.

*Subtier 1-2:* Reduce each PC's credits earned by 125.

*Out of Subtier:* Reduce each PC's credits earned by 271.

*Subtier 3-4:* Reduce each PC's credits earned by 417.

## CONCLUSION

Once the PCs reach the power conduit hub, having learned much new information about the vault in the process, the PCs can return to Venture-Captain Vex. The senior Starfinder is immensely relieved to see them and congratulates the PCs on a job well done. Venture-Captain Vex calls an end to further investigations

for the time being, focusing instead on studying the temple's technology and extracting any survivors from the vault. Despite the controlling intelligence's initial claim that only one group would be allowed to leave, it does not prevent the Starfinders from removing all of the resident groups from the experiment chamber. None of the simulation's inhabitants wish to stay within their artificial habitat, but they are poorly equipped for the world that they have been thrust into. Even the best of the yetis are addicted to the endemic narcotics, while the worst of the tribe soon sets about trashing the Starfinder Society's holdings on *Salvation's End* with destructive parties. Sparklemane is deeply alienated by the technological surroundings of the Starfinder's current operations and still feels invested in protecting "her" swamp even if she chooses to depart from it. The members of Corev's tribe are the most likely to adapt to a new life in the Pact Worlds, but the jarring shift in technology and the threatening stereotypes about gnolls commonplace among most Pact Worlds species ensures that even these cooperative creatures will have a difficult time adjusting.

Each of the PCs gains the Duskmire Allegiance boon on her Chronicle sheet. Cross out the available options for each group that the PCs did not befriend during the course of this scenario. If the players then have multiple options remaining for this boon, each player must select one of the groups and cross off the remaining groups from the list.

## REPORTING NOTES

If the PCs forged a successful alliance involving the yetis or achieved dominance for the yetis, check box A. If they forged a successful alliance involving the gnolls or achieved dominance for the gnolls, check box B. If they forged a successful alliance involving the unicorn or achieved dominance for the unicorn, check box C.

## PRIMARY SUCCESS CONDITIONS

If the PCs successfully reach the sensor node and take the requested readings, they fulfill the requirements set out by Venture-Captain Vex. Doing so earns each PC 1 Fame and Reputation for any faction associated with her currently slotted faction boon.

## SECONDARY SUCCESS CONDITIONS

Though the PCs have been ordered to investigate the node, there are other resources and advantageous information that can be gained for the Starfinder Society if they do more than just gather readings. The PCs fulfill this objective so long as they meet two of the following conditions: the PCs became honorary Muckfurs; the PCs improved the attitude of Corev or Sparklemane to at least friendly; the PCs entered the temple without killing or capturing any of the group leaders; the PCs saw through the ruse in the temple. If successful, each PC earns 1 Fame and 1 Reputation for any faction associated with her currently slotted faction boon.

**OBSERVER-CLASS SECURITY ROBOT CR 1**

*Starfinder Alien Archive 94*

N Small construct (technological)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +5

**DEFENSE** **HP** 17

**EAC** 14; **KAC** 15

**Fort** +1; **Ref** +1; **Will** -1

**Defensive Abilities** exigency, integrated weapons; **Immunities** construct immunities

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

**OFFENSE**

**Speed** 30 ft., fly 30 ft.(Ex, average)

**Melee** slam +6 (1d6+3 B)

**Ranged** integrated pulsecaster pistol +9 (1d4+1 E nonlethal), or stickybomb grenade I +9 (explode [10 ft., entangled 2d4 rounds, DC 10])

**STATISTICS**

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

**Skills** Acrobatics +10, Athletics +5, Computers +5

**Languages** Common

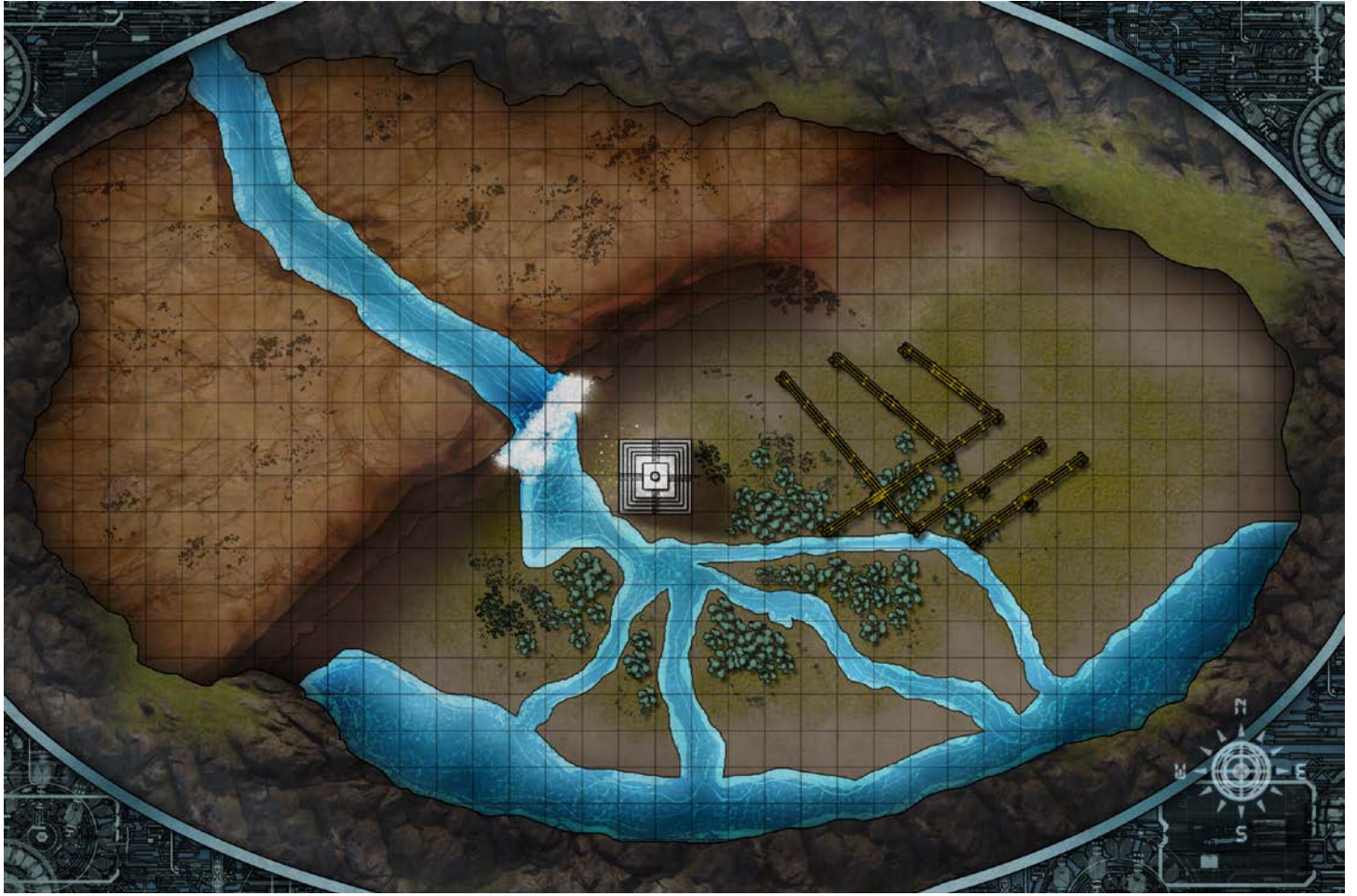
**Other Abilities** unliving

**Gear** pulsecaster pistol with 2 batteries (20 charges each), stickybomb grenades I (2)

**SPECIAL ABILITIES**

**Exigency (Ex)** An observer-class security robot can expend a large store of energy to temporarily increase its processing power and attempt to avoid an attack. Once per day, it can reroll a failed Reflex saving throw with a +10 circumstance bonus.

**Integrated Weapons (Ex)** A security robot's weapons are integrated into its frame and can't be disarmed.





## Starfinder Society Scenario #1-20: Duskmire Accord 9

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 # \_\_\_\_\_

Fame       Faction Boons

Character Name \_\_\_\_\_

Acquisitives       Exo-Guardians       Dataphiles

Second Seekers ( )       Faction \_\_\_\_\_       Wayfinders

Character # \_\_\_\_\_

Fame       Faction Boons

Character Name \_\_\_\_\_

Acquisitives       Exo-Guardians       Dataphiles

Second Seekers ( )       Faction \_\_\_\_\_       Wayfinders

Character # \_\_\_\_\_

Fame       Faction Boons

Character Name \_\_\_\_\_

Acquisitives       Exo-Guardians       Dataphiles

Second Seekers ( )       Faction \_\_\_\_\_       Wayfinders

Character # \_\_\_\_\_

Fame       Faction Boons

Character Name \_\_\_\_\_

Acquisitives       Exo-Guardians       Dataphiles

Second Seekers ( )       Faction \_\_\_\_\_       Wayfinders

Character # \_\_\_\_\_

Fame       Faction Boons

Character Name \_\_\_\_\_

Acquisitives       Exo-Guardians       Dataphiles

Second Seekers ( )       Faction \_\_\_\_\_       Wayfinders

Character # \_\_\_\_\_

Fame       Faction Boons

Character Name \_\_\_\_\_

Acquisitives       Exo-Guardians       Dataphiles

Second Seekers ( )       Faction \_\_\_\_\_       Wayfinders

Character # \_\_\_\_\_

Fame       Faction Boons

Character Name \_\_\_\_\_

Acquisitives       Exo-Guardians       Dataphiles

Second Seekers ( )       Faction \_\_\_\_\_       Wayfinders

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# Starfinder Society Scenario #1-20: Duskmire Accord 9

Character Chronicle #

A.K.A.	-	7	
Player Name	Character Name	Organized Play #	Character # Faction

**This Chronicle sheet grants access to the following:**

**Duskmire Allegiance (Ally Boon):** You befriended one or more groups within the Duskmire vault in the mysterious complex of *Salvation's End*. When you first earn this boon, select one of the following groups to be your most fervent ally and cross the remaining options off this boon.

**Gnolls:** The peaceful gnolls of the Duskmire recognize the importance of agriculture and bring their talents with them to a new home. You can slot this boon to have the gnolls prepare certain medicinal goods for you. At the end of a scenario where you slotted this boon, you can purchase drugs or medicinals (*Starfinder Core Rulebook* 232) or any variant of *serum of healing* at a 20% discount.

**Unicorn:** Sparklemane, the unicorn of the Duskmire, has shown some interest in your ongoing well-being. When slotting this boon, you can choose one of two available benefits. The first benefit is that Sparklemane offers to assist you at the end of the scenario by casting *remove affliction* (CL = your character level) once at no cost. Alternatively, you can instead have Sparklemane provide you with some of her weaponry. Select a single grenade with an item level no higher than your level - 3 (minimum item level 1), and you count as having that grenade for the duration of the scenario. This weapon cannot be sold and must be returned to Sparklemane if not used during the course of the scenario in which this boon was slotted.

**Yetis:** The raucous yetis of the Muckfur tribe hold regular celebrations, even after their escape from the Duskmire vault. Prior to the start of a scenario, you can partake in a Muckfur party and gain some yeti-inspired confidence before your mission. For the duration of the scenario in which this boon is slotted, you gain a +1 bonus to Strength- and Dexterity-based skill checks and a +1 bonus to Fortitude saves.

All Subtiers	Subtier 3-4
azimuth laser pistol (350; item level 1) fangblade (5,430; item level 7) lashunta ringwear II (2,970; item level 5) load lifter armor upgrade (2,550; item level 5) mk 1 mindlink circlet (1,600; item level 2) mk 1 null-space chamber (3,050; item level 5) mk 1 serum of healing (50; item level 1; limit 6) NIL merc grenade launcher (280; item level 1) ring of sustenance (2,925; item level 5) screamer grenade I (725; item level 4; limit 2) shock grenade I (130; item level 1; limit 2) tactical semi-auto pistol (260; item level 1) targeting computer armor upgrade (2,250; item level 4) thunderstrike sonic pistol (2,300; item level 4)	advanced medkit (2,700; item level 5) corona artillery laser (4,650; item level 6) frostbite-class zero pistol (3,060; item level 5) shock grenade II (650; item level 4; limit 2)

Reputation			
Faction _____	Reputation _____	Faction _____	Reputation _____
Faction _____	Reputation _____	Infamy _____	

MAX CREDITS	SUBTIER <input type="checkbox"/> Normal Max Credits
	1-2 <span style="float: right;">733</span>
	SUBTIER <input type="checkbox"/> Normal
	Out of Subtier <span style="float: right;">1,114</span>
EXPERIENCE	SUBTIER <input type="checkbox"/> Normal
	3-4 <span style="float: right;">1,494</span>
	SUBTIER <input type="checkbox"/> Normal
FAME	Starting XP
	+ <span style="float: right;"><small>GM's Initials</small></span>
	XP Gained (GM ONLY)
	=
	Final XP Total
CREDITS	Initial Fame
	+ <span style="float: right;"><small>GM's Initials</small></span>
	Fame Gained (GM ONLY)
	- <span style="float: right;">Fame Spent</span>
CREDITS	Final Fame
	Starting Credits
	+ <span style="float: right;"><small>GM's Initials</small></span>
	Credits Garnered (GM ONLY)
	+ <span style="float: right;"><small>GM's Initials</small></span>
Day Job (GM ONLY)	
- <span style="float: right;">Credits Spent</span>	
= <span style="float: right;">Total</span>	

For GM Only				
EVENT _____	EVENT CODE _____	DATE _____	Game Master's Signature _____	GM Organized Play # _____