

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-08 TIER 3-6



Sanctuary of Drowned Delight

BY KATE BAKER





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GM RESOURCES

Sanctuary of Drowned Delight makes use of the *Starfinder Core Rulebook* and *Starfinder Alien Archive*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online *Starfinder Reference Document* at paizo.com/sfrd, and the relevant rules from the *Starfinder Alien Archive* 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*.

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HOW TO PLAY

Starfinder Society Scenario #1-08: Sanctuary of Drowned Delight 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 paizo.com/starfinderSociety.



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SANCTUARY OF DROWNED DELIGHT

BY KATE BAKER



Once the crown jewel of the Starfinder Society's fleet, the *Master of Stars* avoided the Scoured Stars disaster only because it was removed from active rotation to undergo necessary repairs. Numerous trained Starfinder engineers have worked day and night since then to get the ship restored to its former glory. Recently, the repairs hit a wall: the next steps in repairing the *Master of Stars*' Drift engine requires a large amount of clophirium. Pact Worlds mining operations exhausted all known deposits of clophirium decades ago, leaving the mineral in short supply, but the Starfinder Society knows of one potential clophirium source: the planet Arniselle, located in the Vast.

The Society once established a forward outpost, also known as a lodge, on Arniselle. The organization abandoned the site a hundred years ago when the then recently appointed First Seeker pushed through motions to consolidate the Society's resources closer to the Pact Worlds and Near Space. A scout ship recently checked in on the abandoned lodge and found that extreme seismic activity over the last century had caused the structure to slide into Arniselle's oceans. However, standard construction techniques used for Starfinder lodges were able to withstand such an extreme environmental changes, and the submerged lodge remains intact.

Fitch, the current leader of the Wayfinders faction, has staunch support for finishing repairs on the *Master of Stars*. Fitch recently arranged for an expedition to the abandoned Arniselle lodge to determine the current state of the structure, estimate needed repair costs for the facility, and get a sense of how difficult it would be to find deposits of clophirium to mine. She assigned the Manta Corps, a tight-knit team of four kalos (*Starfinder Alien Archive* 68), as the obvious best choice for this mission.

The Manta Corps arrived on Arniselle and swiftly located the lost lodge, but they did not find it as empty as expected. Unknown to the Society, a community of morlamaws (see the appendix on page XX for more details) inhabits Arniselle's deeper oceans. In the years since the Starfinder lodge fell into the sea, the structure was claimed as a home for a band of morlamaws whose home nation had forced them out for worshipping a divine entity known as the Weeping Knight (actually a misinterpretation of Zon-Kuthon). The outcasts claimed ownership of the lodge but invited the Manta Corps to discuss the matter further.

Where in the Universe?

The planet Arniselle, home of the morlamaw people, is the third planet orbiting the star designated CX8742. This planet is extremely cold, with average temperatures below freezing. Oceans cover most of Arniselle, with a few uninhabited, icy land masses clustered on one side of the planet. Extreme seismic activity and a recent rise in the sea level submerged several previous landmasses. The morlamaws are Arniselle's only intelligent species to have developed any notable technologies (albeit still simple by Pact Worlds standards). Several large underwater morlamaw cities exist in the deepest ocean trenches.

The morlamaw group's leader, **Oshessa** (NE female morlamaw mystic), privately follows the more commonly known and distasteful aspects of the Midnight Lord, and she secretly poisoned the Manta Corps to stop the Starfinder Society from retaking the lodge. When one member of the Manta Corps, Mantarider **Suulhu-Huur** (LG female kalo soldier), survived this intense poisoning, Oshessa took it as a sign from her deity that she should indoctrinate Suulhu-Huur into the cult. Most of the other morlamaws think the kalos simply left, leaving them as the lodge's owners, while in fact Oshessa fed the bodies of the remaining dead kalos to a group of sea serpents through a crack in the lodge's walls. The aquatic carnivores now routinely patrol the waters around the lodge, hoping to enjoy a second handout.

Since the Manta Corps failed to report to their pickup ship at the designated time, the Society has decided to mount a second expedition, both to complete the original mission and to discover what happened to the Manta Corps.

SUMMARY

Fitch briefs the PCs, explaining the urgent need for clophirium, the abandoned Starfinder Lodge, and the Manta Corps expedition. After a short journey, the PCs arrive on Arniselle and make their

way to the lodge. They discover the lodge occupied by a previously undiscovered aquatic race—morlamaws. The seemingly peaceful squatters claim that the Manta Corps visited and left weeks ago, granting them ownership of the colony. The morlamaws invite the PCs to stay for a while to catalog the Starfinder equipment they found within the lodge. In truth, the morlamaws' leader killed three of the Manta Corps and is secretly holding the fourth in intense interrogation.

The PCs can explore most of the lodge, where they can find items that belonged to the Manta Corps and religious items with subtle ties to Zon-Kuthon. During their exploration, the PCs must manage several events. First, the morlamaws ask the PCs to attend a sermon where astute PCs might catch some unusual phrasing. In the second event, the morlamaws invite the PCs to dinner, but a group of vicious sea serpents attacks the lodge after the meal, and the morlamaws ask the PCs to help fend off the creatures.

During the adventure, the morlamaw's leader Oshessa holds one member of the Manta Corps, Mantarider Suulhu-Huur, captive in a secret cave accessible from her quarters. Depending on when the PCs manage to find Suulhu-Huur, the kalo has suffered increasingly serious injuries from Oshessa's attempts at indoctrination. Oshessa refuses to surrender Suulhu-Huur and vigorously fights the PCs to maintain the validity of her divine visions. Depending on the PCs' actions, they might make enough inroads to convince the other morlamaws to help them and secure the Arniselle lodge as an outpost for future Society missions. Regardless, the PCs succeed if they defeat Oshessa and uncover the fate of the Manta Corps, opening the way for the Society to begin mining the necessary clophirium from the planet.

GETTING STARTED

The PCs begin gathered in a meeting room in the Lorespire Complex, summoned by the Wayfinders' leader, **Fitch** (CN female ysoki technomancer). Read or paraphrase the following.

The meeting room is well furnished and stocked with various refreshments, but Fitch—the meeting's initiator—is nowhere to be seen. After several seconds of silence following the last arrival entering the meeting room, a large holoscreen descends from the ceiling of the northern wall. Fitch's small, albino ysoki face appears in clear resolution. She whispers quietly to the assembled group.

"I have a very important mission for you. You should be aware

that the *Master of Stars*, the best ship in the Starfinder Society's fleet, is undergoing extensive renovations. Well, we've hit a bit of a roadblock. We need some clophirium to complete the next repair, but supplies have been quite scarce in the Pact Worlds for the last forty years. Luckily, we searched our archives and found a planet in the Vast with substantial reserves: Arniselle."

Fitch's transmitted image picks up a datapad but accidentally knocks a screwdriver off the desk while doing so. She flinches as the tool clatters to the ground, then continues whispering in an even lower tone. "NO! I'm sorry about that. They're finally all asleep, you see.

"Now, back to the mission. We established a lodge on Arniselle about a century ago. It was abandoned when the First Seeker at the time decided to refocus Society resources closer to the Pact Worlds and abandoned several outposts in the Vast.

Unfortunately, our scans show that Arniselle has undergone substantial seismic activity during the intervening years, and now the whole lodge is underwater. We assigned a special team to go investigate; they're all kalos, call themselves the Manta Corps. Maybe you've met them. Anyway, a ship dropped them off, but the Manta Corps never reported back for their pickup."

Suddenly, a loud shriek erupts from the holoscreen, followed by quick pitter-patter footsteps. Fitch drops the whisper and turns away from the screen. "Hey, you're all

supposed to be asleep for another hour! Back in the beds before I duct tape you in and leave you to find a way out!"

Fitch turns back to face the screen. "Anyway, the current First Seeker agrees with me about the importance of this mission and has authorized me to mount a second expedition. We must finish repairing the *Master of Stars*, and to do that we need Arniselle's clophirium. This could be dangerous, so I've selected you, some of our most experienced agents. Go to Arniselle and investigate the submerged lodge. See what it will take to re-establish our presence there. And try to find out what happened to the Manta Corps. Best case scenario, they're just down there working, but it's not like them not to report in.

"I'm sending you information on the planet now. Oh, and remember! There could easily be intelligent life on this world. The lodge wasn't staffed long enough to really explore the oceans. If you meet any new species, be diplomatic! It's not only our mission as Wayfinders, but locals might help us with getting that clophirium as quickly as possible. Any questions?"

The PCs have an opportunity to ask Fitch some questions before getting underway. Following the briefing, the PCs have also the opportunity to buy new equipment before leaving Absalom Station.



Fitch

Take this opportunity to distribute **Handout #1**, which details the rules on underwater combat, so players can review it prior to having their PCs make any necessary purchases. Finally, this is the time for the PCs to finalize their boon slots for this scenario.

Won't the lodge be ruined if it's underwater? "Starfinder lodges are built to withstand almost anything. It might be flooded, but the structure should still be intact. The Society built a lot of lodges during that time, using a standardized design to be cost-effective and resilient. That means every lodge, including the one on Anniselle, has airlock systems, even if the atmosphere is normally breathable. If we're lucky it could still be dry inside. There's usually one airlock to enter the building, an airlock to go between levels, and an airlock to get into the records room."

Do we need any special gear to go underwater? "You all have armor, don't you? That will let you breathe underwater just fine. Hopefully, you're all decent swimmers. You'll also want to be sure to bring some piercing weapons; those work pretty well underwater."

Is there anything left at the Lodge? "Who knows what kind of shape anything is in if the lodge flooded. The Society pulled out of there quick and left a lot of equipment behind. Staff were on Absalom Station when the orders came through, and they couldn't even get dispensation to return for personal effects."

What are the Manta Corps like? "There are four of them. The leader, Deepspeaker Alluguoth is a spiritual type. He doesn't say much, but when he does, I'd advise listening. Then there's Mantarider Ushuul; he's a lot more talkative and loves to show off his gun. You might have seen Mantarider Suulhu-Huur around the sparring rooms. She's a fighter and uses some kind of fancy cryopike. Lastly, there's Wavetreader Vhoosh. She's even quieter than Alluguoth, but that's probably a good thing. She can be a little bit unnerving. She always wants to know about how many people you've killed. They're good agents, all of them."

How important is the clophirium? Shouldn't we cut our losses? "While it's a major strategic asset for the Society, the symbolic impact of the *Master of Stars* is even greater. Getting this ship back in action is my highest priority right now."

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture check to recall knowledge or a Diplomacy check to gather information, the PCs might know about the Manta Corps. They learn all of the information whose DC is less than or equal to the result of their check.

10+: The Manta Corps are all kalos. Kalos are an aquatic race from the Brethedan moon of Kalo-Mahoi known for their blue-green skin, batlike wings, and glowing, protruding eyes. These four kalos are quite tight-knit and go on assignments together, typically deployed to underwater locations.

15+: The Manta Corps prefer action-oriented assignments, and have been known to avoid assignments with a lot of detail or paperwork. Because of this, they've earned a reputation as underwater commandos but also as a group that doesn't do well in overly social settings.

The Manta Corps(es)

The Manta Corps kalos first appeared in *Starfinder Society #1-04: Cries from the Drift*. During that scenario, the PCs could engage in casual conversation with the Manta Corps, as both groups were traveling in ships following similar paths through the Drift. The intent of that encounter was to foreshadow the events of this scenario, and it's likely that any player with a Chronicle sheet from *Cries from the Drift* will have some knowledge of or relationship with the Manta Corps. This should also increase the impact when the PCs soon find the kalos (mostly) dead.

While Fitch relays most of the pertinent (and necessary) information about the Manta Corps as one of his answers to PC questions, there is one pertinent piece of information that PCs may retain from their previous encounter with the Manta Corps: Mantarider Ushuul's machine gun is named "Muncher." The weapon makes an appearance in area **A3**. PCs remembering this obscure piece of information should be encouraged to share the information with fellow party members. In fact, even if a specific PC didn't play *Cries from the Drift*, but the associated player did, it's still acceptable for that player to share the information. In this case, rather than decrying such behavior as metagaming, just consider it just another method of information spreading throughout the *Starfinder Society*!

20+: Kalos often redesign weaponry to function much better underwater. A PC who learns this information knows where on Absalom Station to purchase underwater weapons (*Starfinder Alien Archive* 69.) While such weapons generally cost 10% more than a regular version of the weapon, a PC who succeeded at this check can purchase such weapons at the base weapon's normal price—many kalo manufacturers on Absalom Station are on good terms with the Manta Corps and want to help however they can.

ENGINEERING (IDENTIFY TECHNOLOGY) OR PHYSICAL SCIENCE (RECALL KNOWLEDGE)

Based on the result of an Engineering check or a Physical Science check to recall knowledge, the PCs might know about clophirium. They learn all of the information whose DC is less than or equal to the result of their check.

15+: Both lightweight and thermally stable, clophirium featured prominently in many early Drift engine designs, but natural sources were limited, and Pact World planets with clophirium deposits quickly exhausted their supplies. Alternate Drift engine designs that do not require the mineral have become more popular in the last 40 years.

Adventure Structure

Sanctuary of Drowned Delight is centered around a single focal location: the submerged Starfinder Society lodge. While the entirety of the lodge is fully detailed (area **A**), there are also several scripted events that can occur during this adventure. These events don't fit into the typical structure of room descriptions, and are included as separate encounters, starting on page 14. Be sure to read through and familiarize yourself with each of the lodge's rooms as well as the listed events prior to running this adventure.

20+: It would be possible to update the Drift engine of the *Master of Stars* with a more modern design, but the entire engine structure would have to be rebuilt, taking years. Finding additional clophirium supplies is the fastest way to get the *Master of Stars* up and running again, even if the Society must identify a new mine to do so. The substance is incredibly difficult to find, so any charts or maps identifying existing veins of clophirium would be invaluable to the repair operations.

THE JOURNEY TO ARNISSELLE

It takes 5d6 days for the PCs' ship to make the necessary journey through the Drift to reach Arniselle. The Starfinder Society starship, a large personnel freighter called the *Peregrination into Night*, ferries the PCs. **Zhast** (CG female shirren) is the ship's captain and a jovial host to the PCs during their time onboard. She offers daily (and delicious) meals in her private quarters, which she painstakingly prepares herself.

Drift Encounter: Sometime early in the journey, the PCs come across an organic arkship lazily floating in the Drift. The biomechanical ship openly broadcasts its affiliation with the Xenowardens (*Starfinder Core Rulebook* 481), along with free informational download packets on recent ecological events. Hidden among various reports on the plant growth rates of various worlds, the most interesting piece of information in the packet is a report on plans to "cruelly place the last known feathered renkrodas into captivity in small Castrovelian wildlife preserves." Beyond the information packet, the arkship doesn't engage in conversation with the PCs and is quick to move on so it can continue its distribution to other traveling starships.

A PC who succeeds at a DC 20 Life Science check recognizes that feathered renkrodas are an endangered form of large reptilian hypercarnivores native to Castrovel, larger than the more common whiskered renkroda (*Starfinder Adventure Path #2: Temple of the Twelve* 58.)

Arrival: Captain Zhast releases the PCs in a small submersible vessel once the *Peregrination into Night* achieves orbit over Arniselle. With this unarmed submersible, the PCs can reach

the lodge's coordinates only a short distance away. The orbiting starship is set to retrieve the PCs from their insertion location in 2 days, which should give the PCs plenty of time to complete their mission. The submerged Starfinder lodge is simple to find, about a quarter mile under the surface.

A. ARNISSELLE LODGE

As the PCs approach, the Arniselle lodge appears to be intact. The structure's northern edge is pushed into a cluster of rocks and boulders, with obvious signs of other past impact. The PCs can perform a closer inspection of the exterior of the lodge. Many subtle signs indicate that someone (or something) currently resides within the facility. Broken parts of the exterior are haphazardly repaired, exterior lights are active, and the front door is decorated with a strange broken chain. A PC who succeeds at a DC 12 Mysticism check realizes that the chain is displayed as a holy symbol, but it doesn't match any known religion.

The rooms inside the lodge are 20 feet tall and the interior walls are all made of the same compound as starship interior walls (*Starfinder Core Rulebook* 408). The exterior walls are made of starship bulkhead compound. All non-airlock doors are steel.

Flooded Areas: Areas **A5**, **A7**, **A8**, and **A9** are flooded and completely submerged in water, but the rest of the lodge is dry.

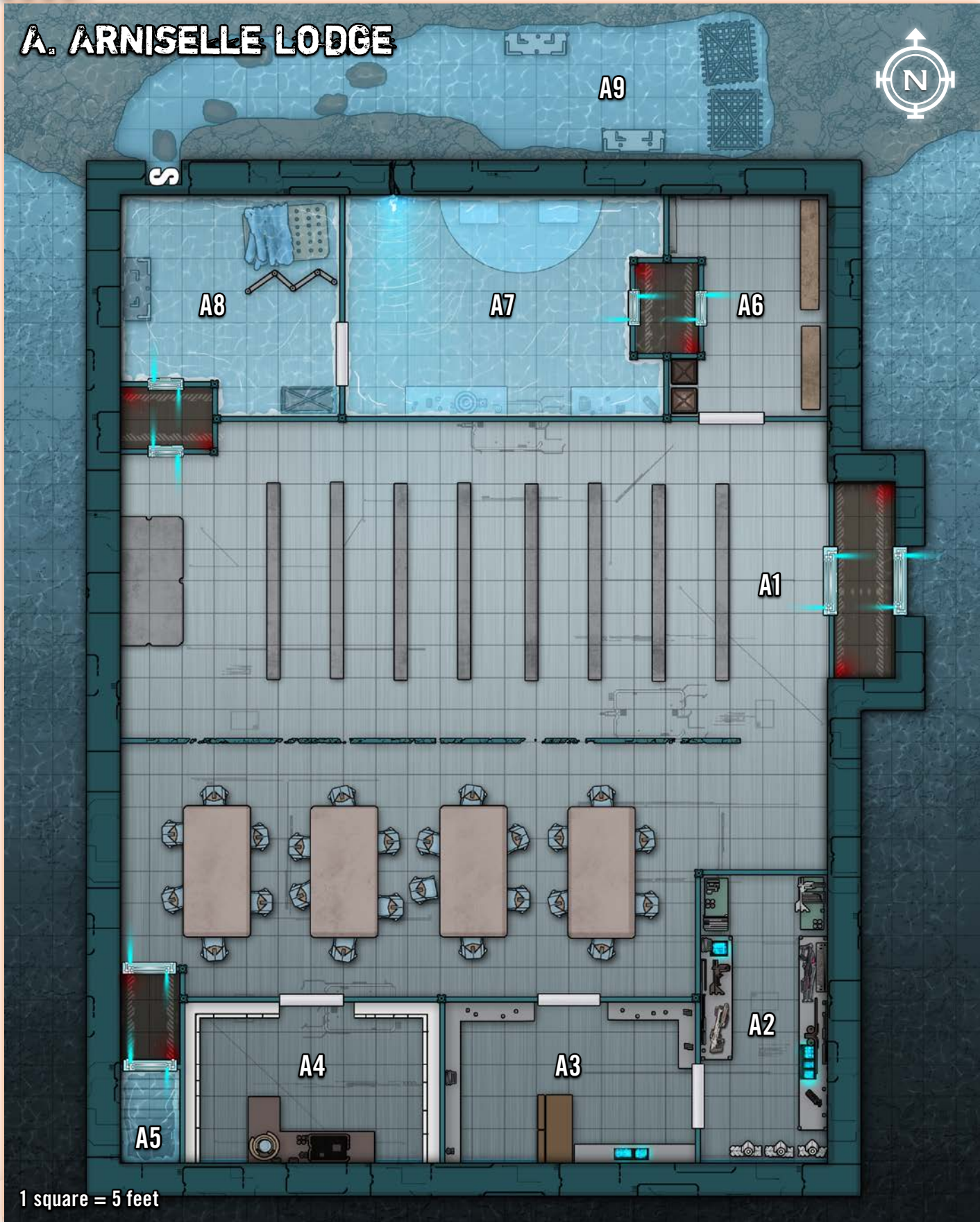
Airlocks: The facility has four airlocks that function as airlock doors (*Starfinder Core Rulebook* 408). A PC inside the airlock can activate it as a standard action. At the beginning of that character's next turn, the airlock chamber finishes draining or filling with water (depending on direction) and the other side automatically opens. Once activated in this fashion, no other creatures can enter while the airlock is draining or filling. The exterior airlock can comfortably hold 12 Medium creatures, while the interior airlocks can contain only six Medium creatures at a time.

Morlamaw Cult: The morlamaws currently inhabiting the lodge arrived about 10 years ago. Oshessa, the leader of the group, found a spiked chain buried under the sea floor and started receiving vague visions from Zon-Kuthon. Without fully understanding her visions, Oshessa nevertheless began preaching to those who would listen, focusing on the importance of pain and loss that she saw. Over time, she gradually attracted a small congregation of fellow morlamaws. As she received more visions from the Zon-Kuthon, whom she started calling the Weeping Knight based on the visions she witnessed, Oshessa's sermons took a darker turn.

Eventually, the city Oshessa and her congregation called home exiled the cult after one of the congregants turned up dead with unusual, grisly wounds. A few of Oshessa's most faithful joined her, and the group eventually found the sunken Starfinder lodge. A few other morlamaws have joined the group over time, after being cast out by the same city for one reason or another.

In the years since their exile, the morlamaws not only taught themselves Common from the lodge's abandoned educational materials, but they also learned about the Starfinders, the Pact Worlds, and the wider galaxy. Oshessa found several religious texts that includes descriptions of Zon-Kuthon, who Oshessa quickly

A. ARNISELLE LODGE



1 square = 5 feet

realized was the true face of her Weeping Knight visions. She kept the true nature of her divine patron a secret, but her sermons continued to focus on pain and loss. Oshessa recognizes that the other morlamaws would generally be horrified by the atrocities involved in properly following their religion. Still, Oshessa has her eye out for new parishioners who might be swayed to the darker aspects of Kuthite worship. She has completely converted Teltham, her second-in-command, and is already working to create her next protégé in the captured kalo, Suulhu-Huur.

Events: The following section details information on each of the areas within the lodge (A1 through A9.) Along with these descriptions, there are several events that can take place while the PCs explore. The first event (see Event 1 on page 14) takes place as soon as the PCs enter the lodge via the exterior airlock and into area A1. These events are presented later in the adventure, though the description of areas where events occur have an indication of the specific event to reference.

A1. TEMPLE (CR 6+)

The first time the PCs enter this area, prior to reading the room description, refer to Event 1 (see page 14).

A large curtain divides this room, and faint lines on the ground indicates that several walls were likely removed to make this space more open. A five-foot-high stage and eight rows of benches fill the northern half of the room, while the southern half has several large tables. An airlock on the eastern wall acts as a front door, and airlocks on the northern and southern walls lead to other areas. Steel doors lead to the north and south.

The morlamaws use this as a meeting space and impromptu temple. They attend daily sermons here, which the PCs can experience as part of Event 2 (detailed on page 15).

The doors to area A3 are covered in yellow tape labeled “Do Not Enter” in Common. If asked about this warning, the morlamaws explain that several robotic protectors shorted in the water and attack anyone who enters. The cultists would appreciate the PCs taking care of the problem.

Creatures: A half-dozen morlamaws, in colors ranging from blue to green to violet, pray quietly at the benches and work busily at the tables, some cleaning fish and others repairing clothing and equipment. The cultists in this area have no objection to the PCs looking around or asking questions. They express interest in the PCs and ask about what it is like on their home worlds and what it's like to travel through space.

These novices of the “Weeping Knight” have no knowledge of Oshessa's actions or the fate of the Manta Corps. They answer questions as honestly as they can, and relay that Oshessa and Teltham told them that the kalos left. If the PCs show these morlamaws any of the kalos' belongings (such as the cryopike or the machine gun in area A4), they assume that the items were inadvertently left behind or are items left over from the original Starfinders inhabiting the lodge. These novices all trust

Oshessa completely, and immediately distrust the PCs if the PCs imply that Oshessa is up to anything suspicious. If asked about Zon-Kuthon, they don't recognize the name.

ALL SUBTIERS (CR 6)

MORLAMAW NOVICE CULTISTS (6) CR 1

LN Large monstrous humanoid (aquatic)

Init +0; **Senses** darkvision 60 ft.; **Perception** +1

DEFENSE **HP 16 EACH**

EAC 10; **KAC** 11

Fort +1; **Ref** +3; **Will** +6

Resistances cold 5

OFFENSE

Speed 20 ft., swim 40 ft.

Melee tusk +5 (1d6+3 P plus skewer)

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

Spell-Like Abilities (CL 1st)

1/day—*mind thrust* (1st level, DC 14), *mystic cure* (1st level)

At will—*telepathic message*

TACTICS

During Combat The novice cultists primarily use their tusks to try and subdue opponents. They heal allies (especially Oshessa) and unleash their *mind thrust* spell only when threatened with aggressive or unresponsive foes.

Morale The cultists plead for their enemies to stop attacking them throughout combat. They surrender if reduced below 4 Hit Points. They also surrender if Oshessa is defeated.

STATISTICS

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

Skills Athletics +10, Mysticism +10, Survival +5

Languages Common, Morlamaw

Other Abilities amphibious

SPECIAL ABILITIES

Skewer (Ex) When a morlamaw successfully deals damage with its tusk attack to a creature that is not adjacent to it, the morlamaw can move that creature 5 feet into an adjacent square.

Infamy: If the PCs attack the morlamaw cultists without provocation or being attacked first, each PC willingly partaking in the attack gains 1 Infamy.

Development: If the PCs decide to immediately attack the morlamaws—a truly bad idea—things quickly get out of hand. The cultists here fight for as long as they must, but they are eager to stop hostilities if at all possible. If at least one morlamaw manages to escape the combat, they enter one of the airlocks on the northern side of the lodge and alert their leaders. 10 rounds later, Teltham arrives (if he was not already present) and joins in the battle against the PCs. 10 rounds after that, Oshessa arrives with her disciples. Such a combat is likely to overwhelm the PCs, make for a very short adventure, and result in failing Fitch's instructions to make peaceful relations with any native life-forms.

A2. EQUIPMENT ROOM

Racks of weapons line the walls of this area, though many show signs of damage from spending decades underwater. Several suits of armor hang from the southern wall, while various boxes of tools rest on the ground. There is a single exit door on the western wall.

Treasure: This room contains weapons and armor from the original lodge. Most of the original Starfinder equipment is damaged, but there are several items still in usable condition, including two tactical pikes, two tactical spears, and an *efficient bandolier*. In Subtier 3–4, the room also contains an advanced doshko, two sets of d-suit I armor, a set of officer ceremonial plate armor, and four underwater tactical starknives. In Subtier 5–6, the room also contains an advanced pike, three sets of d-suit II armor, a set of commander ceremonial plate armor, and two underwater sintered starknives.

Rewards: If the PCs fail to investigate this room, reduce each PC's credits earned as follows.

Subtier 3–4: Reduce each PC's credits earned by 295 credits.

Out of Subtier: Reduce each PC's credits earned by 693 credits.

Subtier 5–6: Reduce each PC's credits earned by 1,092 credits.

A3. WORKSHOP (CR 4 OR CR 6)

This crowded workshop has benches and a large cabinet lining the walls. The room is filled with disassembled computers, weapons, and gadgets. A door exits to the north, while another door exits to the east.

A PC who succeeds at a DC 20 Engineering check notices that the bits of technology on the workbenches originate from numerous cultures, though this is typical for a Starfinder lodge. A PC whose result exceeds the DC by 5 also notices that some of the technology is much more recent in design than when the lodge was abandoned. A PC whose result exceeds the DC by 10 finds several broken needles consistent with an injection weapon.

Creatures: Security robots protect this room, having been reactivated by Oshessa after she previously worked in the chamber. Oshessa used the security robots to hide her work on poisons and customized weapons. Most recently, Oshessa modified an injection glove for her own use, adjusting the glove to work with her unusual anatomy.

The robots attack anyone entering the chamber. A PC who succeeds at a DC 20 Engineering check knows that the Starfinder Society employs the occasional security robot, and that such constructs are programmed to stand down when confronted by agents with the appropriate identification. Oshessa did not know to override the command not to attack creatures displaying a Starfinder Society implant. Any PCs with such an implant (such as the one received as part of *Starfinder Society Scenario #1–01: The Commencement*) can display the implant, which causes the robots to stand down from attacking them.

Scaling Encounter A3

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

Both Subtiers: Remove one security robot from the encounter.

SUBTIER 3–4 (CR 4)

OBSERVER-CLASS SECURITY ROBOTS (3) CR 1

HP 17 each (*Starfinder Alien Archive* 94; see page 20)

SUBTIER 5–6 (CR 6)

PATROL-CLASS SECURITY ROBOTS (2) CR 4

HP 52 each (*Starfinder Alien Archive* 94; see page 20)

Treasure: A weaponsmithing tool kit lies near a pile of UPBs (600 in Subtier 3–4; 1,500 in Subtier 5–6). A PC can open one of the locked cabinets with a successful DC 20 Engineering check. The cabinet contains Suulhu-Huur's underwater tactical cryopike and Ushuul's underwater machine gun. The machine gun has the words "Muncher" written on the barrel in Kalo. Muncher is an underwater squad machine gun in Subtier 3–4 and an underwater light machine gun in Subtier 5–6. The cabinet also contains a *serum of enhancement* (scientist) and an advanced medkit. In Subtier 3–4, the cabinet also holds 6 *mk 2 serums of healing*. In Subtier 5–6, the cabinet contains 3 *mk 3 serums of healing* and a filtered rebreather armor upgrade.

Rewards: If the PCs do not investigate the room and find the contents of the cabinet, reduce each PC's credits earned as follows.

Subtier 3–4: Reduce each PC's credits earned by 302 credits.

Out of Subtier: Reduce each PC's credits earned by 503 credits.

Subtier 5–6: Reduce each PC's credits earned by 704 credits.

A4. KITCHEN AND MEAL HALL

This small rectangular room measures about thirty feet across. It has a single entrance to the north. Cabinets and small counters line most of the walls here, with a cooking table and stove combination resting against the southern wall. A pike lies along one long counter with several fish speared on it.

This area is a kitchen, a common customization found in most Starfinder outposts. A PC who undertakes a thorough search of the kitchen and succeeds at a DC 20 Life Science check (DC 24 in Subtier 5–6) notices several empty bottles of an ingredient popular among lashuntas but poisonous to aquatic creatures.

Creature: A magenta morlamaw moves around quickly, chopping ingredients and adding things to several pots. This

morlamaw is named Zavlig and he is in here preparing food for dinner. He does not recognize the empty bottles but says that food preparation duties are shared, and even Oshessa takes her turn making meals. If the PCs ask if Oshessa ever prepared a meal for the kalos, Zavlig thinks that she did. Zavlig responds to general questions just as the cultists in **A1** do.

BOTH SUBTIERS (CR 1)

ZAVLIG

CR 1

Male morlamaw novice cultist (see page 8)

HP 16

A5. BARRACKS

An airlock at the top of the staircase separates the flooded lower floor of the building from the upper floor. Beyond the airlock is a large facility lined with beds and chests. This space provides living space for potentially several dozen creatures.

This area has no map, as it uses the same footprint as the lodge's upper level, except without any interior walls. Most of the cultists sleep in this area, though some of the higher-ranking members (Hinevera, Teltham, and Zavlig) have their own areas sectioned off by curtains, and Oshessa maintains her own private quarters (area **A9**). A PC who succeeds at a DC 20 Perception check (DC 22 in Subtier 5–6) spots a Starfinder insignia on the ground by one of the curtained-off beds (Teltham's bed). A PC who succeeds at a DC 20 Culture or Engineering check (DC 22 in Subtier 5–6) recognizes the insignia to be of too modern a style to be left over from the original lodge.

Creatures: At any time, there are half a dozen morlamaws sleeping in this area. They rotate with the novice cultists from area **A1**, and provide the same information if questioned.

MORLAMAW NOVICE CULTISTS (6)

CR 1

Morlamaw novice cultist (see page 8)

HP 16 each

A6. LIBRARY AND MUSEUM

A large portrait in the northeast corner displays an intense-looking ysoki in an official uniform, while a painting on the wall nearby depicts the image of a broken chain. A bookshelf on the eastern wall contains several antique books, while a second shelf displays various pieces of broken chain. A stack of boxes has been tucked into the corner between the door to the south and the airlock to the west.

Many of the original books and displays have been boxed up and the morlamaw's own minor relics laid out. There are many religious treatises still on the shelves here, and a PC who succeeds at a DC 15 Culture or Mysticism check notices that they date

back to shortly after the end of Gap. The boxes include datapads with applications for learning Common and the history of the Starfinder Society and Pact Worlds from roughly 100 years ago.

The museum is largely a display of holy symbols, all broken chains like the one seen on the front door. A PC who succeeds at a DC 20 Perception check (DC 22 in Subtier 5–6) while studying the wall painting notices that a much stranger symbol has been painted over: still a chain, but this one coming out of the eyes of a skull. A DC 15 Mysticism check reveals this as a holy symbol of Zon-Kuthon, the god of darkness, envy, loss, and pain.

Any PC who succeeds at a DC 20 Culture check recognizes the ysoki displayed on the painting as former First Seeker Lezosc. The portrait dates to a period almost 150 years ago, known as the Time of Uncertainty among Starfinders. First Seeker Lezosc took command of the Society during the later end of this troubled time and was responsible for various reforms. Lezosc's last known act was to construct the Perplexity, a mysterious proving ground that exists to this day on the grounds of the Lorespire Complex. Lezosc disappeared shortly after. Portraits of this First Seeker are exceedingly rare, and likely of extreme value to the record keepers of the Lorespire Complex.

Creature: A morlamaw named Irtrine, guards the airlock entrance to the reliquary. She readily explains that the sect's holiest relics are kept safe in that room, and no one may enter without Oshessa's explicit permission. Irtrine does not leave her post willingly. She responds to general questions just as the cultists in **A1** do.

BOTH SUBTIERS (CR 1)

IRTRINE

CR 1

Female morlamaw novice cultist (see page 8)

HP 16

Treasure: The portrait of First Seeker Lezosc is quite valuable to collectors, worth 1,000 credits in Subtier 3–4 or 2,500 credits in Subtier 5–6. The books are boxed up with a few credsticks, which the morlamaws have no way to use. These credsticks are collectively worth 1,000 credits, or 3,200 credits in Subtier 5–6.

Rewards: If the PCs do not investigate this room, reduce each PC's credits earned as follows.

Subtier 3–4: Reduce each PC's credits earned by 333 credits.

Out of Subtier: Reduce each PC's credits earned by 642 credits.

Subtier 5–6: Reduce each PC's credits earned by 950 credits.

A7. RELIQUARY

An airtight semicylinder of glass protects various decrepit tomes, a handheld computer, and a blood-encrusted, rusty spiked chain from the water that fills this chamber. An airlock exits to the east, while a steel door goes on to the west. A noticeable crack, almost the size of a human child, mars the northern wall here.

The semicylindrical case contains the cult's most precious

relics: several holy texts of Zon-Kuthon alongside some of the records of the original Starfinder Society lodge, as well as the spiked chain that gave Oshessa her initial vision. This weapon is too old and delicate to still function and cannot be used in combat without immediately breaking. The records contain a detailed geological study of the natural resources in the surrounding area, including a map with several areas indicated as having large concentrations of clophirium. If retrieved, this information would speed up the mining effort by months, since it would eliminate the need to survey for the optimal locations.

Creatures: If the PCs gain entry to this room prior to Event 4 (see page 16), their movement attracts the attention of several sea serpents. The serpents and their attack are described in Event 4.

Treasure: The antique holy text in this room is also valuable to collectors, worth 500 credits in Subtier 3–4 and 1,000 credits in Subtier 5–6. The spiked chain appears to be quite old and consistent with Kuthite ritual weapons. It is worth 1,200 credits in Subtier 3–4 and 2,500 credits in Subtier 5–6.

Rewards: If the PCs fail to investigate this room, or the holy relics are destroyed in the sea serpent attack (see Event 4), reduce each PC's credits earned as follows.

Subtier 3–4: Reduce each PC's credits earned by 250 credits.

Out of Subtier: Reduce each PC's credits earned by 277 credits.

Subtier 5–6: Reduce each PC's credits earned by 304 credits.

A8. OSHESSA'S QUARTERS (CR 6 OR CR 8)

This flooded bedroom has an airlock on the southern wall and a door on the eastern wall leading out. A pile of soft materials in the northeast corner serves as a bed. Several metal lockbox chests line the room. The southern wall is covered with an image of a humanoid skull with chains coming out of the eye sockets.

The airlock to Oshessa's quarters is secured with a good lock. A PC must succeed at a DC 30 Engineering check (DC 35 in Subtier 5–6) to disable this lock. Any attempt to bypass the lock that fails by more than 5 sets off an alarm easily heard through the entire lodge. If the PCs trigger this alarm, Oshessa doesn't kick them out, but she does insist that the group must be accompanied by an escort, most likely Hinevera. If this happens, Hinevera insists the PCs must attend both the sermon (Event 2) and the dinner (Event 3).

A PC who succeeds at a DC 15 Mysticism check recognizes the image on the wall as a symbol of Zon-Kuthon. A PC who searches the room and succeeds at a DC 20 Perception check (DC 24 in Subtier 5–6) discovers a hidden door in the northwest corner. The secret door is also locked and alarmed in the same way as the airlock into area A8; however, this alarm can't be heard outside of this room due to its extensive sound-proofing, which a PC can realize with a successful DC 15 Engineering check. The intention of the alarm is to alert Oshessa if someone attempts to escape from area A9, but it also alerts anyone in the secret room. The secret door is not structurally sound, and a PC can break it down

Oshessa's Modified Injection Glove

Oshessa combined three injection gloves into a single device that not only fits her morlamaw anatomy, but also holds 3 doses of poison instead of 1 so that she can attack with poison three times before refilling. It otherwise performs as a standard injection glove. Because it is specifically designed for morlamaw flippers, non-morlamaws cannot use the modified injection glove.

Scaling Encounter A8

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

Both Subtiers: Remove one novice cultist from the encounter. In addition, reduce the DC of Oshessa's spells by 2 and reduce her Resolve Points by 2.

with a successful DC 16 Strength check, which also sets off the alarm.

Creature: The cult leader, Oshessa, is often found in this room, alongside her two most loyal followers. Unlike other morlamaws in the facility, these disciples have accepted Oshessa's new truths about the Weeping Knight and are close to becoming full worshipers of Zon-Kuthon. As a result, these followers are far more fanatical in their devotion to Oshessa than the other morlamaws.

SUBTIER 3–4 (CR 6)

MORLAMAW NOVICE CULTISTS (2) CR 1

Morlamaw novice cultist (see page 8)

HP 16 each

OSHESSA CR 5

Female morlamaw mystic

NE Large monstrous humanoid (aquatic)

Init +0; **Senses** darkvision 60 ft.; **Perception** +2

DEFENSE **HP 60 RP 4**

EAC 16; **KAC** 17

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

Defensive Abilities share pain (DC 15)

Resistances cold 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee modified injection glove +11 (1d4+8 P plus poison) or tusk +11 (1d6+8 P plus skewer)

Offensive Abilities backlash

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

Mystic Spell-Like Abilities (CL 5th)

At will *mindlink*

Mystic Spells Known (CL 5th)

2nd (3/day)—*fear* (DC 17), *inflict pain* (DC 17)

1st (6/day)—*command* (DC 16), *mystic cure*, *reflecting armor*

0 (at will)—*stabilize*, *telepathic message*

Connection mindbreaker

TACTICS

Before Combat Oshessa prepares for combat by casting *reflecting armor* and filling her injection glove with poison.

During Combat Oshessa delights in causing pain and so spreads out her attacks to make as many opponents suffer as possible while using her Resolve Points to activate her share pain ability. She knows her room doesn't have a lot of room for Large creatures to maneuver, so she tries to get into area **A9** or through the airlock to rally her cultists. She prefers to affect her enemies with her spells from a distance but attacks with her modified injection glove if forced into melee.

Morale Oshessa is devoted to serving Zon-Kuthon. She does not surrender and fights to the death.

STATISTICS

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

Skills Athletics +11, Bluff +11, Engineering +14, Life Science +16, Mysticism +16

Languages Common, Morlamaw

Other Abilities amphibious

Gear modified injection glove, blue whinnis poison (3 doses)

SPECIAL ABILITIES

Skewer (Ex) When a morlamaw successfully deals damage with its tusk attack to a creature that is not adjacent to it, the morlamaw can move that creature 5 feet into an adjacent square.

SUBTIER 5-6 (CR 3)

OSHESSA

CR 7

Female morlamaw mystic

NE Large monstrous humanoid (aquatic)

Init +0; **Senses** darkvision 60 ft.; **Perception** +2

DEFENSE **HP** 90 **RP** 4

EAC 18; **KAC** 19

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

Defensive Abilities share pain (DC 17)

Resistances cold 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee modified injection glove +14 (1d4+11 P plus poison) or tusk +14 (1d6+11 P plus skewer)

Offensive Abilities backlash, sow doubt (3 rounds, DC 17)

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

Mystic Spell-Like Abilities (CL 7th)

At will—*mindlink*

Mystic Spells Known (CL 7th)

3rd (3/day)—*bestow curse* (DC 20), *psychokinetic strangulation* (DC 20)

2nd (6/day)—*fear* (DC 19), *hold person* (DC 19), *inflict pain* (DC 19)

1st (at will)—*mystic cure*, *reflecting armor*

Connection mindbreaker

TACTICS

Use the tactics from Subtier 3-4.

STATISTICS

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

Cha +0

Skills Athletics +14, Bluff +14, Engineering +14, Life Science +19, Mysticism +19

Languages Common, Morlamaw

Other Abilities amphibious

Gear modified injection glove, blue whinnis poison (6 doses)

Oshessa

SPECIAL ABILITIES

Skewer (Ex) When a morlamaw successfully deals damage with its tusk attack against a creature who is not adjacent, it can move that creature 5 feet into an adjacent square.

OSHESSA'S DISCIPLES (2) CR 3

NE Large monstrous humanoid (aquatic)

Init +0; **Senses** darkvision 60 ft.; **Perception** +1

DEFENSE HP 32 EACH

EAC 13; **KAC** 14

Fort +2; **Ref** +4; **Will** +8

Resistances cold 5

OFFENSE

Speed 20 ft., swim 40 ft.

Melee tusk +8 (1d6+3 P plus skewer)

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

Spell-Like Abilities (CL 3rd)

1/day—*mystic cure* (2nd level), *mind thrust* (2nd level, DC 16)

At will—*telepathic message*

TACTICS

During Combat The disciples open by using their *mind thrust* spell-like ability against the most heavily armed opponent, preferring those with large melee weapons. They then move into combat and viciously attack using their tusks, trying to cover Oshessa.

Morale The disciples are fervently devoted to Oshessa and fight to the death.

STATISTICS

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

Skills Athletics +13, Mysticism +13, Survival +8

Languages Common, Morlamaw

Other Abilities amphibious

SPECIAL ABILITIES

Skewer (Ex) When a morlamaw successfully deals damage with its tusk attack against a creature who is not adjacent, it can move that creature 5 feet into an adjacent square.

Treasure: A small cabinet contains two tier 1 antitoxins and one tier 2 sedative. In Subtier 5–6, the area contains two tier 2 antitoxins and one tier 3 sedative.

Rewards: If the PCs do not investigate this room or if they fail to defeat Oshessa during the adventure, reduce each PC's credits earned as follows.

Subtier 3–4: Reduce each PC's credits earned by 110 credits.

Out of Subtier: Reduce each PC's credits earned by 304 credits.

Subtier 5–6: Reduce each PC's credits earned by 498 credits.

A9. OSHESSA'S SECRET ROOM (CR 4 OR CR 6)

The currents push debris throughout this rocky cave. Several carved-stone skull-and-chain symbols hang from the walls, and a large table with several knives bolted to it stands at the center of the chamber. The thick metal bolts prevent the cutting utensils

Scaling Encounter A9

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

Both Subtiers: Teltham has already cast *force blast* today. He is also quite nervous about the PCs and takes a –2 penalty to attack and damage rolls.

from floating away in the heavy motion of the water. Two cage cells are set along the eastern wall. A glass case with plastic gloves set into the side contains various books and datapads.

The water current in this cavern, drawn through minor holes in the rock, increases the DC of Athletics checks to swim by 5. The case holds books on anatomy, biology, and poison taken from the library.

Creatures: Throughout much of the adventure, Oshessa's favored follower, Teltham, can be found in this cavern. Teltham watches over the imprisoned kalo Suulhu-Huur, the sole surviving member of the Manta Corps. Oshessa has spent several weeks attempting to indoctrinate the kalo into worship of Zon-Kuthon. The PCs' arrival at the lodge has accelerated her timeline, and Oshessa pursues more gruesome ministrations as time goes on, leaving Teltham on guard duty whenever she leaves to rest or deliver her sermons. Teltham is a coward, and if the PCs confront him alone at any point, a successful DC 20 Intimidate check is sufficient to get the truth about Oshessa's "ministrations" on the kalo out of him before fear of Oshessa overcomes him and he attacks the PCs.

Suulhu-Huur's exact state varies based on the current event.

SUBTIER 3–4 (CR 4)

SUULHU-HUUR CR 2

Female kalo sharkhunter (*Starfinder Alien Archive* 68; see page 20)
HP 22 (currently 4)

Gear none

Special: Depending on the current event taking place, Suulhu-Huur's condition is increasingly worse. Refer to the current event for more information.

TELTHAM CR 4

Male morlamaw

LN Large monstrous humanoid (aquatic)

Init +4; **Senses** darkvision 60 ft.; **Perception** +1

DEFENSE HP 60

EAC 16; **KAC** 18

Fort +6; **Ref** +8; **Will** +5

Resistances cold 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee tusk +13 (1d6+9 P plus skewer) or
underwater fangblade +13 (1d12+9 S; critical bleed 1d8)

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

Spell-Like Abilities (CL 4th)

1/day—*force blast* (DC 13)

3/day—*mind thrust* (1st level, DC 12), *reflecting armor*

At will—*telepathic message*

TACTICS

Before Combat If alerted to an imminent attack, such as by the alarmed door into Oshessa's secret room, Teltham casts *reflecting armor*.

During Combat Teltham focuses his attacks on opponents he sees as weak. He begins combat by using his *force blast* spell-like ability to damage as many foes as he can. Teltham then closes to melee, using his weapon to make full attacks. He casts *mystic cure* on himself if reduced below half his Hit Points.

Morale Teltham surrenders if Oshessa is killed or defeated.

STATISTICS

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

Skills Athletics +15, Medicine +10, Mysticism +10

Languages Common, Morlamaw

Other Abilities amphibious

Gear underwater fangblade

SPECIAL ABILITIES

Skewer (Ex) When a morlamaw successfully deals damage with its tusk attack to a creature that is not adjacent to it, the morlamaw can move that creature 5 feet into an adjacent square.

SUBTIER 5–6 (CR 6)

SUULHU-HUUR

CR 2

Female kalo sharkhunter (*Starfinder Alien Archive* 68; see page 20)

HP 22 (currently 4)

Gear none

Special: Depending on the current event taking place, Suulhu-Huur's condition is increasingly worse. Refer to the current event for more information.

TELTHAM

CR 6

Male morlamaw

LN Large monstrous humanoid (aquatic)

Init +4; **Senses** darkvision 60 ft.; **Perception** +1

DEFENSE

HP 100

EAC 18; **KAC** 20

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

Resistances cold 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee tusk +17 (1d6+11 P plus skewer) or
underwater microserrated longsword +13 (2d10+7 S; critical bleed 2d6)

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

Spell-Like Abilities (CL 4th)

1/day—*force blast* (DC 14)

3/day—*mind thrust* (1st level, DC 13), *reflecting armor*

At will—*telepathic message*

TACTICS

Use the tactics from Subtier 3–4.

STATISTICS

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

Skills Athletics +18, Medicine +13, Mysticism +13

Languages Common, Morlamaw

Other Abilities amphibious

Gear underwater microserrated longsword

SPECIAL ABILITIES

Skewer (Ex) When a morlamaw successfully deals damage with its tusk attack to a creature that is not adjacent to it, the morlamaw can move that creature 5 feet into an adjacent square.

Development: Once the PCs save Suulhu-Huur, the kalo admits that she's in no condition, mentally or physically, to assist in their mission. She requests to be returned to the ship in orbit so she can get back to Absalom Station to process what's happened to her and her former squad. Suulhu-Huur can bring the PCs up to speed on what's happened at the lodge, specifically the manner in which Oshessa poisoned them, and how the morlamaw cult leader worships Zon-Kuthon and fed the other Manta Corps members to sea serpents—all facts Oshessa gloated to Suulhu-Huur about during their sessions together.

Each PC involved in saving Suulhu-Huur from death also receives the Suulhu-Huur Debt boon on her Chronicle sheet.

Treasure: The biology books and datapads contain additional information about Arnisselle's native life-forms and are worth 500 credits as a result, or 1,000 credits in Subtier 5–6.

Rewards: If the PCs do not investigate this room or fail to defeat Teltham and free Suulhu-Huur, reduce each PC's credits earned as follows.

Subtier 3–4: Reduce each PC's credits earned by 183 credits.

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

Subtier 5–6: Reduce each PC's credits earned by 388 credits.

EVENT 1: UNEXPECTED ARRIVAL

Several morlamaws stand ready as soon as the PCs enter the lodge via the exterior airlock and into area A1. Read or paraphrase the following. The airlock door spins open, and two creatures await on the other side. One creature is a vibrant teal and the other a similarly bright indigo. Both are large creatures with an imposing presence, each with a stout body that ends in a single wide flipper. They have articulated side flippers with a surprising level of fine motion, brightly colored whiskers, gills, and four long tusks, two on each side. The tusks are lightly carved with decorative patterns. They both wear

white robes that flutter with the movement of the ocean, and the indigo creature speaks in slightly accented but otherwise perfect Common.

"Hello, and welcome! I am Hinevera, and this is Teltham of the morlamaw people. Welcome to our home. You must be more Starfinders, I presume? The last group left rather quickly, so we assumed another group would arrive soon. Greetings!"

These morlamaws are extremely interested in the PCs, as outsiders and as alien life-forms, but they are not astonished by the PCs' presence. The cultists have read about the Starfinders from the materials left behind in the lodge. Their information is about 100 years out of date, so they have no knowledge of kasathas, they think that vesk are enemies, and they don't know anything about the Swarm.

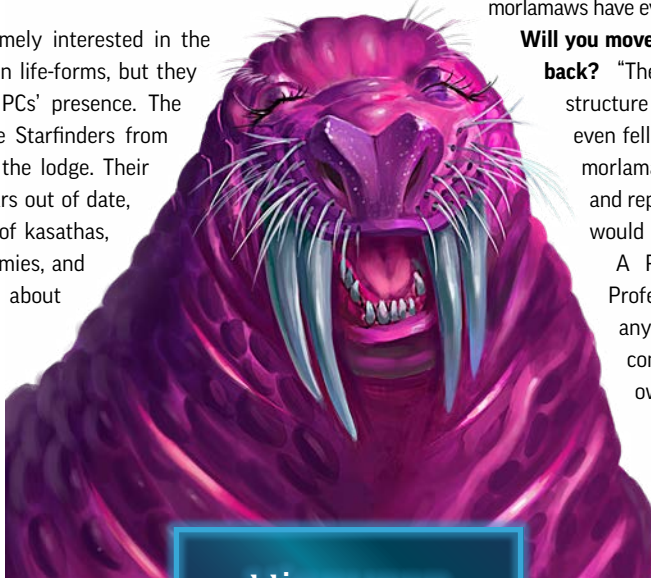
The morlamaw **Hinevera** (NG female morlamaw) is friendly and open, answering any of the PCs' questions. **Teltham** (NE male morlamaw, see area **A9**) is quiet, responding in single-word answers only when directly addressed.

Hinevera genuinely doesn't know about Oshessa's activities or what happened to the Manta Corps. Teltham does know, but tries to let Hinevera do all the talking.

Shortly after the PCs enter, one of the morlamaws fetches Oshessa, a dark blue morlamaw, who arrives from the airlock leading to area **A8**. Oshessa greets the PCs and introduces herself as the sect's leader. She asks some questions about the PCs and where they came from, and she takes particular interest in their alien anatomy, randomly asking casual questions about limbs and where their organs are. She excuses herself to her quarters to prepare that evening's sermon (Event 2), but reiterates that the PCs are welcome to look for Starfinder Society equipment and claim what they wish. She stays in her quarters in area **A8** throughout the PCs' initial investigation until it's time for the sermon. Oshessa's quarters are sound-proofed, and she can't hear anything going on in the rest of the building.

The following are responses to possible questions the PCs might ask, and Hinevera does her best to answer.

Who are you, and what are you doing here in the Starfinder lodge? "Our species is morlamaw, and we live in trench cities all over this planet. Our particular group was cast out of our homeland because we discovered a new faith, but we were lucky enough to stumble upon this structure to shelter us from local predators. We've spent the last 10 years repairing this place and making it suitable for us to live in. It's now both our home and temple."



Hinevera

Can you tell us about your faith? "We worship the Weeping Knight, and we know through him that we can only find meaning through enduring many trials. Losing our old home was painful, but that was but one early trial and now we can worship freely."

How do you know how to speak Common? "We learned it all from the educational materials kept here in your former lodge. It must be so exciting to travel among the stars, as you do! I don't think any morlamaws have ever left this world."

Will you move out now that we want the lodge back? "The Starfinders abandoned this structure a very long time ago, before it even fell into the sea, which is technically morlamaw territory. We've taken care of it and repaired it and made it our home. We would have nowhere else to go."

A PC who succeeds at a DC 14 Profession (lawyer) check knows that any Pact Worlds arbitration would consider the morlamaws the legal owners of the property.

What's the status of the lodge? Is it flooded and is everything still working? "The whole structure was flooded when we found it. The computers and other equipment in there don't function underwater, so

we managed to restore breathable air to a lot of the rooms. There are airlocks, like the one you just came in from, between some rooms. Still, we try to keep some areas filled with water—it's just more comfortable for us."

What happened to the last group of Starfinders? "They were quite funny, weren't they? With their... wings? Is that what they're called? The other Starfinders visited for a little while, and we offered to let them inventory and take back all the Starfinder-marked property. We certainly have no need of your weapons and armor; it's hard for us to use them!" Hinevera waves one of her flippers to demonstrate. "They left quickly though; I don't think they were keen on inventorying."

Development: The PCs have plenty of time to explore all the accessible parts of the lodge, which currently includes areas **A1** to **A6**. Oshessa, or Hinevera if Oshessa has already returned to her quarters, requests the PCs refrain from entering area **A7** or area **A8**. The relics contained in these rooms are not meant for outsiders, and the PCs must attend Oshessa's sermon before they're ready to be in the presence of the sect's relics.

Event 2 occurs right about the time the PCs finish their investigation of areas **A1** through **A6** to their satisfaction. If the PCs need a short rest after the encounter in **A3**, they can easily fit that in with their investigations.

EVENT 2: OSHESSA'S SERMON

Hinevera collects the PCs to come to the sermon in area **A1** after

the PCs have had sufficient time to explore the accessible areas of the lodge. Oshessa soon arrives in the makeshift temple, and her demeanor when she greets the PCs is somewhat brusque. Conversely, her persona in front of the crowd is magnetic.

Oshessa takes the western stage and begins to speak—in Common, for the benefit of the sect’s new guests—on the importance of loss to have meaning in one’s life, and “how, without pain, we would never appreciate the joyous things in life.” A PC who succeeds at a DC 20 Sense Motive check (DC 22 in Subtier 5–6) notices that there seems to be particular meaning to the phrase “joyous things.” A PC who detects or is told the emphasis on that term, has seen the chain on the outside of the lodge, and also succeeds at a DC 20 Mysticism check recalls that “Joyful Things” are the name of certain particularly devoted servants of Zon-Kuthon, and this could easily be a slight variation.

Oshessa makes large, expressive gestures with her flippers, and a PC who succeeds at a DC 20 Perception check (DC 24 in Subtier 5–6) notices deep scars on Oshessa’s skin as she moves around. After the sermon is over, Oshessa quickly returns to her quarters. She avoids talking to the PCs and redirects them to other cultists if they attempt to talk to her. She states that she needs to prepare the relics for the PCs’ arrival, and that they’ll need to wait only a short while longer.

If the PCs attempt to disrupt the sermon, perhaps by revealing their findings that the cult worships Zon-Kuthon or exclaiming that Oshessa killed the Manta Corps, Oshessa first tries to smooth over the disruption and then insists that the PCs leave at once. If pressed, Oshessa and her disciples attempt to force the PCs out.

Teltham is noticeably absent during the sermon; he is instead in area **A9** with Suulhu-Huur. He cannot hear the sermon or any disruptions from area **A9** due to the sound-proofing.

Sneaking Away: If the PCs do not attend the sermon or sneak away, Oshessa’s quarters in area **A8** are locked and alarmed as usual. The stage is next to the direct entrance to Oshessa’s quarters, and therefore sneaking in during the sermon requires unusual tactics.

Suulhu-Huur Condition: At this stage in the adventure, the Manta Corps survivor is only mildly injured, represented as weakened on the Constitution poison track (*Starfinder Core Rulebook* 415).

Development: If the PCs force their way into area **A9** during the sermon, they may skip Event 3 entirely and proceed to Event 4 as Irtrine sounds the alarm. If PCs enter area **A9** but don’t immediately confront Oshessa, she instead confronts the PCs at the end of her sermon (see area **A8** for details on Oshessa). In this event, Event 3 might still take place after this confrontation, and the remaining morlamaws use the dinner to discuss their future now that the dark truth of the Weeping Knight is revealed—but Event 4 interrupts the dinner in any case.

EVENT 3: DINNER

After the sermon, Hinevera invites the PCs to dinner. Teltham arrives and provides a blessing, which includes the words

“Servants of Midnight.” A PC who succeeds at a DC 20 Mysticism check recognizes the phrase as referring to priests of Zon-Kuthon. Oshessa doesn’t attend the dinner, and Hinevera explains that Oshessa usually needs time to rest after a sermon. The food served is not necessarily to the tastes of non-aquatic PCs, but it is perfectly safe. At the end of the meal, Teltham departs and enters Oshessa’s quarters.

Sneaking Away: If the PCs attempt to get away from the meal or simply don’t attend, Oshessa’s quarters (area **A8**) are locked and alarmed as usual. Oshessa is currently in **A9** with Suulhu-Huur and her two assistant morlamaws (as detailed in area **A8**). Oshessa immediately attacks the PCs if they enter **A9** at this time. If the PCs defeat Oshessa, Teltham attacks them as soon as it becomes evident that the cult leader has been defeated. Regardless of what happens during the dinner, Event 4 occurs immediately afterward.

Suulhu-Huur Condition: At this stage in the adventure, the kalo is moderately injured, represented as impaired on the Constitution poison track (*Starfinder Core Rulebook* 415).

Development: Just as the dinner is wrapping up, another morlamaw, Irtrine (detailed in area **A6**), sounds an alarm from the reliquary (see Event 4).

EVENT 4: ATTACK ON THE RELIQUARY (CR 5 OR CR 7)

This event occurs immediately after Event 3. A group of sea serpents break into the lodge via the crack in the wall in area **A7**. Oshessa previously fed the snakes through the crack in area **A7**—specifically with the bodies of the dead Manta Corps—and now they’re seeking another convenient meal. By forcing their way into the compound, the serpents threaten to damage both the morlamaw holy relics and the Starfinder Society’s records in the chamber.

Creatures: Two smaller serpents easily slipped in through the crack and into area **A7**, but a larger serpent is stuck in the crack and thrashes about wildly. In Subtier 5–6, the Large trench serpent has expanded the size of the crack with its bulk, but is still stuck.

Once the PCs arrive in the area, the larger serpent thrashes wildly if no targets are within its reach. Each round it spends thrashing, it strikes the glass, adding more cracks along its surface. After the third round of thrashing, the glass breaks and water begins flooding the case. Within 2 rounds, the contents of the semicylindrical case are destroyed unless the PCs come up with an inventive solution to save them.

If any of the intruding snakes bites a PC, that character has a chance to attempt a DC 20 Perception check to notice a fragment of distinctive armor caught in the creature’s teeth. A PC who subsequently succeeds at DC 15 Culture check recognizes the fragment as being kalo in nature—remains of the Manta Corps.

SUBTIER 3–4 (CR 5)

ARNISELLE SEA SERPENT

CR 3

N Medium animal (aquatic)

Init +4; Senses darkvision 60 ft.; Perception +8

DEFENSE HP 35

EAC 15; **KAC** 18

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

OFFENSE

Speed swim 50 ft.

Melee bite +11 (1d6+7 P plus 2 Dex [DC 12])

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

TACTICS

During Combat The sea serpent is caught in the crack in the wall. If there is an opponent within reach, it attacks. If not, it thrashes wildly trying to escape, which cracks the glass relic case. After 3 rounds of thrashing, the trench serpent escapes and can move freely in the area.

Morale The sea serpent is stuck and cannot retreat from the lodge, even if it wriggles back out through the crack. It fights to the death.

STATISTICS

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

Skills Athletics +13, Stealth +8

SPECIAL ABILITIES

Venom (Ex) A sea serpent's bite slows down its victim, making it easier to catch and kill. Each bite attack that deals damage also deals 2 Dexterity damage. A target can negate the Dexterity damage with a successful DC 12 Fortitude save.

ARNISELLE DART VIPER (2) CR 1

N Small animal (aquatic)

Init +2; **Senses** low-light vision; **Perception** +7

DEFENSE HP 20

EAC 11; **KAC** 13

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

OFFENSE

Speed swim 50 ft.

Melee bite +8 (1d6+5 P plus 1 Dex [DC 10])

TACTICS

During Combat The dart vipers cluster around the nearest opponent, having enough cunning to flank their target.

Morale The dark vipers attempt to retreat out of the lodge if reduced to 5 or fewer Hit Points and the larger serpent is slain.

STATISTICS

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

Skills Athletics +12, Stealth +7

SPECIAL ABILITIES

Venom (Ex) A dart viper's bite slows down its victim, making it easier to catch and kill. Each bite attack that deals damage also deals 1 Dexterity damage. A target can negate the Dexterity damage with a successful DC 10 Fortitude save.

SUBTIER 5-6 (CR 7)

ARNISELLE SEA SERPENT (2) CR 3

HP 35 each (see Subtier 3-4)

TACTICS

During Combat The sea serpents move around the room, taking separate paths to cover the most space with their reach.

Morale The sea serpents attempt to retreat out of the lodge if reduced to 5 or fewer Hit Points and the larger serpent is slain.

ARNISELLE TRENCH SERPENT CR 5

N Large animal (aquatic)

Init +4; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE HP 65

EAC 18; **KAC** 19

Fort +9; **Ref** +9; **Will** +4

OFFENSE

Speed swim 50 ft.

Melee bite +14 (2d6+10 P plus 2 Dex [DC 13])

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

TACTICS

During Combat The trench serpent is caught in the crack in the wall. If there is an opponent within reach, it attacks. If not, it thrashes wildly trying to escape, which cracks the glass relic case. After 3 rounds of thrashing, the trench serpent escapes and can move freely in the area.

Morale The serpent is stuck and cannot retreat from the lodge, even if it wriggles back out of the crack. It fights to the death.

STATISTICS

Str +5; **Dex** +2; **Con** +1; **Int** -4; **Wis** +0; **Cha** +0

Skills Athletics +15, Stealth +10

SPECIAL ABILITIES

Venom (Ex) A trench serpent's bite slows down its victim, making it easier to catch and kill. Each bite attack that deals damage also deals 2 Dexterity damage. A target can negate the Dexterity damage with a successful DC 13 Fortitude save.

Suulhu-Huur Condition: During this event, Suulhu-Huur is seriously injured, represented as debilitated on the Constitution poison track (*Starfinder Core Rulebook* 416).

Development: Oshessa arrives just after the battle ends, having secluded herself for her latest round of "tending" to Suulhu-Huur in area **A9**. She thanks the PCs for their assistance and encourages them to go relax after the hard fight, though she actually wants to clear the room so she can drain venom from the defeated serpents. This process takes long enough that the PCs have enough time for a rest. If the PCs saved the relics, Irtine is extremely grateful, and she privately admits to them that Oshessa killed most of the Manta Corps, something she knows because she helped move the bodies to this area for disposal.

When Oshessa leaves her quarters, she forgets to lock her door in the excitement. This gives the PCs an easier opportunity to enter area **A8** and area **A9** where Teltham resides. Oshessa soon follows to confront the PCs once they have dealt with Teltham, bringing the devoted cultists listed with her in the description of area **A8**.

If the PCs decide not to help fight the serpents, Oshessa

Scaling Event 4

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

Subtier 3–4: Remove one Arniselle dart viper from the encounter.

Subtier 5–6: Remove one Arniselle sea serpent from the encounter.

and Teltham go to aid in the battle. The morlamaws defeat the attacking creatures, but Irtrine is killed in the battle and the relics and records are destroyed.

EVENT 5: INVITATION TO OSHESSA'S QUARTERS

If the PCs have not yet entered area **A8** or **A9** of their own initiative, Oshessa takes the opportunity to invite them in. She waits until she's had time to harvest the poison from the sea serpents that attacked in Event 4 and then requests that the PCs join her in her personal quarters. She plans to see if she can convert the PCs to worshipping the Weeping Knight, whom she reveals as being Zon-Kuthon. Should the PCs refuse, Oshessa plans on poisoning them, just as she did with the Manta Corps.

Once Oshessa makes her offer, Teltham comes out of area **A9**. He doesn't realize the PCs are in the chamber, and barges in stating that "the Starfinder is almost dead!" This action reveals both the secret room and that Oshessa is holding a prisoner in the adjoining room. Oshessa immediately attacks the PCs (if they haven't already attacked her), recognizing that she can't risk them getting away and revealing her secret to the rest of the sect. Teltham fights alongside Oshessa, and both morlamaws fight to the death.

Suulhu-Huur Condition: At this point, Suulhu-Huur is incapacitated and dying, represented as unconscious on the Constitution poison track (*Starfinder Core Rulebook* 416). If no one reaches her with medical aid (such as a *stabilize* spell, a medkit, or any form of healing) within 1 minute of Teltham's entrance, then Suulhu-Huur dies.

Development: This event marks the likely finale for this adventure. The PCs must contend with Oshessa by the end of this event, at which point the truth of the cult should be apparent. The ramifications for what happens once the PCs defeat Oshessa and save (or find the body of) Suulhu-Huur are described in the conclusion.

CONCLUSION

If the PCs successfully incapacitated or killed Oshessa and

Teltham, the rest of the morlamaws profess genuine ignorance about their religion's true practices and are horrified to learn about Zon-Kuthon. Hinevera, Irtrine, and Zavlig mull over what the group should do now without their leader. The PCs have an opportunity here to convince the morlamaws to assist the Starfinder Society and help mine the clophirium deposits they seek. This requires a DC 20 Diplomacy check (DC 24 in Subtier 5–6), but the PCs receive a +6 bonus if they defeated the sea serpents and an additional +4 bonus if they saved the relics. If Suulhu-Huur is alive, she also assists on this check, granting another +4 bonus. The PCs take a –1 penalty for any non-combatant morlamaws they attacked during the adventure. If the PCs succeed at this check, then they earn the Morlamaw Admittance boon on their Chronicle sheets.

Even if the PCs do not convince the surviving morlamaws to join the Society, the cult decides to abandon the lodge for a new home, making it Society property once again.

REPORTING NOTES

If the PCs convince the morlamaws to join the Starfinder Society, check box A on the reporting sheet. If Suulhu-Huur survives the adventure, check box B.

PRIMARY SUCCESS CONDITION

If the PCs manage to retake control of the Arniselle lodge by defeating Oshessa and either getting the rest of the cult to leave or convincing them to join the Society, they succeed at their mission and each earn 1 Fame and 1 Reputation for any factions associated with their currently slotted Faction boon.

SECONDARY SUCCESS CONDITION

If the PCs save Suulhu-Huur, they each earn 1 additional Fame and 1 Reputation for any factions associated with their currently slotted faction boon.

FACTION NOTES

The PCs can impress the Wayfinders in two ways. If the PCs convince the morlamaws to join the Society, the Wayfinders are very impressed, as this advances the Wayfinders' general mission to build relationships with newly encountered species. Alternatively, if the PCs save the documentation in area **A7**, they substantially speed up the mission to deliver clophirium back to Absalom Station, advancing the specific Wayfinders' mission to repair the *Master of Stars*. If the group achieves either task or both of them, each PC earns 1 additional Reputation with the Wayfinders faction, in addition to any other Reputation earned as a result of completing this scenario.

Player Handout #1: Underwater Combat

Land-based creatures usually have considerable difficulty when fighting in water, as it affects attack rolls, damage, and movement. The following adjustments apply whenever a character is swimming, walking in chest-deep water, or walking along the bottom of a body of water. For more information, see page 405 of the *Starfinder Core Rulebook*.

ATTACKS FROM LAND

Characters swimming or floating in water that is at least chest deep and characters who are fully immersed have cover against attacks made from the surface.

ATTACKS UNDERWATER

Most attacks made underwater take a -2 penalty and deal half damage. Attacks that deal fire damage do only one-quarter damage. Attacks that deal electricity damage take a -4 penalty rather than a -2 penalty. Melee attacks that deal piercing damage deal full damage. Thrown weapons are ineffective underwater, even when launched from land.

SPELLCASTING UNDERWATER

A creature that is attempting Constitution checks to hold its breath can't concentrate enough to cast spells. Some spells might work differently underwater, subject to the GM's discretion.

APPENDIX #1: STAT BLOCKS

KALO SHARKHUNTER**CR 2***Starfinder Alien Archive 68*

Kalo soldier

NG Medium monstrous humanoid (aquatic)

Init +4; **Senses** blindsight (sound) 60 ft., low-light vision;**Perception** +7**DEFENSE****HP 22****EAC** 16; **KAC** 17**Fort** +1; **Ref** +3; **Will** +5**Resistances** cold 10**OFFENSE****Speed** 20 ft., swim 50 ft.**Melee** underwater tactical starknife +8 (1d4+3 P)**Ranged** underwater autotarget riddle +10 (1d6+2 P) or frag grenade I +10 (explode [15 ft., 1d6 P, DC 11])**Offensive Abilities** fighting styles (hit-and-run), three-dimensional tactics**STATISTICS****Str** +1; **Dex** +4; **Con** -1; **Int** +0; **Wis** +2; **Cha** +0**Feats** Opening Volley**Skills** Athletics +12 (+20 to swim), Profession (poet) +7, Stealth +12 (+16 in water)**Languages** Common, Kalo**Gear** freebooter armor I, frag grenades I (2), underwater autotarget rifle with 50 longarm rounds, underwater tactical starknife**SPECIAL ABILITIES****Three-Dimensional Tactics (Ex)** Kalo sharkhunters are trained to fight in three dimensions. Whenever a kalo sharkhunter is fighting underwater, in zero-g, while flying, or in other situations where she isn't restricted to a single plane of movement, she gains a +1 bonus to attack rolls in any round in which she has moved, even if it's just a guarded step.**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.**PATROL-CLASS SECURITY ROBOT****CR 4***Starfinder Alien Archive 94*

N Medium construct (technological)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +10**DEFENSE****HP 52****EAC** 16; **KAC** 18**Fort** +4; **Ref** +4; **Will** +1**Defensive Abilities** integrated weapons, nanite repair;**Immunities** construct immunities**Weaknesses** vulnerable to critical hits, vulnerable to electricity**OFFENSE****Speed** 30 ft.**Melee** slam +10 (1d6+7 B)**Ranged** integrated tactical arc emitter +13 (1d4+4 E)**Offensive Abilities** jolting arc**STATISTICS****Str** +3; **Dex** +5; **Con** -; **Int** +1; **Wis** +0; **Cha** +0**Skills** Acrobatics +10, Computers +10, Intimidate +15**Languages** Common**Other Abilities** unliving**Gear** tactical arc emitter with 2 batteries (20 charges each)**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.**Jolting Arc (Ex)** Once every 1d4 rounds as a standard action, a patrol-class security robot can shoot an arc of electricity at up to four creatures within 40 feet (no two of which can be more than 30 feet apart). This arc deals 1d8 electricity damage to each target (Reflex DC 13 half).**Nanite Repair (Ex)** A patrol-class security robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR (4 Hit Points per hour for most security robots). Once per day as a full action, a patrol-class security robot can restore 3d8 Hit Points to itself or any touched creature with the technological subtype.

APPENDIX #2: PLAYING A MORLAMAW

PHYSICAL DESCRIPTION

Morlamaws are aquatic humanoid creatures that resemble walrus-like creatures with exceptionally bright coloring that borders on obnoxious. They have a single large body flipper that allows them to swim with ease, but they shuffle about when traveling on land. Morlamaws also have two side flippers that allow for an impressive array of fine movements, which enable them to use equipment. Their bright—often described as psychedelic—skin tones are often random and not strictly the result of genetics, and all morlamaws possess colored whiskers of varying length. Multicolored morlamaws are considered a good omen for their family. Every morlamaw also sports four long tusks, two on each side of the face. These tusks are often carved with symbols or statements of personal import to the specific morlamaw, and those without markings are thought to have not yet found their calling in life.



Morlamaw

HOME WORLD

Morlamaws are indigenous to the planet Anniselle and have yet to travel beyond their aquatic homeland. Anniselle is a cold world of mostly water, with a handful of ice-encrusted micro continents. Most morlamaws grew up in one of Anniselle's various trench cities—vast cities of coral and stone carved into the sides of deep ocean trenches. Some colonies exist closer to the few planetary landmasses, with such morlamaws emerging from the depths to hunt Anniselle's few varieties of surface fauna.

SOCIETY AND ALIGNMENT

Traditional morlamaw society is orderly, and there is little deviation from day-to-day tasks. Lines of morlamaws are the most common sight within the trench cities, with almost every facet of city life being defined by a line of varying length. There are lines for receiving meals, lines for entering and exiting a workplace, and even lines for prayer. Those morlamaws with a less rigid inclination tend to move away from the trench cities, becoming hunters among one of the settlements closer to the surface world.

RELATIONS

Morlamaws have never left Anniselle, but they enjoy learning about new places and new ideas. It's for this reason that the morlamaws are amphibious; the first morlamaw explorers refused to be confined to the waters, and made repeated attempts to tame the small surface of their world. With no other major forms of intelligent life on Anniselle, each morlamaw is left to decide his or her opinions on other species.

Racial Traits

Ability Adjustments: +2 Con, +2 Cha, -2 Wis

Hit Points: 4

Size and Type: Morlamaws are Large monstrous humanoids with the aquatic subtype. They have a space and reach of 10 feet.

Amphibious: Morlamaws are able to breathe both water and air normally.

Cold Resistance: Morlamaws are accustomed to swimming in icy water and have cold resistance 5.

Darkvision: Morlamaws have darkvision with a range of 60 feet.

Morlamaw Movement: Morlamaws have a land speed of 20 feet and a swim speed of 40 feet.

Natural Weapons: Morlamaws are always considered armed. They can deal 1d3 lethal piercing damage with unarmed strikes, and those attacks don't count as archaic. Morlamaws gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add $1-1/2 \times$ their character level to their damage rolls for their natural weapons (instead of just adding their character level, as usual).

ADVENTURERS

Morlamaws are often skilled hunters or spellcasters. Both roles are important to morlamaw survival on Anniselle and serve well for those who leave their homeland. As explorers, the handful of morlamaws leaving Anniselle are keen to try out new vocations, finding the concepts of engineering and technomancy to be an exciting new frontier unexplored by their people. Specializing in aquatic environments, morlamaws travelling with other non-morlamaw adventurers soon realize the limitations of their ground based speed. Most such morlamaws look for augmentations or items to assist in overcoming their naturally ponderous land speed.

NAMES

Morlamaws speak a unique language based less on sound and more on facial expression and flipper movement. Because of this nonverbal and idiomatic form of communication, morlamaw names don't directly translate to other languages. This allows a morlamaw to choose any desired name for herself when speaking in other languages.

Starfinder Society Scenario #1-08: Sanctuary of Drowned Delight

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Fame Earned _____

Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders
 A B C D

Character # _____ Fame Faction Boons

Character Name _____
 Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders

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 Second Seekers () Faction _____ Wayfinders

Character # _____ Fame Faction Boons

Character Name _____
 Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders

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Starfinder Core Rulebook © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

Starfinder Society Scenario #1-08: Sanctuary of Drowned Delight © 2018, Paizo Inc.; Author: Kate Baker.



Starfinder Society Scenario #1-08: Sanctuary of Drowned Delight

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Morlamaw Admittance (Personal Boon; Limited Use): During your mission to the world of Arniselle, you encountered a group of local lifeforms called morlamaws and convinced them to assist the Starfinder Society. Some of those morlamaws look to you as inspiration and intend on leaving their homeworld and eventually joining the Society. You can use this boon only if your character has a Reputation Tier of 3 with the Wayfinders faction or a Reputation Tier of 4 with other factions.

You can play a morlamaw character, beginning at 1st level as normal. Other than access to this additional race, all character creation rules are the same as those outlined in the *Starfinder Society Roleplaying Guild Guide*. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character. Along with this Chronicle sheet, your GM should provide you a copy of the "Playing a Morlamaw" appendix, which is considered a legal document for the purpose of playing this race.

Morlamaw Linguist (Slotless Boon): So long as you have this boon, all of your Starfinder Society Roleplaying Guild characters have access to the Morlamaw language and can select it at any time they would learn a new language.

Suulhu-Huur's Debt (Ally Boon): During your mission to the abandoned Arniselle lodge, you saved the life of the kalo Suulhu-Huur. Now the sole survivor of the once infamous Manta Corps group, she recognizes that she has a debt to you and vows to one day repay it. How this influence will play out in the future is not yet clear. You will be told if this boon is important to a future scenario prior to slotting your boons.

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal
	3-4	1,473
	SUBTIER	<input type="checkbox"/> Normal
	Out of Subtier	2,844
EXPERIENCE	SUBTIER	<input type="checkbox"/> Normal
	5-6	4,215
	SUBTIER	<input type="checkbox"/> Normal
	-	-
FAME	Starting XP	
	+	<small>GM's Initials</small>
	XP Gained (GM ONLY)	
	=	Final XP Total
	Initial Fame	
CREDITS	+	<small>GM's Initials</small>
	Fame Gained (GM ONLY)	
	-	Fame Spent
	Final Fame	
	Starting Credits	
CREDITS	+	<small>GM's Initials</small>
	Credits Garnered (GM ONLY)	
	+	<small>GM's Initials</small>
	Day Job (GM ONLY)	
-	Credits Spent	
=	Total	

All Subtiers	Subtier 5-6
advanced doshko (5,300; item level 7) advanced medkit (2,700; item level 5) d-suit I (2,980; item level 5) efficient bandolier (2,000; item level 4) mk 2 serum of healing (425; item level 5; limit 6) officer ceremonial plate (2,275; item level 4) serum of enhancement (scientist) (475; item level 5; limit 1) tier 2 sedative (3,000; item level 5; limit 1) underwater fangblade (5,973; item level 7; <i>Starfinder Alien Archive</i> 69) underwater squad machine gun (2,266; item level 4; <i>Starfinder Alien Archive</i> 69) underwater tactical cryopike (3,696; item level 5; <i>Starfinder Alien Archive</i> 69) underwater tactical starknife (121; item level 1; <i>Starfinder Alien Archive</i> 69)	advanced pike (12,200; item level 9) blue whinnis poison (1,400; item level 8; limit 3) commander ceremonial plate (7,350; item level 7) d-suit II (6,900; item level 7) filtered rebreather armor upgrade (4,600; item level 6) mk 3 serum of healing (1950; item level 9; limit 3) tier 2 antitoxin (3,000; item level 5; limit 2) tier 3 sedative (15,000; item level 10; limit 1) underwater light machine gun (9,460; item level 8; <i>Starfinder Alien Archive</i> 69) underwater microserrated longsword (13,310; item level 9; <i>Starfinder Alien Archive</i> 69) underwater sintered starknife (10,791; item level 8; <i>Starfinder Alien Archive</i> 69)

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

For GM Only

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