

STARFINDER

SOCIETY



YEAR OF EXPLORATION'S EDGE

SCENARIO #3-07

LEVELS 3-6

STRIKE AT ZONE 78

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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 3-6



PLAYERS: 3-6



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STRIKE AT ZONE 78

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GM RESOURCES

Campaign Home Page: starfindersociety.club

Books: *Starfinder Core Rulebook*, *Starfinder Alien Archive 3* (AA3), *Starfinder Alien Archive 4* (AA4), *Starfinder Armory* (AR), and *Starfinder Pact Worlds* (PW).

Maps: *Starfinder Flip-Mat: Dead World*, *Pathfinder Flip-Mat : Swamp*, *Pathfinder Flip-Mat: Tech Dungeon*

Online Resource: Starfinder Reference Document at paizo.com/sfrd

SCENARIO TAGS

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



EXO-GUARDIANS



VEHICLE

SUMMARY

The Exo-Guardians faction of the Starfinder Society offers to assist the copaxis of Tabrid Minor in establishing a beachhead on a dangerous region of their home planet. This adventure delves more into the dangers and opportunities that face the copaxis, who first appeared in *Starfinder Society* and later in *Starfinder Alien Archive 4*.

STRIKE AT ZONE 78

BY RIGBY BENDELE



The copaxis of Tabrid Minor are a relative newcomer to galactic politics, having only recently encountered the Pact Worlds and other interstellar powers. In the aftermath of their first peaceful contact with the Pact Worlds, the copaxis petitioned for Pact Worlds protectorate status, though their petition remains pending in the Pact Worlds' vast bureaucracy. Almost two years ago, a group of Starfinders visited Tabrid Minor in an archaeological survey of one of the world's famous floating cities (events detailed in *Starfinder Society* #1-22: *The Protectorate Petition*).

Since cordial relations were established between copaxis and the Starfinder Society, many copaxis have left their home world to join the Starfinder Society and become a new wave of intergalactic explorers and emissaries to new cultures. All the while, events on Tabrid Minor have continued along, with copaxis further industrializing their home world and continuing to see catastrophic damage inflicted on the planet's ecosystems and weather patterns.

No region on Tabrid Minor more exemplifies the damage of industrialization than Zone 78. This oceanic expanse, several miles off the coast of the Yihil region, is officially an unremarkable section of the planet. Unofficially, the copaxi's military science divisions have studied the area for decades and steered travelers away from the region. The reason for this is mired in Zone 78's severe weather, notable gravitational anomalies, and other mystifying events. Scans that penetrate the area hint of a fallen sky city at the epicenter of the disturbances.

Fears among members of Tabrid Minor's government have increases as the area inhabited by Zone 78's anomalies appears to be growing. The spread of these anomalies has verifiably destroyed regions of the planet's important coral-like copi and have even mutated strains of wildlife in startling ways.

Thanks to the good relations between the Starfinder Society and the copaxis, a government thinktank of copaxi scientists reached out to the Starfinder Society's Exo-Guardians faction for assistance. Believing the events occurring within and around Zone 78 represented a dangerous and unknown threat to the world, the copaxis hoped for Starfinder assistance in investigating, possibly even reclaiming, the area. Faction leader Zigvigix of the Exo-Guardians expressed a desire to help, and the faction has since prepared a group of Starfinders to visit Tabrid Minor and render what assistance they can in an initial survey.

WHERE IN THE UNIVERSE?



TABRID MINOR

Rapidly Industrializing Copaxi Home World

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

Atmosphere: normal; **Day:** 24 hours; **Year:** 182 days

Strike at Zone 78 takes place off the coast of the Yihil region on Tabrid Minor, a planet in Near Space populated by copaxis that have recently applied for protectorate status with the Pact Worlds. While Tabrid Minor is a relative newcomer to Drift travel, copaxis began industrializing centuries ago. This industrialization has pushed the planet to widespread ecological collapse, including damage to the coral-like copi, which have a symbiotic relationship with copaxis. Yihil's urbanized population centers are marked by economic and ecological instability. To quell unease, the regional government has implemented restrictions on both the populace and the media. More information about Tabrid Minor can be found on pages 106-107 of *Starfinder Near Space*.

GETTING STARTED

The adventure begins as a military transport truck skids to a stop in front of the PCs. The PCs have come to Yihil, a coastal region

of Tabrid Minor, responding to a request to assist with the initial survey of a restricted zone. Beneath the canopy of the truck's covered bed, **Zigvigix** (LG host shirren soldier) and **Therseis** (N agender copaxi^{AA4} envoy) brace on benches. Zigvigix welcomes the PCs onto the truck and waits for them to get comfortable before motioning to the driver.

Read or paraphrase the following to get the adventure underway.

"Welcome to the world of Tabrid Minor!" Zigvigix of the Exo-Guardians faction telepathically chatters as they brace against the transport's lurching start. "More specifically, welcome to Yihil. For those who haven't kept up with the latest news in the Pact Worlds, Tabrid Minor applied for protectorate status about two years ago. Since then, their application has been running around the bureaucratic hamster wheel."

"This ongoing application wouldn't typically be a barrier to requesting needed assistance," Therseis states. "However, the Coenocopi Foundation received information from the Yihil regional government that requires discretion. A military zone off the coast, Zone 78, has been radiating environmental anomalies. Originally, the zone's border contained these anomalies, but now, these borders contain only the worst effects and the destruction continues to spread. As one of the newer members of the Coenocopi Foundation, I determined it appropriate to investigate the region."

"Within range of Zone 78 is an island that hosts a military installation and a beacon to monitor the zone's interior. This beacon ceased sending information several months ago. Without this data, it is no longer safe to navigate to and within the zone. This is the task I request of you: determine what happened to the beacon and complete any necessary repairs."

"At this time, the Yihil governing council does not want to reveal the existence of Zone 78 to the Pact Worlds. They are worried about negative repercussions on our protectorate application. Given that your Society proved itself capable and honest in the past, I determined that contacting you would be the best option. It's unclear what dangers you'll face, so prepare yourselves to be as flexible as possible. If you can reactivate the beacon, you'll be able to use its data to make the return journey easier."

Zigvigix's telepathic voice returns. "Now, coming close to a secret military zone means you'll have to play by their rules."

I have identification badges for each of you. These badges confirm that you're authorized to enter Zone 78. Keep them displayed on your armor at all times. Since this is potentially our only chance to see inside Zone 78, try to collect samples of any anomalies you find. It'll help us determine what danger Zone 78 poses.

"I know this is a lot, so I'll repeat what Therseis said. Find out what happened to the beacon and do whatever you need to repair it. Bring back samples of any weird stuff you find. Questions?"

If a PC has earned the Chronicle Sheet for *Starfinder Society Scenario* #1-22: *The Protectorate Petition*, Therseis adds the following.

"I thank you for your previous work with our petition. I am glad to call on you for assistance once more."

The PCs can ask questions of Zigvigix and Therseis.

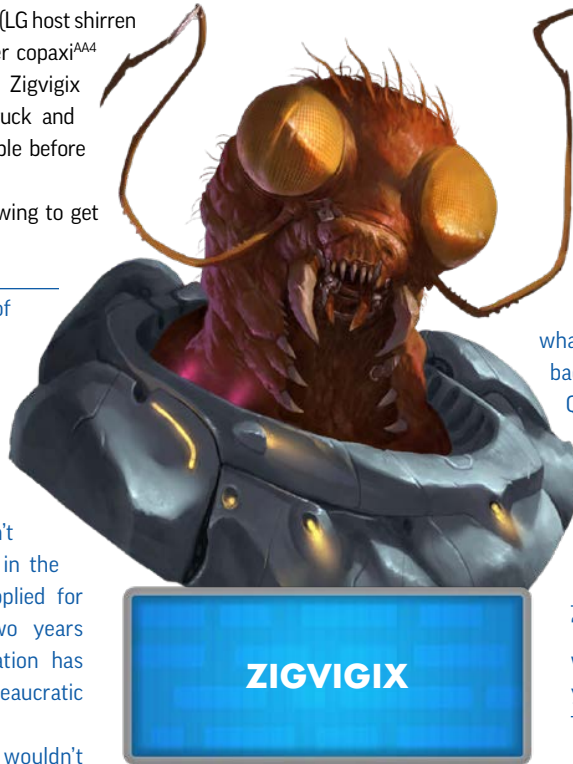
How do we access the beacon? (Therseis answers) "As the beacon is located on an island, you'll be issued a submarine. Given that the area often experiences storms, it is safest to approach below the surface of the water."

Are we required to wear the ID badges? (Zigvigix answers) "Since even knowledge of this zone is top secret, I recommend you keep them on. You don't want to get caught on the wrong end of a military patrol without them."

What is the Coenocopi Foundation? (Therseis answers) "The Coenocopi Foundation is a government-funded thinktank focused on copi preservation and restoration. I recently joined after leaving my position in the Yihil government. While we aren't technically a government agency, our relationship is much like copaxis and copi-symbiotic."

What are copi? (Therseis answers) "Ah right, that's not common knowledge on other worlds. Copi are water-dwelling creatures that are a vital part of the ecosystem of Tabrid Minor. They look similar to copaxis, but they form themselves into reefs instead of growing arms and legs."

What anomalies can we expect? (Therseis answers) "Gravitational shifts, rapidly changing weather patterns, mutated animals and plants, and stranger things have all been observed within Zone 78. Copi naturally regulate much of our environment, so their large-scale destruction in this region affects nearly every aspect of the ecosystem. These effects are mostly sporadic outside of the borders of Zone 78. However, based on the current patterns,



you'll likely encounter at least one anomaly wave."

Once the PCs finish asking questions, Zigvigix hands each PC an ID badge with their name, photo, and the words "Affiliation: Coenocopi Foundation." Therseis informs the PCs that these ID badges contain tracking bugs, which will help the military rescue them in case they run into trouble. If pressed, Therseis admit the bugs also probably signify that the military doesn't fully trust the Starfinder Society.

Therseis is correct that each of these ID badges contains a tracking bug (*Starfinder Pact Worlds* 199) with its range increased to planetary. Because the PCs know what to look for, if they inspect the badges, they can identify the tracking bug with a DC 15 Engineering check. A PC who succeeds at this check by 5 or more notices that the badges also hide an active microphone. Unbeknownst to Therseis, the military is also capturing all audio around the badges and streaming it back to a nearby base. A PC who wants to disable the communication functions of the badges can attempt a single DC 21 Engineering check to Disable Device (DC 23 in Levels 5–6). On a success, the PC determines how to shut off the badges' signals and can disable all of them (in the process discovering the microphones if they hadn't already). On a failure, the PC knows of no means of disabling the tracking short of obliterating the badges, which would prevent them from continuing with the mission.

Guards check the PCs' badges before letting them past the entry and into the restricted areas of the dock. They don't notice tampering with the tracking functions. Behind the metal walls and canopies is a feast of technology. The PCs pass a line of vehicles made from novel polymers as they approach the dry dock, where a series of raised yellow lines mark the end of the concrete floor. There, a submarine shines with fresh coating and waits to be lowered for launch.

A stocky copaxi mechanic reviews the submarine's features for the PCs, saying "This baby is the newest model.

Handles beautifully, even when surfaced. Seven passengers, max speed of 50 miles per hour. Updated with the newest autopilot and a planet-wide comm unit. No weapons, but it looks like you've brought your own. Of course, if you need the extra maneuverability, I can pull out some extra minisubs. Just be sure to leave the main vessel with a decent-sized crew in case you run into trouble."

The PCs are issued a pump-jet sub. PCs who want to pilot their own vehicle

are issued a torpedo minisub. Give the players either **Handout #1: Vehicle Statistics (Levels 3–4)** or **Handout #2: Vehicle Statistics (Levels 5–6)** on page 24 depending on their level range. PCs can also choose to use any water vehicles that they own. The PCs can purchase gear and finalize any preparations before they depart.

COMPUTERS OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Computers check or Diplomacy check to Gather Information, the PCs might know more about Zone 78. A PC learns all of the information listed with a DC equal to or less than the result of their check. Copaxi PCs receive a +2 circumstance bonus to this check and automatically receive the information from a result of 15 (though they can still roll to see if they get a higher result).

10+: Tabrid Minor's use of Drift travel began a few decades ago. The planetary government has begun focusing on off-planet diplomacy in recent years. Despite this recent appearance in Pact Worlds politics, copaxis began industrial development centuries ago and have advanced technological infrastructure.

15+: Industrialization damaged much of Tabrid Minor's ecosystem and the planet continues to degrade. The coral-like copaxi, which copaxis have a symbiotic relationship with, have been hit hard by overharvesting and the changing planetary temperature, oceanic currents, and wind systems.

20+: The PC finds recruitment material for the Fallen Hand, either on the infosphere or as a pamphlet given to them by a nervous copaxi. The material opens with a bold header asking, "Do you want Tabrid Minor to survive?" and invites anyone interested to join the Fallen Hand and help heal the planet.

25+: In the past several months, animal corpses with additional limbs, strangely patterned scales, and other mutations have washed up on the Yihil coastline.

OFF THE COAST OF YIHIL

The water and weather are clear as the submarines launch from the dock and into the ocean. At the coastline, the aquatic wildlife flourishes. Here, the flora and fauna show only occasional signs of mutation, such as a single fish with duller colors than its schoolmates or a strand of kelp that repeatedly forks into ever-smaller strands. The submarines quickly leave the shore behind and more obviously mutated animals pass by, including



THERSEIS

COPAXI PCS

As members of the dominant species on Tabrid Minor, copaxi PCs benefit from both their social bonds and the innate connection they have with copi. Copaxi PCs receive a +2 circumstance bonus on all checks and saving throws during the anomaly wave event, as well as on checks involving copi and copaxis. These bonuses are most likely to apply while encountering the Fallen Hand on the island, and while collecting samples of the Zone 78 anomalies. In addition, the Fallen Hand sees fellow copaxis as potential allies and reacts favorably to them, as detailed in area B.

turtles with misshapen coral shells, miniature sharks with stunted fins and blotchy coloration, and an octopus with dozens of arms of varying sizes. PCs can take samples of the anomaly-mutated flora and fauna by leaving through the submarine's escape trunk and succeeding at DC 15 Athletics check to swim (DC 20 in Levels 5–6, as the currents are stronger). PCs must wear armor with engaged environmental protections or be able to breathe underwater to gather samples.

EVENT #1: ANOMALY WAVE

As the PCs approach the island base, a wave from Zone 78 floods the area with anomaly-causing energy. During this wave, each vehicle's pilot must respond to the sudden changes. Any PCs on torpedo minisubs must pilot the vessels themselves. On the pump-jet sub, one PC can pilot the vessel, or the PCs can rely on the sub's autopilot. Copaxi PCs receive a +2 circumstance bonus to skill checks and saving throws during this event.

For each obstacle, each PC who is not a pilot can attempt one of the checks listed below. Each PC who is piloting a torpedo minisub instead attempts a DC 15 Piloting check (DC 18 in Levels 3–6); each success grants all non-piloting PCs a +2 bonus to checks to overcome that obstacle. The ship's autopilot can't attempt this check; its effects are already accounted for in the listed obstacles. A PC trained in Piloting can easily recognize that surpassing the quality of the sub's autopilot is difficult; doing so requires a DC 22 Piloting check (DC 24 in Levels 5–6). A PC who succeeds at this check grants a +2 bonus to overcome the obstacle, the same benefit provided by the minisub pilots. After the PCs encounter all obstacles, determine the outcome based on the number of obstacles they successfully bypassed as described in Determining the Damage below.

Storms: A swift-moving line of clouds marks a stormfront on the open water. Past the front line of the storm, the waves and choppy seas make the travel more dangerous. Visible in the distance, acidic lightning forks through the sky. As the storms approach, PCs can

attempt a DC 21 Engineering or Perception check (DC 23 for Levels 5–6) to determine how deep the submarines need to submerge to avoid damage in the storm.

Clouding Fish: The submarine's lights shine on a school of fish whose organs are visible through their transparent skin. The school quickly surrounds the submarines and clouds the sensors. They impulsively bite at the ship's hull with oversized jaws. The PCs can scatter the fish with a successful DC 20 Life Science or Survival check (DC 23 check for Levels 5–6) to divert the creatures before they deal considerable damage.

Electromagnetic Interference: The navigational systems beep rapidly before showing a blank screen. System outages cascade as the submarines' computers begin to lock up, followed by the lights flickering as power starts shutting down. PCs can attempt to reboot the systems with a DC 20 Computers or Engineering check (DC 23 for Levels 5–6).

Intensifying Currents: Intense currents push against the submarines, pointing them off target. At the same time, they start sinking as a patch of copi increases the gravitational pull. A PC who succeeds at a DC 19 Mysticism or Physical Science check (DC 22 for Levels 5–6) identifies that the copi are responsible for the sudden surge and allows the PCs to adjust for the interference.

Anomaly Visions: The anomaly wave affects the PCs as wispy visions float before them. These visions show scenes from Tabrid Minor's industrial zones, such as runoff polluting the ocean and withering any living matter it touches. Copaxi PCs' ears ring as they watch the vision. PCs can identify the visions as illusions caused by the wave with a successful DC 14 Will save (DC 16 for Levels 5–6) or a successful DC 22 Mysticism check (DC 24 for Levels 5–6).

DETERMINING THE DAMAGE

The total number of successes determines the status of the PCs' vehicles as they surface by the island. All vehicles surface in the same condition. For a table of four players, add one additional success before tallying results.

No Successes: The hazards wreck the submarines and the PCs barely keep them from sinking to the bottom of the ocean. The pump-jet sub sends an emergency signal to the Yihil military, who send a repair and rescue mission to assist. Two hours after the signal is sent, members of the Yihil military arrive and repair the PCs' vehicles enough to reach the installation. If the PCs disabled the tracking bugs on their badges, the rescue arrives after four hours; in this case, the rescuers thoroughly question the PCs' intentions as well as their competence, but they stop short of ordering the PCs to leave the area.

The PCs' vehicles are broken for the remainder of the adventure. Vehicles that are broken are reduced to half their maximum Hit Points, take a –2 penalty to AC and collision DC, reduce their Piloting modifier by 2, and halve their full speed and mph speed.

One or Two Successes: The barrage of hazards deals severe damage to the vehicles, though quick action keeps them from being completely wrecked. For the remainder of the adventure, the PCs' vehicles are broken. Vehicles that are broken are reduced to

half their maximum Hit Points, take a -2 penalty to AC and collision DC, reduce their Piloting modifier by 2, and halve their full speed and mph speed.

Three or Four Successes: The vehicles navigate the hazards without damage and surface unscathed. Achieving three successes contributes to completing the Secondary Objectives on page 15.

Five Successes: By expertly identifying the anomalies near the island, the PCs develop insights about Zone 78's influence. PCs receive a +2 circumstance bonus to initiative in area **A**, as they notice the mutated animals from a distance.

A. SWAMPY LANDING

As the PCs approach the swampy coastline, read or paraphrase the following.

Bleached coral mangroves rise as the water shallows out into a swamp. Etiolated reeds and grasses visible before the tree line add to the island's sickly pallor. A mud-and-stick mound rests under the coral boughs. It is eerily silent and still, as humid air blankets everything in a slowing heat.

The water continues into a mangrove swamp. The brown areas on the map are under one foot of water and functions as a shallow bog (*Starfinder Core Rulebook* page 397-398), with the exception of the gharial's nest, which rises 2 feet above the water's surface. The green areas on the map are murky water that is 30 feet deep. Visibility underwater in this area is limited to 100 feet.

Creatures: A mutated gharial suns itself on the nest in the shallows at the northern edge of the map on page 8. This variant of the common fish-eating crocodile is native to Tabrid Minor, though the mutations are the result of the effects of Zone 78's influence. As the gharial watches the PCs arrive, it shakes itself from its stupor and charges at the pump-jet sub. It focuses on vehicles unless a PC approaches within 10 feet of the nest. The mutated gharial aims to drive them away from its nest and does not give chase if the PCs retreat. If reduced to fewer than 10 Hit Points (or

VEHICLE TACTICAL RULES

Vehicles need a PC to take control and act on the controlling PC's initiative. PCs can relinquish control of the vehicle to another PC or engage autopilot as a swift action. While controlling the vehicle, the controlling PC can drive the vehicle as a move action and move up to its listed speed. Vehicle movement provokes attacks of opportunity. PCs can also ram the vehicle into a creature as a full action. Ramming allows the vehicle to move in a straight line up to its full speed. If the vehicle hits a creature or object, it attempts to deal damage equal to double the vehicle's collision damage to the creature and half the collision damage to itself. The targeted creature can attempt a Reflex save to avoid the attack.

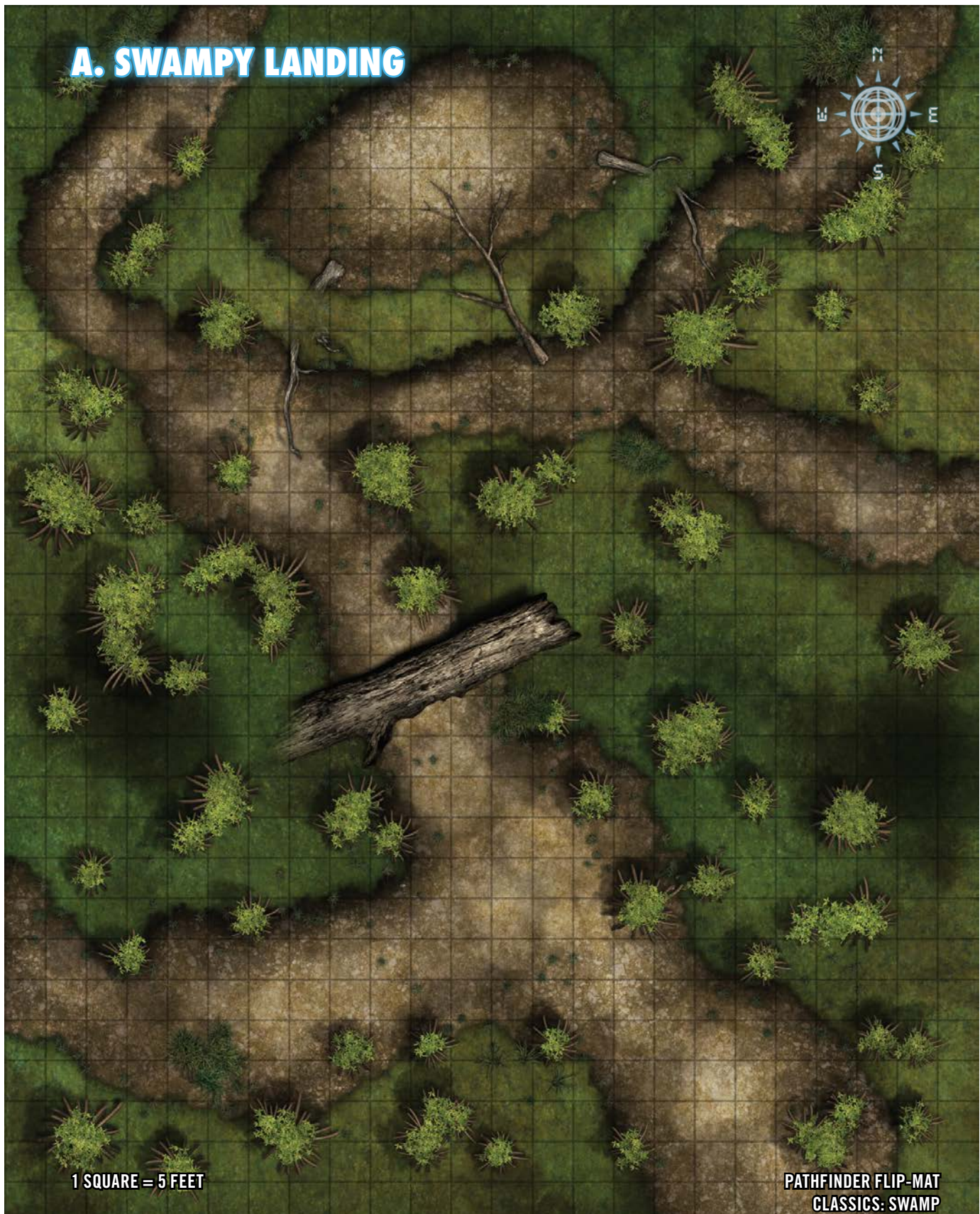
If the vehicle's Hit Points fall below less than half its maximum Hit Points, it gains the broken condition. This imposes a -2 penalty to its AC and collision DC, reduces its Piloting modifier by 2, and halves its full speed and mph speed. If a vehicle takes damage that reduces it to 0 HP, it is wrecked.

PCs that choose to attack while inside a vehicle are able to do so. However, vehicles provide a penalty to attack rolls unless the vehicle is stopped. The vehicle provides the listed cover bonuses to the passengers and pilot. PCs who wish to disembark can do so as a move action.



MUTATED GHARIAL

A. SWAMPY LANDING



15 Hit Points for Levels 5–6), the mutated gharial flees.

LEVELS 3–4 (CR 6)

MUTATED GHARIAL

CR 6

Page 16, art on page 22

LEVELS 5–6 (CR 8)

MUTATED GHARIAL

CR 8

Page 19, art on page 22

Treasure: The mutated gharial scavenged from the military base while building its nest. PCs that examine the nest find a length of ion tape (*Starfinder Armory* 105) woven throughout it. For Levels 5–6, the nest instead has a 10-ft. length of adamantine alloy cable line woven into it.

Development: The mutated gharial's nest is easily accessible once it has been driven off or slain. PCs who examine the nest find that it is filled with soft-shelled eggs. A PC who succeeds at a DC 20 Life Science check can identify that the eggs contain mutated embryos. The PCs can also discover this by breaking open one of the eggs, which reveals that the gharials were developing fur and additional limbs. The PCs can retrieve one of these eggs as a sample of Zone 78's influence for Ziggvix.

A short distance north of the area where the PCs face the gharial, the PCs see a shore suitable for landing. As the PCs examine the shore, they notice a trail that leads through the mangrove trees and into the interior of the island. PCs who succeed at a DC 22 Survival check (DC 25 for Levels 5–6) can tell that a group of three Medium-sized humanoids patrolled this shore within the last day.

EXAMINING THE LOCAL TERRAIN

A blazed trail leads through wetlands into the interior of the island. The mangrove trees crowd together as the PCs walk past them. Their aerial roots leave little room to walk around. Even Medium creatures feel the roots brush against their shoulders while they walk through the forest, while Large creatures must squeeze between them. Loose clothing or bags snag constantly. The size of the trees makes visibility difficult and the shadows filtering past the bleached coral branches dance just out of clear visibility. The further the PCs go, the more roots form intricate patterns, including handlike structures reaching out to grasp those walking past. PCs can collect parts of the mangrove trees as a suitable sample of Zone 78's anomalies with a DC 17 Life Science check (DC 19 for Levels 5–6, as it is more difficult to pick out suitable parts for a sample). You should indicate that the PCs feel like someone is watching them.

After about twenty minutes walking through the mangroves, the trees thin into a flat meadow. Gnats cloud around still puddles and swarm any exposed flesh. Nearby, a herd of foot-tall ungulates with coral horns and spotted markings graze while swatting away

NIGHTTIME ON THE ISLAND

If the PCs' vehicles were wrecked by the anomaly wave and needed repair, they arrive on the island as the sun sets. They can choose to investigate the island during the night. After sunset, the island remains dark, as the resident copaxis utilize their blindsight to navigate.

If the PCs decide to rest overnight on the island and wear active ID badges, a member of the Fallen Hand scouts out the camp. If the PCs set a watch, randomly determine during which watch the Fallen Hand investigate. Any PCs standing guard during that watch can attempt a DC 15 Perception check (DC 20 for Levels 5–6) to notice the Fallen Hand watching them. If the PCs notice the scout, the scout runs away if possible, and surrenders if it becomes clear that they can't escape. If the PCs don't notice the Fallen Hand, the organization returns to their foothold after taking detailed notes of the PCs' gear and likely defenses.

the gnats. PCs can approach closer with a DC 15 Stealth check (DC 17 for Levels 5–6). If they succeed, they approach close enough to see that what appeared to be fur is actually flesh and that their spotted markings are numerous eyes. A DC 18 Life Science check identifies these ungulates as mutated versions of a local species of mouse deer. If the PCs haven't already disabled their ID cards, they can attach them to the herd of mouse deer with a successful DC 20 Survival check to handle an animal. If the PCs attempt to capture a mouse deer as a sample, they can do so with a successful DC 20 Survival check (DC 22 Survival check for Levels 5–6). If the PCs opt to hunt them, the mouse deer have an EAC and KAC of 10 and 12 Hit Points each.

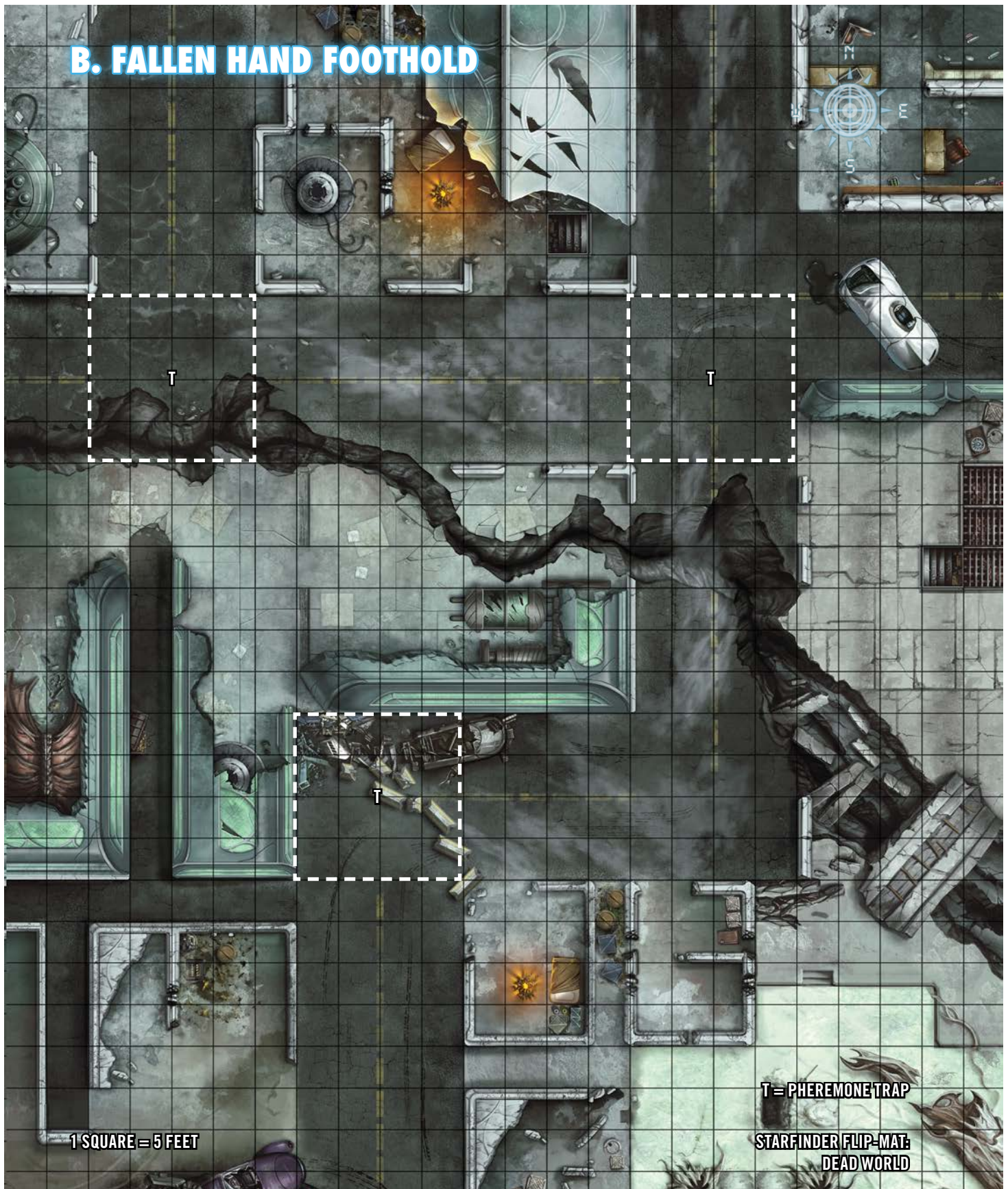
B. FALLEN HAND FOOTHOLD

After an hour walking from the shore, the PCs find a blockade at the end of the wetlands trail. Read or paraphrase the following.

The trail ends in cracked concrete panels and shattered buildings. The damage makes it hard to determine where each individual structures begin or end, but the construction has the utilitarian air of a quickly built military installation. Signs plaster the walls in a yellow-and-black warning, leaving little of the original material exposed. Crates, pallets, and barrels blockade the exit on the far side of the ruins.

The PCs begin at the eastern entrance. PCs who examine the signs plastered on the walls notice that they're written in both

B. FALLEN HAND FOOTHOLD



Common and Copaxi. The signs declare that this area belongs to the Fallen Hand, whose members claim to be the only ones who can reverse the damage of industrialization wrought to Tabrid Minor and save the planet. The following list of demands is posted on fliers throughout the installation.

1. An immediate end to all off-world diplomacy and trade. Tabrid Minor should not be abandoned.
2. Destruction of all starships. No lifeboats for the elite while the masses are left to die.
3. Immediate end to all new industrial projects and a full review of all current projects.
4. Dissolution of the current planetary and regional governing bodies. New elections for a fully democratic government that represents all copaxi, not just the elite.
5. The proper creation and implementation of a truth and reconciliation project, aimed at uncovering any suppressed information about previous injustices.

The walls are crumbling where they stand. A PC can push over a 5-foot section of the wall as a standard action with a DC 15 Strength check, which turns the square into difficult terrain. If another creature is adjacent to the wall, it deals 2d6 bludgeoning damage (DC 15 Reflex negates) to that creature.

Traps: The Fallen Hand fortified their base with traps meant to immobilize any intruders. Traps are placed on the roads at the northwest intersection, the northeast intersection, and at the southeastern turn in the road. When a creature interrupts a trap's sensor beam, a mist of vracinea pheromones fills the area.

Creatures: Standing in the middle of the road is **Cas Trainaii** (CN agender copaxi^{AA4} mystic), a leader within the Fallen Hand and a true exemplar of their cause. When the PCs enter, Trainaii levels their gaze at the PCs and demands why they're encroaching on Fallen Hand territory. They attempt to keep a pheromone trap between themselves and the PCs. The other members hide in the crumbling buildings and wait for a signal from Trainaii that it is safe to emerge or the command to attack.

The Fallen Hand is a non-hierarchical organization that recruits members from throughout Tabrid Minor. While the military as a whole sees them as a threat, they have recently recruited a member of the Yihil military. This double agent is providing them with information about Zone 78 and this island site, as well as a feed of information provided by the PCs' ID badges. The Fallen Hand's main intention is to expose the existence of Zone 78, highlight the danger of industrialization, and reveal the Yihil military's complicity. If they can gather a soundbite that shows off-planet Starfinder Society agents as bad actors, all the better.

Members of the Fallen Hand don't want to die, but don't want to give up hard-won territory, either. If the PCs wore their active ID badges, the Fallen Hand agents remain aware of the PCs' movements on the island and conversations. If a PC casts spells while wearing an ID badge, the Fallen Hand agents become aware that the PC can cast spells (though not more detailed information, such as what spells the

PORTRAYING THE FALLEN HAND

As an organization, the Fallen Hand is radical, but not unreasonable. The group's philosophy is consistent and comes from a desire to reverse the industrial destruction on Tabrid Minor. To them, the government's interest in Drift travel and protectorate status is a precursor to abandoning Tabrid Minor rather than do the work of fixing the ecological collapse.

The leader of this occupation is the xenodruid Cas Trainaii, who has used their knowledge of the local ecosystem to have the already-existing wildlife reclaim as much of the beacon tower as possible. They also transplanted ecologically compatible plants to accelerate the reclaiming process. Among the ivies and other fast-growing ground cover, they transplanted two vracinea seedlings to make it harder for the military to retake the tower. Cas Trainaii harvested pheromones from the seedlings before transplanting them and used these pheromones to arm the traps in area C1. They are not aware that the influence of Zone 78 is causing rapid growth among the plant life, nor that the vracineas are now already fully grown.

PC can cast). If the PCs used other abilities with language-dependent or verbal requirements, such as a language-dependent envoy improvisation, the agents of the Fallen Hand become aware of that ability and adjust their tactics accordingly. Due to earlier intelligence, the Fallen Hand members know that the PCs are Starfinder Society agents sent with the approval of the Coenocopi Foundation.

It is possible for PCs to negotiate with the Fallen Hand. If one or more of the PCs is a copaxi, the group insists on negotiating with only other copaxi. If there are no copaxi PCs, a successful DC 22 Diplomacy or Bluff check (DC 26 for Levels 5–6) is needed to convince the agents of the Fallen Hand that the PCs are interested in good-faith negotiations. The PCs can attempt this check twice. If the second attempt is a failure, Cas demands that the PCs immediately leave or be turned away with violence. Groups of four PCs can attempt this check a third time before being turned away.

If the PCs successfully open negotiations, the Fallen Hand's demands are simple: the organization wants the PCs to inform the Starfinder Society and the Pact Worlds that Tabrid Minor is no longer interested in any off-planet arrangements. Cas pressures copaxi PCs to join the cause and renounce membership in the Starfinder Society. While these are extreme demands, Cas tries to provide reasonable arguments that circle back to the organization's ultimate belief: technological expansion must be stopped for the copaxi, and the planet, to heal. Radical action is the only way to fix the situation. If the party agrees to these terms, a PC must

succeed at a DC 20 Diplomacy or Bluff check (DC 25 for Levels 5–6), as Cas remains suspicious that the PCs are loyal only to the Starfinder Society). If this check is successful, Cas believes that the PCs intend to follow through on their promises. If this check fails, the agents attack. Below are some common questions that the PCs might ask the Fallen Hand agents and their answers.

Why do you want to end off-planet trade and destroy all starships? “The situation here is grim. Our governments allowed corporations to mine copi until the planet began to die. They’re letting the destruction get worse! We can’t trust them to make the correct decisions. Those starships are lifeboats for the elite, and off-planet trade is their escape route. They will leave us to die.”

What are your goals? “We want the planet to heal. This means a stop to major industrialization, a transition to more local and democratic governments, and transparency around the extent of the problems. Once we have enough evidence, we’re going to expose this coverup and the military’s complicity. If we can get enough allies, we’ll push for revolution.”

Why don’t you work with the current government? “You’re standing in a secret military base near a zone of almost complete destruction. Even knowing about this place is classified. Do you really think that the government is going to fix this?”

Wait, how did you know we were coming? “Our ranks have been growing. Even those loyal to Yihil have started listening to reason.”

The Fallen Hand agents in this area are extremely jumpy, so any potentially hostile actions from the PCs during this encounter cause the negotiations to immediately dissolve. This includes if any of the PCs perform unexpected spellcasting, draw a weapon or magical item, or otherwise perform any kind of threatening violent acts towards the Fallen Hand agents. The Fallen Hand focus on defending their site, and they utilize nonlethal attacks until the PCs use lethal force. Fallen Hand agents know where the pheromone traps are located and avoid tripping them. They also attempt to lure PCs toward the traps and grapple fascinated PCs. Individual agents of the Fallen Hand surrender when reduced to 5 or fewer Hit Points. If Cas Tranaii is knocked unconscious or killed, the other members of the Fallen Hand immediately surrender.

LEVELS 3–4 (CR 6)

COPAXI SOCIALITES (2)

CR 1

Page 17

CAS TRAINAII

CR 2

Page 17, art on page 23

PEROMONE TRAPS (3)

CR 1

Page 17

LEVELS 5–6 (CR 8)

COPAXI SPECIAL OPS (2)

CR 4

Page 20

CAS TRAINAII

CR 5

Page 20, art on page 23

PEROMONE TRAPS (3)

CR 1

Page 20

Treasure: For each trap that was not activated during combat, a PC who succeeds at a DC 16 Engineering check can salvage a tank of pheromones. Each tank functions as a *mk 1 pheromone grenade* (*Starfinder Alien Archive* 3 131).

If the PCs negotiated with the agents of the Fallen Hand, automatically disarm the pheromone traps.

Development: Defeating or negotiating with the agents of the Fallen Hand allows the PCs to pass the blockade and make their way to the beacon tower.

If the negotiations succeeded, the agents of the Fallen Hand allow the PCs to pass into the military base and assist with dismantling the blockade. If one of the PCs is a copaxi, the Fallen Hand agents provide a warning about the vracinea transplants. If the PCs defeated the agents of the Fallen Hand in combat, it takes 10 minutes to move the materials blocking the road.

C. THE BEACON

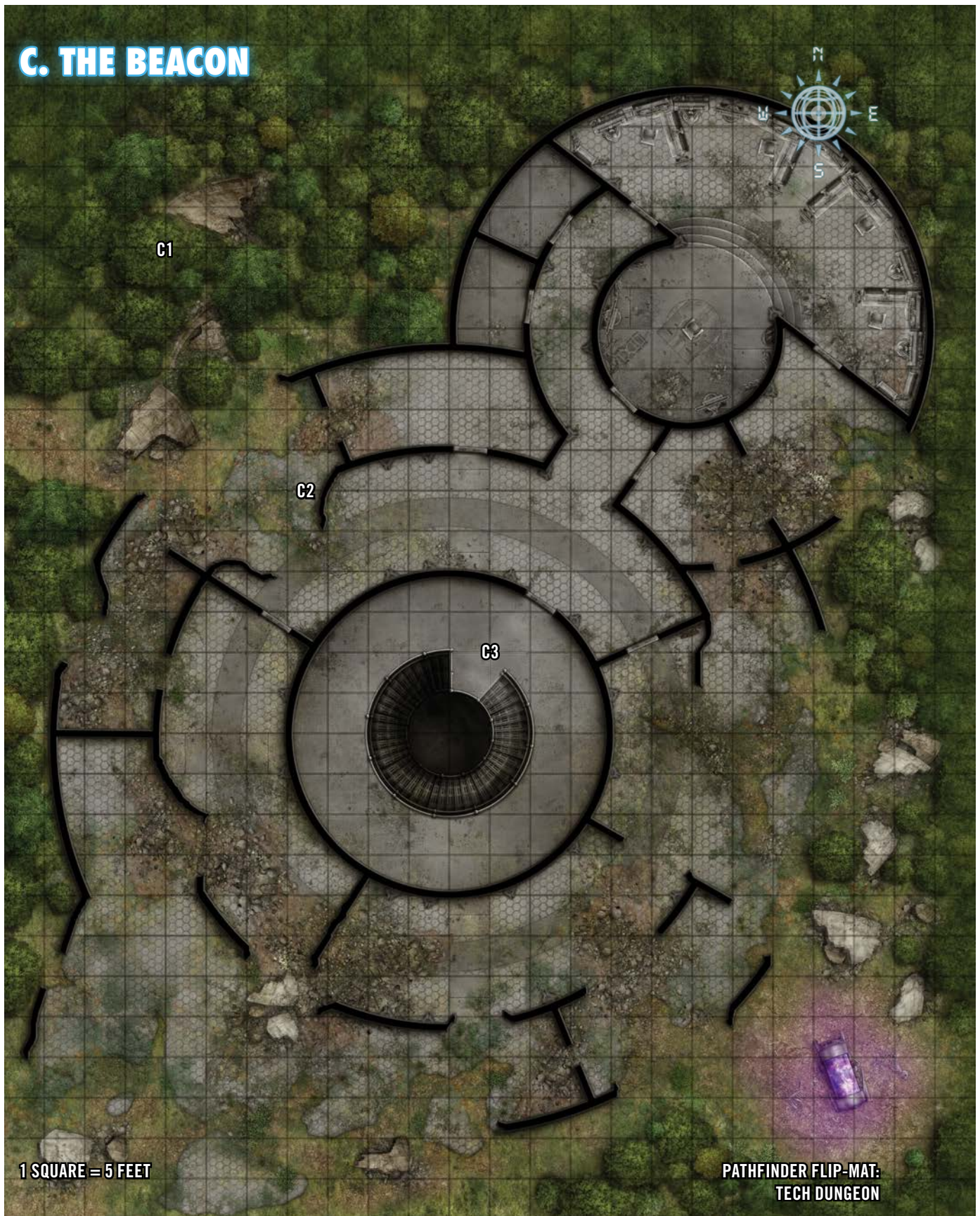
C1. REPLANTED DEFENSES

Plants cover what must be the core of the military installation, obscuring all but the general shape of the structure. The beacon tower rises from the center, curtained with flowering vines. Saplings, thick grasses, and brush grow over what must have once been access paths.

Cas Tranaii planted a variety of quick-growing ground cover to help nature reclaim the beacon. Typically, it would take years before the plant growth reached its present state. However, the anomalies of Zone 78 rapidly accelerated growth, and the installation is now so overrun with vegetation it looks as though it’s been abandoned for decades. Squares with any plant growth



C. THE BEACON



PATHFINDER FLIP-MAT:
TECH DUNGEON

function as difficult terrain, as the PCs must push through vines, saplings, and tall grasses.

Creatures: After damaging the beacon, the Fallen Hand transplanted carnivorous plants into the base to deter any military efforts to retake the island. Two vracineas hide in the overgrowth as the PCs approach. PCs can notice the vracineas with a successful DC 25 Perception check (DC 28 for Levels 5–6). Otherwise, the vracineas wait until at least one PC is within range of their paralyzing scent aura and then attack. Starved by their sudden growth, the vracineas fight until they sate their hunger or are destroyed.

LEVELS 3–4 (CR 6)

VRACINEAS (2)

Page 18

LEVELS 5–6 (CR 8)

COPI-FERTILIZED

Page 21

Development: A glowing device can be found placed near the back of the building. This apparatus is one of the beacon's attunement cores, used to monitor the anomaly waves emitted by Zone 78. The beacon core weighs 3 bulk and is cold to the touch. Due to the core's attunement, the plant overgrowth stops 5 feet away from it. PCs can identify this as part of the beacon with a successful DC 15 Engineering check. The Fallen Hand dropped the core here after disabling the beacon.

The PCs can collect a sample of Zone 78's anomalies for Zivigix by retrieving part of the plant overgrowth with a DC 18 Survival check (DC 21 for Levels 5–6). Alternatively, a PC who succeeds at a DC 20 Life Science check (DC 22 for Levels 5–6) can carefully cut a sample from one of the vracineas.

C2. INSTALLATION

Except for the still-glowing strips of emergency lighting on the wall, this building would look like a true ruin. Spirals of lichen growth on the wall distort the perspective of the building, creating an almost dizzying effect. Weeds sprout from between the tiles, though they remain sparse enough to easily pass through the halls.

The emergency lights bathe the interior in dim light. The plants don't grow nearly as dense inside the building and don't impede movement. The influence of Zone 78's anomalies have caused lichen on the wall to form a strange spiral. PCs that succeed at a DC 24 Physical Science or Profession (mathematician) check (DC 27 in Levels 5–6) understand that the spiral's curve correlates to the gravitational attunement of copi. Succeeding at the Physical Science check also allows the PCs to complete an accurate sketch of the anomaly and collect a sample of the lichen.

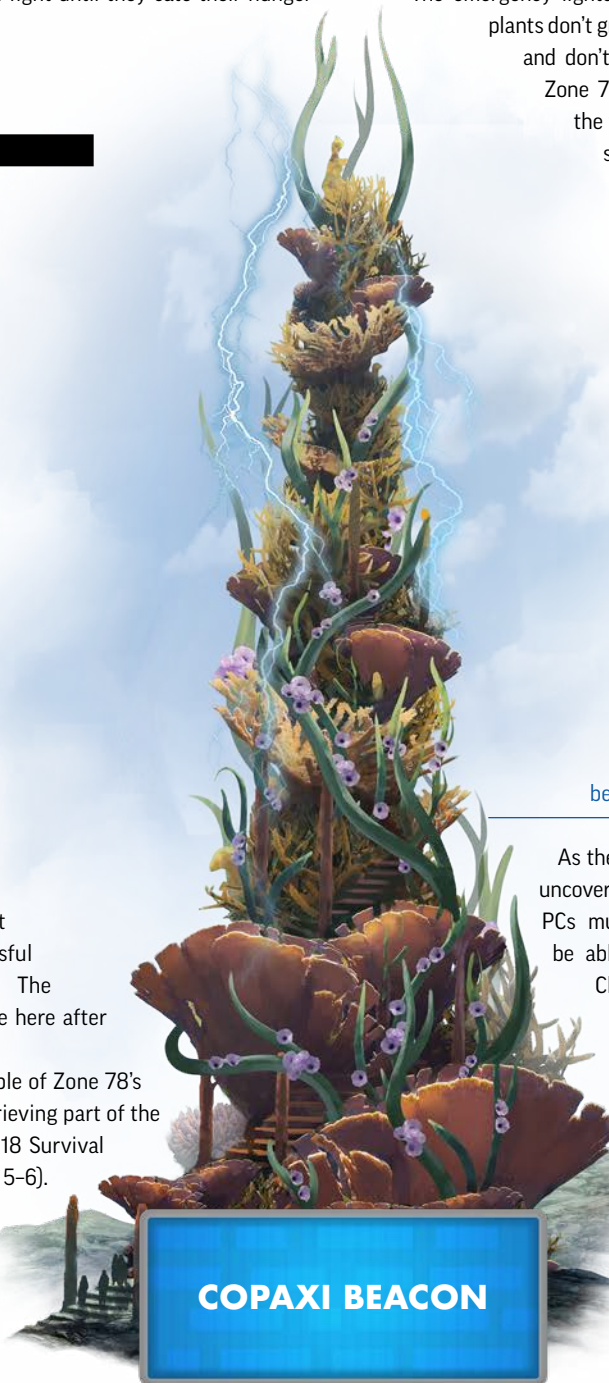
C3. THE BEACON

The entry to the beacon tower rises from this room. The spiral staircase grants access to higher levels, though ferns choke the passageway. On a landing about thirty feet up, a mechanical closet is visible behind a curtain of climbing roses.

As the PCs examine the beacon tower, they uncover the extent of the damage. First, the PCs must clear away the plant matter to be able to access the beacon's hardware.

Clearing away the plant matter takes an hour of work as the PCs cut vines, tear roots, and carefully untangle tendrils from wires.

As they clear the beacon tower, the PCs can attempt a DC 18 Survival or Life Science check (DC 21 for Levels 5–6) to ensure the plants won't regrow in the coming months. The PCs can collect two bulk worth of the plant growth as a sample of the anomaly.



After clearing the plant growth, the PCs can see a vibrant purple core installed in the main body of the tower. A slot for a second core sits empty next to it. PCs can inspect the hardware with a DC 16 Engineering or Mysticism check (DC 18 for Levels 5–6). On a success, the PCs know that the damage to the beacon is minimal and that the device is an attunement core that contains a piece of copi that resonates with Zone 78's anomalies. PCs who succeed also know that a second attunement core is needed for the beacon to function. If the PCs found the attunement core in area **C1**, they can reinstall it in the beacon. If the PCs didn't find it earlier, they can spot the second core from the top of the tower with a successful DC 16 Perception check (DC 19 in Levels 5–6, as the tree cover obscures more of the view).

Development: As the PCs slot the second core, it clicks as it settles into place. The beacon tower starts to hum with activity as the dormant systems start up again. Any personal comm units the PCs have on them chime as they connect to the beacon's transmission.

CONCLUSION

With the second attunement core installed, the navigation data is accessible again. By the time the PCs return to their moored submarines, their systems are updated, and the PCs can easily avoid hazards on their return to the Yihil dock. When they arrive, Zigvigix and Therseis are waiting to receive them. If the PCs spent the night on the island, Zigvigix expresses relief upon their return.

Zigvigix is excited to hear about the PCs findings near Zone 78 and asks for a full report while Therseis listens attentively. If the PCs report the information about the Fallen Hand, Zigvigix states that there's clearly more to learn about copaxi politics. If the PCs return with the message from the agents of the Fallen Hand declaring that the Starfinder Society should withdraw from Tabrid Minor, Zigvigix pauses before stating that they'll pass the message on. Therseis

shakes their head and stresses that the beliefs of the Fallen Hand are not indicative of the attitudes of most copaxis. If the PCs provide any samples of the Zone 78 anomalies, Zigvigix places each sample in a lead-lined box and takes it away for further testing.

REPORTING NOTES

If the PCs reported that the Starfinder Society should stop its work on Tabrid Minor, check box A. If they disabled the tracking devices on their badges, check box B.

PRIMARY OBJECTIVES

If the PCs reinstall the missing attunement core in the beacon tower, they succeed at their primary objective and each gain 1 Fame and Reputation for their selected faction.

SECONDARY OBJECTIVES

If the PCs successfully complete at least three of the five following tasks, they complete their secondary objective:

- Earned at least three successes during **Event #1: Anomaly Wave**
- Kept their ID badges active while on the island
- Negotiated with the Fallen Hand, or fought them but refrained from using lethal damage in combat
- Collected at least one sample of the Zone 78 anomalies
- Ensured that plants could not regrow on the beacon

Completing the secondary objective earns each PC 1 Fame and Reputation with their selected faction.

FACTION NOTES

If the PCs bring at least three samples of the Zone 78 anomalies, each PC earns 1 additional Reputation with the Exo-Guardians faction in addition to any other Reputation earned from this scenario.

APPENDIX 1: LEVEL 3–4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 3rd level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

A. SWAMPY LANDING (LEVELS 3–4)

MUTATED GHARIAL CR 6

N Huge animal

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

DEFENSE HP 90

EAC 18; **KAC** 20

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

OFFENSE

Speed 20 ft.; swim 30 ft.

Melee bite +14 (3d4+8 P plus mutated jaws)

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

Offensive Abilities aquatic charge

STATISTICS

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

Skills Athletics +18 (+26 to swim), Stealth +13

Other Abilities hold breath

SPECIAL ABILITIES

Aquatic Charge (Ex) When a mutated gharial charges while swimming, it can move up to three times its swim speed.

Hold Breath (Ex) A mutated gharial can hold its breath for up to one hour.

Mutated Jaws (Ex) A mutated gharial has a second set of jaws located within its throat. On a successful bite attack, the mutated gharial can immediately attempt another bite attack at a –4 penalty in addition to any other penalties. This second bite attack deals 1d4+11 piercing damage and has the grab ability.

SCALING ENCOUNTER A

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

The mutated gharial's additional limbs are more impediment than assistant. The mutated gharial loses its aquatic charge special ability and takes a –2 penalty to AC and to attack rolls.

B. FALLEN HAND FOOTHOLD (LEVELS 3–4)

COPAXI SOCIALITES (2)

CR 1

Copaxi envoy

CN Medium humanoid (copaxi)

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

DEFENSE HP 17 EACH

EAC 11; **KAC** 12

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

OFFENSE

Speed 30 ft.

Melee tactical baton +4 (1d4+1 B)

Ranged pulsecaster pistol +6 (1d4+1 E)

STATISTICS

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

Skills Bluff +10, Computers +5, Culture +10, Diplomacy +10,

Intimidate +10, Sense Motive +10, Stealth +5

Languages Akitonian, Common, Copaxi, Kasatha

Other Abilities envoy improvisations (dispiriting taunt, universal expression), gravity adjustment

Gear second skin, tactical baton, pulsecaster pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

Gravity Adjustment (Su) Copaxis retain some of their ancient connection to the gravitational forces of the universe. A copaxi can adjust their personal gravity as a standard action. A copaxi can treat high or low gravity as standard gravity or treat standard gravity as high or low gravity. These adjustments only affect the copaxi and anything the copaxi is carrying; they do not affect thrown weapons. The copaxi cannot adjust to or from extreme or zero gravity. This adjustment remains in effect until the copaxi spends another standard action to return to their environment's natural gravity. Entering an environment with a different gravity also cancels the copaxi's ongoing adjustment.

CAS TRAINAI

CR 2

Copaxi mystic

CN Medium humanoid (copaxi)

Init +0; **Senses** blindsense (scent) 30 ft.; **Perception** +7

DEFENSE HP 21

EAC 12; **KAC** 13

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

OFFENSE

Speed 30 ft.

Melee light sap +6 (1d4+2 B)

Ranged static arc pistol +6 (1d6+2 E critical arc 2)

Mystic Spell-Like Abilities (CL 2nd)

At will—*mindlink*

Mystic Spells Known (CL 2nd)

1st (3/day)—*command* (DC 15) *life bubble*

At will—*fatigue* (DC 14), *stabilize*

SCALING ENCOUNTER B

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

Knowing the potential of combat, one of the members of the Fallen Hand became skittish and fled. Remove one copaxi socialite from the encounter.

Connection xenodruid

STATISTICS

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

Skills Life Science +13, Mysticism +12

Languages Common, Copaxi

Other Abilities gravity adjustment, speak with animals

Gear freebooter armor I, light sap^{AR}, static arc pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

Gravity Adjustment (Su) Copaxis retain some of their ancient connection to the gravitational forces of the universe. A copaxi can adjust their personal gravity as a standard action. A copaxi can treat high or low gravity as standard gravity or treat standard gravity as high or low gravity. These adjustments only affect the copaxi and anything the copaxi is carrying; they do not affect thrown weapons. The copaxi cannot adjust to or from extreme or zero gravity. This adjustment remains in effect until the copaxi spends another standard action to return to their environment's natural gravity. Entering an environment with a different gravity also cancels the copaxi's ongoing adjustment.

VRACINEA PHEROMONE TRAPS (3)

CR 1

Type technological; **Perception** DC 21; **Disable** Engineering DC 16 (disable sensor beam)

Trigger location; **Reset** manual

Effect pheromone (fascinated for one round; this is a mind-affecting effect); **Will** DC 12 negates; multiple targets (all targets in a 10-ft.-square area)

C1. REPLANTED DEFENSES (LEVELS 3–4)

VRACINEAS (2)

CR 4

N Large plant

Init +3; **Senses** low-light vision; **Perception** +10

Aura paralyzing scent (15 ft., Fortitude DC 13)

DEFENSE **HP** 51 EACH

EAC 16; **KAC** 18

Fort +8; **Ref** +6; **Will** +3

Immunities plant immunities

OFFENSE

Speed 15 ft.

Melee bite +12 (1d6+9 P)

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

Offensive Abilities lure (120 feet, Will DC 13)

STATISTICS

Str +5; **Dex** +3; **Con** +1; **Int** -4; **Wis** +0; **Cha** +0

Skills Athletics +10, Stealth +15, Survival +10

SPECIAL ABILITIES

Lure (Su) Each living creature within 120 feet of a vracinea that can see its violet blossoms must succeed at a DC 13 Will save each round at the beginning of its turn or be drawn toward the plant. An affected target must use 2 move actions each round to move directly toward the vracinea at its full speed, and it can't move in such a way that it loses line of sight to the vracinea. If the only path to the vracinea passes through terrain that could harm the target (such as a river of lava or a bed of sharp thorns), the target can attempt an additional saving throw to shake off the effect before moving into the dangerous area. An affected creature within 5 feet of the vracinea can take no actions and offers no resistance to the vracinea's attacks. Once a creature successfully saves against this effect, it is immune to the same vracinea's lure ability for 24 hours. This is a mind-affecting, sense-dependent effect.

Paralyzing Scent (Ex) A vracinea constantly exudes a sweet odor to a radius of 15 feet. Any living creature with a sense of smell that enters or starts its turn in this area of effect must succeed at a DC 13 Fortitude save or be paralyzed for 1 round. Once a creature successfully saves against this effect, it is immune to the same vracinea's paralyzing scent for 24 hours. This is an inhaled poison effect.

SCALING ENCOUNTER C1

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

A pulse of the anomaly wave hits the vracineas as the PCs approach, giving the vracineas the sickened condition.

APPENDIX 2: LEVEL 5–6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 5th level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

A. SWAMPY LANDING (LEVELS 5–6)

MUTATED GHARIAL **CR 8**

N large animal

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE **HP** 125

EAC 20; **KAC** 22

Fort +12; **Ref** +12; **Will** +7

OFFENSE

Speed 20 ft.; swim 20 ft.

Melee bite +17 (2d10+13 P plus mutated jaws)

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

Offensive Abilities aquatic charge

STATISTICS

Str +6; **Dex** +2; **Con** +4; **Int** –4; **Wis** +0; **Cha** –2

Skills Athletics +21 (+29 when swimming), Stealth +16

Other Abilities hold breath

SPECIAL ABILITIES

Aquatic Charge (Ex) When a mutated gharial charges while swimming, it can move up three times its swim speed.

Hold Breath (Ex) A mutated gharial can hold its breath for up to one hour.

Mutated Jaws (Ex) A mutated gharial has a second set of jaws located within its throat. On a successful bite attack, the mutated gharial can immediately attempt another bite attack at a –4 penalty in addition to any other penalties. This second bite attack deals 1d10+12 piercing damage and has the grab ability.

SCALING ENCOUNTER A

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

The mutated gharial's additional limbs are more impediment than assistant. The mutated gharial loses its aquatic charge special ability and takes a –2 penalty to AC and to attack rolls.

B. FALLEN HAND FOOTHOLD (LEVELS 5–6)

COPAXI SPECIAL OPS (2)

CR 4

Copaxi solarian

CN Medium humanoid (copaxi)

Init +3; **Senses** blindsense (scent) 30 ft.; **Perception** +10

DEFENSE HP 50 EACH

EAC 16; **KAC** 18

Fort +6; **Ref** +4; **Will** +5

OFFENSE

Speed 30 ft.

Melee solar weapon +12 (1d6+9 plus 1d2 B)

Ranged thunderstrike sonic pistol +9 (1d8+4 So; critical deafen)

Offensive Abilities black hole (DC 13), supernova (4d6 F; DC 13)

STATISTICS

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

Skills Acrobatics +10, Athletics +15, Mysticism +10, Stealth +10

Languages Akitonian, Common, Copaxi, Kasatha

Other Abilities gravity adjustment, solar manifestation (solar weapon), stellar alignment, stellar revelations (black hole, gravity anchor, stellar rush, supernova)

Gear graphite carbon skin, thunderstrike sonic pistol with 2 batteries (20 charges each), minor muon crystal^{AR}

SPECIAL ABILITIES

Gravity Adjustment (Su) Copaxis retain some of their ancient connection to the gravitational forces of the universe. A copaxi can adjust their personal gravity as a standard action. A copaxi can treat high or low gravity as standard gravity or treat standard gravity as high or low gravity. These adjustments only affect the copaxi and anything the copaxi is carrying; they do not affect thrown weapons. The copaxi cannot adjust to or from extreme or zero gravity. This adjustment remains in effect until the copaxi spends another standard action to return to their environment's natural gravity. Entering an environment with a different gravity also cancels the copaxi's ongoing adjustment

CAS TRAINAI

CR 5

Copaxi mystic

CN Medium humanoid (copaxi)

Init +0; **Senses** blindsense (scent) 30 ft.; **Perception** +11

DEFENSE HP 60; RP 4

EAC 16; **KAC** 17

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

OFFENSE

Speed 30 ft.

Melee light sap +10 (1d4+6 B)

Ranged thunderstrike sonic pistol +10 (1d8+5 So critical deafen)

Offensive Abilities grasping vines (DC 16)

Mystic Spell-Like Abilities (CL 5th)

At Will—*mindlink*

SCALING ENCOUNTER B

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

Knowing the potential of combat, one of the members of the Fallen Hand became skittish and fled. Remove one copaxi special ops from the encounter.

Mystic Spells Known (CL 5th)

2nd (3/day)—*fog cloud*, *hold person* (DC 17)

1st (6/day)—*command* (DC 16), *life bubble*, *mind thrust* (DC 16)

At Will—*fatigue* (DC 15), *stabilize*

Connection xenodruid

STATISTICS

Str +1; **Dex** +0; **Con** +3; **Wis** +5; **Int** +1; **Cha** +2

Skills Life Science +17, Mysticism +16

Languages Common, Copaxi

Other Abilities gravity adjustment, speak with animals

Gear d-suit I, light sap^{AR}, thunderstrike sonic pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

Gravity Adjustment (Su) Copaxis retain some of their ancient connection to the gravitational forces of the universe. A copaxi can adjust their personal gravity as a standard action. A copaxi can treat high or low gravity as standard gravity or treat standard gravity as high or low gravity. These adjustments only affect the copaxi and anything the copaxi is carrying; they do not affect thrown weapons. The copaxi cannot adjust to or from extreme or zero gravity. This adjustment remains in effect until the copaxi spends another standard action to return to their environment's natural gravity. Entering an environment with a different gravity also cancels the copaxi's ongoing adjustment.

VRACINEA PHEROMONE TRAPS (3)

CR 1

Type technological; **Perception** DC 21; **Disable** Engineering DC 16 (disable sensor beam)

Trigger location; **Reset** manual

Effect pheromone (fascinated for one round; this is a mind-affecting effect); **Will** DC 12 negates; multiple targets (all targets in a 10-ft.-square area)

C1. REPLANTED DEFENSES (LEVELS 5–6)

COPI-FERTILIZED VRACINEAS (2)

CR 6

N Huge plant

Init +3; **Senses** low-light vision; **Perception** +13

Aura paralyzing scent (15 ft., Fortitude DC 14)

DEFENSE

HP 90

EAC 18; **KAC** 20

Fort +10; **Ref** +8; **Will** +5

Immunities plant immunities

OFFENSE

Speed 15 ft.

Melee bite +16 (1d8+11)

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

Offensive Abilities lure (120 feet, Will DC 14)

STATISTICS

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

Skills Athletics +13, Stealth +18, Survival +13

SPECIAL ABILITIES

Lure (Su) Each living creature within 120 feet of a vracinea that can see its violet blossoms must succeed at a DC 14 Will save each round at the beginning of its turn or be drawn toward the plant. An affected target must use 2 move actions each round to move directly toward the vracinea at its full speed, and it can't move in such a way that it loses line of sight to the vracinea. If the only path to the vracinea passes through terrain that could harm the target (such as a river of lava or a bed of sharp thorns), the target can attempt an additional saving throw to shake off the effect before moving into the dangerous area. An affected creature within 5 feet of the vracinea can take no actions and offers no resistance to vracinea's attacks. Once a creature successfully saves against this effect, it is immune to the same vracinea's lure ability for 24 hours. This is a mind-affecting, sense-dependent effect.

Paralyzing Scent (Ex) A vracinea constantly exudes a sweet odor to a radius of 15 feet. Any living creature a sense of smell that enters or starts its turn in this area of effect must succeed as a DC 14 Fortitude save or be paralyzed for 1 round. Once a creature successfully saves against this effect, it is immune to the same vracinea's paralyzing scent for 1 round. This is an inhaled poison effect.

SCALING ENCOUNTER C1

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

A pulse of the anomaly wave hits the vracineas as the PCs approach, giving the vracineas the sickened condition.

APPENDIX 3: GAME AIDS



ZIGVIGIX



THERSEIS

MUTATED GHARIAL



COPAXI BEACON





CAS TRAINAII

HANDOUT #1: VEHICLE STATISTICS (LEVELS 3–4)

PUMP-JET SCOUTING SUB**LEVEL 4**

Huge water vehicle (10 ft. wide, 20 ft. long, 7 ft. high)

Speed 10 ft., full 450 ft., 50 mph (swim)**EAC** 12; **KAC** 15; **Cover** total cover**HP** 50 (25); **Hardness** 7**Attack (Collision)** 6d6 (DC 11)**Modifiers** -4 Piloting, -3 attack (-6 at full speed)**Systems** autopilot (Piloting +13), planetary comm unit; **Passengers** 7**TORPEDO MINISUB****LEVEL 1**

Large water vehicle (5 ft. wide, 10 ft. long, 3 ft. high)

Speed 20 ft., full 200 ft., 22 mph (swim)**EAC** 12; **KAC** 14; **Cover** total cover**HP** 10 (5); **Hardness** 5**Attack (Collision)** 4d4 (DC 10)**Modifiers** +2 Piloting, -1 attack (-3 at full speed)**Passengers** 1

HANDOUT #2: VEHICLE STATISTICS (LEVELS 5–6)

PUMP-JET SUB**LEVEL 6**

Huge water vehicle (10 ft. wide, 20 ft. long, 7 ft. high)

Speed 10 ft., full 450 ft., 50 mph (swim)**EAC** 13; **KAC** 16; **Cover** total cover**HP** 90 (45); **Hardness** 10**Attack (Collision)** 7d8 (DC 12)**Modifiers** -4 Piloting, -3 attack (-6 at full speed)**Systems** autopilot (Piloting +13), planetary comm unit; **Passengers** 7**REINFORCED TORPEDO MINISUB****LEVEL 3**

Large water vehicle (5 ft. wide, 10 ft. long, 3 ft. high)

Speed 20 ft., full 200 ft., 22 mph (swim)**EAC** 13; **KAC** 15; **Cover** total cover**HP** 30 (5); **Hardness** 6**Attack (Collision)** 5d4 (DC 12)**Modifiers** +2 Piloting, -1 attack (-3 at full speed)**Passengers** 1

ORGANIZED PLAY

REWARDS TABLE

Encounter	Level 3–4 Reward	Out of Level Reward	Level 5–6 Reward
Anomaly Waves	365 credits	693 credits	1,020 credits
Area A	219 credits	416 credits	613 credits
Area B	511 credits	971 credits	1,430 credits
Area C1	365 credits	416 credits	613 credits
Area C3	146 credits	277 credits	409 credits

REWARD CONDITIONS

The PCs earn the rewards for each encounter if they meet the following conditions:

Anomaly Waves: The PCs keep these rewards if they earn at least three successes during this challenge.

Area A: The PCs keep these rewards if they overcome the mutated gharial.

Area B: The PCs keep these rewards if they bypass the blockade, by defeating or successfully negotiating with the Fallen Hand.

Area C1: The PCs keep these rewards if they defeat the vracinea.

Area C3: The PCs keep these rewards if they successfully install the missing attunement core in the beacon.

CHRONICLE SHEET

If the PCs do not salvage at least *one mk 1 pheromone grenade* from area **B**, cross it off the Chronicle Sheet.



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: -7	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		☐ A ☐ B ☐ C ☐ D
Bonus Faction Goal Achieved: ☐ Yes ☐ No ☐ N/A	Scenario-based Infamy earned? ☐ Yes ☐ No ☐ N/A	Fame Earned:

Faction:		
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ()	☐ Dead
Org Play #: -7	Level	☐ Infamy

Faction:		
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ()	☐ Dead
Org Play #: -7	Level	☐ Infamy

Faction:		
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ()	☐ Dead
Org Play #: -7	Level	☐ Infamy

Faction:		
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ()	☐ Dead
Org Play #: -7	Level	☐ Infamy

Faction:		
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ()	☐ Dead
Org Play #: -7	Level	☐ Infamy

Faction:		
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ()	☐ Dead
Org Play #: -7	Level	☐ Infamy

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Scenario #3-07: Strike at Zone 78

Character Chronicle #

A.K.A. _____ Player NameCharacter NameOrganized Play #Character #Faction					LEVELS ☐ Normal Max Credits 3-41,460
Adventure Summary You investigated an island military base outside of the restricted Zone 78 on Tabrid Minor where a navigational beacon had stopped functioning. As you approached the island, you had to overcome the effects of Zone 78 anomalies in the ocean. When you reached the island, you encountered a gharial protecting its nest. Throughout the island, you were able to examine the mutated flora and fauna. As you approached the beacon, the Fallen Hand agents' blockade prevented you from accessing the beacon tower. You passed through the blockade by (☐ negotiating with the Fallen Hand, or ☐ killing the agents). Once past the blockade, you discovered the missing attunement core and reactivated the beacon.					LEVELS ☐ Normal Out of Level2,773
Levels 3-4 Levels 5-6 pheromone grenade, mk 1 (325; item level 4; <i>Starfinder Alien Archive</i> 3 131) tracking bug (4,250; item level 6; <i>Starfinder Pact Worlds</i> 199) tracking bug (4,250; item level 6; <i>Starfinder Pact Worlds</i> 199)					LEVELS ☐ Normal 5-64,085
Reputation Faction _____ Reputation _____ Faction _____ Reputation _____ Faction _____ Reputation _____ Infamy _____					LEVELS ☐ Normal - -
Experience Starting XP + GM's Initials XP Gained (GM ONLY) = Final XP Total					MAX CREDITS
Fame Initial Fame + GM's Initials Fame Gained (GM ONLY) - Fame Spent Final Fame					EXPERIENCE
Credits Starting Credits + GM's Initials Credits Garnered (GM ONLY) + GM's Initials Day Job (GM ONLY) - Credits Spent = Total					FAME CREDITS

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #