

YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-17, TIER 3-6

STARFINDER SOCIETY

COST OF LIVING

BY JENNY JARZABSKI AND ANDREW MULLEN



AUTHORS

Jenny Jarzabski and Andrew Mullen

DEVELOPMENT LEAD

Thurston Hillman

EDITING LEAD

Leo Glass

EDITORS

Leo Glass, Kieran Newton

CONTRIBUTING ARTISTS

Graey Erb, Doruk Golcu, William Marton, and Sebastian Rodriguez

CARTOGRAPHY

Damien Mammoliti

ART DIRECTORS

Tony Barnett and Adam Vick

ORGANIZED PLAY LEAD DEVELOPER

Linda Zayas-Palmer

ORGANIZED PLAY MANAGER

Tonya Wolridge

CREATIVE DIRECTOR

Robert G. McCreary

MANAGING DEVELOPER

Amanda Hamon

PUBLISHER

Erik Mona



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How to Play

Starfinder Society Scenario #2-17: Cost of Living 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 campaign, but can easily be adapted for use with any world. For more information on the Starfinder Society Organized Play Campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at StarfinderSociety.club.

GM Resources

Cost of Living makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive* (AA), *Starfinder Alien Archive 3* (AA3), and *Starfinder Pact Worlds* (PW), as well as *Starfinder Flip Mat: Ice World*. All rules referenced in this adventure are available in the free online Starfinder Reference Document at paizo.com/sfrd.

Scenario Tags

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



Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

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The distant world of Zeyther-3, deep in the Vast, isn't much to look at. But the planet's ice-encrusted wilderness and assortment of bizarre, arctic wildlife hide the fact that the rock beneath is richly veined with deposits of several rare minerals used in specialized starship bulkhead construction. When Pact Worlds surveyors first found the world over 50 years ago, they established a small settlement that they named Glimmershield. Today, Glimmershield's tight-knit working community has two goals: harvesting resources from Zeyther-3 and collecting scientific data on the native lifeforms.

Several months ago, one of the engineers maintaining some of Glimmershield's automated mining equipment ran afoul of a local animal, receiving a minor bite in the scuffle. The wound festered for weeks, infecting the engineer with a potent disease that the engineer left untreated and hid from other staff members. Thanks to this carelessness, the disease has made its way into Glimmershield's recycling systems. Before colony medical staff identified the contagion, over half of Glimmershield's population became infected with what they started calling "gutmelt".

The colony's leadership has since quarantined the infected and sent out urgent pleas to Pact Worlds corporations for emergency aid. So far, AbadarCorp has been uncharacteristically reactive, leading a handful of other corporations in dispatching small packages of the medicinal antiemetics required to combat the early stages of gutmelt, but these offerings are nowhere near enough to handle an outbreak of this size, or to treat the condition's more dangerous complications. To help combat the disease, the Wayfinders' faction leader, Fitch, is working with the izalguuns of Izalraan to fabricate medicinals for Zeyther-3 and other colonies in the Vast experiencing similar medical dilemmas (as described in *Starfinder Society Scenario #2-16: A Scoured Home*).

Another associate of the Starfinder Society, a verthani scientist named Dr. Monsylkis, has already traveled to Zeyther-3 on the Society's behalf. Dr. Monsylkis and her crew were formerly part of the Frozen Trove Labs base on Izalraan that performed illegal experiments on the local wildlife. After the Society's mission to Izalraan, Monsylkis decided to stop working for Frozen Trove and lent her services to the Society in the fields of agricultural development, disease analysis, and genetic engineering. Upon arriving at Zeyther-3, Dr. Monsylkis set to work identifying

WHERE IN THE UNIVERSE?

ZEYTHON-3

Frozen Mining Colony

Diameter: ×1; **Mass:** ×1

Gravity: ×1

Atmosphere: Normal

Day: 18 hours; **Year:** 730 days

A frozen world with abundant geological resources, Zeython-3 is caught in the orbit of two immense blue giant suns in the Vast. The planet experiences seemingly random fluctuations of atmospheric electromagnetic energy, known locally as the Coil. The Coil's visual appearance is stunning, manifesting as fluctuating pastel ribbons of aurora-like light throughout the sky that reflect dramatically in the planet's ice. Unfortunately, strong Coil manifestations are damaging to technology, and can occasionally create dangerous storms. Because of the planet's harsh and unpredictable environment, Zeython-3 is home to a sparse population of miners and researchers. The majority of these stalwart residents live within the protection of a domed settlement called Glimmershield.

and treating the plague affecting the local populace. For more information on Dr. Monsylkis and the events on Izalraan, see *Starfinder Society #1-13: On the Trail of History*.

Mere days ago, Dr. Monsylkis discovered that while gutmelt initially manifests in humanoids and some other types of creatures as a potent stomach virus, if not suppressed or medicated it begins attacking the central nervous system. As the disease progresses, it causes inflammation near the brain, eventually turning fatal. Monsylkis believes she can develop a cure and a vaccine for gutmelt but requires samples from the creature that acts as the disease's natural carrier to fabricate the correct solution.

SUMMARY

Venture-Captain Naiaj prepares the PCs for a disaster relief mission to Zeyther-3, an arctic mining world gripped by an outbreak of gutmelt. Naiaj instructs the PCs to deliver a shipment of medicinal items and work with her two points of contact, Firstsight Taksta and Dr. Monsylkis, to support the planet's ailing inhabitants.

The PCs escort the Society's supply shipment to Glimmershield, Zeyther-3's primary population center. Taksta briefs the PCs on the settlement's status and asks for their help in completing several tasks before giving them access to the quarantine zone. First, Taksta asks the PCs to negotiate with a group of disgruntled residents she believes are on the verge of rioting. If the PCs manage to calm or strongarm the rabble-rousing leader, they prevent the peaceful gathering from devolving into chaos. Following this, the PCs travel outside the dome to repair a malfunctioning power distributor and stop a group of ice elementals from siphoning its energy.

The PCs then enter the subterranean quarantine zone and meet with Dr. Monsylkis. The verthani doctor shares her research with the PCs and explains that she needs a physical sample from gutmelt's carrier, a native animal called an estri, to further the development of a cure. The PCs leave the safety of Glimmershield to collect a tissue sample from one of these dangerous creatures, weathering a treacherous Coilstorm and trekking through hazardous mountain terrain to reach an abandoned mine known for frequent estri sightings.

However, the PCs make a shocking discovery when they uncover evidence of AbadarCorp involvement around the estri's lair. Nevertheless, they are still able to bring Dr. Monsylkis one step closer to devising a cure for gutmelt thanks to their aid. After leaving Zeyther-3, a second surprise awaits the PCs back on Absalom Station: Naiaj informs them that AbadarCorp has released an expensive treatment for gutmelt. Luckily, she believes the Society can expose AbadarCorp's price-fixing scheme as a result of the PCs' discoveries.

GETTING STARTED

As usual, the Lorespire Complex's common areas thrum with bustling activity, but on their way to a meeting with **Venture-Captain Naiaj** (LN female bleachling gnome envoy), the PCs notice new, eye-catching details. Colorful alerts plastered across notice boards and flashing on holoscreens call for Starfinder volunteers to assist with a disaster-relief supply run to the Vast. The PCs meet the venture-captain in a cluttered loading dock office. When they arrive, read or paraphrase the following to get the adventure underway.



Venture-Captain Naiaj, a bleachling gnome in humming armor, stands amid a cloud of holographic supply manifests. The area tints her platinum hair and pale skin a bluish hue. She addresses the assembled team in a professional tone.

"Greetings. This is an urgent matter, so I'll be quick. As you may have read on the infosphere, there's an outbreak on Zeyther-3, a frozen mining backwater in the Vast. About half of the planet's population is currently quarantined with something called 'gutmelt' inside Glimmershield, Zeyther-3's only major settlement.

"Glimmershield's elected leader, Firstsight Taksta, sent out urgent requests to the Pact Worlds for antiemetics, fluid supplements, and other medicinals." Naiaj gestures to a holographic spreadsheet. "Our colleague Fitch, of the Wayfinders, has recently worked with the izalguuns, who have provided the Society with a surplus of medical supplies. We've also developed a relationship with the talented Doctor Monsylkis, who's already on the ground and working with the Firstsight to develop a cure." Naiaj lifts herself in one surprisingly fluid movement to perch on the edge of a receiving table. "Since we have all the resources required to help in this crisis, we're duty-bound to act," she declares.

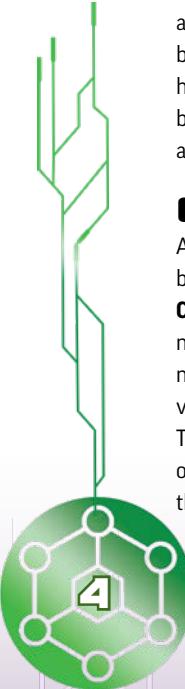
"As volunteers, you will board the freighter *Tale of Sustenance* and ensure its cargo of medicines reaches Glimmershield. When you arrive, check in with the Firstsight and assist her however you can. Then, rendezvous with the good doctor and find out what resources she needs to help her patients."

"All right: questions? Look sharp." Naiaj cocks her head expectantly.

Naiaj answers the PCs' questions quickly and curtly. She nods approvingly at PCs with insightful inquiries and clucks her tongue in disappointment if they refrain from questioning her. If the PCs press her for details about the outbreak or other topics not covered below, Naiaj assures them that Taksta and Dr. Monsylkis can provide more information on-site.

What can you tell us about Firstsight Taksta? "Firstsight is the title held by Glimmershield's chief administrator. Taksta, who currently fills that role, is an espraksa with a good head on her shoulders. She reacted promptly when the gutmelt crisis began, and she's been forthcoming in our correspondence."

Who is Dr. Monsylkis? "She's a brilliant verthani doctor who got mixed up in some bad business on Izalraan awhile back. Thankfully, she's redirected her considerable expertise towards philanthropic efforts, and we're fortunate to count her among the Society's new allies."



What can you tell us about Zeyther-3? “It’s a ball of ice out in the Vast loaded with rare minerals useful for building starship bulkheads. Only a few researchers and miners bother with the place. Most live inside a domed city, Glimmershield, which provides protection from the Coil.”

What is the Coil? “A local nickname for the planet’s unpredictable electromagnetic fluctuations. I’m told it’s gorgeous to behold, but problematic for technology. The planet’s magnetism degrades technological equipment, hence the need for protective barriers. Occasionally, the electromagnetic energy spikes into a Coilstorm. From what I understand, it’s a cross between a blizzard and a powerful magnetic field going haywire. You don’t want to get caught outside in that.”

What do you know about gutmelt? “Don’t worry—none of the gutmelt cases have turned fatal. It’s a virulent and unpleasant stomach virus that seems to be unique to Zeyther-3. How it spread into Glimmershield, I don’t know, but Dr. Monsylkis is focused on finding a cure or vaccine.”

Boon Allocation: At this point, the PCs should finalize their boon slots for the session. This scenario has no ties to past scenarios, so the PCs should be encouraged to slot whatever boons they desire. They do not need to slot Starship boons for this scenario.

JOURNEY TO ZEYTHON-3

It takes 5d6 days for the PCs’ ship to make the necessary journey through the Drift to reach Zeyther-3. The Starfinder Society has chartered the colorful freighter *Tale of Sustenance* to ferry the PCs and their precious shipment to the Vast. The ship’s captain, **Echiba** (LN female witchwyrd), delights in wordplay and challenges any interested PCs to a friendly game each day.

Near the final days of their journey through the Drift, the *Tale of Sustenance* comes across a strange phenomenon. Captain Echiba reports that several common Drift Beacons along their path have seemingly “gone dark,” and their disappearance means that the ship needs an extra 1d4 days of travel to reach Zeyther-3. Echiba alerts the PCs to this, but also promises to send a message to the Church of Triune to investigate the sudden “blackout”. This event has no bearing on the remainder of this scenario, but foreshadows future Drift Beacon blackouts in the Vast.

Arrival: As the *Tale of Sustenance* exists the Drift and enters Zeyther-3’s atmosphere, it approaches the planet’s equatorial band. This section of the world is a stark landscape of icy plateaus and deep rocky depressions that quickly fill the ship’s viewports. The settlement known as Glimmershield clings to the north side of an immense mesa, its gleaming dome of coppery metal looming over

modular structures clustered against its leeward side. Vehicular tracks crisscross the snowy ground between the buildings. As the freighter descends to the surface, a smaller dome splits open and retracts to reveal a landing pad. Once the ship lands safely within, the dome immediately closes around it.

Glimmershield’s chief administrator, **Firstsight Taksta** (LG female espraksa^{A3} envoy), greets the PCs at the landing pad outside the settlement’s main dome.

Taksta is welcoming and professional but clearly scattered; she continually checks a datapad fastened to her right arm during her conversation with the PCs, and forgets to introduce herself entirely. Read or paraphrase the following.

“Welcome to Glimmershield, warmest spot on the planet!

You’re here just in time, as the situation’s deteriorating downstairs, where my people are quarantined.” Farsight Taksta clacks her beak softly in sympathy. “Thank you for the supplies, they’re absolutely what we need and I’m sure

Dr. Monsylkis will be relieved to get them. But unfortunately, and if it’s not too much trouble, the outbreak is only one of our problems right now.”

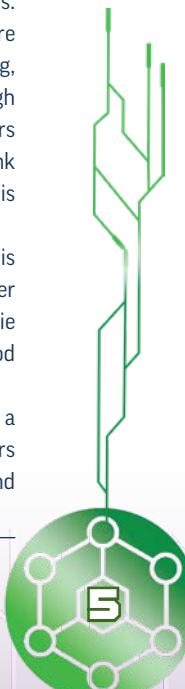
Taksta clicks her talons together as she lists issues. “First, we’re operating on low power. Our shielding and climate control systems are still online, but with critical energy reserves, I don’t know how long we can keep them running.” She gestures vaguely outwards. “Off-site Coil condensers provide most of our energy, but the last storm knocked them out. It’s usually a quick fix, but with so many Shielders sick, we’re running ragged. Once we get those generators online, things will be much easier.”

“Second, our healthy residents are at their breaking points. They’ve been confined to the upper dome for weeks and are getting bored and irritable. My head of maintenance, Ankreeng, is fomenting unrest, claiming the incoming shipment isn’t enough and that I’m not managing our resources appropriately. He bears a grudge towards me, though I’m not sure why, and I think my presence will only exacerbate the problem. I’m worried his faction might take action soon.” Taksta sighs wearily.

“To make matters worse, the doctor sent me a comm this morning. The gutmelt cases are getting worse—some of her patients are unresponsive now. She’s afraid they might die without the proper medical intervention. Your supplies are a good start, but that’s not a long-term solution.”

Taksta flexes her facial feathers in the approximation of a weary smile. “Simple supply run, eh? You tackle the generators and the rabble-rousers. I’ll get these supplies squared away and make sure the rest of this bubble doesn’t fall apart.”

**FIRSTSIGHT
TAKSTA**



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Taksta encourages the PCs to complete their tasks quickly and offers to send a map of Glimmershield to the PCs' comm units, along with coordinates for the malfunctioning off-site generator. Taksta disregards any further questions, understandably distracted. She hustles towards the docked freighter to help her meager crew of workers unload the supplies.

Exploring Glimmershield: After speaking with Taksta, the PCs can freely explore the accessible portions of the settlement. Retractable domes of insulating alloys protect Glimmershield's surface structures. The colony is composed of two levels and is as much a cutting-edge mining and research facility as it is a residential settlement. The ground level is an enormous reinforced dome connected to smaller structures by enclosed walkways—notably, a landing pad, loading docks, and ore- and waste-processing facilities. An older sublevel beneath the ice contains Glimmershield's living areas, including a mess hall, communal dormitory, recreation suite, med bay, and hydroponic gardens. A long access hall slopes downward from the central dome to the sublevel, marked with a series of automated doors. Its length is divided by sturdy bulkheads of a style clearly older and less refined than the facilities above. Residents of Glimmershield collectively refer to these facilities as "downstairs." When the PCs first arrive, this area is inaccessible due to the ongoing quarantine protocols.

The colony's largest, central dome is roughly a quarter of a mile in diameter; its ceiling reaches 500 feet at its apex. Until the PCs repair the generators, faint emergency lights in the floor and ceiling provide only dim illumination. Along the structure's perimeter, covered tunnels radiate outward, leading to various shielded outbuildings clustered around the primary dome. The PCs can use one of these walkways to travel from the landing pad to the main dome, passing nesting chambers built along the dome's outer slopes that house spare parts and broken equipment.

The central dome's inner chambers are divided into four quadrants: mining to the north, research to the east, maintenance to the south, and storage to the west. Each quadrant contains specialized equipment and workstations, all currently powered down to conserve energy. The first three areas are virtually abandoned save for a skeleton crew of masked humans and espraksa who hurry through their solitary tasks, largely ignoring the PCs. The cavernous, shelf-lined warehouse to the west is the only place with substantial activity, having been transformed into temporary housing for the settlement's healthy inhabitants.

Taksta's Tasks: The order in which the PCs complete Taksta's two errands doesn't matter. The PCs might try to contact Dr. Monsylkis immediately upon landing, but they receive no response, as she's occupied with a rapidly deteriorating patient. The doctor hails the PCs through their comm units as soon as they've completed their first task. She informs the PCs in a somber tone that one of her patients just perished—representing the first recorded gutmelt death—and that several others are now comatose.

If the PCs deal with the agitators first, she orders them to hurry and restore full power to Glimmershield. If they start by restoring power, she summons them to an emergency meeting below (requiring them to deal with Ankreeng and his protestors before heading down to the sublevel).

CIVIL DISCOURSE

Most of Glimmershield's healthy inhabitants congregate in an unused sector of the main dome's western storage quadrant. They're restless, bored, and worried about the quarantine. The residents eagerly voice their concerns if the PCs interact with them,

and a few common threads emerge from the litany of complaints. The PCs can devise practical solutions to address each area of concern, as detailed below. All of these skill checks have a DC of 19 (DC 22 in Subtier 5-6).

GLIMMERSHIELD



Bad Food: Without access to fresh supplies and proper cooking facilities, Glimmershield's citizens have rigged battery-operated autoclaves to create a makeshift kitchen for heating emergency rations. Tavir, a human who oversees meal preparation, laments the poor quality of food and repetitive menu he's forced to serve. He speaks with longing of the hydroponically grown vegetables sequestered below in the quarantine zone and begs the PCs to help him improve his cooking methods. A PC who succeeds at a Culture, Survival, or Profession (chef) check can teach Tavir to elevate the unappetizing fare with scrounged supplies, elaborate presentations, or innovative use of seasonings.

Boredom: A few citizens lounge in hammocks strung from equipment in a loading dock that is currently serving as a dormitory. A young female espraksa called Reena accosts the PCs when they approach, demanding access to a comm unit. Reena complains that she hasn't played a vidgame in weeks and that she and her friends are bored without access to Glimmershield's recreation center. A PC can demonstrate an alternative method of entertainment to Reena and her friends by succeeding at an Athletics, Acrobatics, Profession (comedian or orator), or other appropriate skill check at the GM's discretion. Alternatively, a PC can provide her with a datapad to play newly updated vidgames.

Troubling Symptoms: A few humans and esprakas in facemasks loiter near the waste disposal area, noticeably keeping their distance from the other residents. If the PCs approach, they overhear the masked residents complaining about gastrointestinal distress, convinced that their discomforts are symptoms of gutmelt. The sick residents describe their ailments to any PCs who listen. PCs who succeed at a Medicine or Life Science check determine that these symptoms are caused by dietary imbalance rather than disease, likely due to weeks of eating emergency rations.

The Rabble Rouser: A large group of Shielders gather near the center of the warehouse quadrant. They wear matching badges that depict a stylized red wing on a white background. These workers' legitimate concerns are exacerbated by **Ankreeng** (CG male espraksa). The normally friendly (but impatient) head of maintenance stands at the center of the crowd, stirring his disgruntled fellows into a frenzy with a speech rebuking the Firstsight's mismanagement of the quarantine. He's fostered a grudge against Taksta ever since she publicly dressed him down a few weeks ago for cutting corners on safety protocols due to insufficient staffing. Ankreeng longs to get back at Taksta and plans to capitalize on his fellow citizens' complaints to ruffle her feathers. If the PCs confront Ankreeng before repairing the generator, they can potentially stop him from conducting his planned demonstration at the access hall. If the PCs choose to repair the power system first, upon returning to Glimmershield

they find Ankreeng and his demonstrators blocking access to the quarantine zone. The unruly Shielders chant as they form a living barricade against the supplies delivered by the Society.

Regardless of when they encounter Ankreeng, the PCs can diffuse the situation by presenting counterpoints to undermine his speech with a successful Bluff or Profession (orator) check, shifting his diatribe to constructive dialogue with a successful Diplomacy check, or cowing him into backing down with a successful Intimidate check. The DC for all of these checks is 23 (DC 27 in Subtier 5-6).

Reduce the DC of this check by 1 for each of the citizens' problems the PCs solved.

Development: If the PCs fail to pacify Ankreeng, his supporters break into the supply delivery line and loot medicines and food meant for the entire settlement.

12 hours later, they realize the selfishness of their actions and return the supplies; during that time, the PCs cannot meet with Dr. Monsylkis, as she's too busy tending to patients in critical condition. Tragically, in the time it takes the rebels to come to their senses, another victim dies of gutmelt.

Infamy: If the PCs kill Ankreeng or any of his supporters, they gain 1 Infamy.

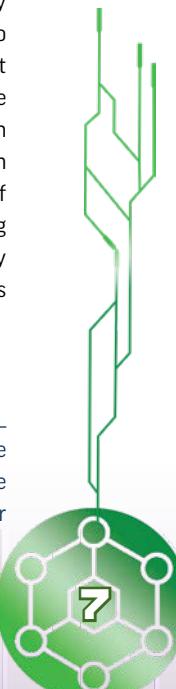
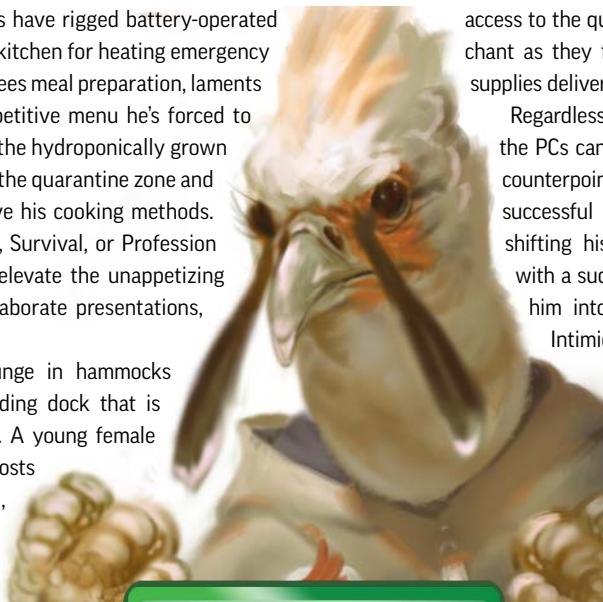
A. GENERATOR SITE

It takes the PCs a half hour of walking to reach Glimmershield's primary off-site generator, located about a mile east of the settlement. The exterior weather is no problem, as environmental protections are still functioning. The generator is comprised of two devices: a condenser and a distributor. The condenser siphons Coil energy out of the air, which underground conduits then carry to the distributor. The distributor converts this Coil energy into conventional power for Glimmershield. This process is efficient and inexpensive, but since the equipment is located outside the settlement's protective dome, it's prone to damage from both blizzards and electromagnetic fluctuations. A recent Coilstorm threw off the calibration for both devices and damaged some of their components. As a result, the malfunctioning device is leaking Coil energy, which has attracted a group of ice elementals. The icy ground around the generator site in areas **A1** and **A2** counts as difficult terrain.

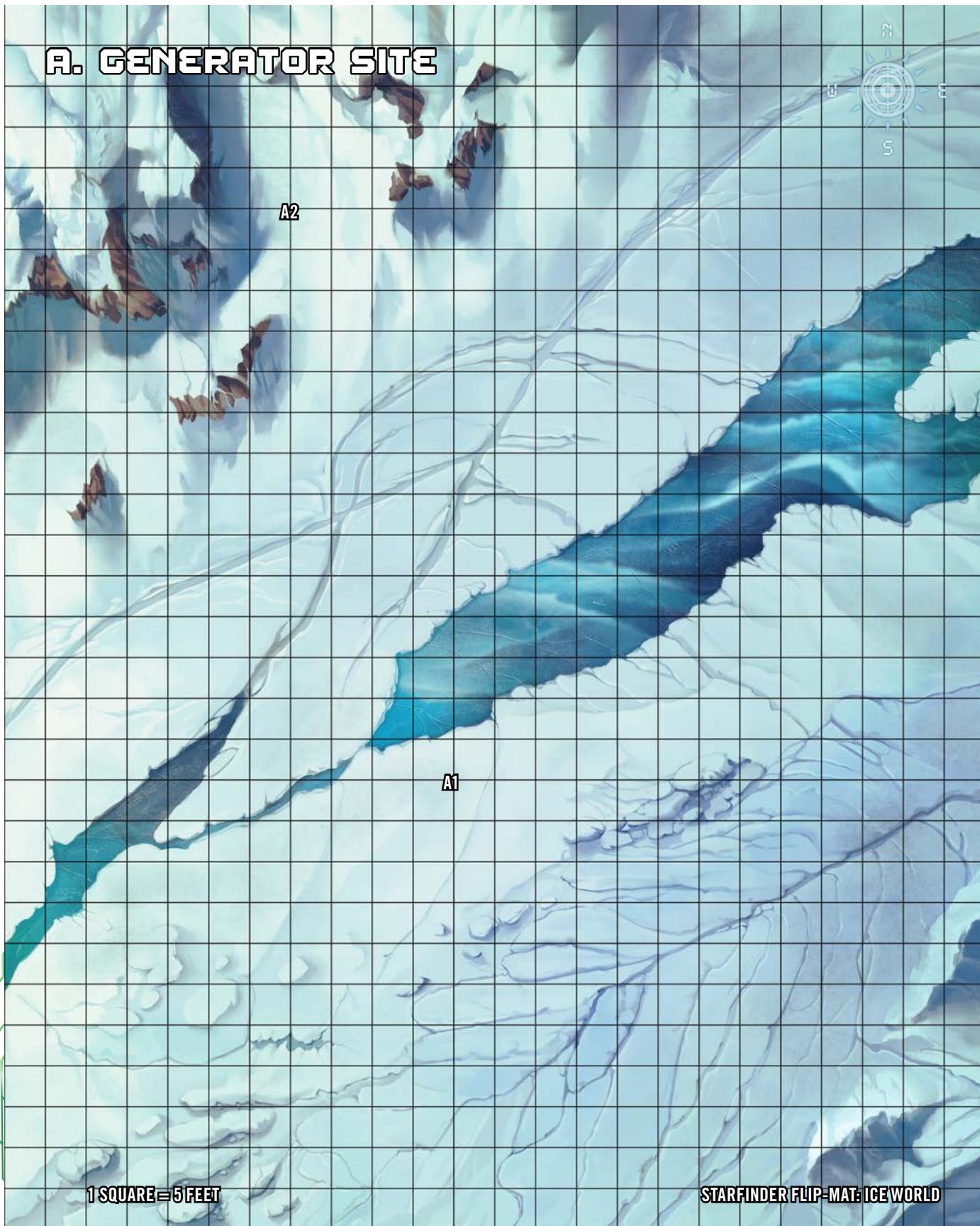
A1. SNOWY FIELD

Shallow snowdrifts blanket this rocky meadow like gentle dunes. A cluster of five squat, jagged spires of frozen rock rise to the east, each with a large, oblong machine of grey polymer

ANKREENG



STARFINDER SOCIETY SCENARIO



clinging to the side. Delicate conduits weave between the spires and their associated machinery before disappearing into the ground. The damaged conduits sporadically emit showers of rainbow-hued sparks that glitter, reflected, in the thick slab of ice that surrounds the generator. The field abruptly ends in a slab of thick ice. Beyond, the mesa looms, disappearing into the lightly falling snow.

The generator's distributor is built into five icy stalagmites. The oblong machines that cling to each pillar are the distributor's conversion baffles, which convert raw Coil energy harvested by the condenser in area **A2** into conventional power that's fed to Glimmershield. Each baffle contains a shielded compartment with a simple readout and keypad. The conduits are about as wide as a human wrist, and most display obvious signs of damage.

This area is bordered to the south by a 20-ft. high, 2-ft. thick escarpment of pure ice created by a combination of the elementals and the recent storm, which the PCs must breach in order to access the condenser in area **A2**. Each 5-foot-square section of the wall has hardness 2 and 15 HP, and can be broken with a DC 20 Strength check. Climbing the slippery wall requires a successful DC 22 Athletics check.

Development: The PCs have two options to repair the distributor and restore enough function to get power flowing to Glimmershield. Recalibrating the conversion baffles to handle the sporadic conduits requires a successful DC 20 Computers check (DC 23 in Subtier 5-6). Repairing the conduits requires a successful DC 20 Engineering check to Repair Item (DC 23 in Subtier 5-6). If the PCs succeed at both the Computers and the Engineering checks, they stabilize the equipment enough to create Coil ampoules as described in Treasure, below. If they fail both checks, Taksta eventually sends a qualified technician to complete the job; unfortunately, this means the PCs do not receive advanced warning of the impending Coilstorm while traveling to area **B**.

Treasure: If the PCs fully repair the system, they can use the functional equipment to create two Coil ampoules. Coil ampoules function as ultra-capacity batteries for the purposes of powering weapons and other equipment but aren't affected by the disrupting properties of Coilstorms. The PCs also find a discarded utility belt containing 588 UPBs in the snow near the distributor (836 UPBs in Subtier 5-6).

Rewards: If the PCs fail to repair the equipment, reduce each PC's credits earned by the amount listed below.

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

Out of Subtier: Reduce each PC's credits earned by 400 credits.

Subtier 5-6: Reduce each PC's credits earned by 431 credits.

A2. SHELTERED HOLLOW (CR 5 OR CR 7)

The mesa's sides curve inward, forming a sheltered pocket around an esoteric device: a smooth-sided stone obelisk capped by a milky, erratically rotating orb. Thin ribbons of shimmering, aurora-like energy flicker in and out of sight around the orb. The

SCALING ENCOUNTER A2

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

Subtier 3-4: One of the ice elementals is euphoric from the generator's energy. This elemental is staggered for the first round of combat.

Subtier 5-6: Remove one elemental from the encounter.

conduits running down the obelisk's length and into the frozen ground glow with similar effect. Every few seconds, the orb halts, crackles, and discharges a bolt of electricity into the icy rock around it.

The mesa beyond the icy mass shelters the generator's condenser, a ten-foot-tall obelisk with a special Coil-attracting orb at its peak. A covered panel on the obelisk allows calibration of the machine. The orb's housing is obviously damaged, and instead of rotating freely and slowly spinning ambient Coil energy around itself, it starts and stops, scattering energy uselessly into the surrounding ice.

Creatures: Ice elementals lurk near the condenser, basking in the Coil energy discharging from the malfunctioning device. These elementals take stocky quadrupedal forms, with squat heads and globular throats that curve outwards in a similar manner to a frog. In Subtier 3-4, all the elementals begin 5 feet from the surface of the ice on the mesa's walls. In Subtier 5-6, two remain 5 feet from the mesa's walls, and the third is 5 feet beneath the ice north of the condenser. The contented elementals don't attempt to hide themselves, and PCs who succeed at a DC 21 Perception check (DC 24 in Subtier 5-6) notice them through the ice.

SUBTIER 3-4

MEDIUM ICE ELEMENTALS (2)

CR 3

Starfinder Adventure Path #13: Fire Starters 57

N Medium outsider (air, cold, elemental, extraplanar, water)

Init +2; **Senses** darkvision 60 ft., sense through (vision [fog and precipitation only]) 60 ft.; **Perception** +13

DEFENSE **HP** 40 EACH

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities cold, elemental immunities

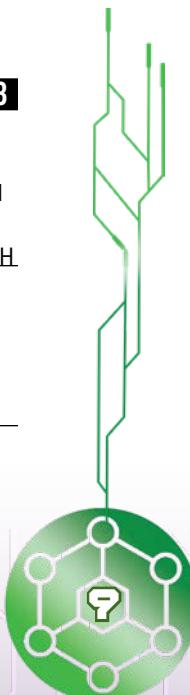
Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., burrow 20 ft. (ice and snow only), swim 60 ft.

Melee slam +12 (1d6+7 B; critical stagger)

Offensive Abilities ice glide, numbing cold



TACTICS

During Combat Once roused, the ice elementals charge towards the nearest PC and attack with their staggering slam attack.

Morale The ice elementals fight until destroyed.

STATISTICS

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

Skills Acrobatics +8, Athletics +8

Languages Aquan

Other Abilities icewalking

SPECIAL ABILITIES

Ice Glide (Su) An ice elemental can freely burrow through nonmagical ice and snow. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Icewalking (Ex) An ice elemental can move across icy surfaces without penalty and doesn't need to attempt Acrobatics checks to run or charge on ice. In addition, an ice elemental can climb icy surfaces as if under the effects of *spider climb*.

Numbing Cold (Ex) An ice elemental's slam melee attack has the staggered critical hit effect.

SUBTIER 5-6

LARGE ICE ELEMENTALS (3)

CR 5

Starfinder Adventure Path #13: Fire Starters 57

N Large outsider (air, cold, elemental, extraplanar, water)

Init +3; Senses darkvision 60 ft., sense through [vision [fog and precipitation only]] 60 ft.; **Perception +16**

DEFENSE

EAC 17; KAC 19

Fort +9; Ref +7; Will +4

Immunities cold, elemental immunities

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., burrow 20 ft. (ice and snow only), swim 60 ft.

Melee slam +15 (1d6+10 B; critical stagger)

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

Offensive Abilities ice glide, numbing cold

TACTICS

See Subtier 3-4.

STATISTICS

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

Skills Acrobatics +11, Athletics +11

Languages Aquan

Other Abilities icewalking

SPECIAL ABILITIES

See Subtier 3-4.

Development: The PCs need to repair the condenser to restore maximum power to Glimmershield. They can either fix the orb's housing with a successful DC 20 Engineering check (DC 23 in Subtier 5-6) or alter the orb and the obelisk's conduits with a successful DC 20 Physical Science check (DC 23 in Subtier 5-6).

Either approach requires 10 minutes of work. Repairing the condenser also enables the PCs to create Coil ampoules using the distributor in area A1.

EMERGENCY TRIAGE

Once the PCs have performed both of Taksta's errands, the colony leader takes the PCs downstairs to meet with Dr. Monsylkis in the quarantine zone; if the protest is in full effect, she withdraws to let the PCs handle the situation, noting that she doesn't want to incite further aggravation with her presence. Once resolved, Taksta swipes a keycard to open each of the access hall's automated doors as they walk. If the PCs successfully negotiated with Ankreeng, he also accompanies the group. Both espraksas maintain solemn silence for the five minutes it takes to reach Glimmershield's subterranean level. The area's hallways, lined with sealed doors and shuttered viewports, are completely deserted. The occasional muffled sounds of speaking or retching hint at unseen occupants in the adjacent rooms. When Taksta reaches the end of the long access hall, she brandishes her keycard a final time to open a heavy steel door. Read or paraphrase the following when the PCs are ready.

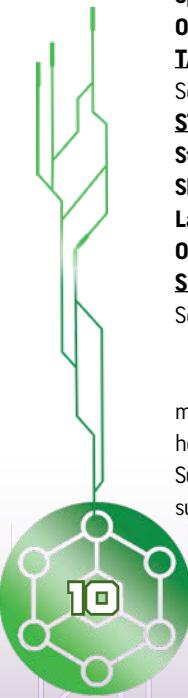
The pungent smell of antiseptic spills into the hallway as the metal door slides open. A cafeteria-style mess hall with polished tile floors and fluorescent ceiling lights has been transformed into a field clinic. Folding metal tables and stools are shoved against the walls to make room for cots and examination tables. A pair of espraksa technicians clad in scrubs and facemasks distribute medication to a group of listless patients in the buffet line.

A tall verthani woman bends low over a nearby cot, using a wand-like sensor to scan the bed's inhabitant. She straightens, and her pale skin shifts to a warm, rosy hue as she notices the visitors.

"Dr. Monsylkis, these are the Starfinders who answered our call for help." Taksta says, touching the verthani's arm reassuringly. The two share a meaningful look before the doctor addresses her guests.

"It's a pleasure," Dr. Monsylkis nods. "I'd shake your hands but I need to disinfect mine first. Mind if we step into my office for a moment?" Monsylkis gestures ruefully toward a closet-sized space behind a plastic curtain. "Pull up a chair." She hunches awkwardly on a medical supply crate to illustrate her point. "I'll give you the bad news first: gutmelt is most certainly fatal. It initially presents as a nasty stomach bug, but after a few days it travels to the central nervous system, where it causes cerebral edema, seizures, and death." Taksta shakes her head stoically and brushes a feather against her eye as Monsylkis speaks.

"There is good news, however," Monsylkis continues. "I've identified the contagion's carrier as the common estri. I'm certain I can create a cure, or at least a vaccine, if I have a biological sample to work with. I've heard of estri sightings in the abandoned mines about fifty miles southeast of Glimmershield. Get me that sample and I can save these poor Shielders."



COST OF LIVING

If any of the PCs have a chronicle sheet for *Starfinder Society #1-13: On the Trail of History*, **Dr. Monsylkis** (LG female verthani^{AA}) recognizes them and politely acknowledges her old acquaintances. The doctor is an earnest, compassionate scientist who's interested in solving scientific problems and saving lives in equal measure. PCs who have met her before notice that her personality seems a bit subdued compared to their previous meeting, perhaps due to the recent death. Dr. Monsylkis and Taksta have worked together for weeks and display a close and affectionate bond.

Dr. Monsylkis explains her theories about gutmelt to the PCs and shares that she's identified the first known patient and how they became infected. She stresses the urgency of the mission and advises the PCs to leave right away, as they must travel through miles of frozen terrain to reach their destination.

If the PCs have any relevant questions, Dr. Monsylkis and Taksta do their best to answer. Ankreeng, if present, walks among the beds to comfort his ailing comrades.

What can we do to help? How are the patients? "Though the long-term prognosis is grim, my patients are comfortable for now. Most of the quarantined citizens are experiencing gutmelt's early phases and can still be treated with antiemetics and fluids. The best thing you can do for them right now is to help me get my hands on that sample, so I can start designing a cure."

What's an estri? "What do your miners call them again?" Dr. Monsylkis asks Taksta. "Living comets, right? What an odd name. They're one of the animals native to Zeyther-3. I've never seen one up close, but I'm told they bore tunnels into the rock by regurgitating their own stomach acids. The enzymes that allow them to dissolve rock apparently don't play well with humanoid biological systems. That's how this disaster started, with a single estri bite."

How do we collect a tissue sample? Dr. Monsylkis produces an item from her scrubs pocket, an oversized stylus-shaped device mounted on an arachnoid framework of 8 stabilizing struts. "All you need to do is stick the pointy end into whatever you want a sample of. The device will do the rest. Once inside the chamber, organic tissue can remain stable for up to a week. Keep in mind, a living sample is better."

How do we get to the abandoned mine? Taksta takes her turn to answer. "That's the tricky part. The estris have been seen in First Bore, an old mining site within Constant Reminder, an enormous mesa to the west. The location turned out to be a dud, so we stopped maintaining its automated tram years ago. We can't spare any vehicles to take you out there, but that's probably for the best. Outside the shields, a Coilstorm can wipe out visibility and your batteries in seconds, leaving you stranded with a useless vehicle. I'm afraid you're in for a bit of a hike."



**DR.
MONSYLKIS**

Treasure: If the PCs successfully completed at least one of her tasks, Taksta invites them to visit her personal storage closet to prepare for the expedition. Otherwise, she states that sadly, no extra equipment can be spared; as desperate as she is to save the sick, she's reluctant to waste resources on incompetent individuals. Taksta also offers to outfit each PC with a set of skis. While wearing skis, a PC can double their overland movement speed in snow or ice by succeeding at a DC 10 Athletics check. The following items are available to PCs who receive Taksta's offer: autotarget rifle with 25 cartridges (advanced semi-auto pistol with 30 rounds in Subtier 5-6), backup generator armor upgrade, and fortified mobile hotelier tent. Taksta's fortified mobile hotelier holds two occupants and functions like a normal tent but is reinforced with materials that prevent it from being affected by Coilstorms.

Rewards: If the PCs do not receive equipment from Taksta, reduce each PC's credits earned by the amount listed below.

Subtier 3-4: Reduce each PC's credits earned by 558 credits.

Out of Subtier: Reduce each PC's credits earned by 1,240 credits.

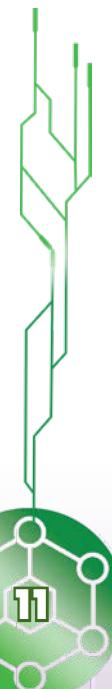
Subtier 5-6: Reduce each PC's credits earned by 1,922 credits.

RACE FOR THE CURE

First Bore's only accessible entrance is a ledge located partway up the north face of a 3,000-foot-high sheer rock formation nicknamed Constant Reminder. With the help of Taksta's coordinates, the PCs can easily locate this unmistakable landmark 48 miles southeast of Glimmershield. On foot, the PCs can complete their overland trek to Constant Reminder in two days. PCs using skis can push to complete the journey in one day but are fatigued as a result until they next take 8 hours of uninterrupted rest. Unless otherwise stated, the temperature hovers around 10° F, counting as cold weather (*Starfinder Core Rulebook* 400), though the PCs' armor protections should keep them safe from this effect.

Frightful Weather: An electromagnetically charged blizzard known as a Coilstorm hits near the end of the PCs' first day of travel. If the PCs successfully repaired Glimmershield's off-site generator, their comm units collectively screech as the settlement's early warning system broadcasts an alert for the impending event, giving the PCs 30 minutes to seek or create shelter from the storm. Even without the warning, PCs who succeed at a DC 15 Survival check to predict weather might also be aware of the developing storm. Otherwise, the storm catches the party by surprise.

PCs who succeed at a DC 22 Perception check manage to locate environmental shelter that protects one individual from the worst of the storm. Alternatively, a PC can dig a protective snow tunnel that holds up to two occupants by succeeding at a DC 20 Survival



CIRCUMSTANCES & SURVIVAL

The length of the journey to and from First Bore depends on the PCs' choices and success rate. If the PCs return to Glimmershield in 3 days or fewer, they arrive before more patients perish. A new patient succumbs for each additional day the PCs spend away from the settlement. The GM should track how many days the PCs spend completing their assignment; this affects one of the scenario's secondary success conditions.

Additionally, the GM should take note of the PCs' supplies before they embark on their journey. Unless they have enough rations, the PCs must succeed at a Survival check of DC 10 to live off the land each day or risk succumbing to starvation (*Starfinder Core Rulebook* 148). While keeping track of resources lends depth to a wilderness survival scenario, it may overwhelm some groups. Consider lessening some of the survival aspects of the adventure if time is a concern or the players aren't enjoying themselves. One way to circumvent frustrations is to reward creative play; be open to any player suggestions on how to reach their destination.

check and completing 20 minutes of labor. PCs who take cover inside Taksta's fortified mobile hotelier tent are protected from the storm's effects, as is their gear, but the electromagnetic fluctuations cause unfortified tents and similar items to cease function.

The Coilstorm pummels Zeyther-3's surface for 1 hour. During that time, any PCs without shelter take 1d6 lethal cold damage every 5 minutes (no saving throw). In addition, a PC must succeed at a Fortitude saving throw (DC = 15 + 1 per previous check) every 5 minutes or take 1d4 nonlethal cold damage. For more information about blizzards and extreme cold, refer to the *Starfinder Core Rulebook*, pages 399–400. In addition to the powerful winds and torrential snow, all technological equipment ceases to function during a Coilstorm unless otherwise stated. Affected equipment returns to its normal function after the blizzard subsides, but with a 35% chance that its batteries are depleted of all their remaining charges. Coil ampoules are unaffected.

ASCENT TO FIRST BORE

After a few hours of hiking the sloping trails leading up the base of Constant Reminder, PCs can easily spot an opening in the rock face 80 feet above their current position. PCs who succeed at a DC 15 Perception or Survival check identify three separate routes to reach the mine's entrance.

Abandoned Lift: A metal platform built into the northwestern side of Constant Reminder houses a dilapidated industrial elevator.

This may seem like the most straightforward method of reaching First Bore, but unfortunately, the elevator has suffered years of neglect. A PC who succeeds at a DC 15 Engineering check to assess stability realizes that the elevator has a damaged drive system. Repairing the elevator requires 10 minutes of work and a successful DC 24 Engineering check (DC 27 in Subtier 5–6). Failing twice to repair the elevator causes the machine to become irreparably broken. Once repaired, the elevator can easily transport the PCs to the entrance.

North Face: The quickest and most treacherous method of scaling Constant Reminder involves climbing 80 feet up the vertical rock face to reach First Bore, a feat that requires Athletics checks to Climb with a DC of 15 (DC 20 in Subtier 5–6). On a failure that causes the PC to fall, they slip and fall into the deep snow, taking half the normal damage for falling from their current height.

Scree Trail: This meandering trail begins at the foot of the rock formation and follows a circuitous route between various ledges and overhangs until finally reaching the mine's entrance. PCs can hike up the scree trail without climbing, but the route is fraught with misleading turns and dead ends. A PC must succeed at a DC 22 Survival check to determine the correct path; if they succeed, they reach First Bore in one day (DC 25 Survival in Subtier 5–6). Add an additional half day of hiking for each failed Survival check. PCs who get lost on this route might decide to retrace their steps and attempt a different method of ascent. Backtracking back to the base to attempt another strategy takes one full day of hiking but does not require any additional Survival checks.

Alternatively, PCs may choose to fly or use other available magical or technological means to reach the mine. Due to high winds, anyone attempting to fly must succeed at a DC 20 Acrobatics check (DC 23 in Subtier 5–6) to maneuver each round. If a PC fails this check by 5 or more, they collide with the cliff face, taking 3d6 bludgeoning damage.

Treasure: PCs who succeed at a DC 19 Perception check notice a splash of bright color in the snow. If the PCs investigate, they uncover a backpack containing a climbing tool kit^{PW}, a survival flare gun with 6 flares, and titanium alloy cable line (300 feet). The backpack is emblazoned with AbadarCorp's familiar logo and is constructed of a newly patented temperature-resistant, waterproof fabric worth 600 credits. In Subtier 5–6, the backpack also contains a *ring of sustenance*.

Rewards: If the PCs fail to discover the backpack, reduce each PC's credits earned by the amount listed below.

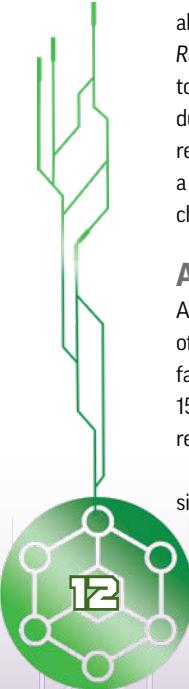
Subtier 3–4: Reduce each PC's credits earned by 240 credits.

Out of Subtier: Reduce each PC's credits earned by 760 credits.

Subtier 5–6: Reduce each PC's credits earned by 971 credits.

B. FIRST BORE

Following their ascent, the PCs emerge onto a broad ledge jutting out from Constant Reminder's northern side, where the scree trail meets the top of the elevator shaft. As its name implies, First Bore represents the initial foray into mining on Zeyther-3 nearly



half a century ago. Workers eventually depleted this site of its most valuable ores, and mining efforts shifted focus elsewhere on the planet. First Bore is now an icy warren of tunnels and caverns created by drills and controlled detonations. Unless otherwise stated, ceilings within First Bore rise to a uniform height of 15 feet. Temperatures within the mine's insulating walls are a stable and comparatively comfortable 40° F.

B1. ENTRANCE (CR 4 OR CR 6)

Warped railways lead away from the elevator shaft and toward the ruins of First Bore. The mine's entrance gapes like the maw of a deep-sea predator, the metal tracks and gigantic icicles clustered around its opening giving it the appearance of manifold snarling teeth. Beyond the jagged rim, a smooth, icy gullet slopes downward into the belly of the rock formation.

Once inside the tunnels, the PCs experience an immediate respite from the bitter cold and buffeting winds ravaging Zeyther-3's surface. The entrance to the rundown mine leads to an intersection of tunnels traveling throughout the site, some to points of interest and others to dead ends.

Trap: Due to the fluctuation between the warmer temperatures inside the insulated caverns and the subzero windchill directly outside, the icicles hanging from the roof of this chamber remain unstable. When the PCs pass beneath a thick patch of icicles (marked by dotted lines on the map), a sudden crackling sound heralds the fall of the needle-sharp projectiles from above.

SUBTIER 3-4 (CR 4)

ICICLE SHOWER CR 3

Type analog; **Perception** DC 26 to see or hear the splintering ice in the ceiling; **Disable** Survival DC 21

Trigger location; **Init** +9; **Duration** 5 rounds; **Reset** none

Effect falling icicles +14 ranged (4d10+2 P); multiple targets (all targets in a 10-ft.-square area)

SUBTIER 5-6 (CR 6)

ICICLE SHOWER CR 5

Type analog; **Perception** DC 29 to see or hear the splintering ice in the ceiling; **Disable** Survival DC 24

Trigger location; **Init** +11; **Duration** 5 rounds; **Reset** none

Effect falling icicles +17 ranged (6d12 P); multiple targets (all targets in a 10-ft.-square area)

B2. ABANDONED CAMPsite

This spacious chamber displays signs of recent habitation. Irregular melted patches of ice expose the bare gray rock beneath, and a large, hexagonal space of floor is suspiciously devoid of snow and frost.

If the PCs travel west from First Bore's entrance, they reach the days-old campsite of corporate-sponsored researchers sent to the abandoned mine on a covert expedition. Unknown to the PCs, AbadarCorp already maintained a small contingent of scientists operating out of Glimmershield when the initial gutmelt crisis developed. As soon as word of the outbreak reached company headquarters, these researchers were dispatched into the wilderness to collect samples of the local wildlife in hopes of finding the vector responsible for the spread of the disease. These agents set up their campsite in this chamber after their arduous journey. They spent several weeks trapping and studying estri, using their mobile field lab in area **B3**, before finally making a breakthrough in their search. A few days ago, they hurriedly packed up their gear and sped back toward the Pact Worlds, where AbadarCorp pharmacists have already begun mass-producing a treatment for gutmelt.

Investigation: While it's obvious that the PCs aren't the only recent visitors to First Bore, unless they discovered the cache of items near the elevator, they're probably clueless about the camp's significance. PCs can discover or confirm AbadarCorp involvement by succeeding at one or more of the skill checks listed below. All of these checks are DC 19 (DC 22 in Subtier 5-6).

Survival: PCs who succeed at a Survival check recognize the hexagonal patch on the floor as the space where a tent was likely set up. They also notice footprints and lines in the frost where pieces of equipment were hauled out of the mine.

Computers: PCs with access to Zeyther-3's infosphere can trace the serial numbers on the needler pistol and medicinal items to batches manufactured by AbadarCorp by succeeding at a Computers check.

Engineering: PCs who succeed at an Engineering check identify the odd, trefoil-shaped patches of melted ice as caused by a type of portable generator recently patented by a subsidiary company of AbadarCorp.

Perception: PCs notice a scrap of synthetic fabric caught on a rock near the cavern's entrance with a successful Perception check. Upon closer inspection, the piece of cloth displays a design recognizable as part of AbadarCorp's logo.

Treasure: In their rush to depart, the field researchers left several valuables behind. If the PCs search the camp, they find 3 weeks of field rations, two *mk 2 serums of healing*, a needler pistol, and four doses of tier 1 sedative (as well as one dose of tier 2 sedative in Subtier 5-6).

Rewards: If the PCs fail to search the campsite, reduce each PC's credits earned by the amount listed below.

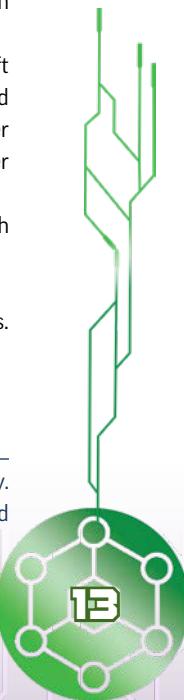
Subtier 3-4: Reduce each PC's credits earned by 365 credits.

Out of Subtier: Reduce each PC's credits earned by 665 credits.

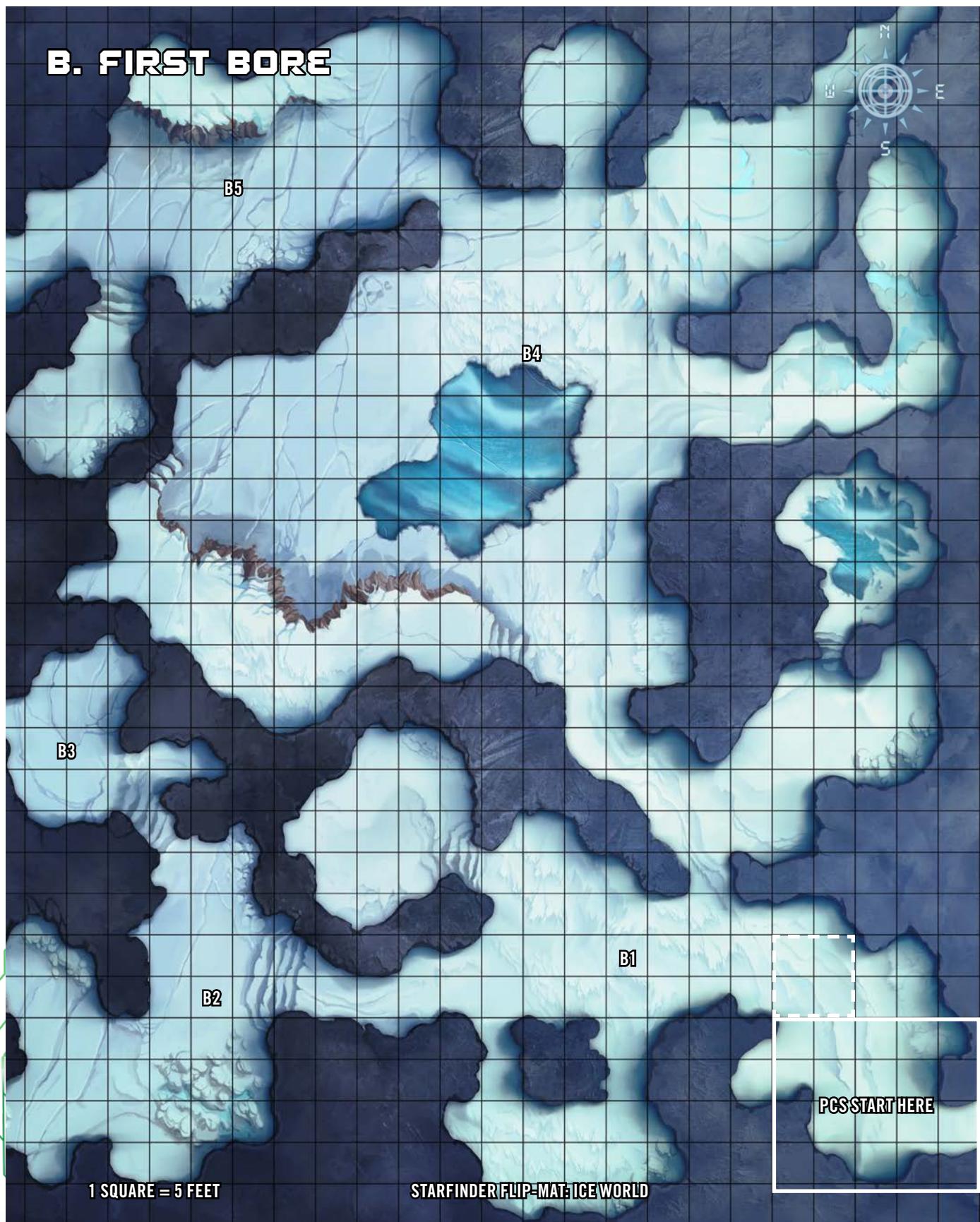
Subtier 5-6: Reduce each PC's credits earned by 965 credits.

B3. EXPERIMENT SITE

This shallow cavern contains the remnants of a field laboratory. The haphazard remains of collapsible equipment and discarded



STARFINDER SOCIETY SCENARIO



COST OF LIVING

syringe casings suggest a rushed cleanup. The frost-rimed corpse of a six-limbed animal with translucent flesh and an iridescent carapace lays crumpled on a folding examination table to the north.

Though the AbadarCorp researchers already removed all valuable equipment and data recordings from this area, an important piece of physical evidence remains. The partially dissected corpse of an estri rests on a folding examination table along the northern wall of the cave. A golden, triangular tag stapled to the deceased estri's ear bears the unmistakable key symbol associated with the megacorp. In addition to discovering this clue, if the PCs examine the corpse and succeed at a DC 20 Life Science check to Recall Knowledge (DC 22 in Subtier 5-6), they can learn one fact about estris. If a PC's check succeeds this DC by 5 or more, they learn one additional piece of information.

B4. FROZEN POOL (CR 5 OR CR 7)

Oddly uniform, circular bores pockmark the walls and floor, radiating away from the frozen lake at the center of this immense subterranean chamber. A refuse heap of broken-down mining equipment, rusted drill bits, and splintered crates rests atop the ridge to the southwest of the pool.

Unlike the smooth, low ceilings found throughout the rest of First Bore, this lofty cavern rises to a height of 30 ft. The broad shelf to the southwest rises 10 ft. above the ground and offers an ideal observation point for cautious PCs. PCs can design a trap large enough to ensnare one Medium sized creature by using the scraps of gear and supplies on the ridge and succeeding at a DC 24 Engineering or Survival check (DC 27 in Subtier 5-6).

SCALING ENCOUNTER B4

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

Subtier 3-4: The estris are both recovering from eating rancid meat found in the abandoned campsite nearby and are sickened for the entire encounter.

Subtier 5-6: Remove 1 estri from the encounter.

There are only enough salvageable items to create one trap. An estri only approaches a trap that's baited with food and located within 20 feet of the frozen lake.

Creatures: One unique species indigenous to Zeyther-3 is the estri, a burrowing animal with a carapace made of its own frozen blood. Estris use their corrosive bodily fluids to bore holes in rocky terrain and can briefly liquefy their forms for limited travel through solid matter. Two estris (four in Subtier 5-6) frequent this area and arrive to investigate 10 minutes after the PCs approach the frozen lake. The estris ignore the PCs while they're on the ledge unless they attack first. If the PCs remain on the ground level when the estris arrive, the animals aggressively defend their territory.

SUBTIER 3-4 (CR 5)

ESTRIS (2)

CR 3

N Medium animal (cold)

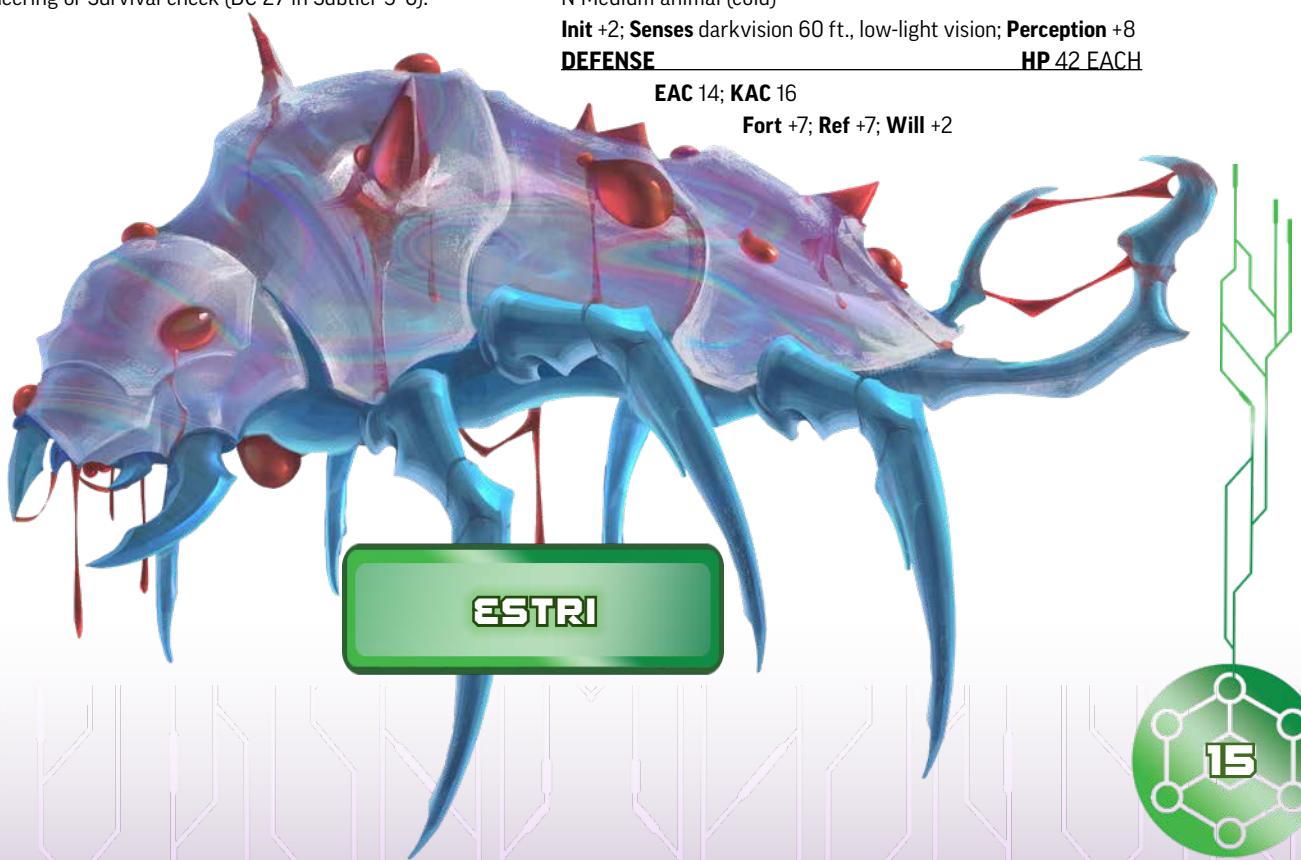
Init +2; Senses darkvision 60 ft., low-light vision; Perception +8

DEFENSE

HP 42 EACH

EAC 14; KAC 16

Fort +7; Ref +7; Will +2



Defensive Abilities frozen carapace; **DR** 5/–; **Immunities** cold

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., burrow 15 ft.

Melee bite +11 (1d6+7 A&P plus gutmelt)

Offensive Abilities liquefy self

TACTICS

During Combat The estri burrow until they reach a favorable position to use their bite attack. Whenever possible, an estri liquefies itself and travels through as many enemies as possible to injure and confuse its prey.

Morale The estri fight to the death to defend their territory.

Base Statistics Without its frozen carapace, an estri has EAC 12, KAC 14, and no DR.

STATISTICS

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

Skills Acrobatics +8, Athletics +8, Stealth +13 (+17 while burrowing)

Languages can't speak any language

SPECIAL ABILITIES

Frozen Carapace (Ex) An estri's hide excretes thick lines of iridescent blood that freeze into a protective carapace. This carapace grants the estri a +2 enhancement bonus to its EAC and KAC, as well as DR 5/– (included in its stat block above). Once the carapace's DR has prevented 20 damage, it shatters. A broken carapace regrows after 1 day.

Liquefy Self (Ex) Every 1d6 rounds as a full action, an estri can briefly liquefy its body and carapace to propel itself forward. The estri moves in a straight line up to 30 feet (provoking attacks of opportunity), can move through creatures up to one size category larger, and must end its movement in an unoccupied square. Any creature through which the estri moves takes 2d8 cold damage, is staggered, and contracts gutmelt; a successful DC 12 Fortitude save halves the damage and negates the disease.

GUTMELT

Type disease (ingested, injury); **Save** Fortitude DC 12

Track physical (special); **Frequency** 1/day

Effect progression track is Healthy–Latent–Weakened–Impaired–Befuddled–Bedridden–Dead; befuddled is as per the Mental disease track state.

Cure 3 consecutive saves

SUBTIER 5–6 (CR 7)

ESTRIS (4)

CR 3

HP 42 each (as Subtier 3–4)

Development: A PC who succeeds at a DC 18 Medicine check (DC 21 in Subtier 5–6) to retrieve a sample from an estri procures a biopsy sufficient for Dr. Monsylkis to develop a gutmelt vaccine. Using the provided injection tool grants a +5 bonus to this check

and enables a PC to attempt the check even if they aren't trained in Medicine. If a creature is dead when the sample is taken, increase the DC by 4. Exceeding the DC of this check by 4 or more means the PCs collect a pure enough sample for Dr. Monsylkis to develop a definitive cure for gutmelt. These estris bear tags identical to the one found on the corpse in area **B3**. Coupled with evidence from area **B2**, this is enough to prove that AbadarCorp recently sponsored research related to the estri on Zeyther-3.

B5. RUINED DESCENT

Beyond the frozen lake, a narrow tunnel leads to a large cavern with a steep downgrade. This large ice cave is unremarkable except for the ruins of equipment once used by Zeyther-3's miners, now fallen into disrepair after decades of neglect. An alcove to the southwest contains a disused terminal covered in a layer of ice. The tunnel to the west ends abruptly in a railed shaft protected by a transparent tube on three sides. A dilapidated tram large enough to carry a dozen Medium-sized passengers rests atop the rails just outside the downward-sloping tube.

Development: PCs who succeed at a DC 23 Computers or Engineering check (DC 26 in Subtier 5–6) can repair the broken terminal. Once repaired, the terminal's controls enable the PCs to program the automated tram. The tram has two programmable destinations: Glimmershield and the equatorial mines further south. If the PCs use this form of transportation, they arrive at Glimmershield's loading docks in 3 hours, avoiding the lengthy return journey. Otherwise, the PCs can return on foot. Their trek takes the same number of days as their previous journey, and the atmosphere remains mercifully devoid of Coilstorms.

CONCLUSION

Glimmershield's residents eagerly welcome the PCs' return. If the PCs present any AbadarCorp-related evidence they found at First Bore, Dr. Monsylkis and Taksta react with concern and confusion due to the possible implications. Taksta admits that she remembers noting something about AbadarCorp in her meticulous records and offers to share her information with the PCs. By searching Taksta's files, the PCs find records of five individuals on AbadarCorp's payroll with a permit for environmental-based research, including the team's arrival and departure dates. The team left Zeyther-3 on a private shuttle one day before the PCs' own arrival. At this point, the PCs likely realize that AbadarCorp had knowledge of gutmelt and brought their findings back to the Pact Worlds mere steps ahead of their own investigation.

Once back on Absalom Station, Naiaj distractedly acknowledges the PCs' successful relief efforts. During the PCs' report, she uncharacteristically slams her fist on her desk and shouts, "You unethical pieces of—" before calming herself. The source of Naiaj's frustration is immediately obvious. The datapad in front of her displays a popular infosphere news page proclaiming the headline, "AbadarCorp develops miracle drug for gutmelt!"

"Do you see how much they're charging for it?" Naiaj rants, shoving the screen toward her guests. She taps a four-figure credit sum with her stylus for emphasis. "That price is per dose. They're presenting this as a gods-sent medical breakthrough to relieve suffering, and they're going to charge victims out their noses for it! It's not even a cure! It says here that the drug is a routine treatment!" Naiaj sets the datapad down with exaggerated gentleness and exhales loudly.

"Please tell me you found something on Zeyther-3 that can provide an alternative to these thieves."

If the PCs uncovered evidence about AbadarCorp's activities on Zeyther-3, now is the perfect moment to reveal this information to Naiaj. This time, Naiaj listens raptly to the PCs' words, her facial expression changing from a frown with furrowed brow to a wickedly triumphant grin. Read the following text after the PCs present their evidence.

Naiaj rubs her hands together with glee. "Brilliant! Superb work, team! That sounds like more than enough evidence to blow the lid off this case of corporate corruption." Naiaj taps frantically at her datapad as she speaks. "All I need to do is call in a few favors to get this info through to the right channels. Your exposé, combined with Dr. Monsylkis's treatment reaching the market as competition, is going to hit AbadarCorp where it hurts.

Today's the day we snatch our credits out of the hand of the pharmaceutical profiteers and give them back to the people!"

PRIMARY SUCCESS CONDITIONS

The PCs complete their primary success condition if they assist Dr. Monsylkis with creating a viable treatment option for gutmelt. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon.

SECONDARY SUCCESS CONDITIONS

The PCs complete their secondary success condition if they accomplish at least three of the following four objectives:

- ➊ Complete both of Taksta's errands
- ➋ Discover at least two pieces of evidence suggesting AbadarCorp's presence on Zeyther-3
- ➌ Help Dr. Monsylkis create a full cure for gutmelt
- ➍ Return with an estri biopsy before any additional patients die of gutmelt

Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon. PCs who manage to uncover AbadarCorp's presence on the planet also earn the Big Win Against Big Potion boon on their Chronicle sheet.



STARFINDER SOCIETY SCENARIO



Event Reporting Form

Date _____ Event Code: _____
Location _____

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

Faction:		
Player Name:	Class	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers (<input type="checkbox"/> Dead <input type="checkbox"/>) <input type="checkbox"/> Infamy
Character Name:	Org Play #:	Level

Faction:		
Player Name:	Class	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers (<input type="checkbox"/> Dead <input type="checkbox"/>) <input type="checkbox"/> Infamy
Character Name:	Org Play #:	Level

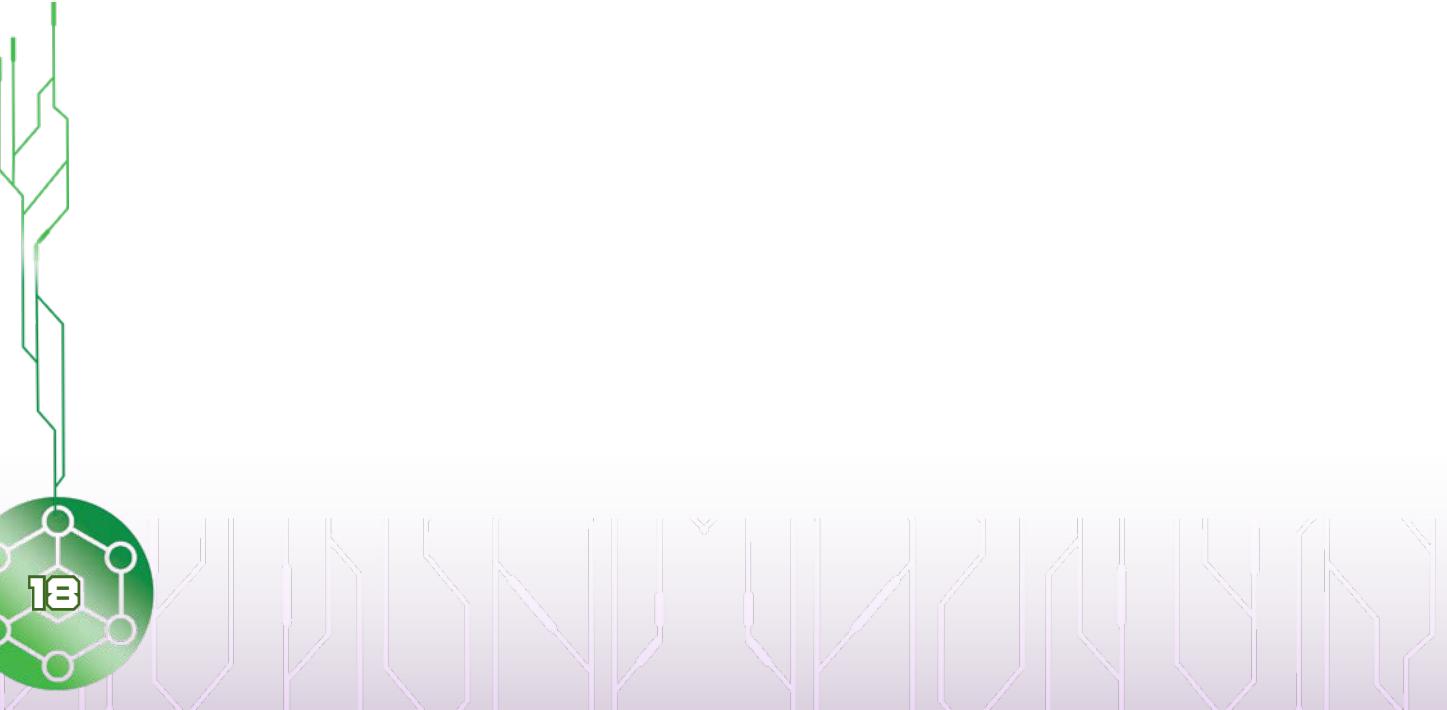
Faction:		
Player Name:	Class	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers (<input type="checkbox"/> Dead <input type="checkbox"/>) <input type="checkbox"/> Infamy
Character Name:	Org Play #:	Level

Faction:		
Player Name:	Class	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers (<input type="checkbox"/> Dead <input type="checkbox"/>) <input type="checkbox"/> Infamy
Character Name:	Org Play #:	Level

Faction:		
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Character Name:	Org Play #:	Level

Faction:		
Player Name:	Class	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers (<input type="checkbox"/> Dead <input type="checkbox"/>) <input type="checkbox"/> Infamy
Character Name:	Org Play #:	Level



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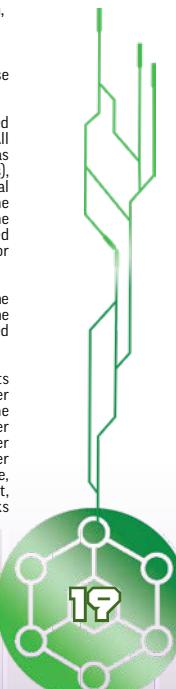
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Starfinder Society Scenario

#2-17: Cost of Living

Character Chronicle #

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

Items Found During This Scenario

Big Win Against Big Potion (Slotless Boon): Your efforts in exposing the ongoing corporate interference in medicinal creation and price-fixing has had serious repercussions across the Pact Worlds. From now on, whenever any of your characters purchases a medicinal, use the following chart to determine the cost of these items:

- Tier 1 75 credits
- Tier 2 450 credits
- Tier 3 2,700 credits
- Tier 4 16,200 credits

In the future, these prices will become standard, updated by an errata to the *Starfinder Core Rulebook*, representing the Society's actions in reshaping the Pact Worlds' medicinal costs. However, you gain access to these reduced rates as soon as you earn this boon, and this applies to all of your Starfinder Society characters.

MAX CREDITS		<input type="checkbox"/> Normal Max Credits
SUBTIER	3-4	1,532
SUBTIER	Out of Subtier	2,911
SUBTIER	5-6	4,290
SUBTIER	-	-
Starting XP		<small>GM's Initials</small>
+		<small>XP Gained (GM ONLY)</small>
=		<small>Final XP Total</small>
Initial Fame		<small>GM's Initials</small>
+		<small>Fame Gained (GM ONLY)</small>
-		<small>Fame Spent</small>
Final Fame		<small>Final Fame</small>
Starting Credits		<small>GM's Initials</small>
+		<small>Credits Garnered (GM ONLY)</small>
+		<small>Day Job (GM ONLY)</small>
-		<small>Credits Spent</small>
=		<small>Total</small>

All Subtiers

autotarget rifle (755; item level 2)
 backup generator armor upgrade (2,100; item level 4)
 climbing toolkit (200; item level 1; *Starfinder Pact Worlds* 198)
mk 2 serum of healing (425; item level 5)

Subtier 5-6

advanced semiauto pistol (5,500; item level 7)
ring of sustenance (2,925; item level 5)
 tier 2 sedative (3,000; item level 5)

Reputation

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #