

YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-18, TIER 7-10



FORBIDDEN TIDES

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How to Play

Starfinder Society Scenario #2-18: Forbidden Tides is a *Starfinder Society* Scenario designed for 7th- through 10th-level characters (Tier 7-10; Subtiers 7-8 and 9-10). 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

Forbidden Tides makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive* (AA), *Alien Archive 2* (AA2), *Alien Archive 3* (AA3), and *Starfinder Armory* (AR), as well as the maps *Pathfinder Flip Mat Multipack: Elemental Planes* and *Starfinder Flip Mat: Asteroid*. 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 Guide*.



FACTION (EXO-GUARDIANS)

FORBIDDEN TIDES

BY KATE BAKER



After the Starfinder Society discovered that Arniselle, a largely underwater planet replete with natural resources and the site of a long abandoned Starfinder Society Lodge, was populated by a colorful and sentient species known as the morlamaws, it got to work both re-establishing the Lodge and beginning relationships with the unusual creatures. The morlamaws, who live underwater in cities built into deep trenches, have taken well to the initial interplanetary contact and have opened their planet to visitors.

One such visitor was the systemwide megacorporation known as AbadarCorp, who quickly spotted the potential from a planet with abundant natural resources and residents who are both hardworking and a bit naïve. In particular, Datch, a ysoki representative for AbadarCorp, began working with a group of morlamaws who worshipped something called “The Eternal Source.” Datch convinced the morlamaws to mine for an unusual basalt strain with sensor-blocking capabilities that she needed for other purposes, but she was unaware that the morlamaws were simultaneously researching “the Eternal Source,” who was in truth the Great Old One, Ghatanothoa.

The morlamaws continued working at the facility, even after Datch and AbadarCorp left. The group uncovered ancient texts, and what they discovered was an association with Ghatanothoa that went back long before the Gap. Using Datch’s resources to uncover an ancient worship site, the group has now prepared a ritual to summon the Eternal Source to Arniselle. The morlamaws uncovered a strange structure under the water, a structure that was once an island before seismic activity sank it. A cavern in this sunken island contained a dozen mummified morlamaws, strange carvings, and even stranger equipment. The morlamaws brought everything they found into the mine once AbadarCorp ceased operations.

The Starfinder Society recently established a rare metal mine of their own and re-opened their abandoned lodge, inviting numerous morlamaws to join their ranks. The Society has discovered several clues that there might be more than meets the eye on Arniselle. First, on a Society mission to the planet Wealdriad (*Starfinder Society* #2-13: *Storm of the End Times*), the Starfinders found carvings of morlamaw-like creatures on the planet’s basalt structures. Next, during a joint investigation with the Dataphiles faction leader Celita into a possible medicine price-

WHERE IN THE UNIVERSE?

The mostly underwater planet of Arniselle is home to the colorful morlamaws and further detailed in *Starfinder Society* #1-08: *Sanctuary of Drowned Delight* and on pages 72-73 of *Starfinder Alien Archive* 3.

ARNISELLE

Home of the Morlamaws

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

Atmosphere: breathable; **Day:** 1 day; **Year:** 1 year

The planet Arniselle, home of the morlamaw people, is the third planet orbiting the star designated CX8742. This planet is extremely cold, with average temperatures below freezing. Oceans cover most of Arniselle, with a few uninhabited, icy land masses clustered on one side of the planet. Extreme seismic activity and a recent rise in the sea level submerged several landmasses. The morlamaws are Arniselle’s only intelligent species to have developed any notable technologies (albeit still simple by Pact Worlds standards). There are several large underwater morlamaw cities in the deepest ocean trenches. Pact Worlds organizations recently made contact with the morlamaws, and both the Starfinder Society and AbadarCorp, among others, have begun establishing outposts on the mostly aquatic planet.

fixing scheme, Director Ebaki of AbadarCorp suddenly found himself in danger and needed Starfinder assistance to escape (*Starfinder Society* #2-09: *Bluerise Breakout*). Director Ebaki kept looking into the price-fixing and found that Datch, a ysoki employee of AbadarCorp, had been on Arniselle and hired a group of morlamaws for a mining operation that lasted for over a year, but according to official records, produced no results.

SUMMARY

The PCs begin the adventure at the newly re-established Lodge on Arniselle, primarily populated by aquatic Starfinders. Venture-Captain Suulhu-Huur asks the PCs to investigate a mining operation with ties to Datch and AbadarCorp, as well as a group of morlamaws who worship something called "the Eternal Source."

The PCs travel to the mine, Giant basalt crabs attack them at the entrance. Inside the facility, a library and research lab show study of the local basalt and its unusual sensor-blocking capabilities. The mine itself is guarded by a mining robot, and Datch's office has an explosive surprise, but little information.

The Followers of the Eternal Source have begun using the now-shuttered mine for their efforts to call the Eternal Source, the Great Old One Ghatanothoa, to Arniselle. Their first ritual, in the back of the mine, causes an earthquake that lifts the whole section of basalt containing the mine out of the water, forming an island. This ritual preparation site is populated by several ancient mummified morlamaws, who attack the PCs. The morlamaws of the cult have moved to a secondary site on top of the new island and have opened a portal to the Eternal Source. The PCs must defeat the morlamaw cultists and close the portal before Ghatanothoa can make it through and doom everyone living on Arniselle!

GETTING STARTED

The PCs are summoned to the recently re-established underwater Starfinder Society Lodge on the icy planet of Arniselle, where the newly minted **Venture-Captain Suulhu-Huur** (LG female kalo^{AA} soldier), is getting things organized.

Read or paraphrase the following to begin the adventure.

Morlamaws, kalos, and wrikreechees swim busily around the Arniselle Lodge, while a few humans and vesks swim more slowly in armor, occasionally bumping into furniture. A female kalo, herself clad in heavy armor but with the helm off, greets her new visitors. "Ah, good, you've arrived from the Lorespire Complex. Please, follow me into the meeting room."

She effortlessly swims into a room off to the side of the main lodge and closes the door once everyone is inside. "I'll try to keep this briefing short and to the point. Director Ebaki of AbadarCorp has been looking into some financial oddities, and he found that a ysoki employee named Datch, who some of you may have met, recruited a group of morlamaws for a mining operation.



SUULHU-HUUR

"The morlamaws were apparently careful enough to stay away from any of the Society's expeditions, we never saw them. The records show that the operation was a failure, but here's the strange thing: the ship that was supposed to return the equipment to AbadarCorp instead brought back unlabeled minerals that somehow ended up 'lost in inventory.'"

Suulhu-Huur tilts her head slightly. "Something strange is going on. We've identified the site of the AbadarCorp mining operation, and it's in the middle of some big basalt formations. Which brings me to my next point. A recent Starfinder Society mission to the planet Wealdriad found carvings in the basalt formations there that looked like morlamaws. The carvings were primitive and very old, but morlamaws are pretty distinctive. None of our new Society members here have any idea why those carvings would be there. It's just all adding up to something suspicious. I think there's something weird about that basalt. I asked Zigvigix from the Exo-Guardians to send a team of our top

agents; that'd be you. Between AbadarCorp and something old and strange, I don't want to take any chances. Most of our agents here are still pretty new. I'd like you to go investigate the site. Find out what they were mining and why. Find out if there's some connection to the carvings on Wealdriad. Be careful. My gut tells me there's something strange going on out there."

What do you know about the area? "The mine is located in a basalt formation. I'm not sure what they could be mining there besides basalt, but maybe there are other materials of value. It's pretty far from any of the trench cities, and there are a lot of dangerous animals in the open ocean. You'll have a submersible vehicle, so drive straight there and avoid being out in the ocean any longer than necessary to get in."

What do you mean that the mine was a failure? "Director Ebaki says that the mine was reported in AbadarCorp records as closed due to insufficient production. That doesn't seem true, since a starship carried a full load of something away from here, and I want to know what that was, and why they would cover it up."

Why do you think the basalt on Wealdriad has anything to do with this mine? "I'll admit it's a weak connection. There's basalt all over the place. But still, morlamaw carvings in Wealdriad basalt, AbadarCorp mining basalt and covering it up. Something weird is going on, and I just have a sense that it's all connected."

Are we expecting AbadarCorp to still have any presence there? "It's not impossible, since AbadarCorp still has outposts on Arniselle, but officially the location is closed. If there are still workers there, find out what you can, but don't pick any fights."

Boon Allocation: PCs can slot their boons for the scenario at this time. If there are any PCs with the Suulhu-Huur's Respect Boon from *Starfinder Society #1-08: Sanctuary of Drowned Delight*, they should be encouraged to slot that boon. If they do so, the Venture Captain pulls them aside after the briefing.

"Look, I would have been a goner if your team hadn't gotten there when you did, and you have my gratitude. It's a little strange to be back here now—and in charge—after what happened. Well, life's just like that sometimes, and soldiers do what we must. Needless to say, I've had that little backroom destroyed, though. As a token of my appreciation, I'd like you to have these for the mission. Take care of them, this is all my best gear!"

If the party has at least one member with the Suulhu-Huur's Respect boon slotted, she offers the party some equipment. In Subtier 7-8, this includes an underwater advanced pike, an underwater tactical knife, an underwater advanced semi-auto pistol, and an underwater light machine gun, engraved with the name "Muncher" in kalo. In Subtier 9-10, she instead offers an underwater advanced cryopike, an underwater ultrathin dagger, an underwater elite semi-auto pistol, and an underwater medium machine gun, engraved with the name "Muncher" in kalo. If any PCs ask about the engraving, Suulhu-Huur says that it's in honor of a dear friend.

Morlamaw PCs: Any morlamaw PCs are taken aside by Hinevera, a magenta morlamaw who joined the Society after meeting the Starfinders who came to investigate the long-abandoned Lodge.

"I'm so glad that you're going on this mission! It's important that a morlamaw be present to explore this site. I did want to let you know about something that I heard. The morlamaws working with Datch were part of a group that started looking deep into morlamaw history soon after the Society came and we started getting visitors from other planets. They wanted to figure out whether aliens had ever visited us before. I'm not sure exactly what they found, but they started talking about something called the Eternal Source. Then, they went to work in the AbadorCorp mine. It might be nothing, but watch out. I didn't want to tell Suulhu-Huur in case it brought back, well, unpleasant memories."

If any PCs want to purchase underwater weapons, the Arniselle Lodge has a good supply, offering underwater versions of any weapon up to level 8 (level 10 in Subtier 9-10).

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

PCs who have studied up on Arniselle or who have spent some time in the trench cities might know something about the current state of affairs on the planet. The DCs are reduced by 5 for morlamaw PCs.

THE ETERNAL SOURCE

The Great Old One known as Ghatanothoa first appeared in "Out of the Aeons," a short story written by Hazel Heald and revised by H. P. Lovecraft. Cults devoted to the Eternal Source persisted after the Gap, often pursuing chaotic agendas associated with disasters, lost islands, and sacrifice. Though descriptions of Ghatanothoa's appearance vary wildly, its cultists channel their worship through symbols that resemble a jagged stone surrounded by crashing waves. More information about Ghatanothoa specific to the Starfinder and Pathfinder setting can be found in *Pathfinder Adventure Path #109: In Search of Sanity*.



10+: Morlamaws are extremely distinctive-looking mammalian creatures, with colorful, stout bodies, and four long tusks that they decorate with carvings. They are amphibious but live in the water, building cities into deep trenches that cross the ocean floor. Most morlamaws have learned at least a little Common with all the visitors coming to the planet.

15+: Morlamaw society has been thrown into chaos with the initial contact by the Starfinder Society and the new awareness of how much life exists in the universe. Some morlamaws have embraced this contact, even going as far as to join the Starfinder Society, while others are resentful.

20+: The Starfinder Society and AbadarCorp are two of the first external groups to establish outposts on Arniselle, both drawn in by the planet's natural resources. Both work closely with local societies and have many morlamaw employees.

25+: Some morlamaws have reacted to the knowledge of life on other planets by digging more deeply into their species' history. Others have become interested in building Drift-capable starships.

30+: A group of morlamaws have learned about something called the Eternal Source, and have said that they have proof that Arniselle and morlamaws have always been important on a galactic scale.



LIFE SCIENCE (RECALL KNOWLEDGE)

PCs who have explored the oceans of Arniselle or read about them might know about the creatures that live in the oceans. The DCs are reduced by 5 for morlamaw PCs.

10+: The open oceans surrounding the trench cities are full of dangerous animals. There are established routes between the trench cities that travelers keep to, and wandering far from these routes is risky.

15+: The most common predators are sea snakes and serpents, but there are also aggressive fish and crustaceans that are defensive of their territory. Camouflaged appearances are common, and animals can come seemingly out of nowhere.

TRAVEL TO THE MINE

The PCs can use a submersible vehicle from the Starfinder Society's lodge to travel to the abandoned mining site, which is about thirty miles away. Along the way, a PC who succeeds at a DC 24 Physical Science check notices cracks along the sea floor indicative of seismic activity. The route to the AbadarCorp mine passes by the Starfinder Society's mining operation, where they began by mining a mineral known as clophirium used in early Drift engine designs, but the facility now mines a variety of natural resources. The mine is operated principally by morlamaws, and the Society ensures that the majority of the profits go to the workers, since the Society is mindful of the harm that can be done by outside groups taking a planet's natural resources. For now, careful negotiations between the Society and the nearest trench cities have kept the arrangement beneficial to everyone involved.

The former AbadarCorp mining operation is set down in one of the deep trenches that crisscross the sea floors of Arniselle. The submersible can't go into the trench itself without getting stuck, so the PCs have to get out and swim down for the tightest portion of the journey (about a 15-foot area). A PC who uses the vehicle's sensors to scan the area before exiting the vehicle and succeeds at a DC 20 Computers check finds huge deposits of basalt in the area, but no signs of life.

A. THE MINING ENTRANCE (CR 8 OR CR 10)

Pillars of black stone rise from the depths of a trench, creating a forest of spires that rise up to roughly fifteen feet off the trench floor. A deeper tear extends into darkness along the northern end of the area. A carved cavern past the deep dash has a multitude of hazard symbols, indicating the presence of dangerous chemicals and heavy equipment beyond.

As soon as the PCs exit their submersible and approach the trench, two large rocky-looking crustaceans emerge from the fissure to the north and move to attack. The Followers of the Eternal Source lured the large crabs here with food to act as protection against outsiders. They aren't trained, but they are

known to be extremely defensive of their territory, and the cult counts on the crabs as early defense systems. The Followers themselves use a secret entrance hidden in the columns of basalt that leads to the tunnel in area **B4**, so they avoid this entrance and the crabs entirely.

Creatures: Several giant basalt crabs live in the trench right outside the mine's entrance. They protect their home fiercely. Giant basalt crabs aren't actually made of basalt, but their thick shells resemble basalt almost exactly, making these creatures difficult to spot when nestled into the rocky formations they call home, despite their size.

SUBTIER 7-8 (CR 8)

GIANT BASALT CRABS (2) CR 6

N Large animal (aquatic)

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

DEFENSE HP 90 EACH

EAC 18; **KAC** 21

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

OFFENSE

Speed 40 ft., swim 40 ft.

Melee claw +16 (1d8+11 B plus grab)

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

Offensive Abilities surging charge

TACTICS

During Combat The giant basalt crabs work together to take down one opponent at a time to protect their homes.

Morale A giant basalt crab tries to escape if reduced below 15 Hit Points.

STATISTICS

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

Skills Athletics +18 (+22 to swim), Acrobatics +13, Stealth +13 (+17 when in basalt formations)

Other Abilities mindless

SPECIAL ABILITIES

Collaborative Attack (Ex) Giant basalt crabs are used to fighting as a team. When a giant basalt crab makes a full attack against a creature who is grabbed by another giant basalt crab, each attack takes only a –3 penalty instead of –4. A giant basalt crab also gains an additional +1 bonus to its attack rolls when flanking with another crab.

Surging Charge (Ex) A giant basalt crab takes no penalty on attack rolls when charging.

SUBTIER 9-10 (CR 10)

GIANT BASALT CRABS (2) CR 8

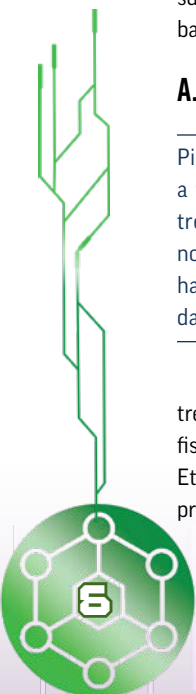
N Large animal (aquatic)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE HP 125 EACH

EAC 20; **KAC** 23

Fort +12; **Ref** +10; **Will** +7



A. THE MINING ENTRANCE



C2

C1

PCS START HERE

1 SQUARE = 5 FEET

PATHFINDER FLIP-MAT: ELEMENTAL PLANES MULTI-PACK

SCALING ENCOUNTER A

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

Both Subtiers: Both crabs have the sickened condition.

OFFENSE

Speed 40 ft., swim 40 ft.

Melee claw +19 (3d4+14 B plus grab)

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

Offensive Abilities surging charge

TACTICS

During Combat The giant basalt crabs work together to take down one opponent at a time to protect their homes.

Morale A giant basalt crab tries to escape if reduced below 20 Hit Points.

STATISTICS

Str +6; **Dex** +4; **Con** +2; **Int** —; **Wis** +1; **Cha** +1

Skills Athletics +21 (+25 to swim), Acrobatics +16, Stealth +16 (+20 when in basalt formations)

Other Abilities mindless

SPECIAL ABILITIES

Collaborative Attack (Ex) Giant basalt crabs are used to fighting as a team. When a giant basalt crab makes a full attack against a creature who is grabbed by another giant basalt crab, each attack takes only a –3 penalty instead of –4. A giant basalt crab also gains an additional +1 bonus to its attack rolls when flanking with another crab.

Surging Charge (Ex) A giant basalt crab takes no penalty on attack rolls when charging.

Development: If the PCs succeeded at the earlier check with the sensors, they may wonder why the giant basalt crabs didn't show up as signs of life. If anyone trained in Computers returns to the submersible, that PC can confirm that the sensors are in working order. However, nothing in the trench, including any PCs still in there, shows up on the sensors. This is the PCs' first clue about the cloaking properties of the Arniselle basalt, though they are not likely to realize the exact cause yet.

Once the PCs secure this area and defeat the crabs, they can continue down toward the mine. The mine's entrance is on the seafloor at the bottom of the trench.

B. THE MINING FACILITY

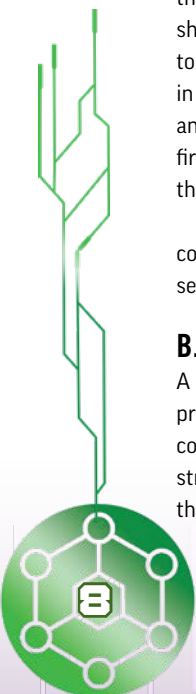
A circular trench surrounds a section of the basalt growths prevalent in this part of the seafloor, and extensive basalt columns and growths run rampant over the top of the structure. The mining facility is no longer in operation, now that AbadarCorp has mined sufficient basalt quantities, but the

morlamaws of the Eternal Source still use this location for occult research, and they are now preparing to use it to implement their ritual. The cultists moved all of their supplies here after the facility closed, so Datch and the rest of AbadarCorp remain unaware of what's become of the former mine. The front door is easily visible on approach and has many warning labels in both Common and Morlamaw listing the dangerous chemicals and heavy equipment on the premises. The door is locked but can be opened with a DC 20 Engineering check. Alternatively, a PC can break down the door with a successful DC 15 Strength check.

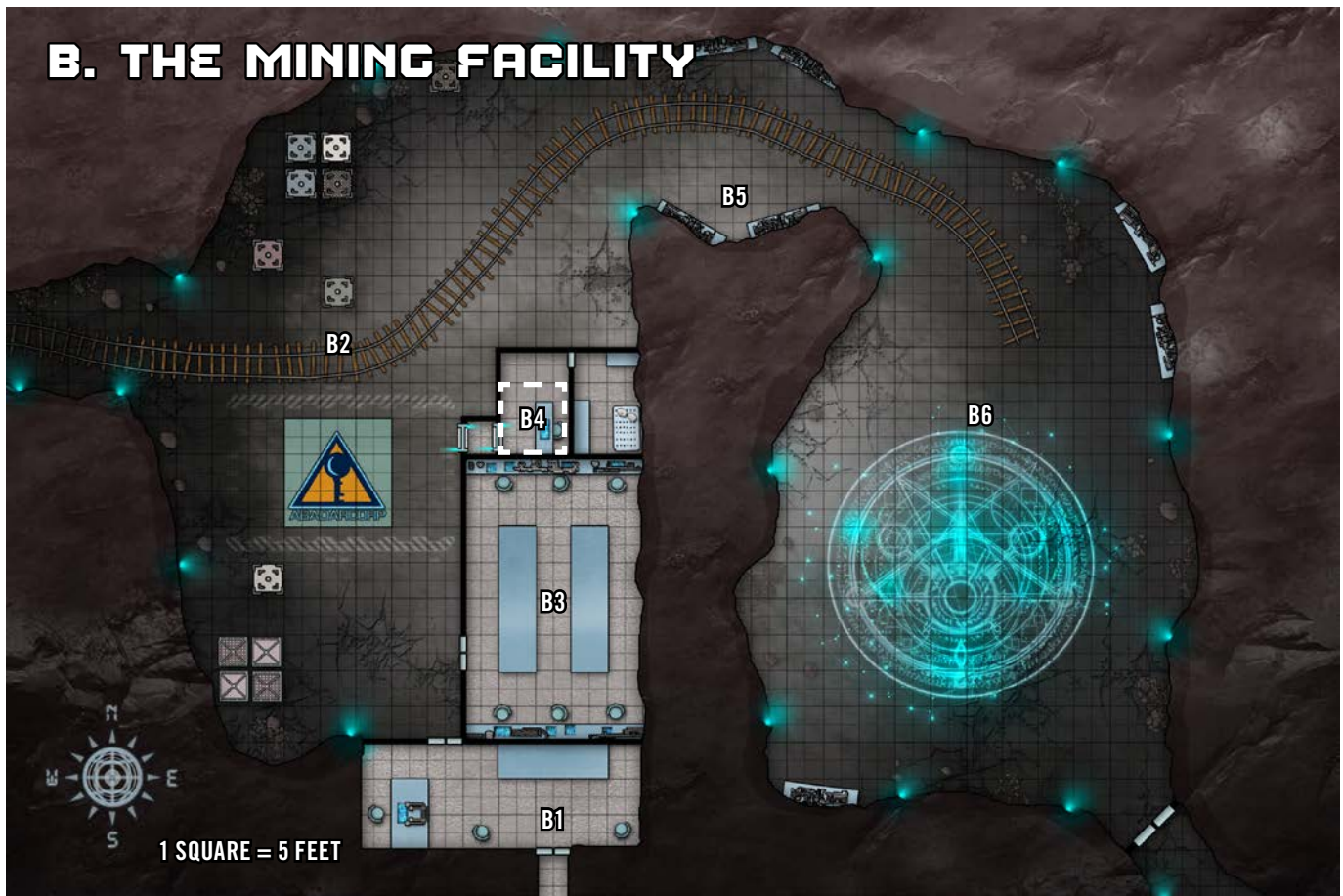
When the PCs arrive, the morlamaw cultists in the ritual area (area **B6**) perform the first part of their ritual. Afterward, these cultists leave by the tunnel to a second site above the mining facility, shielded by basalt columns and growths from both visual notice and detection sensors, even from directly overhead. Most likely, the cultists aren't aware of the PCs' presence at the facility, unless the PCs act particularly loudly, such as using grenades or similarly loud effects. If the PCs want to explore the top of the structure before going inside the mine, they find that the columns and growths too tightly packed to pass through easily, and they would have to break apart the basalt in order to progress.

Rising Island: Keep approximate track of time. Fifteen minutes after the PCs first arrive at the facility and defeat the giant basalt crabs, there is an earthquake due to the cult's primary ritual that starts lifting the basalt formation up out of the water. The earthquake itself has no mechanical effect on the PCs, but it is very noticeable. PCs who succeed at a DC 24 Physical Science check or who have played *Starfinder Society #1-08: Sanctuary of Drowned Delight* know that earthquakes are very common on Arniselle and are what caused the Starfinder Society lodge, which was once on land, to end up underwater. However, a PC who succeeds at a DC 25 Mysticism or Physical Science check (DC 28 in Subtier 9-10) thinks that the earthquake is likely magical in origin, not natural.

The earthquake-causing ritual is only the beginning of the cult's plans, led by their former mine supervisor, Farimther. The next step, once the basalt is risen, is to perform a second ritual to open a portal that allows Ghatanothoa, the Eternal Source, onto Arniselle. The cultists can't open the portal yet, and they remain in meditation, waiting for the basalt to become an island akin to Ghatanothoa's holy symbol. The section of basalt surrounded by the circular column begins to rise very slowly. The rate is too gradual for the rise to be noticeable to the PCs, unless they are using some kind of scientific equipment that would track acceleration. However, if the PCs leave the structure to go back to the submersible, they can see that the door to the facility is much higher than it was when they first entered. Ten minutes after the earthquake, the water begins to drain from the facility, and the top of the basalt structure is out of the water, which allows the cultists to begin the second part of their ritual: opening the portal. Ten minutes after that, the structure has risen so high that all the water drains from the facility.



B. THE MINING FACILITY



B1. THE LOBBY

A nicely furnished lobby has AbadarCorp logos patterned onto the walls and furniture. The room contains oversized chairs, a low table, and a receptionist's desk that is cleared of items except for a datapad set into the surface of the desk, protected from the water that fills the room by a covering.

The computer set into the desk's top is specially protected and functions underwater. A PC can hack into the computer with a successful DC 26 Computers check (DC 28 in Subtier 9-10). There are four applications of interest: mail, calendar, security logs, and the temperature controls for the facility. The mail logs don't reveal anything unusual; the stored messages are fairly mundane and generic to any business, with no detail about the mining operation itself. The last messages were sent one year ago and were generally canceling services and arranging for transport. The messages indicate that a starship named *The Golden Meteor* was contracted to pick up mining equipment. The calendar also shows no appointments in the last year, though the receptionist did keep the calendars for two other people: the General Manager Datch and the mine supervisor Farimther. The security logs show that the front door was opened moments ago when the PCs came in but wasn't opened for a year prior to that. However, the temperature controls indicate that someone has been adjusting the water temperature in the facility quite recently.

B2. THE MINES (CR 9 or CR 11)

Long tracks allow carts to move easily through the mine, set just inside from the front lobby and extending several hundred feet. A branching tunnel extends even further into the depths of the facility, though hazard tape indicates the area has seen little use. Crates stacked throughout the quiet space bear neat labels with their contents, though the tags indicate that they were packed almost a year ago. A large loading dock has a platform that can be raised to a hatch in the ceiling, which now welded shut.

This tunnel leads off into the basalt mines and are beyond the scope of this adventure. The crates contain mining equipment and were packed up to be shipped on the *Golden Meteor*, but the starship instead left Arniselle with a cargo full of the unique basalt. The PCs can easily examine the walls and equipment, and any PC trained in Physical Science can confirm that the facility was indeed used to mine basalt.

Creatures: One of the crates has been open, and the mining robot that was packed up inside (two robots in Subtier 9-10), programmed by the followers of the Eternal Source to attack anyone without an Eternal Source holy symbol. The mining robot takes 3 rounds to fully reactivate once the PCs enter the room. The robot has been modified from the standard model to allow its drill and LFD screamer to function underwater without penalty.



SCALING ENCOUNTER B2

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

Subtier 7–8: The mining robot is at reduced functionality from a year of non-operation. It takes a –2 penalty to attack rolls and a –2 penalty to EAC and KAC.

Subtier 9–10: The mining robots are at reduced functionality from a year of non-operation. They take a –2 penalty to attack rolls and a –2 penalty to EAC and KAC.

SUBTIER 7–8 (CR 9)

MINING ROBOT

CR 9

HP 145 (*Starfinder Adventure Path #10: The Diaspora Strain* 58; see page 20)

TACTICS

During Combat The mining robot attacks the closest PC, starting with ranged attacks and then moving into melee. It avoids using its integrated andesite magma blade, which has not been modified for underwater use.

Morale The mining robot does not surrender or attempt to escape. A PC who uses a full-round action and succeeds at a DC 32 Engineering check can deactivate the robot. To attempt this check, the PC must be adjacent to the robot or have remote hacking capabilities.

SUBTIER 9–10 (CR 11)

MINING ROBOTS (2)

CR 9

HP 145 each (*Starfinder Adventure Path #10: The Diaspora Strain* 58; see page 20)

TACTICS

See Subtier 7–8.

Treasure: Two driver seismic picks (*Starfinder Armory* 13) and a medium excavation laser (*Starfinder Armory* 20) rest within the opened crates.

Development: The PCs can see from the scope of the mine that an enormous quantity of basalt was mined from this facility, easily enough to fill the cargo bays of a large starship. However, none of the mined basalt is present. If the PCs examine the crates and succeed at a DC 25 Perception check (DC 28 in Subtier 7–10), they find an addendum slipped in with the shipping manifest stating that the mining equipment is being held back in lieu of shipping 50 tons of basalt on the *Golden Meteor* and that subsequent arrangements would be made to ship the mining equipment. It is signed by Datch and dated one year ago. The manifest and addendum are written on a simple datapad.

Rewards: If the PCs fail to defeat the mining robot, reduce each PC's credits earned by the following amount.

Subtier 7–8: Reduce each PC's credits earned by 1,122 credits.

Out of Subtier: Reduce each PC's credits earned by 1,122 credits.

Subtier 9–10: Reduce each PC's credits earned by 1,122 credits.

B3. RESEARCH LAB

Several desks with computers line the walls of this room off the main entrance, while long tables down the middle of the room are crowded with machinery and experiments. Basalt sample float in suspension in front of sensors or set up for strength testing and many broken pieces of basalt fill waste bins.

A PC who spends five minutes examining the tests on the tables and succeeds at a DC 20 Physical Science check (DC 22 in Subtier 9–10) notices that in addition to standard materials science procedures on the basalt, many of the tests are seeing how well the basalt blocks sensors: this is another opportunity to identify the cloaking properties of the Arniselle basalt.

The computers, like the one in area **B1**, were designed to function underwater. Any of the computers can be accessed with a successful DC 28 Computers check (DC 30 in Subtier 9–10). The data contains records of experiments demonstrating the cloaking properties of the basalt, as well as simulations modeling how those properties would function in extremely large quantities. It appears that AbadarCorp wanted to hide something very big from detection.

A PC who succeeds at a DC 25 Perception check (DC 28 in Subtier 9–10) notices a datapad in the crevice between a desk and the wall. It functions as a lab notebook and contains hand-entered data from a series of experiments. A PC who succeeds at a DC 20 Physical Science check (DC 22 in Subtier 9–10) notes that the tests were to characterize the cloaking properties of the basalt. There is also a strange doodle on one of the pages of data, along with a comment about the Eternal Source. The doodle is apparently abstract: a tangle of lines with a few extending out of it like an octopus's tentacles and several eyes in the middle. It is oddly disconcerting, and a PC who looks at the doodle must succeed at a DC 18 Will save or be sickened for one minute as overcome by the feeling of their skin (or suitable exterior) hardening. A PC who succeeds at a DC 25 Society check recognizes the name "the Eternal Source" as something related to a group of morlamaws who began looking into morlamaw history after the recent contact by the Starfinder Society and other off-planet organizations. Morlamaw PCs should have received this information from Hinevera after the Venture-Captain briefing.

The airlock door leading to area **B4** is locked, but the door can be opened with a successful DC 28 Engineering check (DC 30 in Subtier 9–10).

Treasure: There is a first-aid cabinet with six *mk 3 serums of healing*. In Subtier 9–10, there are instead twelve *mk 3 serums of healing*.

Development: The PCs should be able to work out from the experiments and notes here that the basalt being mined in this location could be used to build cloaking technology.

Faction Notes: Exo-Guardian faction members should note that this material poses a major threat to security and bring back samples for further study by the Society.

Rewards: If the PCs do not explore the research lab, reduce each PC's credits earned by the following amount.

Subtier 7-8: Reduce each PC's credits earned by 887 credits.

Out of Subtier: Reduce each PC's credits earned by 2,292 credits.

Subtier 9-10: Reduce each PC's credits earned by 3,696 credits.

B4. DATCH'S FORMER OFFICE (CR 8 OR CR 10)

An airlock leads to a small office, with furniture clearly sized for a creature much smaller than a morlamaw. This room is filled with air. The desk is bare other than a computer. An open door leads to a small bedroom, though there are no personal items visible in here.

The airlock leads into to an air-filled office and attached bedroom and bathroom. All the furniture is sized for Small creatures. There is still a computer on the desk, but all other personal effects have been removed.

Traps: Datch left a surprise for anyone who snooped around in her office, expecting that Starfinders or other enemies of AbadarCorp might come by sooner or later. If anyone touches or attempts to hack the computer, even remotely, it first displays a cartoonlike pixelated image of the white ysoki holding up a mining pick and smiling at the camera while snacking on an apple. PCs who have met Datch before immediately recognize her image. Unless the PCs notice that the computer is set to explode and disable it within one round, the trap goes off.

SUBTIER 7-8 (CR 8)

EXPLODING COMPUTER TRAP

CR 8

Type technological; **Perception** DC 32; **Disable** Computers DC 27 (reprogram trap) or Engineering DC 27 (defuse explosive)

Trigger touch or remote access; **Reset** manual

Effect explosion (8d10 F); Reflex DC 18 half; multiple targets (all targets within 10 ft. of console)

SUBTIER 9-10 (CR 10)

EXPLODING COMPUTER TRAP

CR 10

Type technological; **Perception** DC 35; **Disable** Computers DC 30 (reprogram trap) or Engineering DC 30 (defuse explosive)

Trigger touch or remote access; **Reset** manual

Effect explosion (10d10 F); Reflex DC 19 half; multiple targets (all targets within 10 ft. of console)

Development: Datch didn't leave any personal effects behind, but the furniture in these rooms looks reasonably well worn; a PC who succeeds at a DC 20 Survival check notes that Datch probably stayed here several months. The air in this room is stagnant since it hasn't been cycled in a year, which the PCs can tell with a



successful DC 24 Physical Science check. Any PC who turns off their environmental protections and tries breathing the air in here notices that it is stale and acrid.

B5. OCCULT LIBRARY

As the PCs continue along the out-of-operation mine, they find a section that has clearly been repurposed recently. Shelves contain datapads on occult subjects and a neatly machined wall of basalt has various diagrams and symbols carved into it. The phrase “the Eternal Source” is repeated over and over again in Morlamaw, Aklo, and once in Common. (If the PCs did not identify the phrase in area **B4**, they may attempt that same check again now.) The cultists moved mining equipment and resources out of the way to make room for the strange library. One of the clearest images looks like a jagged spire of rock stretching high out of an ocean, surrounded by waves. There are old and bizarre relics featuring morlamaw imagery as well as occult symbols.

A PC who examines the datapads and can read Morlamaw or Aklo, or succeeds at a DC 20 Linguistics, check finds that there are many on the topic of the Great Old Ones, strange, powerful, and malevolent ancient beings associated with the planet Aucturn and known to inhabit the fringes of space. A PC who spends five minutes examining the diagrams and succeeds at a DC 22 Mysticism check (DC 24 in Subtier 9–10) recognizes that the Eternal Source appears to refer to a specific creature, and that the Followers of the Eternal Source apparently worship this creature. A PC who exceeds the DC by 10 can pinpoint the exact identity of the creature: Ghatanothoa, who is exceedingly strange even for a Great Old One. Ghatanothoa is a mass of limbs, tentacle, and eyes, that folds up over on itself, constantly shifting and melding in and out of form. His appearance is said to be so horrifying that those who gaze upon him or upon perfect images of him can be turned into effectively immortal, petrified mummies, aware of their surroundings but unable to move.

Treasure: The relics in the occult library are very old and worth 6,200 credits (18,400 credits in Subtier 9–10).

Rewards: If the PCs do not explore the occult library, reduce each PC's credits earned by the following amount.

Subtier 7–8: Reduce each PC's credits earned by 1,033 credits.

Out of Subtier: Reduce each PC's credits earned by 1,541 credits.

Subtier 9–10: Reduce each PC's credits earned by 2,050 credits.

B6. RITUAL PREPARATION AREA (CR 9 OR CR 11)

Around a bend in the cavern, the mine suddenly transforms into an occult lair. More symbols and runes carved into the walls and floors leer out, and strange equipment lies piled up against the walls. The equipment is too small to be designed for use by morlamaws, and drills, claws and spikes stick out of various metal gadgets in an unsettling fashion. A circle of runes on the floor glows with an otherworldly light.

A PC who succeeds at a DC 24 Mysticism check (DC 26 in Subtier 9–10) can tell that the circle was part of a ritual that caused the earthquake and caused this formation of basalt to start rising. The PC also knows that it would be possible to deactivate the runes with a successful DC 28 Mysticism check (DC 30 in Subtier 9–10). However, failing this check or otherwise touching or crossing over the runes causes them to deal damage (see Hazard below). A successful Mysticism check to deactivate the runes stops the basalt from continuing to rise. However, the secondary ritual site on what is now the island's surface is already above the waterline.

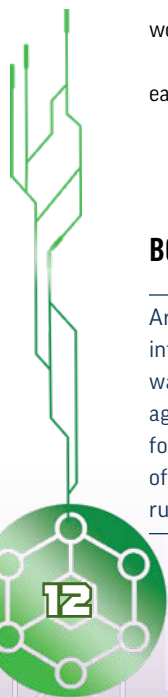
The room contains a dozen morlamaws that are shriveled and desiccated, even if the chamber is still filled with water. They hold perfectly still and don't react to the PCs, even if PCs begin touching or examining them. Eight of the mummified morlamaws have damaged skulls, and it is easy to see that the brains of these creatures have been removed. A PC who examines one of the other four mummified morlamaws and succeeds at a DC 24 Medicine or Life Science check can tell that not only is the brain still intact, it is still active, despite the complete lack of any other signs of life.

A metal door leading out of the room has another rune inscribed on it, keeping the door locked. A PC can disable the rune by succeeding at a DC 26 Mysticism check (DC 28 in Subtier 9–10) or can break the door down with a successful DC 26 Athletics check. The PCs can also get the door open by dealing sufficient damage to it (hardness 20, 90 Hit Points).

If a PC touches or deactivates the circle of runes on the floor or touches or damages the door leading out to the secondary ritual site, Ghatanothoa uses his magic to animate the four mummified morlamaws with intact brains. They immediately attack the PCs.

Creatures: These morlamaws were worshippers of Ghatanothoa thousands of years ago. They opened a portal to the Eternal Source and were all mummified by laying eyes directly the Great Old One. Later Mi-go (*Starfinder Alien Archive 2* page 82) explorers to Arniselle came upon the bodies a few hundred years after the creatures were petrified. When Ghatanothoa mummifies a creature, their brain remains intact, allowing them to still know what's happening around them but be unable to move, even into death. The mi-go used advanced equipment to remove the brains of these creatures for their own purposes and left the bodies and some of their equipment behind. The current Followers of the Eternal Source found both the mummies and the mi-go equipment in a secret cavern and brought them all here after AbadarCorp closed the mine. They do not know what the mi-go equipment is but brought it assuming it related to the Eternal Source. Of the twelve mummified morlamaws in the room, four still have intact brains. They attack, controlled by Ghatanothoa, as soon as a PC touches or deactivates the circle of runes on the floor or touches or damages the door leading to the secondary ritual site.

Hazard: The circle of runes deals 6d6 damage to any living creature who crosses over or touches the runes. The creature



can attempt a DC 16 Will save to take half damage. (In Subtier 9–10, the circle of runes deals 8d6 damage and the Will save for half damage is DC 18.) If the circle of runes has been deactivated, it no longer deals this damage.

SUBTIER 7–8 (CR 9)

MUMMIFIED MORLAMAW (4) CR 5

Variant morlamaw (*Starfinder Alien Archive* 3 72)

LE Large monstrous humanoid undead (aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +11
DEFENSE HP 70 EACH

EAC 17; **KAC** 19

Fort +9; **Ref** +9; **Will** +6

Defensive Abilities DR 5/—; **Immunities** undead immunities;

Resistances cold 5

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., swim 40 ft.

Melee tusk +15 (1d6+10 P plus skewer plus morlamaw mummy rot)

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

TACTICS

During Combat The mummy morlamaws attack the nearest living opponent.

Morale The mummy morlamaws do not surrender or attempt to escape. They fight until destroyed.

STATISTICS

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

Skills Athletics +16 (+20 to swim), Acrobatics +11

Languages Morlamaw

Other Abilities mindless, unliving

SPECIAL ABILITIES

Skewer (Ex) When a morlamaw successfully deals damage with their tusk to a creature that isn't adjacent to them, they can move that creature 5 feet into an adjacent square. This movement doesn't provoke attacks of opportunity.

MORLAMAW MUMMY ROT (EX)

Type disease (injury); **Save** Fortitude DC 13

Tracks physical and mental (special);

Frequency 1/day

Effect no latent state; the victim takes all penalties from progressing on both the physical and mental disease tracks

Cure The victim must benefit from a successful casting of *remove affliction* within 1 minute.

SCALING ENCOUNTER B6

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

Both Subtiers: Remove one mummified morlamaw from the encounter.

SUBTIER 9–10 (CR 11)

ADVANCED MUMMIFIED MORLAMAW (4) CR 7

Variant morlamaw (*Starfinder Alien Archive* 3 72)

LE Large monstrous humanoid undead (aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +14
DEFENSE HP 105 EACH

EAC 19; **KAC** 21

Fort +11; **Ref** +11; **Will** +8

Defensive Abilities DR 5/—; **Immunities** undead immunities;

Resistances cold 5

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., swim 40 ft.

Melee tusk +18 (2d6+12 P plus skewer plus morlamaw mummy rot)

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

TACTICS

During Combat The mummy morlamaws attack the nearest living opponent.



MUMMIFIED MORLAMAW



Morale The mummy morlamaws do not surrender or attempt to escape. They fight until destroyed.

STATISTICS

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

Skills Athletics +19 (+23 to swim), Acrobatics +14

Languages Morlamaw

Other Abilities mindless, unliving

SPECIAL ABILITIES

Skewer (Ex) When a morlamaw successfully deals damage with their tusk to a creature that isn't adjacent to them, they can move that creature 5 feet into an adjacent square. This movement doesn't provoke attacks of opportunity.

MORLAMAW MUMMY ROT (EX)

Type disease (injury); **Save** Fortitude DC 15

Tracks physical and mental (special); **Frequency** 1/day

Effect no latent state; the victim takes all penalties from progressing on both the physical and mental disease tracks

Cure The victim must benefit from two successful castings of *remove affliction* within 1 minute

Treasure: The strange equipment in this room was used by mi-go visitors to Arniselle centuries ago and used to remove the brains of already mummified morlamaws. A PC who succeeds at a DC 25 Engineering, Medicine, or Mysticism (DC 27 in Subtier 9–10) check can tell that the equipment was used to remove the brains of the mummified morlamaws in the room, but it takes a successful DC 33 Engineering, Mysticism, or Society (DC 35 in Subtier 9–10) to recognize that the equipment is mi-go in origin. It is very rare and therefore extremely valuable, worth 8,000 credits (23,000 credits in Subtier 9–10).

Development: Once the PCs defeat the mummified morlamaws, nothing else prevents the PCs from getting the door open and reaching the secondary ritual site above.

Rewards: If the PCs do not defeat the mummy morlamaws, reduce each PC's credits earned by the following amount.

Subtier 7–8: Reduce each PC's credits earned by 1,333 credits.

Out of Subtier: Reduce each PC's credits earned by 2,583 credits.

Subtier 9–10: Reduce each PC's credits earned by 3,833 credits.

C. THE ISLAND'S SURFACE (CR 10 OR CR 12)

The formation of basalt surrounded by the circular trench is now an island, with jagged rocks forming a dangerous shoreline. The morlamaw cultists have begun the second part of their ritual. Now that the structure has turned into an island, the holy symbol of Ghatanothoa and an important part of his mythology—the cultists have begun opening a portal to allow the Great Old One to travel to Arniselle and escape his imprisonment. When the PCs arrive, the cultists have established the portal, but it is not yet large or stable enough for Ghatanothoa to come through. They'll need to act quickly to avert disaster.

The surface of the island is jagged and rough, and basalt columns have fallen, unable to support their own weight out of the water. A single clearing opens up to reveal a group of morlamaws in black robes chanting in a strange tongue. A large portal carved of basalt stands open in the middle of the group of chanting figures. Occasionally, the tip of a greenish-brown tentacle emerges from the portal and then retracts.

This area is out of the water and completely dry.

The mining supervisor, Farimther, serves as the leader of the Followers of the Eternal Source. He directed the group to transport the mummies and equipment from the secret cavern to the mine after AbadarCorp closed the facility. He also led the research into the Eternal Source, whose name is featured heavily in the carvings at the secret cavern.

Farimther first led the ritual to cause the basalt to rise out of the water, and he now leads the ritual to summon Ghatanothoa through the nearby portal. The ritual does not require constant concentration, and so the cultists can address the approaching PCs, warning them to stay away and not to interfere with the ritual. If the party includes morlamaws, then Farimther tries to convince them that this is an important part of the morlamaws' legacy. He explains that morlamaws haven't been ignored by the rest of the galaxy for all these years, but instead they were important enough for a Great Old One to visit. By finishing this ritual and allowing Ghatanothoa through, they can make Arniselle and the morlamaws reach their full potential. If the party does not contain morlamaws, Farimther instead yells about how they'll all learn about the importance of morlamaws once the Eternal Source returns to Arniselle. If the PCs keep their distance, Farimther engages them in discussion, but he cannot be dissuaded from continuing the ritual. If the PCs advance, Farimther orders the cult to attack. A morlamaw PC who succeeds at a DC 24 Bluff check (DC 35 in Subtier 9–10) can pretend to agree about the importance of completing the ritual. Success allows that PC to have a surprise round.

Creatures: Farimther leads the group of morlamaw cultists. Two of the cultists spent enough time close to the portal that they have been petrified by Ghatanothoa peering in through the portal. The other morlamaws do not seem bothered by this, and they do not listen to PCs pointing out that they will all be turned into mummies if the ritual succeeds.

Hazard: The portal has partially opened, and Ghatanothoa is on the other side peeking out! Occasionally, the Eternal Source can get a tentacle through, but the Great Old One cannot yet fully pass through the portal into Arniselle. PCs can glimpse a writhing mass of limbs, tentacles, and eyes, defying any sense of logic or anatomy. Any PC who enters a square within 15 feet of the portal or begins their turn within 10 feet of the portal must succeed at a DC 20 Will save (DC 22 in Subtier 9–10) or suffer 1 Dexterity drain (2 in Subtier 9–10). PCs can choose to avoid looking at the portal, giving them a +4 circumstance bonus on the saving throw, but they are flat-footed to all attacks until the start of their

C. THE ISLAND'S SURFACE

PCS START HERE



PORTAL

1 SQUARE = 5 FEET

STARFINDER FLIP-MAT: ASTEROID

SCALING ENCOUNTER C1

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

Both Subtiers: Remove a mummy morlamaw from the encounter. The DC against Ghatanothoa's petrifying effect is reduced by 2.

next turn if they do so, though they can still take reactions as normal. If a PC is reduced to 0 Dexterity from this effect, that PC is immobilized and transforms into a mummy, just like the morlamaws near the ritual circle. This unusual mummification is a curse that ends when the portal closes (see Development on page 18). The caster level of the curse is 20.

SUBTIER 7-8 (CR 10)

FOLLOWER OF THE ETERNAL SOURCE (3) CR 4

Male and female morlamaw mystics (*Starfinder Alien Archive* 372)
NE Large monstrous humanoid (morlamaw)

Init +0; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE **HP** 43 EACH **RP** 4 EACH

EAC 15; **KAC** 16

Fort +3; **Ref** +5; **Will** +9

OFFENSE

Speed 20 ft., swim 40 ft.

Melee tusk +9 (1d4+7 P plus skewer)

Ranged underwater thunderstrike sonic pistol +7 (1d8+4 So; critical deafen)

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

Offensive Abilities backlash, share pain (DC 15)

Mystic Spells Known (CL 4th; melee +9, ranged +7)

2nd (3/day)—*mind thrust* (DC 17), *mystic cure*

1st (3/day)—*command* (DC 16), *lesser confusion* (DC 16), *wisp ally*

0 (at will)—*fatigue* (DC 15), *telekinetic projectile*



GHATANOTHOA

TACTICS

During Combat The cultists use their spells against any PC who approaches Farimther, leaving the mummified morlamaws to engage the PCs directly in melee. The cultists use *mystic cure* on Farimther if he is injured.

Morale If Farimther is defeated and a cultist is reduced below 15 hit points, that cultist surrenders.

STATISTICS

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

Skills Athletics +15 (+19 to swim), Culture +15, Mysticism +15, Sense Motive +10

Languages Common, Morlamaw

Other Abilities mindlink

Gear underwater^{AA} thunderstrike sonic pistol

SPECIAL ABILITIES

Skewer (Ex) When a morlamaw successfully deals damage with their tusk to a creature that isn't adjacent to them, they can move that creature 5 feet into an adjacent square. This movement doesn't provoke attacks of opportunity.



FARIMTHER

FARIMTHER

CR 7

Male morlamaw envoy (*Starfinder Alien Archive* 372)

NE Large monstrous humanoid (morlamaw)

Init +2; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE **HP** 120 **RP** 4

EAC 19; **KAC** 20

Fort +6; **Ref** +8; **Will** +10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee tusk +15 (1d8+11 P plus skewer)

Ranged underwater advanced semi-automatic pistol +9 (2d6+7 P)

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

Offensive Abilities Quick Dispiriting Taunt

TACTICS

During Combat Farimther leads his allies, directing attacks against particular opponents with Improved Get 'Em or trying to debuff a particularly tough opponent with a Quick Dispiriting Taunt.

Morale Farimther is completely devoted to Ghatanothoa and stops at nothing to complete this ritual. He fights to the death and does not surrender or try to escape.

STATISTICS

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

Skills Athletics +19 (+23 to swim), Bluff +19, Culture +14, Diplomacy +19, Intimidate +19, Mysticism +14, Sense Motive +19

Languages Common, Morlamaw

Other Abilities Improved Get 'Em, Inspiring Boost

Gear underwater^{AA} semi-automatic advanced pistol, credstick with 8,000 credits

SPECIAL ABILITIES

Skewer (Ex) When a morlamaw successfully deals damage with their tusk to a creature that isn't adjacent to them, they can move that creature 5 feet into an adjacent square. This movement doesn't provoke attacks of opportunity.

MUMMIFIED MORLAMAW (2)CR 5

HP 70 each (See page 13)

TACTICS

During Combat The mummy morlamaws engage the closest PCs in melee.

Morale The mummy morlamaws are controlled by Ghatanothoa, and they do not surrender or try to escape. If they are still fighting when the portal closes, they suddenly freeze up and are petrified again.

SUBTIER 9-10 (CR 12)

FOLLOWER OF THE ETERNAL SOURCE (3)

CR 6

Male and female morlamaw mystics (*Starfinder Alien Archive* 372)
NE Large monstrous humanoid (morlamaw)

Init +0; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE **HP** 75 **EACH** **RP** 4 **EACH**

EAC 17; **KAC** 18

Fort +5; **Ref** +7; **Will** +11

OFFENSE

Speed 20 ft., swim 40 ft.

Melee tusk +13 (1d6+9 P plus skewer)

Ranged underwater advanced semi-automatic pistol +9 (2d6+6 P)

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

Offensive Abilities backlash, share pain (DC 16), sow doubt (DC 16)

Mystic Spells Known (CL 4th; melee +13, ranged +9)

2nd (3/day)—*mind thrust* (DC 18), *mystic cure*

1st (3/day)—*command* (DC 17), *lesser confusion* (DC 17), *wisp ally*

0 (at will)—*fatigue* (DC 16), *telekinetic projectile*

TACTICS

During Combat The cultists use their spells against any PC who approaches Farimther, leaving the mummified morlamaws to engage the PCs directly in melee. The cultists use *mystic cure* on Farimther if he is injured.

Morale If Farimther is defeated and a cultist is reduced below 25 hit points, that cultist surrenders.

STATISTICS

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

Skills Athletics +18 (+22 to swim), Culture +18, Mysticism +18, Sense Motive +13

Languages Common, Morlamaw



Other Abilities mindlink

Gear underwater^{AA} semi-automatic advanced pistol

SPECIAL ABILITIES

Skewer (Ex) When a morlamaw successfully deals damage with their tusk to a creature that isn't adjacent to them, they can move that creature 5 feet into an adjacent square. This movement doesn't provoke attacks of opportunity.

FARIMTHER

CR 9

Male morlamaw envoy (*Starfinder Alien Archive* 372)

NE Large monstrous humanoid (morlamaw)

Init +3; **Senses** darkvision 60 ft.; **Perception** +18

DEFENSE **HP** 162 **RP** 4

EAC 22; **KAC** 23

Fort +8; **Ref** +10; **Will** +12

OFFENSE

Speed 20 ft., swim 40 ft.

Melee tusk +19 (3d4 +13 P plus skewer)

Ranged underwater advanced elite pistol +17 (3d6+9 P)

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

Offensive Abilities Quick Dispiriting Taunt

TACTICS

During Combat Farimther leads his allies, directing attacks against particular opponents with Improved Get 'Em or trying to debuff a particularly tough opponent with a Quick Dispiriting Taunt.

Morale Farimther is completely devoted to Ghatanothoa and stops at nothing to complete this ritual. He fights to the death and does not surrender or try to escape.

STATISTICS

Str +4; **Dex** +3; **Con** +1; **Int** +2; **Wis** +1; **Cha** +6

Skills Athletics +23 (+27 to swim), Bluff +23, Culture +18, Diplomacy +23, Intimidate +23, Mysticism +18, Sense Motive +23

Languages Common, Morlamaw

Other Abilities Improved Get 'Em, Situational Awareness

Gear underwater^{AA} elite advanced pistol, credstick with 21,500 credits

SPECIAL ABILITIES

Skewer (Ex) When a morlamaw successfully deals damage with their tusk to a creature that isn't adjacent to them, they can move that creature 5 feet into an adjacent square. This movement doesn't provoke attacks of opportunity.

ADVANCED MUMMIFIED MORLAMAW (2)

CR 7

HP 105 each (See page 13)

TACTICS

During Combat The mummy morlamaws engage the closest PCs in melee.

Morale The mummy morlamaws are controlled by Ghatanothoa, and they do not surrender or try to escape. If they are still fighting when the portal closes, they suddenly freeze up and are simply petrified again.

Development: Once Farimther is killed or unconscious, the ritual abruptly ends. Over the next three rounds, the portal slowly closes. The DC of the saving throw against Ghatanothoa's petrification effect is reduced by 2 during each of these rounds. Any surviving cult members claim that they didn't fully understand what the ritual would do. If the PCs press them further for why they participated, they talk about how Farimther claimed that this would prove how important Arniselle is, to have a Great Old One return to the planet. Otherwise, the PCs shouldn't have much difficulty returning to the lodge, or finding their submersible in the waters nearby.

Rewards: If the PCs do not defeat Farimther and stop the ritual, reduce each PC's credits earned by the following amount.

Subtier 7-8: Reduce each PC's credits earned by 1,460 credits.

Out of Subtier: Reduce each PC's credits earned by 2,585 credits.

Subtier 9-10: Reduce each PC's credits earned by 3,709 credits.

CONCLUSION

The PCs should have much to report to Venture-Captain Suulhu-Huur when they return to the Arniselle lodge. The presence of the morlamaw cult attempting to call a Great Old One to Arniselle takes the kalo by surprise, but she is overly thankful that the PCs were able to put a stop to the ritual in time. She is, however, still worried about what Datch and AbadarCorp are up to with the basalt that can block sensors, since they have mined and shipped an enormous quantity of it. She sends samples of the mineral to Zigvigix for Exo-Guardians researchers to investigate further.

"Well, Starfinders, it's a good thing you were there to stop that ritual from happening. Imagine what could have become of this whole planet. We aren't out of trouble yet, though. Datch is up to something suspicious with that basalt. What are they using it to hide?"

If the PCs talk to Hinevera about what happened, she explains what she knows about the Followers of the Eternal Source, filling in any missing gaps the PCs may have about what they found in their adventure.

If the PCs do not succeed at defeating Farimther, then the cult completes the ritual. Ghatanothoa enters Arniselle through the portal, dooming all life on the aquatic planet. Any surviving PCs are petrified along with the cults, and eventually, everyone on Arniselle. Ghatanothoa's statistics are not presented here, but the PCs are not capable of defeating the Great Old One. In the event of his release, powerful forces move in to limit Ghatanothoa's influence to Arniselle, effectively making the planet his new prison.

REPORTING NOTES

If the PCs stopped the ritual, check box A. If they failed and Ghatanothoa takes over Arniselle, check box B.

PRIMARY SUCCESS CONDITIONS

If the PCs stop the ritual and prevent Ghatanothoa from crossing through the portal, they complete their primary success condition and each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon. PCs who complete this mission also earn the Mark of the Eternal Source boon on their Chronicle sheet.

SECONDARY SUCCESS CONDITIONS

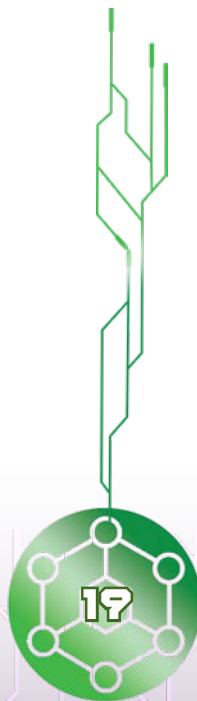
If the PCs successfully determine that the basalt being mined has cloaking properties by completing at least two of the tasks listed below, they complete their secondary success condition and each earn 1 Fame and 1 Reputation for any factions

associated with their current faction boon.

- Using their submersible to scan and noting the concealed nature of the facility.
- Successfully interpreting the experiments in the research lab.
- Succeeding at accessing the computers in the research lab.
- Finding the lab notebook in the research lab and then either interpreting the results or bringing it back to the Lodge for further study.

FACTION NOTES

If the PCs succeed at their secondary mission, they can bring precious information back to the Exo-Guardians. Each PC earns 1 additional Reputation with the Exo-Guardians faction, in addition to any other Reputation earned from completing this scenario.



APPENDIX: ALIEN ARCHIVE

MINING ROBOT

CR 9

Starfinder Adventure Path #10: The Diaspora Strain 58

N Large construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +17

DEFENSE **HP** 145

EAC 20; **KAC** 22

Fort +10; **Ref** +8; **Will** +6

Defensive Abilities integrated weapons, nanite repair;

Immunities construct immunities; **Resistances** acid 5, fire 10

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee drill +20 (3d4+14 P; critical bleed 2d4) or integrated andesite magma blade +20 (2d8+15 F & S; critical wound [DC 16])

Ranged integrated LFD screamer +17 (2d10+9 So; critical deafen [DC 16])

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

STATISTICS

Str +6; **Dex** +4; **Con** –; **Int** –2; **Wis** +3; **Cha** –3

Skills Profession (miner) +17

Languages Common (can't speak)

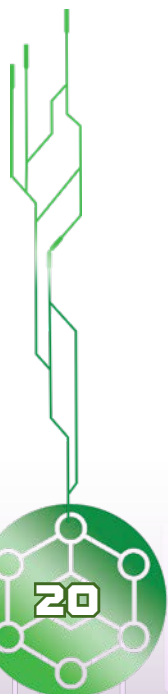
Other Abilities rock tunneler, unliving

Gear andesite magma blade^{AR} with 3 high-capacity batteries (40 charges each), LFD screamer with 2 super-capacity batteries (80 charges each)

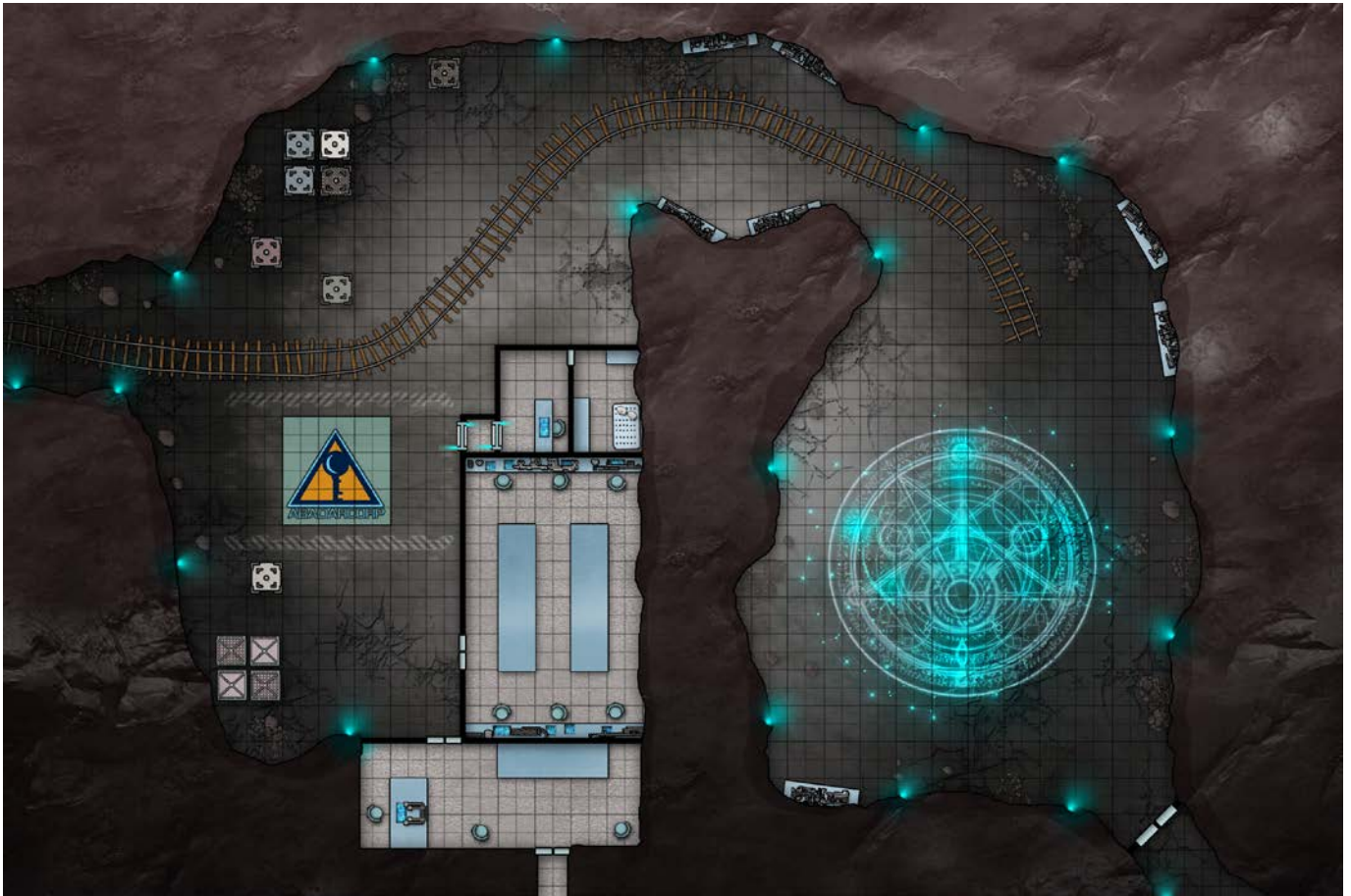
SPECIAL ABILITIES

Nanite Repair (Ex) A mining robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR (9 Hit Points per hour for most mining robots.) Once per day as a full action, a mining robot can restore 4d8 Hit Points to itself or any touched construct with the technological subtype

Rock Tunneler (Ex) A mining robot can burrow through stone at half speed, and it can choose to leave tunnels when it burrows.



FORBIDDEN TIDES



APPENDIX: HANDOUTS

UNDERWATER COMBAT

Land creatures usually have considerable difficulty when fighting in water, as it affects a creature's attack rolls, damage, and movement. The following adjustments apply whenever a character is swimming, walking in chest-deep water, or walking along the bottom of a body of water.

ATTACKS FROM LAND

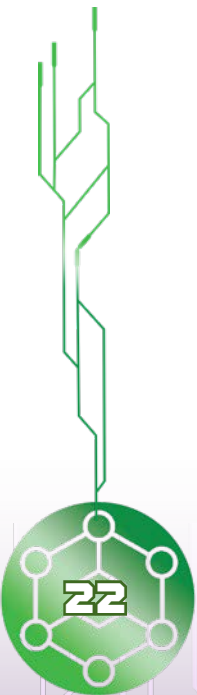
Characters swimming or floating in water that is at least chest deep and characters who are fully immersed have cover against attacks made from the surface.

ATTACKS UNDERWATER

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

SPELLCASTING UNDERWATER

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





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:

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

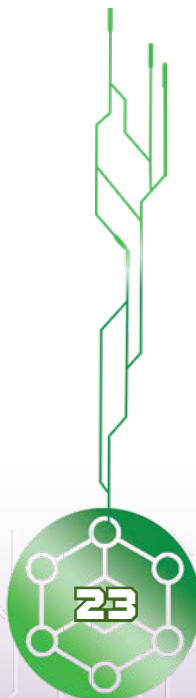
Player Name:		Class	Faction:		<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Character Name:		Org Play #:	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/>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

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

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

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

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



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Starfinder Society Scenario #2-18: Forbidden Tides

Character Chronicle #

A.K.A. _____					SUBTIER <input type="checkbox"/> Normal Max Credits	
Player Name	Character Name	Organized Play #	Character #	Faction	7-8	5,835
Items Found During This Scenario					SUBTIER <input type="checkbox"/> Normal	
Mark of the Eternal Source (Social Boon): Your time on the aquatic world of Arniselle put you in contact with a group of cultists attempting to summon a Great Old One sealed on a distant world. Though you stopped an apocalyptic summoning, you were close to a gateway that opened a path to the sealed being's domain. This has marked you in ways not yet understood. This boon may have an effect in a future scenario.					Out of Subtier	10,123
					SUBTIER <input type="checkbox"/> Normal	
					9-10	14,410
					SUBTIER <input type="checkbox"/> Normal	
					-	-
MAX CREDITS					SUBTIER <input type="checkbox"/> Normal	
					Starting XP	
					+	GM's Initials
					XP Gained (GM ONLY)	
					=	Final XP Total
EXPERIENCE					Initial Fame	
					+	GM's Initials
					Fame Gained (GM ONLY)	
					-	Fame Spent
					Final Fame	
FAME					Starting Credits	
					+	GM's Initials
					Credits Garnered (GM ONLY)	
					+	Day Job (GM ONLY)
					-	Credits Spent
CREDITS					=	
					Total	

All Subtiers		Subtier 9-10	
advanced pike (12,200; item level 9)	advanced cryopike (34,800; item level 12)		
driver seismic pick (12,600; item level 9; <i>Starfinder Armory</i> 13)	elite semi-auto pistol (18,200; item level 10)		
light machine gun (8,600; item level 8)	medium excavation laser (36,000; item level 12; <i>Starfinder Armory</i> 20)		
	medium machine gun (23,100; item level 11)		
	ultrathin dagger (32,800; item level 12)		

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #