**Plot Outline**

1. **The *Diligent Forerunner* — Dining on Memories**
	1. Agree with each PC on their memory/personality flavor (see pg 3)
	2. **Loot:** (if half+ PCs contribute): 2 Heal Serum mk2\*, 1 Ring of Resistance mk1, (\*)
2. **Tower of the Oma[[1]](#footnote-0)**

0. Ground floor

* + 1. can use vines later to feed Vindurth (DC 18 LifeSci to ID)
		2. can find Vindurth’s acid trail (DC 20\* Percept)
	1. The Delusion Virus (Floor 12)
		1. Scrolls: if read, DC 15\* Will save; +2 Int checks / 1d3 Wis dmg [affects A3]
		2. Lore Wardens (2\*)
			1. Aura: w/in 120ft, DC 15 Will start each turn or become off-target
			2. Staggered (move OR std action) Round 1\*
			3. -2\* to attack rolls, DC of Sp abilities
			4. Likely to attack those who succeed vs. aura save
			5. Royo: +1 (morale) atk, dmg; +2 Engr ID (+2/+3 if slotted)
			6. **Loot:** Can salvage 1\* Sintered Longsword
	2. The Slavering Beast (Floor 18)
		1. Walls: brush = 1 F; full contact = 2d6\* F
		2. Vindurth: begins as indifferent; -10 HP, -2 atk/dmg/saves (\*)
			1. DC 21\* Survival to improve attitude (+2 steps if by 10+; -1 if by -5)
				1. vines from Floor 1 give +4
			2. Royo boon: he tries food if they don’t; re-roll 1 check if slotted
	3. The Mind Maze (Floor 40 / top)
		1. DC 21 Myst/PhysSci to recall details of its use
		2. Once inside, need 6 success on DC 10 Int check [bonus from A1?]
			1. failure = 1 Wis damage (can KO) [already dmg @ A1?]
		3. Those outside can help with aid another (DC 10 Int for +2)
			1. Royo boon: grants +2 insight to each slotted
		4. Those outside can shake free; Royo does this if PCs struggle (then stays)
1. **Tower of the Ellicoth[[2]](#footnote-1)**
	1. Hallway (nothing much): railing around B1 & B2, not walls
	2. Control Room (optional - skip if <60 min left)
		1. Hole in NE corner: Small creature, DC 21 Acro to get to rubble below safely
		2. if any explosion happens, room collapses
			1. DC 15 Engr to realize this (but obvious it’s in rough shape regardless)
			2. Creatures in the room fall 10 ft, taking 2d6 B (debris) (Reflex 16 half)
			3. Controls permanently disabled
		3. Hellknights (1\*)
			1. **Loot:** each carries 1 flamethrower, 1 pike, 2 grenades
		4. Fire suppression controls: DC 21\* Comp/Myst in a full-round action to reactivate
			1. once activated, full-round to fire one 40ft line from nozzles, which puts out flames hit & deals 3d6 cold to all creatures hit (Reflex 16 for half)
	3. Burning Library
		1. **Countdown: 10 rounds** after PCs arrive, Hellknights destroy remaining books if uninterrupted
		2. Fire hazards: 1d6 F to move through plus Reflex 15 or gain Burning (same 1d6 F each round until extinguished)
		3. Nozzles: can be shot with EAC 15 KAC 19 HP 4; could reactivate in B2
			1. detonates on kill, putting out all fires within 30 ft and dealing 1d6 C to creatures in range (Reflex 15 for half)
		4. Hellknights (1\*)
		5. Loomarch (1)
			1. his flamethrower is integrated into his armor
			2. claw hits get free included grab[[3]](#footnote-2) attempt:
				1. target grappled if attack would hit KAC+4
				2. target pinned if KAC+13
				3. will **eat a limb** next turn if still grappling target

**NPC accents:**

* Luwazi: E/SE African, Wakanda influences
* Royo: light touch on Harry Caray
* Iteration-177: higher voice, a bit English
* Albryan: med-high, eastern Euro (Romanian-ish)
* Loomarch: deep Russian

**Personalities** (for Iteration-177’s judgement)

|  |  |  |  |
| --- | --- | --- | --- |
| **Humour** | Feel | Act | **Memory** |
| **Choleric** | Angry | Decisive | **Angry, Violent** |
| **Melancholic** | Sad | Analytical | **Analytical, Wise, Quiet (or none)** |
| **Phlegmatic** | Chill | Relaxed | **Relaxed, Peaceful** |
| **Sanguine** | Happy | Active | **Active, Enthusiastic, Social** |

[**Grab**](https://www.aonsrd.com/UniversalMonsterRules.aspx?ItemName=Grab)(for Loomarch)

**Source** [*Alien Archive 3 pg. 152*](https://paizo.com/products/btq01wt9?Starfinder-Alien-Archive-3), [*Alien Archive 2 pg. 151*](https://paizo.com/products/btpya20r?Starfinder-Alien-Archive-2), [*Alien Archive pg. 155*](https://paizo.com/products/btpy9ujg)

If the creature hits with the indicated attack (usually a claw or bite), it deals normal damage.

If the attack roll result equals or exceeds the target’s KAC + 4, the creature also automatically grapples the foe. (If it equals or exceeds the target’s KAC + 13, the creature instead pins the target.)

The creature does not need to have a spare limb free to perform this grapple as long as it can make the listed attack, and it can potentially grapple more than one target if it has more than one attack with the grab ability. The creature can maintain the grab either with another successful grab attack or by performing the grapple combat maneuver normally.

**Creature list:**

2-4 Lore Wardens (medium)

1 Ksarik (large)

4-6 Pyre Hellknight Fanatics (medium)

2 Hellhounds (medium)

1 Loomarch (medium)

**Tasks / Rewards**

**Thought for Food**

* 50%+ of PCs contribute memories (251 cr)

 **Loot:** 2x Heal Serum, 1x Ring of Resistance, (\*)

**Tower of the Oma**

* Defeat Lore Wardens (290 cr)
 **Loot:** sintered longsword; reclaim virus
* Return Vindurth alive to cage (190 cr)
* PCs reach center of Mind Maze (250 cr)

**Tower of the Ellicoth**

* Defeat control room Hellknights (199 cr)
 if skipped, don’t remove creds

**Loot:** flamethrowers, grenades, pike

* Defeat Loomarch & library Hellknights (321 cr)

**Primary Success (do 2 of 2)**

* **Oma:** Reach center of Mind Maze (Royo counts)
* **Ellicoth:** Defeat Hellknights

**Earn**: 1 Fame, 1 Rep (faction Boon), 1 Rep (2nd Seekers Luwazi)

**Secondary Success (do 2 of 3)**

* **Oma:** Reclaim virus (Lore Wardens)
* **Oma:** Return Vindurth alive to cage
* **Ellicoth:** Save some books from library

**Earn**: 1 Fame, 1 Rep (faction Boon)

**Missing Faction Notes for #1-11[[4]](#footnote-3)**

If the PCs succeeded at their primary mission, they further goals of Luwazi Elsebo in uncovering the truth behind the Scoured Stars incident. Each PC earns 1 additional Reputation with the Second Seekers (Luwazi Elsebo) faction, in addition to any other Reputation earned as a result of completing this scenario.

## [Serum of Healing, Mk 2](https://www.aonsrd.com/MagicItems.aspx?ItemName=Mk%202&Family=Serum%20of%20Healing)

**Source** [*Starfinder Core Rulebook pg. 222*](https://paizo.com/products/btpy9ssr?Starfinder-Core-Rulebook) **Gain** *Diligent Forerunner:* Dinner

**Level** 5; **Price** 425; **Bulk** L

Serums are vials of magic liquid that you can imbibe as a standard action or carefully trickle down the throat of a helpless or unconscious creature as a full action.This vial of medical serum quickly sets bones and repairs other physical damage, restoring Hit Points when administered to a living creature. A Mark 2 serum restores 3d8 Hit Points.

## [Serum of Healing, Mk 2](https://www.aonsrd.com/MagicItems.aspx?ItemName=Mk%202&Family=Serum%20of%20Healing)

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## [Ring of Resistance, Mk 2](https://www.aonsrd.com/MagicItems.aspx?ItemName=Mk%202&Family=Ring%20of%20Resistance)

**Source** [*Starfinder Core Rulebook pg. 222*](https://paizo.com/products/btpy9ssr?Starfinder-Core-Rulebook)**Gain** *Diligent Forerunner:* Dinner

**Level** 6; **Price** 4,200; **Bulk** —

You gain an enhancement bonus to saving throws with your lowest base saving throw bonus. A Mark 2 ring grants a +2 bonus.

## [Sintered Longsword](http://aonsrd.com/WeaponDisplay.aspx?ItemName=Sintered&Family=Longsword)

**Source** *Starfinder Core Rulebook pg. 172* **Gain** Oma: Lore Wardens

**Level** 7; **Price** 8,420

**Damage** 2d8 S; **Critical** —

**Bulk** 1; **Special** analog

A longsword made of compacted ceramics, forming a durable and finely edged blade.

## [Flamethrower, Pyre-Class](https://www.aonsrd.com/WeaponDisplay.aspx?ItemName=Pyre-Class&Family=Flamethrower)

**Source** [*SFS #1-11 pg. 18*](https://paizo.com/products/btpy9y4m?Starfinder-Society-Roleplaying-Guild-Scenario-111-In-Pursuit-of-the-Scoured-Past) **Gain** Ellicoth: Hellknights

**Level** 6; **Price** 4,200

**Damage** 1d10 F; **Range** 30 ft.; **Critical** [burn 1d8](https://www.aonsrd.com/WeaponCriticals.aspx?ItemName=Burn)

**Capacity** 20 petrol; **Usage** 4

**Bulk** 2; **Special** [analog](https://www.aonsrd.com/WeaponProperties.aspx?ItemName=Analog), [blast](https://www.aonsrd.com/WeaponProperties.aspx?ItemName=Blast), [unwieldy](https://www.aonsrd.com/WeaponProperties.aspx?ItemName=Unwieldy)

## [Incendiary Grenade, Mk 2](https://www.aonsrd.com/WeaponDisplay.aspx?ItemName=Mk%202&Family=Incendiary%20Grenade)

**Source** [*Starfinder Core Rulebook pg. 178*](https://paizo.com/products/btpy9ssr?Starfinder-Core-Rulebook) **Gain** Ellicoth: Hellknights

**Level** 6; **Price** 1,040

**Damage** 2d6 F; **Range** 20 ft.; **Critical** —

**Capacity** drawn

**Bulk** L; **Special** [explode (2d6 F; 1d6 burn; 10 ft.)](https://www.aonsrd.com/WeaponProperties.aspx?ItemName=Explode)

Incendiary grenades detonate in a spray of superheated plasma.

## [Incendiary Grenade, Mk 2](https://www.aonsrd.com/WeaponDisplay.aspx?ItemName=Mk%202&Family=Incendiary%20Grenade)

**Source** [*Starfinder Core Rulebook pg. 178*](https://paizo.com/products/btpy9ssr?Starfinder-Core-Rulebook) **Gain** Ellicoth: Hellknights

**Level** 6; **Price** 1,040

**Damage** 2d6 F; **Range** 20 ft.; **Critical** —

**Capacity** drawn

**Bulk** L; **Special** [explode (2d6 F; 1d6 burn; 10 ft.)](https://www.aonsrd.com/WeaponProperties.aspx?ItemName=Explode)

Incendiary grenades detonate in a spray of superheated plasma.

## [Pike, Tactical](https://www.aonsrd.com/WeaponDisplay.aspx?ItemName=Tactical&Family=Pike)

**Source** [*Starfinder Core Rulebook pg. 172*](https://paizo.com/products/btpy9ssr?Starfinder-Core-Rulebook) **Gain** Ellicoth: Hellknights

**Level** 2; **Price** 475

**Damage** 1d8 P; **Critical** —

**Bulk** 2; **Special** [analog](https://www.aonsrd.com/WeaponProperties.aspx?ItemName=Analog), [reach](https://www.aonsrd.com/WeaponProperties.aspx?ItemName=Reach); advanced melee, 2-handed

A pike is composed of a sharpened-aluminum, stainless-steel, or carbon-steel spike atop a light metal or polycarbonate staff.

Subtier 5-6 only

## [Serum of Healing, Mk](https://www.aonsrd.com/MagicItems.aspx?ItemName=Mk%202&Family=Serum%20of%20Healing) 3

**Source** [*Starfinder Core Rulebook pg. 222*](https://paizo.com/products/btpy9ssr?Starfinder-Core-Rulebook) **Gain** *Diligent Forerunner:* Dinner (5-6)

**Level** 5; **Price** 425; **Bulk** L

Serums are vials of magic liquid that you can imbibe as a standard action or carefully trickle down the throat of a helpless or unconscious creature as a full action.This vial of medical serum quickly sets bones and repairs other physical damage, restoring Hit Points when administered to a living creature. A Mark 3 serum restores 6d8 Hit Points.

## [Serum of Healing, Mk](https://www.aonsrd.com/MagicItems.aspx?ItemName=Mk%202&Family=Serum%20of%20Healing) 3

**Source** [*Starfinder Core Rulebook pg. 222*](https://paizo.com/products/btpy9ssr?Starfinder-Core-Rulebook) **Gain** *Diligent Forerunner:* Dinner (5-6)

**Level** 5; **Price** 425; **Bulk** L

Serums are vials of magic liquid that you can imbibe as a standard action or carefully trickle down the throat of a helpless or unconscious creature as a full action.This vial of medical serum quickly sets bones and repairs other physical damage, restoring Hit Points when administered to a living creature. A Mark 3 serum restores 6d8 Hit Points.

## [Hologram Memory](https://www.aonsrd.com/SpellDisplay.aspx?ItemName=Hologram%20Memory&Family=None)

**Source** [*Starfinder Core Rulebook pg. 359*](https://paizo.com/products/btpy9ssr?Starfinder-Core-Rulebook) **Gain** *Diligent Forerunner:* Dinner (5-6)

**Classes** Mystic 3 **School** divination

**Casting Time** 1 full action

**Range** touch **Targets** one living or deceased sentient creature

**Duration** instantaneous **Saving Throw** Will negates **Spell Resistance** no

You reach into the target’s mind, extract a specific memory, and project that memory into a small hologram that plays in front of you and is visible to all creatures who can see it. This spell is within a spell gem.

## [Spell Gem, Level 3](https://www.aonsrd.com/MagicItems.aspx?ItemName=3rd&Family=Spell%20Gem)

**Source** [*Starfinder Core Rulebook pg. 222*](https://paizo.com/products/btpy9ssr?Starfinder-Core-Rulebook) **Level** 8; **Price** 1,400; **Bulk** L

## [Synaptic Pulse](https://www.aonsrd.com/SpellDisplay.aspx?ItemName=Synaptic%20Pulse&Family=Synaptic%20Pulse)

**Source** [*Starfinder Core Rulebook pg. 380*](https://paizo.com/products/btpy9ssr?Starfinder-Core-Rulebook) **Gain** *Diligent Forerunner:* Dinner (5-6)

**Classes** Mystic 3 **School** enchantment (compulsion, mind-affecting)

**Casting Time** 1 standard action

**Range** 20 ft. **Area** 20-ft.-radius spread centered on you

**Duration** 1 round **Saving Throw** Will negates; **Spell Resistance** yes

You stun all creatures in range for 1 round. This spell is within a spell gem.

## [Spell Gem, Level 3](https://www.aonsrd.com/MagicItems.aspx?ItemName=3rd&Family=Spell%20Gem)

**Source** [*Starfinder Core Rulebook pg. 222*](https://paizo.com/products/btpy9ssr?Starfinder-Core-Rulebook) **Level** 8; **Price** 1,400; **Bulk** L

1. **Oma** are space whales/living ships tied to the Barathu of Bretheda [Golarion Jupiter]. A typical oma is 150 feet long and weighs 250 tons. In place of teeth, they have energy baleens which are used to filter food. Their stomachs are surprisingly habitable. [↑](#footnote-ref-0)
2. **Ellicoths** are horned [elephantine](https://starfinderwiki.com/mediawikisf/index.php?title=Elephant&action=edit&redlink=1) creatures from the planet [Eox](https://starfinderwiki.com/sf/Eox) who consume [soul](https://starfinderwiki.com/sf/Soul) energy and produce mournful music. An ellicoth looks like a 50-foot-tall elephant with two trunks and six spindly, narrow legs that seem incongruous to its 30-ton heft. Its body is covered in spikes, blisters, and growths related to its exposure to radiation. [it’s what the A&A crew fought outside the creepy tent on Eox.] [↑](#footnote-ref-1)
3. See next page. [↑](#footnote-ref-2)
4. Per Thurston Hillman at https://paizo.com/threads/rzs2v0r5?Scenario-111#3 [↑](#footnote-ref-3)