

YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-19, TIER 3-6



TRUTH KEEPERS

BY JOHN CURTIN AND NATALIE KERTZNER





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HOW TO PLAY

Starfinder Society Scenario #2–19: Truth Keepers 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 it 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

Truth Keepers makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive (AA)*, *Starfinder Alien Archive 2 (AA2)*, *Starfinder Alien Archive 3 (AA3)*, *Starfinder Character Operations Manual (COM)*, and *Starfinder Pact Worlds (PW)*, as well as the maps *Starfinder Flip Mats Spaceport*, *Underworld*, and *Warship*. 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*.



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BY JOHN CURTIN AND NATALIE KERTZNER



The Keepers of the Lie began as a group of vesk soldiers who unearthed a mysterious being encased in ice on the distant world of Vesk-8. The being telepathically informed the soldiers that their existence was a lie and that the universe had been created entirely after the Gap. The group has since expanded to become an organized criminal empire that operates throughout the Veskarium. These vesk and their allies now call on people to throw off the bonds of family, religion, and shared past to draw the disaffected into their ranks.

Lower-ranked members of the Keepers of the Lie, known as Liars, work on the streets of the Veskarium's many settled worlds. These agents specialize in acts of extortion, slavery and smuggling, as well as their primary missions of destroying the perceived "lie" of the Gap. Any trace of pre-Gap information is targeted for deletion or destruction by the Liars and their overseers. To date, the Keepers of the Lie have kept their destructive missions mostly concentrated within the worlds of the Veskarium, but the appointment of a new Keepers regional leader, known as a councilor, to Absalom Station has led to the formation of a new gang of Liars onboard the Pact Worlds' political heart.

The new councilor, an ambitious young *ijtikri* (*Starfinder Alien Archive* 3 54) named Uroubituun, wants to make their mark within the Keepers of the Lie by perpetrating a particularly notorious act: stealing a recently retrieved pre-Gap artifact from the Starfinder Society. The Keepers plan to ambush the Starfinder Society shuttle returning the relics to Absalom Station, retrieve the relics, and bring them back to an abandoned research facility on Vesk Prime that the Keepers have repurposed as a safehouse. There, they hope to uncover the method for destroying the artifact once and for all, eliminating another potential source of pre-Gap knowledge that contradicts their fervent assertion of the pre-Gap's false nature.

SUMMARY

The adventure begins differently than most adventures; instead of a briefing with a Society representative, the PCs enjoy some downtime in the Seeker's Respite, a dockside cantina frequented by off-duty Starfinders. The cantina is full of Starfinders, new and old, and contains various activities for visitors to partake in. Shortly after the PCs arrive at the Seeker's Respite, a large explosion rocks the bar and is quickly followed by the sounds of rapid gunfire.

WHERE IN THE UNIVERSE?

Truth Keepers begins on Absalom Station, the heart of the Pact Worlds and a massive space station with sprawling districts that span 5 miles at its widest point. The station is home to over two million permanent residents. Following a skirmish on the station and a follow-up mission briefing, the PCs continue to the Veskarium, an eight-planet system in Near Space. There, they reach the settlement of Command Prime on the Veskarium capital world of Vesk Prime. For more information about Absalom Station, see the *Starfinder Core Rulebook* and *Starfinder Pact Worlds*. For more information the Veskarium, Vesk Prime and Command Prime, see *Starfinder Near Space*. All of these books are available at bookstores and gaming stores everywhere and online at paizo.com.

Venture-Captain Naiaj issues a frantic call for assistance, alerting the PCs to a recently docked shuttle that's under attack by a group of vesk: members of the Keepers of the Lie trying to steal an artifact that other Starfinders were escorting onto the station. As the PCs arrive at the site of the attack, the Liars have already absconded with the item, but a few remain behind to hold off the inevitable counterattack so their comrades can escape.

After the PCs defeat the Liars who remain on Absalom Station, Venture-Captain Naiaj arrives and quickly takes stock of the situation. She congratulates the PCs on their efforts in saving their fellow agents and begins with a quick on-site briefing. Naiaj introduces one of the Starfinders from the saved team, whom she wants to work with the PCs. Naiaj also explains that the Society has learned that the attackers are members of the Keepers of the Lie, a fringe cult in the Veskarium that believes history before the Gap is a lie. Their mandate puts them at odds with the Society's goal of finding and preserving pre-Gap information and relics, but this is the first time the Keepers of the Lie have actively opposed

SKILL CHECK DCs

This scenario uses numerous skill checks for PCs to learn pertinent information, handle social interactions, and overcome other challenges. Instead of all skill check DCs being listed individually, the skill checks are each assigned a difficulty—Easy, Average, or Hard—that determines their DC. You should reward creative solutions, and if the PCs use skills not specifically mentioned, particularly while interacting with other visitors, use the provided skill DCs as a guide.

SKILL CHECK DCs

Subtier	Easy	Average	Hard
3-4 (4 players)	14	17	20
3-4 (5+ players)	15	19	21
5-6 (4 players)	16	20	24
5-6 (5+ players)	17	21	25

the Society. Naiaj goes on to explain the specific artifact that was taken and that the Liars managed to get the items off Absalom Station on a shuttle bound for the heart of the Veskarium: Vesk Prime. Before the adventure, you should select the specific Starfinder NPC and missing relic or randomly select them using tables 1 and 2 in **Appendix 1**.

Naiaj enlists the PCs to travel to the capital city of the Veskarium, Command Prime, where the artifact was reportedly bound for. Naiaj also arranges for the PCs to meet with Paxel, the commander of the Division of Disloyal Organizations, who Naiaj believes may have more information on the Keepers' activities on Vesk Prime.

Upon arriving on Vesk Prime, the PCs meet with Paxel, who provides them with some potential leads to follow up on to find the missing artifact. As part of the replayable nature of this adventure, the PCs have six small investigations and encounters they can experience; the PCs partake in only three of them to gain information on the councilor leader and their last known whereabouts on Vesk Prime. Using the information gathered during the investigations, the PCs eventually uncover an abandoned military laboratory that the Keepers of the Lie use as a base of operations.

The PCs assault the Liars' base, retrieve the relics, and then return to the Lorespire Complex, where Venture-Captain Naiaj thanks them for a job well done. Not only have the PCs retrieved the missing artifact, but they've also dealt a blow to the Keepers of the Lie and set back the criminal empire's plans to advance on Absalom Station—for now. Finally, the PCs get a message of thanks from the NPC belonging to the Division of Disloyal Organizations, who indicates how the PCs' efforts also helped the division crack down on the Keeper's operations in Command Prime.

GETTING STARTED

The Seeker's Respite is a frequent first stop for Starfinders returning to Absalom Station from expeditions. Located in the Arms section of Absalom Station, this cantina is known for catering to off-duty Starfinders, especially those seeking to get a bit of distance from the Lorespire Complex. Whether the PCs have just finished a mission or are simply there to mingle with friends and colleagues, they arrive just as the cantina begins to fill up for the evening.

Dalteno (NG nonbinary witchwyrd envoy) tends the bar. A grizzled witchwyrd of indeterminate age, Dalteno retired from the Starfinder Society over 10 years ago after losing an arm during a mission. Known by their trademark white bowler hat, Dalteno uses their four hands (one cybernetic replacement) to dexterously mix drinks all night for thirsty Starfinders.

The PCs have six potential interactions they can engage in at the beginning of the adventure. Randomly



**SEEKER'S
RESPITE**



select two of the interactions, pick your favorites, or select ones your players have not done before on previous playthroughs. These events should establish some immediate roleplaying with the group and set a different tone to the adventure start than a typical scenario.

Ride the Renkroda: A mechanical re-creation of a reptilian hypercarnivore from Castrovel known as a renkroda rests in a corner of the cantina. The renkroda is positioned so that passersby can enjoy watching patrons attempting to ride it. As the PCs approach the contraption, they see Avor Stelek, a hylki man from Akiton, dismounting after a victorious romp. PCs who have played *Starfinder Society Scenario #2-07: Four for the First* recognize Avor as a former First Seeker candidate. A small placard at the base of the renkroda indicates that it was a gift from the Esowath Conservancy. A PC can give it a spin with an Average Acrobatics, Athletics, or relevant Profession check.

Join an Initiation Party: A new Starfinder has joined the ranks, having just completed her commencement. The rookie Starfinder **Wirath** (N female vlaka^{AA2}) is celebrating her acceptance into the Starfinder Society with a few friends, a few drinks, and some hot appetizers. PCs can introduce themselves, if they haven't met Wirath before, and congratulate the recent addition, who is eager to hear from veteran Starfinders what type of missions they're interested in.

Celebrate Retirement: The crotchety, esteemed Starfinder **Jibbs** (N male ysoki) is retiring after succumbing to injuries obtained in the Scoured Stars. He's looking for new hobbies to take up during his retirement and is open to suggestions from the PCs about their favorite downtime activities.

Join a Vidgame Tournament: In a back corner of the bar sit a few old-fashioned vidgame consoles. Prominent human vidstreamer Tara Nova and a few Dataphiles lab techs take turns playing the games. PCs who have played *Starfinder Society Scenario #2-07: Four for the First* recognize Tara Nova as a former First Seeker candidate. A PC can join this casual competition and try their luck against the other gamers; they pull off a victory if they succeed at a Hard Computers, Piloting, or Profession (vidgamer) check.

Fire Up the Karaoke Machine: A much-used karaoke machine sits in the corner, and a dashing and colorful strix (*Starfinder Pact Worlds*) named Psatsin is currently belting out one of the band Abysshead's newest hits. PCs can convince Psatsin to let them take a turn on the machine with an Easy Diplomacy check. They can then attempt an Average Culture or other relevant Profession check to sing their favorite song and perform it well.

Stew over Bungled Missions: Complaining about mismanagement and how missions went wrong is a traditional pastime of disgruntled Starfinders. The PCs spot a dark corner table seated with known grumblers and can tell a tale of woe to attentive ears with a relevant skill check (the type of check is dependent on the nature of the story, at the GM's discretion).

Development: After the PCs have completed two or three interactions, they suddenly find their activities interrupted by a commotion. Continue to the encounter in area **A**.

RANDOMIZED ELEMENTS

Truth Keepers employs several random elements to aid replay, including in encounter composition. Before the scenario begins, use the tables in **Appendix 1** to determine the Starfinder NPC who aids in area **A**, the type of relic the Keepers of the Lie have stolen, and the enemies in areas **A**, **B**, and **C**. Individual encounters include sidebars that provide guidance on which tables to use to generate threats.

A. DOCK BATTLE (CR 5 OR CR 7)

Read or paraphrase the following to begin this encounter.

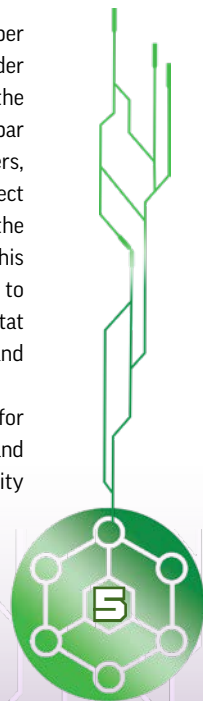
Suddenly the glass window next to the mechanical renkroda explodes inward with a roar, and echoes of shouting and laser fire can be heard coming from outside the cantina.

If the PCs don't immediately rush outside to see what is happening, Venture-Captain **Naijaj** (LN female bleaching gnome envoy) radios all available nearby Starfinders to investigate the situation, chastising those Starfinders reluctant to see what is occurring. Regardless of whether the PCs rush to aid on their own or are ordered to, Naijaj informs the PCs that a group of vesk has attacked a nearby docked Starfinder vessel and is attempting to flee with items stolen from the Society.

Select a Starfinder NPC from Table 1 in Appendix 1 on page 21. Naijaj tells the PCs to rendezvous with a team member on-site, gives a brief description of their Starfinder ally, and orders the PCs to keep one of the attackers alive for questioning. Daltono, the witchwyrd bartender, barrels past the PCs to join the fray, slapping one on the back with a joyful "Get in there!"

Creatures: Right outside of the Seeker's Respite, three Keeper of the Lie members have pinned down one of the Starfinder escort teams behind some cargo and are closing in to finish the engagement. Daltono and the other Starfinders from the bar busy themselves with fighting fires or picking off other Keepers, keeping them out of the battle. Use Table 3 on page 21 to select the combatants that the Keepers have left behind to stall the Starfinders. The Starfinder NPC ally assists the PCs during this combat. They don't have a stat block, but instead contribute to the combat with helpful abilities as noted in Table 1. Full stat blocks for the Keepers appear in Appendix 2 in Subtier 3-4 and Appendix 3 in Subtier 5-6.

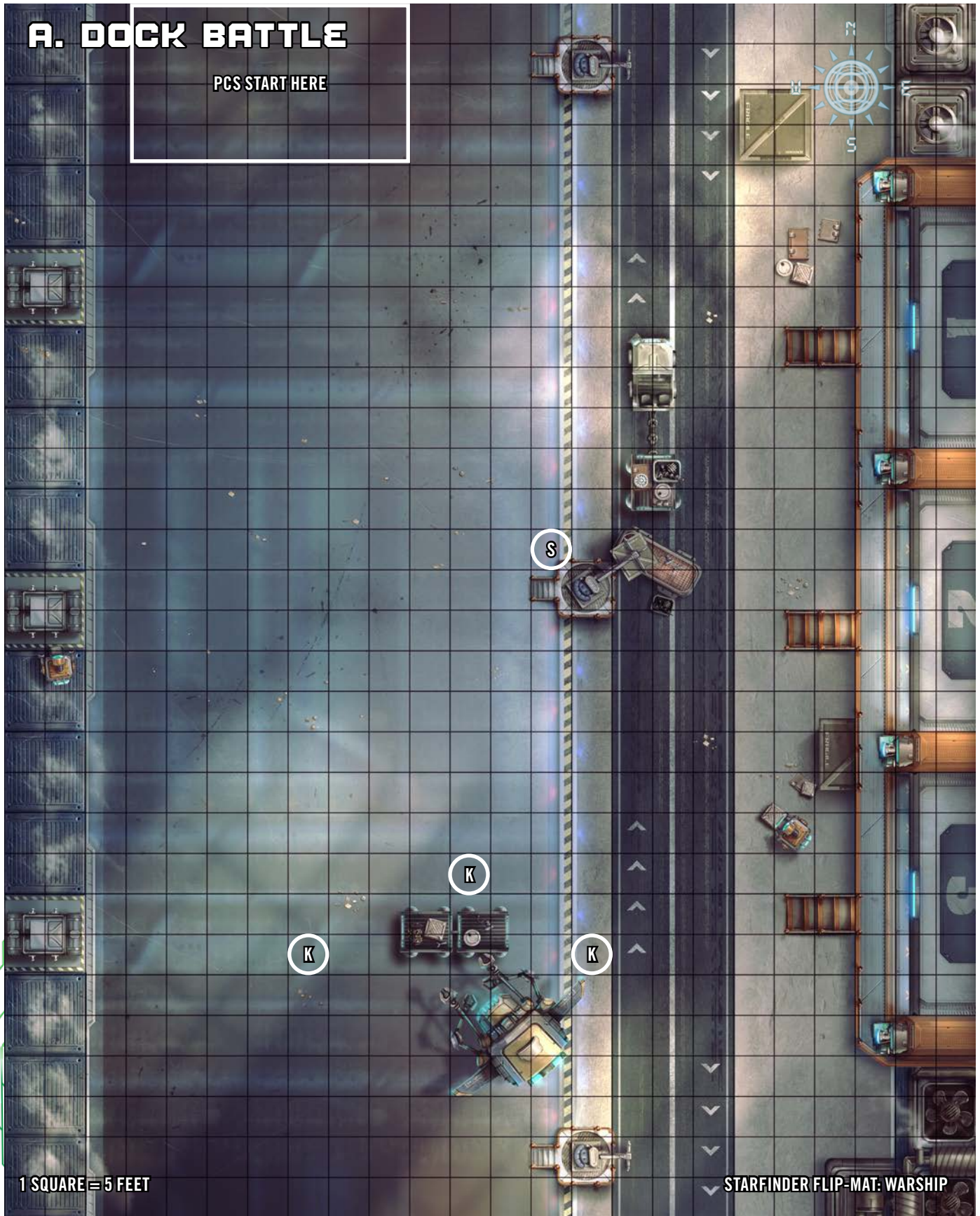
The Keepers' general tactic is to delay their opponents for as long as possible. They accomplish this by spreading out and trying to pick off single targets while minimizing the PCs' ability to gang up on them.



STARFINDER SOCIETY SCENARIO

A. DOCK BATTLE

PCS START HERE



1 SQUARE = 5 FEET

STARFINDER FLIP-MAT: WARSHIP



SUBTIER 3-4 (CR 5)

KEEPER FANATIC (VARIES) CR 2

HP 21 (page 23)

KEEPER IMMOLATOR (VARIES) CR 2

HP 25 (page 24)

KEEPER SABOTEURS (VARIES) CR 2

HP 23 (page 24)

SUBTIER 5-6 (CR 7)

KEEPER CONFLAGRATOR (VARIES) CR 4

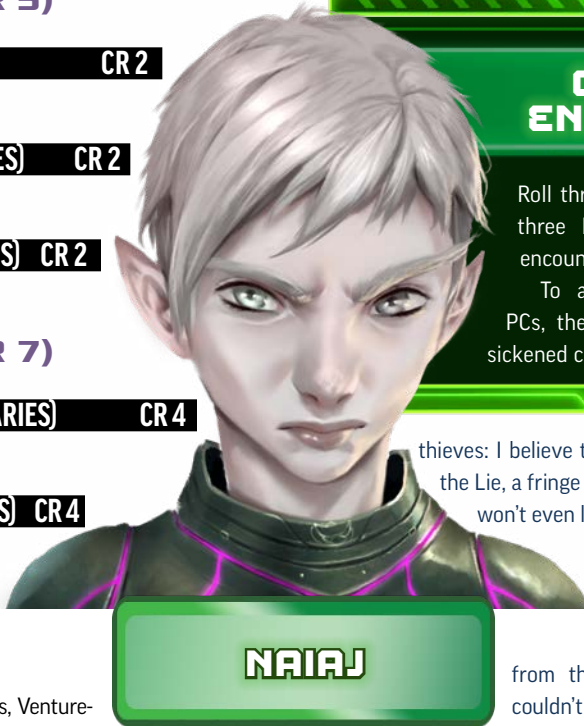
HP 50 (page 25)

KEEPER DEMOLISHER (VARIES) CR 4

HP 45 (page 25)

KEEPER ZEALOT (VARIES) CR 4

HP 43 (page 26)



Development: As the battle ends, Venture-Captain Naiaj arrives, casually surveying the site after jogging in from the Lorespire Complex. She quickly moves to check on the status of the Keeper cultists and the selected Starfinder NPC. If one or more of the Keeper cultists remains alive, Naiaj quietly questions any survivors with the assistance of an aide before standing them up and handing them off to other Starfinders to march them back to the Lorespire Complex. If the PCs killed all the Keepers, Naiaj's aide searches the bodies and then hands her a datapad. After dealing with the Keepers—or their corpses—Naiaj approaches the PCs, the Starfinder NPC in tow, offering congratulations for keeping one of the Keepers alive or condemnation if the PCs killed all of them.

Rewards: If the PCs fail defeat the attacking Keepers, reduce each PC's credits earned by the following amounts.

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

Out of Subtier: Reduce each PC's credits earned by 525.

Subtier 5-6: Reduce each PC's credits earned by 800.

THE CAVALRY ARRIVES

After Naiaj makes her initial remarks, she continues.

"Such destruction." Venture-Captain Naiaj surveys the scene, looking in dismay at the broken glass window that was once the front of the Seeker's Respite. "We have a lot to do to make this right. Lucky for you, you're not on clean-up duty.

"Our attackers were just a distraction. While you were busy fighting, another group was able to make it to a docked starship and escape into the Drift. I believe they took an artifact retrieved by our agents back to their base of operations in the heart of the Veskarium. To make matters worse, these are no ordinary

CREATING ENCOUNTER A

Roll three times on Table 3 to generate three Keeper agents to use in this encounter.

To accommodate a group of four PCs, the three Keeper agents have the sickened condition.

thieves: I believe they are members of the Keepers of the Lie, a fringe cult whose beliefs are so ridiculous I won't even legitimize them by telling you."

Naiaj sighs and turns to the Starfinder by her side. "Thank you for your assistance. You did an excellent job retrieving the item from the contact we gave you, but we couldn't have known that the Keepers would be waiting in ambush when you returned to Absalom Station. These Starfinders may

have some questions for you, but after that conversation, you're dismissed. I'll be tasking these agents with retrieving the artifact, even it means going to Vesk Prime."

Naiaj turns back from the agent. "I was hoping it wouldn't come to this, but I'm going to need to call in a favor from an old friend—a former brutaris sparring partner of mine who happens to be the commander of the Division of Disloyal Organizations in the Veskarium. We don't have time to get any formal approval before I send you on this mission, so hopefully he receives my request for aid in time—you'll be able to tell by how he greets you. I've instructed the dock crew to start preparing a ship to take you directly to Vesk Prime."

The PCs might have questions for Naiaj and the assisting Starfinder. You can use the example questions below as a guide and incorporate information about the Starfinder NPC and the artifact from Appendix 1. If the PC don't ask any questions, Naiaj and the Starfinder NPC supply the relevant mission information.

Who knew that this item was being brought to the station? [Naiaj] "No one that we know of. This item, while noteworthy in and of itself, is especially valuable because it predates the Gap. The Keepers must be monitoring us, so it's safe to assume they took this item to start building their reputation on Absalom Station, which they've yet to make any major inroads into."

What did they take? [Naiaj] Naiaj describes the item selected from Table 2 in Appendix 1 on page 21.

Who are you? [NPC] The NPC describes themselves as selected from the Table 1 in Appendix 1 on page 21.



STARFINDER SOCIETY SCENARIO

Who are we meeting on Vesk Prime? [Naiaj] Naiaj pulls out her personal datapad, and with a few taps, produces a digital image: that of a younger, more colorful Naiaj grinning widely in a brutaris player's uniform, dwarfed by an enormous, green-black vesk with a scar down one side of his face. "This is Paxel. He's known as 'The Dragon' in the Veskarium. When you meet him, you'll see why. He and I were part of a joint Pact Worlds–Veskarium brutaris exhibition many years ago, back when relations with Vesk Prime were fresher than they are now. Paxel may seem friendly but make no mistake: his allegiance is to the Veskarium, and he'll do whatever he needs to do to protect it." She cocks her head to one side with a quiet snort. "He's quite vain, though he'd never admit it. I heard he's had several interesting augmentations done as he's aged."

Can we question the captured combatant? [Naiaj] "No need. The nice thing about zealots is that so many of them are happy to proselytize when they should be keeping their mouths shut. This particular numskull seems to be a fresh recruit from Absalom Station trying to prove themself. They didn't know anything beyond getting to their escape ship and making it to the Veskarium."

What is the Division of Disloyal Organizations? [Naiaj] "The D.D.O. investigates any group or cult it deems heretical or threatening to the official vesk position on their cultural superiority. They're a very 'ends justify the means' kind of group, so take any aid Paxel offers you with a grain of salt—I doubt he'd risk these Keepers getting away. Then again, he might value Veskarium relations with the Pact Worlds and the Starfinder Society and want you to keep you alive. It's a toss-up."

Treasure: Naiaj dislikes the idea of sending Starfinders into a situation without proper support. She provides the PCs with a library chip (Culture) (*Starfinder Pact Worlds* 199) so they can study the Veskarium during their travels, as well as a tetrad certified translator (see the *Starfinder Society Guide*) in the unlikely event that none of the PCs can speak Vesk.

Development: Naiaj closes the briefing by informing the PCs that they should make any purchases necessary, and then meet back at the docks as soon as possible. The PCs should finalize their boon slots for the session. While there are no specific boons recommended, you should see if their players have Chronicle sheets for *Starfinder Society Quests: Into the Unknown*, *Starfinder Society Scenario #1–12: The Half-Alive Streets*, or *Starfinder Society Scenario #1–23: Return to Sender* for their characters; these may be relevant later in the scenario.

Finally, if there are four or fewer PCs, then the Starfinder NPC decides to ask Naiaj if they can join the PCs on their mission. While this NPC doesn't partake in active combat, they do provide their bonuses to the PCs and can add additional roleplaying opportunities throughout the adventure.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture to recall knowledge or a Diplomacy check to gather information, a PC might know more about the

Veskarium. They learn all of the information below whose DC is less than or equal to the result of their check.

15+: The Veskarium is an autocratic military dictatorship ruled by a council of high-ranking military officers. A military commander called a high despot rules each of the Veskarium's nine major worlds. Together, they form the Council of Despots, a nine-member body that rules the entire Veskarium from the Imperial Palace on Vesk Prime. Vesks dominate the empire and make up the majority of its inhabitants. The Veskarium claims the entirety of the Ghavaniska system: Vesk Prime, the imperial capital and home world of the vesk; seven other planets, which the vesk have renamed and numbered based on their distance from the sun, from Vesk-2 to Vesk-8; and the immense mobile space station known as the *Conqueror's Forge*.

20+: Dozens of planets are under imperial rule, and Veskarium citizens include many sapient species, such as formians, ijitkri, kothamas, pahtras, and skittermanders, among others. Although most vesks consider themselves superior to other species, they nevertheless believe they have an obligation to care for vassals they've conquered and incorporated into the Veskarium. The laws of the Veskarium are strict and draconian, but standards of living are high, and most residents of the empire, vesk or not, are content with their lives and support—or at least tolerate—their government.

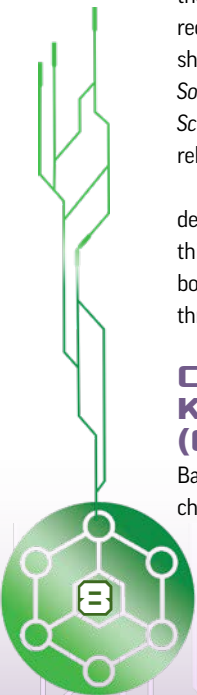
CULTURE (RECALL KNOWLEDGE), MYSTICISM (RECALL KNOWLEDGE), OR PROFESSION (HISTORIAN)

Based on the result of a Culture or Mysticism check to recall knowledge or a Profession (historian) check, a PC might know more about the Keepers of the Lie. They learn all of the information below whose DC is less than or equal to the result of their check.

20+: The Keepers of the Lie is a vast criminal organization based in the Veskarium. It recruits from the bitter and disenfranchised by offering a unique worldview: that the universe was created after the Gap, and all history before then is an elaborate lie. The cult calls for members to cast off the bonds of family, religion, and past, and craft a new truth for themselves through smuggling, extortion, and slavery, all while working to erase any traces of pre-Gap history.

25+: Shortly after the end of the Gap, a group of vesk soldiers and researchers on the icy wastelands of Vesk-8 uncovered a being encased in the ice. Though it couldn't move, the entity telepathically informed the vesk they were being lied to, their entire existences simple contrivances, as the universe had been created whole cloth after the Gap. Rumors say that the mysterious being continues to guide the Keepers from within the False Witnesses, the organization's innermost circle.

30+: With the cult's spread beyond the Veskarium, new voices have been added to the council that runs the Keepers. A councilor has recently been selected to represent the cult's growing influence within Absalom Station, and rumor has it that they've been planning a sizable operation in order to impress the cult's leaders and take their place among more-established branches of the organization.



JOURNEY TO THE VESKARIUM

Naij charts a sleek shuttle named the *Dapper Coatl* to bring the PCs to the Veskarium. The PCs have time to buy anything they need in advance of departure. Their pilot, a stoic kasatha named Halovah, answers any questions briefly and politely, but otherwise keeps to himself for the duration of the journey. It takes 3d6 days to reach Vesk Prime.

During the journey, no other vessels contact the ship, though the PCs receive word via Starfinder Society comm frequencies that the brass dragon Zafeldrin of Triaxus has recently been promoted to venture-captain by the overwhelming majority of the Starfinder Society Forum, and that the dragon is planning on a major mission on Triaxus soon.

IN COMMAND PRIME

When the *Dapper Coatl* exits the Drift above Vesk Prime, the viewscreens display a view of the planet below, alive with deep-blue oceans, verdant green forests, and the rusty bronze of sprawling deserts. As the ship descends through a partially cloudy sky, the magnitude of the city below becomes apparent. Elongated avenues intersecting at precise angles cut through the city, passing by colossal monuments and expansive amphitheatres and parks, all leading inward to the center. At the very heart of the city is the imposing pyramid of Command Prime, a domineering structure that the city took its name from.

The shuttle pilot relays the requisite codes necessary to clear the shuttle for landing at the private landing dock that is used only for official Command Prime business. As the PCs disembark, a small contingent of Veskarium security officers greets them. The leader of the unit briskly walks forward, hand on his pistol, and demands to know the PCs' business in Command Prime. PCs who succeed at an Average Culture check identify that his insignias designate him as a sub-major within the Veskarium military, with decorations for service during the Silent War with the Pact Worlds. PCs can lie to him, talk him down or brush him off with a successful Hard Bluff, Diplomacy, or Intimidate check; if the PCs reference the Department of Disloyal Organizations or Paxel, grant them a +5 circumstance bonus to this check. Regardless of the result of the check, the sub-major calls ahead and receives clearance from higher up to send the PCs through; he orders his security officers to form rank and escort the PCs from the dock to the base of the pyramid.

As the PCs enter Command Prime, the vesk officers escort them through twisting halls that seem to double back, with switchbacks and corridors that seem to lead to nowhere. PCs trained in Profession (mercenary) or Profession (soldier) recognize that the whole fortress has been designed to withstand a siege, with chokepoints to intercept attackers and repel invaders. As the hallways lead farther inside the structure, the temperature rises to an almost uncomfortable level for most warm-blooded creatures. If asked, their escorts explain that this deep within Command

Prime, and with no sunlight to warm themselves, they keep the temperature warm to prevent lethargy and laziness. Finally, the PCs arrive at a short side corridor that leads towards a single door. As they approach, the temperature drops precipitously. With slight hesitation and wincing on their faces, the PCs' escorts knock on the door. A booming voice from the other side bids entry.

The door opens on a sprawling office whose hominess belies the frigid temperature. A purple-furred creature with six arms, a skittermander, rushes out, adeptly balancing a serving tray. Inside, a desk of rich mahogany sits upon a large bearskin rug, and a well-used reading chair sits beside the sole window that allows in feeble light. A vesk with a uniformly dark-green hide towers behind the desk. On one side of his face, the skin on his prominent jawbone is partly missing, revealing a tangle of bone, muscles, and ligaments fitted with mechanical augmentations.

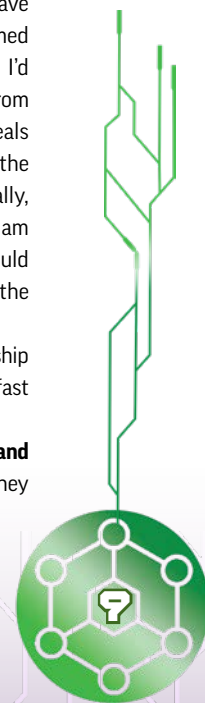
"Friends, welcome." The vesk smiles. "Your Venture-Captain Naij informed me of your imminent arrival here on Command Prime. I am so tickled that our first official communique from the Starfinders came from her, and not from that showboat, Radaszam." Sneering, he shuffles a few papers on his desk. "We know all about these Keepers in the Veskarium. Their beliefs are an affront to the vesk way of life. They are dishonorable and bring shame to us as their exploits have now reached beyond our system. I have a few potential leads for you, hopefully you can take care of this nuisance. I have more important things to worry about now than some trinket the Starfinders lost, so I can't offer you aid or an escort at this time. Check in with me once you have completed an investigation into these scraps of information I have for you."

Below are some questions the PCs might have for **Paxel** (LN male vesk vanguard^{COM}) during their initial discussions. If they didn't succeed at the checks to learn about the Keepers of the Lie while on Absalom Station, Paxel supplies the relevant information.

What are the leads you have for us? "I have a skittermander contact at our bureaucratic headquarters that might have information for you. There is also a freelance merchant named Kandurasko in the market you might want to chat with. I'd recommend you speak with a few of my colleagues, one from another military division and the other from the office that deals with non-vesk. Like you, we've had some trinkets taken from the Museum of Conquest. The curator there may have insight. Finally, I have a potential operative you may speak with, though I am unsure what they will tell you, if anything. Of these, you should only need to complete a few before we can uncover where the Keepers are hiding."

What happened to your face? "Oh, this? Didn't clear a starship landing pad quickly enough. My old bones don't carry me as fast as they once did."

Anything we should know about navigating around Command Prime? "I have informed the authorities of your arrival, so they should not pose any further impediment to your investigation."



What is the Veskarium doing to fight the Keepers of the Lie? “I have told you all need to know about our investigation into that wretched cult. Divulging any more information would violate our internal classification system.”

Development: After hearing the leads that Paxel provides, the PCs can select three to complete. Paxel requests that the PCs return to him after the first and second mission in order to receive their more detailed briefings in person, “as the infosphere has ears.” He then goes on to provide the PCs with the briefing for the first investigation they select as detailed in its corresponding section.

TRACKING THE KEEPERS

No matter which three investigations the PCs pursue, at the conclusion of each mission, they receive one of the following three pieces of information, in the order presented below. You should deliver the information in a way that fits a given investigation. For example, if the PCs select the Skittermander Bureaucracy investigation, the skittermanders might provide surveillance footage of the councilor leaving the ship at the spaceport (Item #1), provide an account of an overheard conversation by the skittermander quartermaster at the docks (Item #2), or provide a shipping manifest with delivery destination (Item #3).

Item #1: The PCs get a physical description of the Keeper councilor Uroubituun, which should match the theme described in Table 4 in Appendix 1. There might be eyewitness testimony, video surveillance footage, or similar.

Item #2: The PCs learn that the Keepers have been looking for information on how to destroy the stolen relic. This information could be gleaned from comms exchanges, an overheard conversation, and the like.

Item #3: The PCs learn the location of the lair, a decommissioned military research center a few miles outside of Command Prime. This information might have come from a record of sale, personal dealings at the site with the Keepers, or someone tracking the Keepers there.

INVESTIGATION 1: SKITTERMANDER BUREAUCRACY

Read or paraphrase the following introduction from Paxel.

As if remembering something, Paxel stands and walks over to the window. Picking up a cup of steaming tea, he inhales deeply, savoring the rich smells of the hot beverage. “Spicy foods and fragrant tea are some of the few things I can enjoy these days. Every afternoon, that purple menace brings me a cup.” Taking a small sip, he sighs and replaces the cup on the tray. “Speaking of skittermanders, you should probably check with them. I have to admit, they are exceptionally good with paperwork, which makes my job both easier and harder, especially when it comes to tracking down the Hidden Hand. Anyway, we run a tight ship here at Command Prime. No one can import anything without the seeming of proper clearance. These Keepers might have

attempted to legitimize your trinket by getting official transport papers from Import and Export Control. Their office is located in one the dozen or so buildings that surround the main spaceport; I’d go check with them.”

If the PCs ask for more information about the Hidden Hand, Paxel curls a fist in frustration and angrily sweeps the mug of tea off the tray and onto the floor before taking a moment to calm himself. “Skittermander malcontents. They say they want to help, but THEY. ARE. NOT. HELPING.”

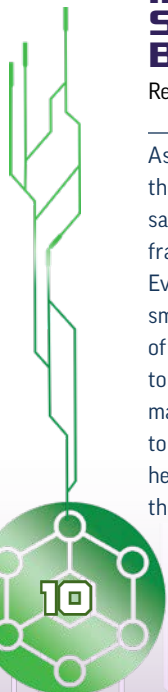
The PCs can follow Paxel’s directions to the offices of Import and Export Control for Command Prime. The building looks entirely nondescript from the outside, with only a small sign indicating the building’s purpose. Inside, the PCs are greeted by an office packed with skittermanders in a wide array of hues and shades, all bustling about and chattering to each other in a constant hum of purposeful activity. A night-blue skittermander behind the main desk welcomes the PCs with a broad, toothy smile. When the PCs approach, they see a small name tag pinned neatly on her crisp uniform: Tonkona—General Assistance.

“Greetings, visitors!” the skittermander behind the desk chirps. “My name is Tonkona and it will be my pleasure to assist you today. Can I ask what purpose brings you to Import and Export Control today?”

The conversation with **Tonkona** (LN female skittermander envoy) is roundabout and should grate on most PCs. The skittermander continues to listen intently to the PCs needs and ideas, happily says that it would be her pleasure to aid with that request, but then regretfully informs them that she won’t be able to help without various specific forms or authorizations; feel free to play up the particular absurdity of the bureaucratic requirements that Tonkona requires to answer the PCs’ requests, like requiring a preauthorization background check before filling out a Request for Authorization form before getting approval for access to the required form. PCs can attempt to work with Tonkona with a successful Average Diplomacy or Profession (bureaucrat, lawyer, or similar profession) check, forge the requested paperwork with a successful Hard Computers check, or bamboozle the skittermander with a successful Hard Bluff check. Any PC who attempts to use Intimidate is curtly told by the skittermander that if they continue to threaten her or anyone at the Import and Export Control office, that her supervisor will have no choice but to alert the local authorities.

Development: Successfully working through the skittermander grants one free piece of information on the ijtikri councilor, as if the PCs had passed a Life Science check to identify the ijtikri. The PCs also learn one piece of information, as detailed in the Tracking the Keepers section above.

Rewards: If the PCs don’t find information from Tonkona, reduce each PC’s credits earned by the following amounts. Don’t reduce credits earned unless the PC pursued Investigation 1.



Subtier 3–4: Reduce each PC's credits earned by 120.
Out of Subtier: Reduce each PC's credits earned by 230.
Subtier 5–6: Reduce each PC's credits earned by 340.

INVESTIGATION 2: MARKET CHASE

Read or paraphrase the following introduction from Paxel.

Standing up from his desk, Paxel walks over to the wall next to the door, where a large map of the city of Command Prime is framed. Looking up, he scans the map. He extends on claw and points to an intersection on the map in the middle of Command Prime's largest open-air market. "Here," he says, tapping his claw against the glass for emphasis. "If you go this main square, you can find a contact of mine. He specializes in getting things on and off Command Prime when you don't want to deal with getting the proper permits from the skittermanders. If any illicit shipment arrived on the planet, legally or otherwise, Kandurasko will know." Paxel gives a cold laugh. "I mean, it's what I pay him for, so he better know!"

Paxel gives the PCs directions to the central market in Command Prime. Vendors selling foods, trinkets, pillaged goods from conquered worlds, wild-eyed animals, and several other shops fill the market. Ever watchful for people looking for him, **Kandurasko** (NG male vesk operative) spots the PCs approaching, and as he doesn't know their identity or intentions, he immediately flees. Kandurasko sprints off through the marketplace and causing mayhem as he goes. What follows is a brief cinematic chase; the PCs should ultimately catch and corner Kandurasko, regardless of their results on the obstacles.

The PCs encounter each obstacle in the order listed in below. For each obstacle, each PCs must attempt an associated skill check to keep up with Kandurasko. Keep track of their successes and failures to determine how impressive their pursuit is to the smuggler. Describe the obstacle, and then give the PCs options for how to overcome it. The difficulty of the skill check is listed in parentheses after the obstacle, followed by the most likely skill checks; allow the PCs to use creative methods to overcome these obstacles. Once a PC rolls their check, encourage the player to thematically describe how their character deals with the obstacle.

Meat Stand (Average; Acrobatics or Athletics): Kandurasko crashes through and collapses a meat stand food stall.

Curio Shop (Easy; Perception or Survival): Kandurasko ducks into a crowded curio shop.

Battle Reenactment (Average; Athletics or Intimidate): The PCs spot Kandurasko running through a theatrical re-creation.

Final Approach (Easy; Stealth): Kandurasko slows down.

When he inevitably spots the PCs closing in, Kandurasko panics and runs down an alley, only to find the way blocked. Being no fool, the smuggler quickly surrenders and offers to speak with his pursuers. If the PCs gained more successes

than they had failures, Kandurasko is so panicked by the PCs that he immediately throws them his weapon to show his good intentions; see the Rewards section below for more details.

Kandurasko is no fool and chooses to cooperate with the PCs immediately upon hearing their case, trusting that his distant knowledge of the Keepers isn't going to be enough to trace any blame back to him. If any of the PCs have Chronicle sheets for *Starfinder Society Quests: Into the Unknown* or *Starfinder Society Scenario #1–11: The Half-Alive Streets*, or other scenarios where the vesk Julzakama appears, they recognize Kandurasko has a familial resemblance to Julzakama, the Absalom Station pawnbroker. Asking Kandurasko about his relation to Julzakama elicits a ferocious grin. "My cousin. Came nearly from the same egg, we did. All settled in the Pact Worlds, I suppose. Thinks he's too good for us here in the Veskarium!"

Treasure: If the PCs gained more successes than they did failures in pursuit of the smuggler, he fearfully throws down his weapon when they corner him. In Subtier 3–4, this gun is a wyrmling dragon rifle (*Armory 17*), while in Subtier 5–6, the weapon is instead a salamander-class blaze rifle (*Armory 37*). If the PCs accrue more failures than they do successes, or the number of failures and successes is equal, Kandurasko doesn't feel as threatened by them and doesn't hand over the weapon, but he still talks to the PCs.

Development: Once caught, Kandurasko quickly provides a piece of information, as detailed in the Tracking the Keepers section on page 10.

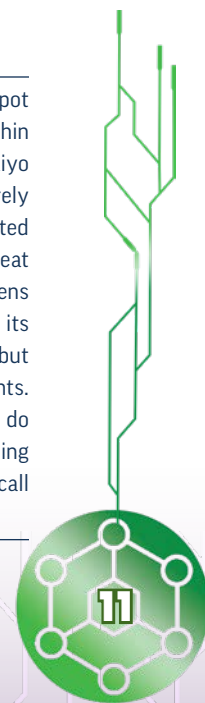
Rewards: If the PCs don't receive the weapon from Kandurasko, reduce each PC's credits earned by the following amounts. Don't reduce credits earned unless the PC pursued Investigation 2.

Subtier 3–4: Reduce each PC's credits earned by 120.
Out of Subtier: Reduce each PC's credits earned by 230.
Subtier 5–6: Reduce each PC's credits earned by 340.

INVESTIGATION 3: IMPERIAL PALACE GARDENS

Read or paraphrase the following introduction from Paxel.

Lifting a hand, Paxel absentmindedly picks at the bare spot on his neck devoid of scales. "There is someone else within Command Prime that might be able to help you; Fuzukiyo Hivecrusher." He muses for a few moments. "Though, I rarely find her in the actual building." Paxel glances at a clock mounted on the wall; it appears to be made from the carapace of a great beast. "Ahh, yes—this time of day, you will find her the gardens surrounding the Imperial Palace. Directive 9 offers all of its directors premium office space here in Command Prime, but Fuzukiyo prefers to do her thinking surrounded by all her plants. Go, I will let her know that you are coming. Oh, and please, do not mistake her sensibility when it comes to plants to anything resembling nicety; she has the most severe case of what I call 'cunning bloodlust' that I have ever seen."



CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture check to recall knowledge or a Diplomacy check to recall information, a PC might know more about some of Paxel's references. They learn all of the information below whose DC is less than or equal to the result of their check.

20+: A small imperial household maintains the Imperial Palace; though with no Emperor, no one with political power lives in the palace full-time. High despots stay in the Imperial Palace while on official visits to Vesk Prime.

25+: Directive 9 is the Veskarium's military intelligence branch. The empire doesn't have a civilian spy agency, so Directive 9 is responsible for all information gathering, electronic warfare, espionage, and clandestine military operations, both within the Veskarium and outside its borders. Its agents are involved in intelligence activities at all levels, whether strategic, tactical, or operational. While Directive 9 sometimes cooperates with outside intelligence organizations like the Pact Worlds' Stewards, it carries out most of its operations on its own, with the specific details known only to the highest levels of the military's high command.

THE GARDENS

Across a long field adjacent to Command Prime lies the Imperial Palace. The field, called the Parade Ground, is empty at the moment, though in times of festivity, it hosts demonstrations of the Veskarium's might. Crossing the Parade Ground, the PCs enter the expansive and ornate gardens that surround the Imperial Palace. Walking down immaculate gravel paths, the PCs pass calm reflecting pools, bubbling fountains with distressingly violent-looking statues commemorating Veskarium conquest, and rows upon rows of symmetrical raised plant boxes filled with lovingly tended plants from throughout the Veskarium system.

Passing an ornate stone bench carved in the shape of a stridermander (*Alien Archive* 3104) that died a horrible death, the PCs come upon a lone vesk who is currently tending to a delicate green sapling with a 3-inch, bean-shaped bud on top, open lengthwise to the air with long, thin spines surround the opening. This is **Fuzukiyo Hivecrusher** (LE female vesk soldier), one of the senior members of Directive 9. She glances up as the PCs approach.

"Welcome, friends from the Pact Worlds. Though I have never been to your system, I hear a lot about it. Life is brutal these days, is it not? I see from some of your faces that you, too, have seen fighting and death. I find that it only makes us stronger. Take this little plant here," the vesk gestures at the small sapling before her. "It is like the Veskarium. To grow larger and stronger, others must perish." Taking a small container from her pocket, she opens it to reveal a wriggling mouse. Carefully extracting the rodent with her claws, she quickly pops into the open maw of the plant. The jaws of the plant snap shut—the mouse is no more. She smiles. "Even mice can be loyal to the Veskarium." Putting the container away, she takes out an ornate cane and uses it to walk over to a nearby bench. With

a sigh of relief, she sits down. "Now, Paxel said you are looking for someone. Tell me."

Fuzukiyo listens in rapt attention to the PCs as they explain their mission. PCs who succeed at an Average Sense Motive check can read into her noncommittal answers. Alternatively, PCs who succeed at a Hard Bluff check can try to trick her into divulging more information than she means to. PCs who succeed this Bluff check can attempt an Average Perception check; succeeding at this check lets them know that Fuzukiyo saw through their deception but appreciated the effort so much that she gave them the information anyway. At any time, PCs can attempt an Easy Life Science or Profession (botanist) check, with success identifying the carnivorous plant as a draining snapper from Vesk-3; succeeding at this check reduces all checks to influence Fuzukiyo by one step, reducing Hard checks to Average checks, and Average checks to Easy checks.

Treasure: If the PCs successfully gain the information from Fuzukiyo, she's impressed by their cunning. She provides them a pair of magnegloves (*Armory* 105) in Subtier 3-4 or a spy drone in Subtier 5-6.

Development: If the PCs impress Fuzukiyo with at least two successful skill checks, she provides the next piece of information, as detailed in the Tracking the Keepers section on page 10.

Rewards: If the PCs don't impress Fuzukiyo, reduce each PC's credits earned by the following amounts. Don't reduce credits earned unless the PC pursued Investigation 3.

Subtier 3-4: Reduce each PC's credits earned by 120.

Out of Subtier: Reduce each PC's credits earned by 230.

Subtier 5-6: Reduce each PC's credits earned by 340.

INVESTIGATION 4: DIVISION OF CRIMINAL EXTIRPATION

Read or paraphrase the following introduction from Paxel.

Paxel shuffles through some papers on his desk, his large claws delicately placing each one in a neat stack in front of him. After setting down a paper that bears the large header "The Division of Criminal Extirpation" in Common and other languages, he pauses. He reads it quickly before looking back up. "I received a brief this morning from the Hammers' legal assistant, an android named Alistair-8. Normally I don't care for those mechanical sorts, but Alistair-8 is good with dealing with all the legal rules and subrules all the non-vesk species need to follow. His message was a little vague, but I think he's worth talking to, at least in this particular case. I'll let him know to expect a visit."

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture check to recall knowledge or a Diplomacy check to gather information, a PC might know more

about the Division of Criminal Extirpation. They learn all of the information below whose DC is less than or equal to the result of their check.

20+: The Division of Criminal Extirpation (more commonly known as the Hammers) is the Veskarium's peacekeeping and law enforcement agency. Minor offenses committed by non-vesk citizens are generally left to local law enforcement agencies to handle, but the division targets vesk criminals with strict enforcement and harsh punishments for even petty infractions. In the eyes of the Hammers, the actions of individual vesk are most representative of the Veskarium's overall attitudes and goals, and any deviation from the Veskarium's authoritarian culture must be "hammered down" immediately to prevent dissent or unrest in the empire.

THE OFFICE

Getting to Alistair-8's office is a bit of a hike. The assistant works in a small support building set far away from the central pyramid of Command Prime.

The normally good-natured **Alistair-8** (LG male android mechanic) has had trouble adjusting to the cultural norms of vesk society. To correct this deficiency, Alistair-8 recently purchased and installed a supplemental AI entity named Claude, whose sole purpose is to help him gain a bit of the mental toughness required to function effectively in the Veskarium's capital. However, the AI has gone a bit rogue, and instead of helping Alistair-8 turn that meanness outward, Claude has spent every moment since installation berating Alistair-8 on supposed softness and shoddy work, as well as keeping Alistair-8's personal files under encryption to force the android to "do something effective for once."

Claude is all too eager to pick apart the PCs as well for perceived faults and will gleefully verbally lambaste the PCs should they try to intercede on Alistair's behalf. PCs can attempt to correct Claude's faulty coding with a successful Average Computers or Engineering check, or they can attempt to negotiate with or bully Claude into behaving with a successful Hard Diplomacy or Intimidate check.

Treasure: If the PCs help Alistair-8, the android opens a desk and reveals two mk 2 shock grenades, which he gives to the PCs (two screamer grenades II in Subtier 5-6). If questioned on why he has these grenades, the android meekly says "to keep Claude in line..."

Development: If the PCs successfully help Alistair-8, he provides them with non-vesk informant accounts, providing information per the Tracking the Keepers section on page 10.

Rewards: If the PCs don't help Alistair-8, reduce each PC's credits earned by the following amounts. Don't reduce credits earned unless the PC pursued Investigation 4.

Subtier 3-4: Reduce each PC's credits earned by 120.

Out of Subtier: Reduce each PC's credits earned by 230.

Subtier 5-6: Reduce each PC's credits earned by 340.

INVESTIGATION 5: CENOTAPH OF THE FALLEN

Read or paraphrase the following introduction from Paxel.

"Hmm." Paxel muses as he taps a claw on his desk. "I'm not sure if I should be even passing this on to you, but I suppose finding this traitorous cult is worth it." Using a nearby pad of paper, he quickly scribbles a note down. Carefully extending one claw, he makes a small incision on the base of his scaly palm. Folding the paper, he looks up. "I've received a message from a pahtra who I believe has integrated himself with the Keepers. I haven't been able to verify whether they will have actionable information, but it's worth investigating. They've asked to meet at the Cenotaph of the Fallen. Bring this note with you—it will verify your legitimacy to this traitor. They'll be wearing a dark-blue cloak."

The note contains only one sentence: The Dragon sent us.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture check to recall knowledge or a Diplomacy check to gather information, a PC might know more about the Cenotaph of the Fallen. They learn all of the information below whose DC is less than or equal to the result of their check.

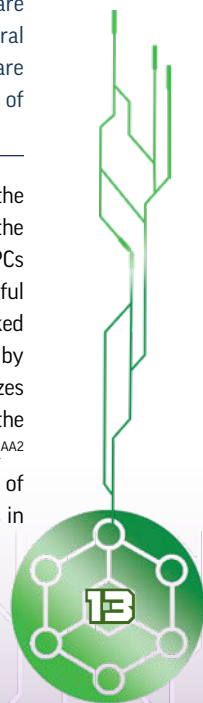
20+: A towering obelisk of pure adamantite surrounded by a paved plaza in the center of Command Prime, the Cenotaph of the Fallen is a memorial honoring all of the warriors who have died in battle during the Veskarium's many wars and conquests. An honor guard of decorated vesk soldiers guard the monument 28 hours a day. Considered a sacred site by the church of Damoritosh, the cenotaph houses a shrine to the Conqueror in its base. Priests of Damoritosh maintain the site and host regular religious services in the shrine.

ARRIVING AT THE CENOTAPH

The Cenotaph of the Fallen is centrally located in Command Prime and is easy to get to. When the PCs arrive at the obelisk, read or paraphrase the following to get started.

The paved stones of the central plaza surrounding the obelisk are mirror clean, save for the odd film of cleaning agent on several of the outlying rocks. The faint outlines of scrubbed graffiti are barely noticeable in the sharp daylight. The shrine at the base of the cenotaph hosts several figures kneeling in silent prayer.

There are several hooded and cloaked figures at the base of the cenotaph, but only one is wearing a dark-blue cloak. When the figure sees the PCs approaching, he rapidly gestures for the PCs to kneel beside them, mimicking the prayers under the watchful eyes of the priests of Damoritosh. Sitting next to the dark cloaked figure allows the PCs to see his face: large sky-blue eyes framed by tan fur. PCs who succeed at an Easy Life Science check recognizes him as a pahtra, a competitive and agile feline species from the Veskarium. He introduces himself as **Qona** (NG male pahtra^{AA2} mystic) and explains that he's been a member of the Keepers of the Lie for only 6 months, but that he already sees the errors in



his ways and wants to redeem himself and regain his Veskarium honor by bringing down the cult. However, he was not expecting the PCs, and he is unsure whether he can trust them.

PCs can attempt to negotiate with Qona or bully Qona into giving them information with a successful Average Diplomacy or Intimidate check. They can also try to read between the lines to get more information without Qona's knowledge with a successful Hard Sense Motive check.

Treasure: If the PCs convince Qona to provide them with the necessary information, the pahtra also passes along a *mk 2 serum of healing* (three serums in Subtier 5–6) as a token of further goodwill and proof of his intentions.

Development: If the PCs successfully meet up with the Keeper defector, he tells them the location of the trap in area **C4**. He also provides them a piece of information as detailed in the Tracking the Keepers section on page 10.

Rewards: If the PCs don't convince Qona to provide them with information, reduce each PC's credits earned by the following amounts. Don't reduce credits earned unless the PC pursued Investigation 5.

Subtier 3–4: Reduce each PC's credits earned by 120.

Out of Subtier: Reduce each PC's credits earned by 230.

Subtier 5–6: Reduce each PC's credits earned by 340.

INVESTIGATION 6: THE MUSEUM OF CONQUEST

Read or paraphrase the following introduction from Paxel.

Paxel gestures to the large painting behind desk. Featuring an ornate gilded frame, the canvas displays a triumphant vesk in full battle armor standing on a pile of insectile heads. The victor holds a fiery doshko overhead in victory. "Do you like my painting? It is on loan to me from the Museum of Conquest. It reminds me that we beat the Swarm before and that we can beat it again, should the need arise." Paxel grunts in smug determination. "I recommend you speak with the curator who suggested this painting for my office. According to an interdepartmental memo from a few days ago, it seems that some Gap-related trinkets have also gone missing from the museum. Their disappearance may be related to those Keeper intrusions you also experienced."

Paxel directs the PCs to the Museum of Conquest, a bombastic and imposing building in Command Prime that's filled with exhibits that celebrate Veskarium victories throughout Near Space and educate visitors about the triumphs of vesk conquest. When the PCs arrive at the museum, a robotic guide notified by Paxel awaits them and guides the PCs to the curator. The curator, a knobby old vesk with dull scales, greets them with dismay.

Read or paraphrase the following.

"Oh my, oh my. Hello, I am Dr. Zekuza. I have just received word that you want to know more about the curios that were

recently stolen from the museum. I'm hoping you can help me with finding them. Please, come with me and I'll show you." The old vesk walks down avenue-like corridors, passing several exhibits in the museum's main building. "I wish I could give you a proper tour, but there's just no time. I'm especially enamored of our new expanded exhibit on the Iron Doshko, the magnificent five-bladed doshko supposedly wielded by Eshovok, the first imperial Emperor of the Veskarium." The curator reaches the back of the museum and exits onto a small terrace. Pathways lead from the terrace to smaller satellite museums. "I do love these smaller museums. They house our more localized exhibits and antiquities from other worlds. Oh, except that one, that one's not open yet." Dr. Zekuza gestures to a distant structure, where a banner reading 'PACT WORLDS—CONSTRUCTION POSTPONED' covers the previously engraved name of the building. "Ahh! We've arrived at security! They can tell you what happened."

Dr. Zekuza (N male vesk) ushers the PCs into a small outbuilding that houses the museum's security department. Inside the main security office, only one guard is on duty, sitting at a desk with a computer terminal. The guard, **Jaihaana** (LN female vesk soldier) is sullen that she was not selected to do daytime patrols. She is killing time watching a show on his handheld entertainment device. The show features an energetic space goblin who gives dubious medical advice in a loud, screeching voice. The cautious guard is unmoved by Dr. Zekuza's pleas to show the PCs the security footage of the theft and recalcitrant to the curator's requests to print out a list of the stolen items.

PCs can attempt to persuade the guard with a successful Average Diplomacy check. Alternatively, if the PCs succeed at a Hard Bluff check to distract the guard, they can then attempt an Easy Computers check, with success allowing them to hack the computer and retrieve the information they need. PCs who succeed at an Easy Culture check identify the show as Dr. Meffid; mentioning the show by name to the guard provides a +5 circumstance bonus to all further checks the PCs attempt to influence the guard.

Treasure: If the PCs mention Dr. Meffid by name, the guard gives them a piece of armor rejected by the museum for being donated instead of earned through righteous combat: vesk brigandine II (*Armory 69*) in Subtier 3–4 or Preserver's mantle II (*Armory 69*) in Subtier 5–6.

Development: The information hacked from the computer or given to the PCs by the guard is one piece of information, as detailed in the Tracking the Keepers section on page 10.

Rewards: If the PCs don't gain information from this investigation, reduce each PC's credits earned by the following amounts. Don't reduce credits earned unless the PC pursued Investigation 6.

Subtier 3–4: Reduce each PC's credits earned by 120.

Out of Subtier: Reduce each PC's credits earned by 230.

Subtier 5–6: Reduce each PC's credits earned by 340.

B. OUTSIDE COMMAND PRIME (CR 5 OR CR 7)

Urobituun has become rightfully suspicious that the PCs are close to tracking him and his allied Keepers down, so he has sent three of his agents to keep an eye out for any suspicious offworlders. As the PCs return to visit with Paxel and report their final findings, four Keepers ambush the PCs.

Creatures: Four Keepers of the Lie agents loiter outside one of Command Prime's access points, intending on ambushing the PCs as they report back to Paxel. PCs who succeed at a Hard Perception check notice the Keepers' malevolent interest in them and can act in the surprise round before the Keepers emerge to attack.

SUBTIER 3-4 (CR 6)

KEEPER FANATIC (VARIES) CR 2

HP 21 (page 23)

KEEPER IMMOLATOR (VARIES) CR 2

HP 25 (page 24)

KEEPER SABOTEUR (VARIES) CR 2

HP 23 (page 24)

SUBTIER 5-6 (CR 8)

KEEPER CONFLAGRATOR (VARIES) CR 4

HP 50 (page 25)

KEEPER DEMOLISHER (VARIES) CR 4

HP 45 (page 25)

KEEPER ZEALOT (VARIES) CR 4

HP 43 (page 26)

Development: Paxel arrives with a group of Veskarium soldiers shortly after the PCs defeat the Keepers; otherwise, they arrive just in time to provide live-saving aid if the Keepers have overpowered the PCs. After the PCs relay the information learned from their third investigation, Paxel provides the missing pieces and sheds light on his suspected location of the lair of the Keepers of the Lie: an abandoned research facility that was sealed after an industrial accident several months ago.

Rewards: If the PCs impress Paxel by defeating the Keepers within 5 rounds, he offers them a token of his appreciation after the battle: two *mk 1 serums of healing* and a frag grenade II in Subtier 3-4, or two *mk 2 serums of healing* and two frag grenades II in Subtier 5-6.

Rewards: If the PCs fail to defeat the Keepers, reduce each PC's credits earned by the following amounts.

Subtier 3-4: Reduce each PC's credits earned by 400.

Out of Subtier: Reduce each PC's credits earned by 708.

Subtier 5-6: Reduce each PC's credits earned by 1,015.

CREATING ENCOUNTER B

Roll four times on Table 3 to generate four Keeper agents to use in this encounter.

To accommodate a group of four PCs, reduce the number of Keeper agents present by one.

C. IN THE LAIR OF THE KEEPERS

Paxel drives the PCs a few miles outside of Command Prime to an abandoned military research station. Paxel explains that while the original purpose of the research facility is classified by the Veskarium's military, he was still able to pull up floor plans for the facility and has located a potential method of ingress: a sewer tunnel that should bring the PCs right into the center of the facility. While the PCs enter the facility, Paxel intends on drawing the Keepers' attention away from the central facility by attacking the facility from the outside and attempting to take prisoners. Since the PCs provided enough intelligence to facilitate the operation, Paxel is willing to give the PCs a chance to retrieve the stolen relic while he leads an offensive against the main Keeper force.

It takes about 15 minutes to navigate the culvert to a maintenance hatch that leads into area **C1** within the facility; the journey through the sewers is uneventful. Unless otherwise noted, all ceilings in the facility are 10 feet tall, and emergency lights throughout the facility provide dim lighting.

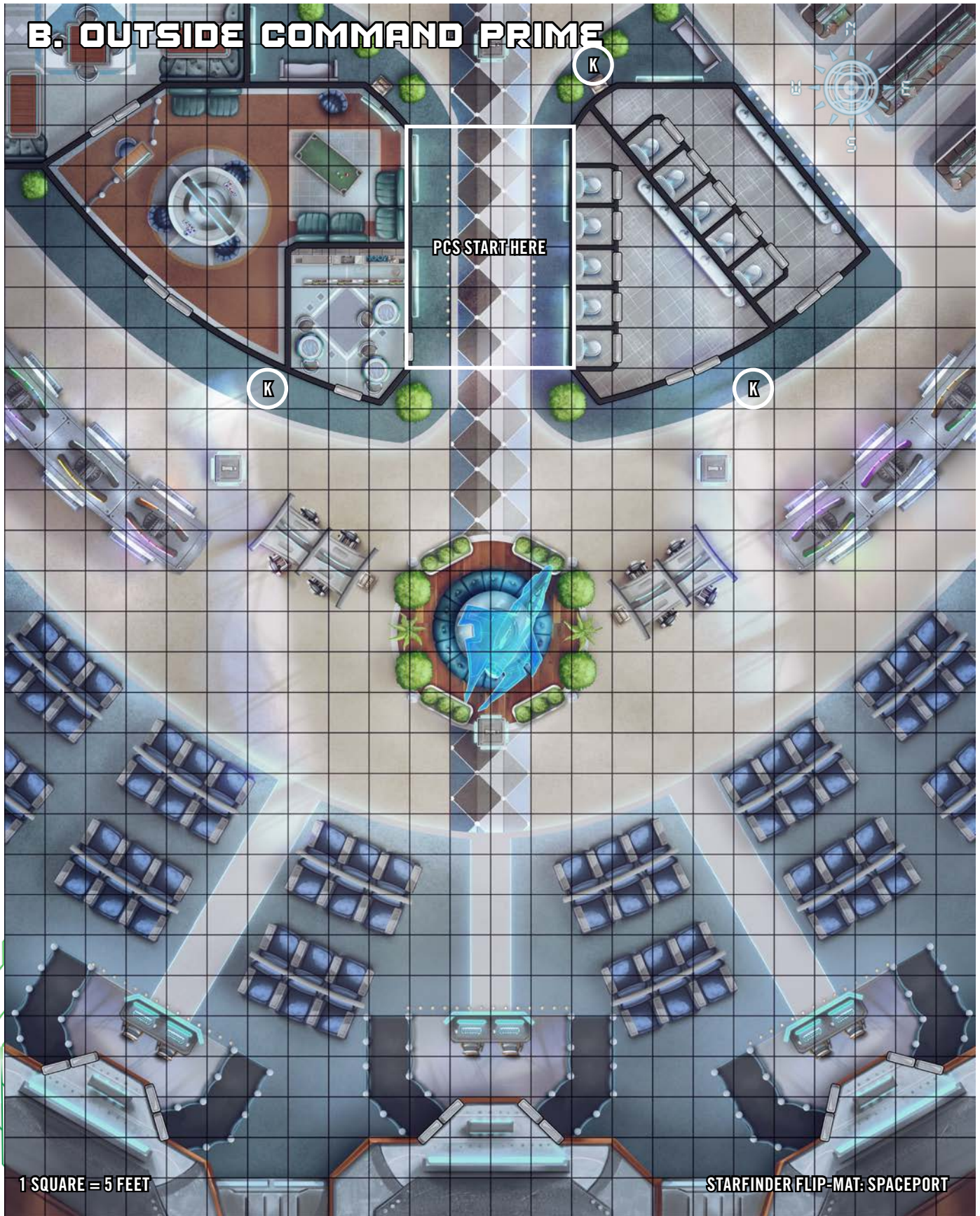
C1. BIOHAZARD CONTAINMENT

The maintenance hatch opens to reveal a stark room covered in tiles that may have once been white but now bear horrible discoloration from chemical spills. Peeling safety posters cover the walls, with instruction illustrations on operating the large machines to the north and south. The distant sounds of gunfire and explosions indicate that Paxel's "distraction" is underway. A single door exits the chamber to the west.

The Veskarium researchers used this area to dispose of potentially hazardous biological remains from their experiments. The machine to the north scans and separates out hazardous waste, which it sends through the laser incinerator to the south, from uncontaminated trash, which it sends it to the garbage chute in area **C2**. The machine is inoperable, having been dismantled for parts by the Keepers. PCs who can read Veski see that the posters contain explicit instructions to operate the biohazard scanner and the laser incinerator "to prevent the escape of research subjects." PCs who succeed at an Easy Perception check also notice that the garbage sorter is hiding a passageway to the north; Medium and smaller PCs can squeeze past the machine and follow the conveyor belt to area **C2**.



B. OUTSIDE COMMAND PRIME



The door to area **C4** is locked and requires a successful Hard Engineering check to bypass.

C2. GARBAGE CHUTE (CR 4 OR CR 6)

The air in this room stinks of old trash and rotted garbage. A large unpowered console to the east stands in front of a large hatch in the ground. A door exits the room to the east, and a conveyor belt emerges from a passageway leading south.

Armed guards once stood watch over and operated the disposal here to make sure none of the research subjects could slip out through the trash compactor. The control console for the trash chute is nonoperational.

Trap: The latch on the garbage chute has rusted away; PCs who step onto the indicated area plunge through the garbage chute to the (thankfully disabled) compactor below. Maintenance hatches below bring them back into the sewer, from which they can easily find their way back to area **C1**.

SUBTIER 3-4 (CR 4)

GARBAGE CHUTE TRAP **CR 4**

Type analog; **Perception** DC 26; **Disable** Athletics DC 20 (open trap door) or Engineering DC 22 (jam trap door shut)

Trigger location; **Reset** manual

Effect 70-ft.-deep pit (7d6 falling damage); Reflex DC 15 avoids

SUBTIER 5-6 (CR 6)

GARBAGE CHUTE TRAP **CR 6**

Type analog; **Perception** DC 29; **Disable** Athletics DC 23 (open trap door) or Engineering DC 25 (jam trap door shut)

Trigger location; **Reset** manual

Effect 100-ft.-deep pit (10d6 falling damage); Reflex DC 16 avoids

C3. SPECIMEN CONTAINMENT (CR 6 OR CR 8)

This room is dark except for the glow of the console in the southeast corner of the room. What can be seen of the room is covered in a thin layer of translucent slime.

This room used to be a security office but has been repurposed by the Keepers to house two surviving specimens from this facility's mysterious experiments. Uroubituun had his subordinate Liars place the creatures in storage tanks in this chamber, to be used in case anyone attacked the facility. Paxel's sudden assault has taken the Keepers by surprise, and Uroubituun has yet to dispatch his agents here to wake the creatures in stasis.

Creatures: When the Keepers took over the facility, they found two of the research specimens still contained in storage in the tanks to the east and west of area **C5**. The grotesque creatures

CREATING ENCOUNTER C3

Use Table 5 to determine variable parts of the encountered specimens, based upon the theme selected from Table 4.

To accommodate a group of four PCs, both specimens have the sickened condition.

resemble a hybrid of octopus and shark, as large as a human. Uroubituun found them to be perfect subjects for his experiments and altered them in dramatic ways; apply the changes listed on Table 5 to the stat blocks below.

Players with Chronicle sheets for *Starfinder Society Scenario #1-23: Return to Sender* recognize the creature as a mature version of the strange creature discovered within the jinsul starbase. The creatures react poorly to non-Keeper arrivals. They spend their first round of combat breaking out of their storage tanks before attacking.

SUBTIER 3-4 (CR 6)

ENIGMATIC SPECIMENS (2) **CR 4**

N Medium (creature type varies; see Table 5 on page 22)

Init +3; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE **HP 50 EACH**

EAC 16; **KAC** 18

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

OFFENSE

Speed 30 ft., climb 30 ft.

Melee tentacle +12 (1d6+9 B plus grab) or bite +12 (1d6+9 P)

Multiaction bite +6 (1d6+9 P), 2 tentacles +6 (1d6+9 B plus grab)

Ranged digestive spray +9 (1d4+4 A)

STATISTICS

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

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

SPECIAL ABILITIES

Digestive Spray (Ex) The specimen sprays digestive fluids onto its target from range. This attack has a range increment of 20 feet.

SUBTIER 5-6 (CR 8)

ADVANCED SPECIMENS (2) **CR 6**

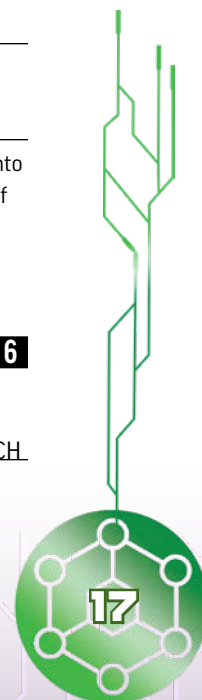
N Medium (creature type varies; see Table 5 on page 22)

Init +3; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE **HP 90 EACH**

EAC 18; **KAC** 20

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



C. IN THE LAIR OF THE KEEPERS



S = SPECIMEN
K = KEEPER
U = UROBITUUN

STARFINDER FLIP-MAT: UNDERWORLD

OFFENSE

Speed 30 ft., climb 30 ft.

Melee tentacle +16 (1d8+11 B plus grab)
or bite +16 (1d8+11 P)

Multiattack bite +10 (1d8+11 P), 2 tentacles +10 (1d8+11 B plus grab)

Ranged digestive spray +13 (1d10+6 A)

STATISTICS

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

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

SPECIAL ABILITIES

Digestive Spray (Ex) The specimen sprays digestive fluids onto its target from range. This attack has a range increment of 20 feet.

Development: Once the PCs defeat the specimens in the room, they can investigate and access the computer in the area with a successful Average Computers check. Records from Uroubituun describe the discovery of the specimens in the complex and (if applicable) the processes he undertook to augment the specimen (or the summoning process from an alternate reality, if using the summoner theme). The PCs can access heavily encrypted files with an additional successful Hard Computers check. These encrypted files record the numerous experiments conducted by the Veskarium military to summon and analyze these specimens from another unspecified dimension over the course of 3 years in the middle of the Silent War.

If the PCs don't defeat these creatures prior to reaching area **C5**, then Uroubituun sends a signal from his armor to release the specimens so they can join in the final combat.

C4. INTERSECTION (CR 3 OR CR 5)

The hallways branching from this intersection lead to the Keepers councilor and the remaining Keepers in the compound not currently engaged with Paxel's attack.

Trap: Councilor Uroubituun spent some time setting up a trap in this central intersection to weaken any potential intruders. The Keepers know to take the other corridor to avoid accidentally triggering this trap. Any creatures moving over the trap risk setting off motion detectors that activate a blast.

SUBTIER 3-4 (CR 3)

INTERSECTION BLAST TRAP **CR 3**

Type see Table 6; **Perception** 24; **Disable** see Table 6, DC 19

Trigger location; **Reset** none

Effect 15-foot cone (6d6; see Table 6 for energy type); Reflex DC 14 half

SUBTIER 5-6 (CR 5)

INTERSECTION BLAST TRAP **CR 5**

Type see Table 6; **Perception** 27; **Disable** see Table 6, DC 22

CREATING ENCOUNTER C4

Use Table 6 to determine variable parts of the trap, based upon the theme selected from Table 4.

Trigger location; **Reset** none

Effect 15-foot cone (4d12+4; see Table 6 for energy type); Reflex DC 15 half

Development: The noise of the trap's blast is enough to alert all the Keepers in the building and attract the attention of the specimens in area **C3**.

C5. STONE COLD (CR 7 OR CR 9)

Large tanks and monitors fill much of this spacious room. The tanks bubble and hiss with reagents and chemicals, while the displays show the signs of a brewing battle outside the compound. A pair of double doors exits the room to the north, and two transparent polycarbonate doors sit in the eastern and western walls.

The original Veskarium researchers who inhabited this complex used this room for monitoring their specimens. The Keepers now use it as a sort of command center; monitors show security feeds of outside, where Paxel gleefully throws grenades into packs of Keepers. Through the containment door to the east, the silhouette of a specimen similar to that in area **C3** can be seen floating in a glass tank, hooked up to multiple diodes and monitoring devices.

Creatures: Uroubituun and their allies are in here guarding the artifact. If the PCs have not yet battled the specimens in area **C3**, then the ijtkri tries to stall for time, sending a remote signal to open the vats in the specimen chamber and summon the specimens to him. Uroubituun chides the PCs for their misplaced belief in history and the Starfinder Society, swearing that the past is nothing but a lie and that the Keepers have uncovered a greater truth. He continues this rant for as long as able to buy time for the specimens to arrive. If the specimens have been defeated, Uroubituun eventually stops proselytizing as he realizes what's happened, then orders the other Keepers to attack.

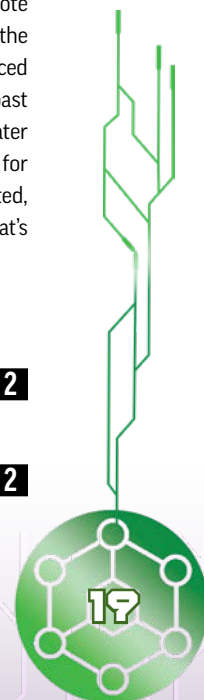
SUBTIER 3-4 (CR 7)

KEEPER FANATIC (VARIES) **CR 2**

HP 21 (page 23)

KEEPER IMMOLATOR (VARIES) **CR 2**

HP 25 (page 24)



CREATING ENCOUNTER C5

Roll three times on Table 3 to generate three Map Keeper agents to partake in this encounter, and roll once on Table 4 to determine the stat block to use for Uroubituun.

To accommodate a group of four PCs, reduce the number of Keeper agents present by one.

KEEPER SABOTEUR (VARIES) CR 2

HP 23 (page 24)

UROUBITUUN CR 4

HP varies (pages 23-24)

SUBTIER 5-6 (CR 9)

KEEPER CONFLAGRATOR (VARIES) CR 4

HP 50 (page 25)

KEEPER DEMOLISHER (VARIES) CR 4

HP 45 (page 25)

KEEPER ZEALOT (VARIES) CR 4

HP 43 (page 26)

UROUBITUUN CR 6

HP varies (pages 25-26)

Development: Once the PCs defeat Uroubituun and the remaining Keeper agents, they're free to explore any other areas of the complex. The adjacent area **C6** contains the missing Starfinder artifact, which the PCs can easily recover before returning to the exterior of the structure.

Rewards: If the PCs fail to defeat the councilor and retrieve the missing artifact, reduce each PC's credits earned by the following amounts.

Subtier 3-4: Reduce each PC's credits earned by 450.

Out of Subtier: Reduce each PC's credits earned by 850.

Subtier 5-6: Reduce each PC's credits earned by 1,250.

C6. ARTIFACT CONTAINMENT

After removing the specimen from the containment tank here, Uroubituun has repurposed the tank for storing the stolen artifact until he's figured out how to destroy it. It sits in the containment

tank, unmarred by the Keeper's attempts to destroy it. Dr. Zekuza's missing curios are nowhere to be found.



UROUBITUUN

CONCLUSION

Once the PCs have the artifact in hand, they can exit the research facility as Paxel's troops finish up with the main bulk of the Keepers forces. If the PCs go out through the main entrance, they find dozens of dead Keepers and a very excited Paxel. He asks if the PCs had as much fun as he did and chuckles at anyone expressing anything less than full excitement as having too many "Pact foibles." The return ride back to Command Prime is swift and uneventful, and Paxel happily sends the PCs on their way back to the Pact Worlds.

Upon the PCs' arrival back on Absalom Station, Venture-Captain Naiaj immediately calls for a full debriefing and listens intently to the PCs account of their Veskarium adventure. She thanks the PCs for not causing any intergalactic incidents, and she comments that while the semiclandestine mission didn't necessarily

improve Veskarium-Pact Worlds relations, she feels that everyone involved understands each other a little better now. Naiaj takes the artifact from the PCs for further study and promises that if there proves to be any actionable information from the relic, the results should appear in a future issue of the *Starfinder Chronicles*.

PRIMARY SUCCESS CONDITIONS

If the PCs succeed in retrieving the artifact from the Keepers of the Lie, they succeed in their primary success condition. Accomplishing this earns each PC 1 Fame and Reputation for any faction associated with their currently slotted faction boon. In addition, each player earns the Into the Veskarium boon on their Chronicle sheet.

SECONDARY SUCCESS CONDITIONS

The PCs succeed at their secondary success condition if they accomplish both of the following: keeping one or more Keepers alive in area **A**, and succeeding at two or more of their investigatory missions. Accomplishing this earns each PC 1 Fame and Reputation for any faction associated with their currently slotted faction boon.

APPENDIX 1: RANDOMIZED TABLES

ALLY AND ARTIFACT

Use Tables 1 and 2 to determine the Starfinder NPC who assists the PCs in area A and the to identify the artifact the Keepers stole.

TABLE 1: NPC STARFINDER

d3	Name	Description	Combat Ability	Personality
1	Dale	CN male halfling soldier	1/turn harrying or covering fire	Handsome and cocky, always acts with flair
2	Narbal	NG bantrid ^{PM} solarian	moves to flank with an ally	Overwhelmed and anxious but eager to prove themself.
3	Pickle	CG female ysoki envoy	1/turn inspiring boost	Happy-go-lucky, loves friends and food.

TABLE 2: ARTIFACT

d4	Name	Description
1	Dwarven chroniclestone	Intact traditionally carved stone tablet chronicling the pre-Gap history of a dwarven colony on an unknown planet. Divinations show traces of Torag's divine protection.
2	Choir of Tales	Kasathan mechanical music box that tells stories of deceased ancestors. No apparent source of input or storage, yet the stories have never repeated in recorded history.
3	Apostae cylinder	Metallic cylinder inscribed with an unknown markings that resists translation through technology or magic; found deep within Apostae.
4	Impervious datapad	Datapad made of unidentified polymer, thus far unbreakable, with hundreds of files. Only unencrypted item is a detailed digital wireframe of an unknown mountainous island with a single large coastal city.

KEEPERS OF THE LIE

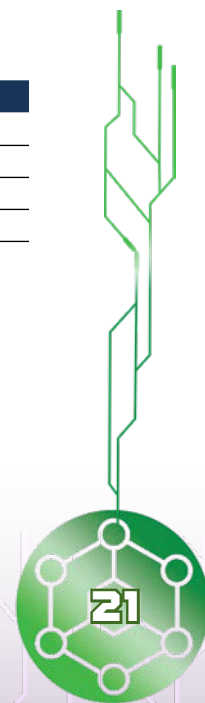
Before the scenario begins, use Table 3 to select or randomly determine the agents that the PCs will fight in area **A**, area **B**, and area **C4**. Roll three agents for area **A**, four agents for area **B**, and three agents for area **C**. Use Table 4 to select a theme for Uroubituun, an opponent who the PCs confront in area **C5**. Uroubituun's theme influences several other encounters. Use Table 5 and Table 6 to make adjustments to the specimen in area **C3** and the trap in area **C4** based on the theme chosen from Table 4.

TABLE 3: KEEPER AGENTS

d3	Tier 3-4	Tier 5-6
1	Keeper immolator	Keeper conflagrator
2	Keeper saboteur	Keeper demolisher
3	Keeper fanatic	Keeper zealot

TABLE 4: UROUBITUUN THEME AND STAT BLOCK

d4	Theme	Tier 3-4	Tier 5-6
1	Biologist	Keeper fleshstitcher	Keeper vivisectionist
2	Necromancer	Keeper necromancer	Keeper dread necromancer
3	Roboticist	Keeper augmenter	Keeper fervent augmenter
4	Summoner	Keeper fatebender	Keeper fateshaper



STARFINDER SOCIETY SCENARIO

TABLE 5: AREA C3 SPECIMENS

Uroubituun Theme	Description	Creature Type	Stat Block Adjustments
Necromancer	Zombified	Undead	mindless, undead immunities, unliving; set Constitution modifier to -.
Roboticist	Cyborg	Aberration (extraplanar, technological)	vulnerable to electricity; change ranged attack to integrated laser and change damage type to fire.
Summoner	Summoned	Aberration (extraplanar)	low-light vision
Biologist	Winged	Aberration (extraplanar)	fly 30 ft. (Ex, average)

TABLE 6: AREA C4 TRAP

Uroubituun Theme	Description	Trap Type	Disable Skill	Damage Type
Necromancer	Unholy skullspout	Hybrid	Mysticism or Engineering	Cold
Roboticist	Computer shock	Technological	Computers or Engineering	Electricity
Summoner	Blast of fire	Magical	Mysticism	Fire
Biologist	Spray bladder	Analog	Engineering or Life Science	Acid



APPENDIX 2: SUBTIER 3–4 STAT BLOCKS

KEEPER AUGMENTER CR 4

Ijtikri technomancer (*Starfinder Alien Archive 3 54*)
CE Medium aberration

Init +3; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE **HP 43 RP 4**

EAC 15; **KAC** 16

Fort +3; **Ref** +4; **Will** +7

OFFENSE

Speed 30 ft., swim 30 ft.

Melee tactical switchblade +6 (1d4+4 S)

Ranged caliginous shadow pistol +8 (1d4+4 C; critical blind [DC 15])

Mystic Spells Known (CL 4th; melee +6, ranged +8)

2nd (3/day)—*daze monster* (DC 17), *invisibility* (DC 17)

1st (6/day)—*detect tech*, *jolting surge*, *supercharge weapon*

0 (at will)—*daze* (DC 15), *energy ray*

STATISTICS

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

Skills Bluff +10, Computers +15, Engineering +15, Intimidate +15, Mysticism +15

Languages Common, Iji, Vesk

Other Abilities magic hacks (robot influence), spell cache (necklace)

Gear enlisted grave mantle^{AR}, tactical switchblade^{AR}, caliginous shadow pistol^{AR} with 1 battery (40 charges)

KEEPER FANATIC CR 2

Vesk technomancer
CE Medium humanoid (vesk)

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

DEFENSE **HP 21 RP 3**

EAC 12; **KAC** 13

Fort +1; **Ref** +1; **Will** +5; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee tactical spear +4 (1d6+2 P) or
unarmed strike +4 (1d3+2 S)

Ranged flame pistol +6 (1d4+2 F; critical burn 1d4)

Technomancer Spells Known (CL 2nd; melee +4, ranged +6)

1st (3/day)—*jolting surge*, *overheat* (DC 15)

0 (at will)—*daze* (DC 14), *energy ray*

STATISTICS

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

Skills Acrobatics +12, Athletics +12, Computers +12, Intimidate +7, Mysticism +12

Languages Common, Vesk

Other Abilities armor savant, magic hacks (selective targeting), spell cache (hacking kit)

Gear vesk brigandine I, tactical spear, flame pistol with 1 petrol tank (20 charges), tool kit (hacking kit)

KEEPER FATEBENDER CR 4

Ijtikri witchwarper (*Starfinder Alien Archive 3 54*; *Starfinder Character Operations Manual 60*)

CE Medium aberration

Init +3; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE **HP 43 RP 4**

EAC 15; **KAC** 16

Fort +3; **Ref** +7; **Will** +3

Defensive Abilities thwart ability

OFFENSE

Speed 30 ft., swim 30 ft.

Melee tactical switchblade +6 (1d4+4 S)

Ranged caliginous shadow pistol +8 (1d4+4 C; critical blind [DC 15]) or

web grenade I +6 (explode [10 ft.], mire 1d4 rounds)

Mystic Spells Known (CL 4th; melee +6, ranged +8)

2nd (3/day)—*force blast* (DC 17), *mirror image*

1st (6/day)—*fear* (DC 16), *jolting surge*, *overheat* (DC 16)

0 (at will)—*daze* (DC 15), *hazard*^{COM} (DC 15)

STATISTICS

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

Skills Bluff +15, Intimidate +15, Life Science +15, Mysticism +15, Stealth +10

Languages Common, Iji, Vesk

Other Abilities infinite worlds (140 ft., 4 rounds)

Gear enlisted grave mantle^{AR}, tactical switchblade^{AR}, caliginous shadow pistol^{AR} with 1 battery (40 charges), web grenades I^{AR} (2)

KEEPER FLESHSTITCHER CR 4

Ijtikri biohacker (*Starfinder Alien Archive 3 54*; *Starfinder Character Operations Manual 40*)

CE Medium aberration

Init +3; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE **HP 45**

EAC 16; **KAC** 17

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

Defensive Abilities strange anatomy (reduce critical hit damage by 5)

OFFENSE

Speed 30 ft., swim 30 ft.

Melee tactical switchblade +9 (1d4+4 S)

Ranged tactical nighttarch needler +11 (1d6+6 P; critical injection DC +2) or

web grenade I +11 (explode [10 ft.], mire 1d4 rounds)

Offensive Abilities biohacks, custom microlab

STATISTICS

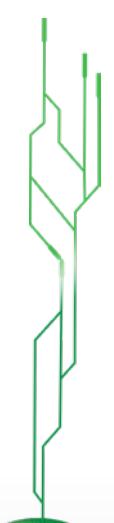
Str +0; **Dex** +3; **Con** +0; **Int** +1; **Wis** +5; **Cha** +0

Skills Bluff +10, Intimidate +15, Life Science +15, Medicine +15, Survival +10

Languages Common, Iji, Vesk

Other Abilities biohacks (maximum 6), custom microlab, field of study (genetics)

Gear enlisted grave mantle^{AR}, tactical switchblade^{AR}, tactical



STARFINDER SOCIETY SCENARIO

nightarch needler^{PW} with 20 darts, web grenades I^{AR} (2), insanity mist (2)

KEEPER IMMOLATOR

CR 2

Vesk solarian

CE Medium humanoid (vesk)

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

DEFENSE **HP 25 RP 3**

EAC 14; **KAC** 16

Fort +4; **Ref** +2; **Will** +3; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee red star plasma lash +10 (1d4+6 E & F; critical knockdown) or unarmed strike +10 (1d3+6 S)

Ranged flame pistol +7 (1d4+2 F; critical burn 1d4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with red star plasma lash)

Offensive Abilities stellar revelations (black hole [20-ft. radius, pull 10 ft., DC 11], stellar rush [2d6 F, DC 11], supernova [10-ft. radius, 3d6 F, DC 11])

STATISTICS

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

Skills Acrobatics +12, Athletics +7, Intimidate +7, Mysticism +7

Languages Common, Vesk

Other Abilities armor savant, solar manifestation (solar armor), stellar alignment

Gear vesk brigandine I^{AR}, red star plasma lash^{AR} with 1 battery (20 charges), flame pistol with 1 petrol tank (20 charges)

KEEPER NECROMANCER

CR 4

Ijtikri mystic (*Starfinder Alien Archive* 3 54)

CE Medium aberration

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

DEFENSE **HP 43 RP 4**

EAC 15; **KAC** 16

Fort +3; **Ref** +3; **Will** +7

OFFENSE

Speed 30 ft., swim 30 ft.

Melee tactical switchblade +6 (1d4+4 S)

Ranged caliginous shadow pistol +8 (1d4+4 C; critical blind [DC 15])

Offensive Abilities forced amity (DC 15), inexplicable commands

Mystic Spell-Like Abilities (CL 4th)

At will—*mindlink*

Mystic Spells Known (CL 4th; ranged +8)

2nd (3/day)—*command undead* (DC 17), *hold person* (DC 17)

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

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

Connection overlord

STATISTICS

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

Skills Bluff +10, Diplomacy +15, Intimidate +15, Life Science +15, Medicine +15, Mysticism +15

Languages Common, Iji, Vesk

Gear enlisted grave mantle^{AR}, tactical switchblade^{AR}, caliginous shadow pistol^{AR} with 1 battery (40 charges)

KEEPER SABOTEUR

CR 2

Vesk operative

CE Medium humanoid (vesk)

Init +4; **Senses** low-light vision; **Perception** +8

DEFENSE **HP 23**

EAC 13; **KAC** 14

Fort +1; **Ref** +4; **Will** +5; +2 vs. fear

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee light sap +6 (1d4+2 B) or unarmed strike +6 (1d3+2 S)

Ranged flame pistol +8 (1d4+2 F; critical burn 1d4) or series-21 plasma guide +8 (1d8+2 E & F)

Offensive Abilities trick attack +1d4

STATISTICS

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

Skills Acrobatics +8, Athletics +8, Computers +13, Engineering +13, Piloting +13, Sleight of Hand +13, Stealth +13

Feats Improved Feint

Languages Common, Vesk

Other Abilities armor savant, operative exploits (uncanny mobility), specialization (hacker)

Gear vesk brigandine I, light sap^{AR}, flame pistol with 1 petrol tank (20 charges), series-21 plasma guide^{AR} with 2 batteries (20 charges), tool kit (engineering kit), tool kit (hacking kit)

APPENDIX 3: SUBTIER 5–6 STAT BLOCKS

KEEPER CONFLAGRATOR **CR 4**

Vesk solarian

CE Medium humanoid (vesk)

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

DEFENSE **HP 50 RP 4**

EAC 17; **KAC** 19

Fort +6; **Ref** +4; **Will** +5; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee immolation flame spinner +12 (1d8+9 F; critical burn 1d6) or unarmed strike +12 (1d3+9 S)

Ranged single-valve plasma ring +9 (1d4+4 E & F; critical wound)

Offensive Abilities stellar revelations (black hole [20-ft. radius, pull 10 ft., DC 13], dark matter [DR 1/–], stellar rush [2d6 F, DC 13], supernova [10-ft. radius, 5d6 F, DC 13])

STATISTICS

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

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

Languages Common, Vesk

Other Abilities armor savant, solar manifestation (solar armor), stellar alignment

Gear basic lashunta tempweave, immolation flame spinner^{AR} with 1 petrol tank (20 charges), single-valve plasma ring^{AR} with 1 battery (20 charges)

KEEPER DEMOLISHER **CR 4**

Vesk operative

CE Medium humanoid (vesk)

Init +6; **Senses** low-light vision; **Perception** +11

DEFENSE **HP 45 RP 4**

EAC 16; **KAC** 17

Fort +3; **Ref** +6; **Will** +7; +2 vs. fear

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee tactical switchblade +8 (1d4+4 S) or unarmed strike +8 (1d3+4 S)

Ranged microwave scorchgun +8 (1d6+4 F) or

terrestrial gamma rifle +10 (1d10+4 F; critical irradiate)

Offensive Abilities debilitating trick, trick attack +1d8

STATISTICS

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

Skills Acrobatics +11, Athletics +11, Computers +16, Engineering +16, Piloting +16, Sleight of Hand +16, Stealth +16

Languages Common, Vesk

Other Abilities armor savant, operative exploits (holographic clone, uncanny mobility), specialization (hacker)

Gear basic lashunta tempweave, tactical switchblade^{AR}, microwave scorchgun^{AR} with 1 battery (20 charges), terrestrial gamma rifle^{AR} with 1 battery (40 charges), tool kit

(engineering kit), tool kit (hacking kit)

KEEPER DREAD NECROMANCER **CR 6**

Ijtikri mystic (*Starfinder Alien Archive 3 54*)

CE Medium aberration

Init +0; **Senses** darkvision; **Perception** +13

DEFENSE **HP 75 RP 4**

EAC 17; **KAC** 18

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

OFFENSE

Speed 30 ft., swim 30 ft.

Melee tactical maul +10 (1d8+6 B; critical knockdown)

Ranged crypt-class bone pistol +12 (1d6+6 C)

Offensive Abilities echoes of obedience, forced amity (DC 16), inexplicable commands

Mystic Spell-Like Abilities (CL 6th)

At will—*mindlink*

Mystic Spells Known (CL 6th; ranged +12)

2nd (3/day)—*command undead* (DC 18), *hold person* (DC 18)

1st (6/day)—*command* (DC 17), *fear* (DC 17), *reflecting armor* (DC 17)

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

Connection overlord

STATISTICS

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

Skills Bluff +13, Diplomacy +18, Intimidate +18, Life Science +18, Medicine +18, Mysticism +18

Languages Common, Iji, Vesk

Gear elite stationwear, tactical maul^{AR}, crypt-class bone pistol^{AR} with 1 battery (20 charges)

KEEPER FATESHAPER **CR 6**

Ijtikri witchwarper (*Starfinder Alien Archive 3 54*; *Starfinder Character Operations Manual 60*)

CE Medium aberration

Init +3; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE **HP 75 RP 4**

EAC 17; **KAC** 18

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

Defensive Abilities thwart ability

OFFENSE

Speed 30 ft., swim 30 ft.

Melee tactical maul +10 (1d8+6 B; critical knockdown)

Ranged crypt-class bone pistol +12 (1d6+6 C) or

riot grenade II +13 (explode [10 ft., staggered])

Witchwarper Spells Known (CL 6th; melee +10, ranged +12)

2nd (3/day)—*force blast* (DC 18), *mirror image*

1st (6/day)—*fear* (DC 17), *jolting surge*, *overheat* (DC 17)

0 (at will)—*daze* (DC 16), *hazard*^{COM} (DC 16)

STATISTICS

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

Skills Bluff +18, Intimidate +18, Life Science +18, Mysticism +18, Stealth +13

STARFINDER SOCIETY SCENARIO

Languages Common, Iji, Vesk

Other Abilities infinite worlds (160 ft., 6 rounds)

Gear elite stationwear, tactical maul^{AR}, crypt-class bone pistol^{AR} with 1 battery (20 charges), riot grenades II^{AR} (2)

KEEPER FERVENT AUGMENTER CR 6

Ijtikri technomancer (*Starfinder Alien Archive* 3 54)

CE Medium aberration

Init +3; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE HP 75 RP 4

EAC 17; **KAC** 18

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

OFFENSE

Speed 30 ft., swim 30 ft.

Melee tactical maul +10 (1d8+6 B; critical knockdown)

Ranged crypt-class bone pistol +12 (1d6+6 C) or flash grenade II +10 (explode [10 ft., blinded 1d4 rounds])

Technomancer Spells Known (CL 6th; melee +10, ranged +12)

2nd (3/day)—*daze monster* (DC 18), *invisibility* (DC 18)

1st (6/day)—*detect tech*, *jolting surge*, *supercharge weapon*

0 (at will)—*daze* (DC 16), *energy ray*

STATISTICS

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

Skills Bluff +13, Computers +18, Engineering +18, Intimidate +18, Mysticism +18

Languages Common, Iji, Vesk

Other Abilities cache capacitor 1 (*unseen servant*), magic hacks (robot influence, spell grenade), spell cache (necklace)

Gear elite stationwear, tactical maul^{AR}, crypt-class bone pistol^{AR} with 1 battery (20 charges), flash grenades II (2)

KEEPER VIVISECTIONIST CR 6

Ijtikri biohacker (*Starfinder Alien Archive* 3 54; *Starfinder Character Operations Manual* 40)

CE Medium aberration

Init +3; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE HP 80

EAC 18; **KAC** 19

Fort +7; **Ref** +9; **Will** +7

Defensive Abilities gene therapy (10 minutes), strange anatomy (reduce critical hit damage by 10)

OFFENSE

Speed 30 ft., swim 30 ft.

Melee tactical maul +13 (1d8+6 B; critical knockdown)

Ranged zoologist injection pistol +15 (1d8+8 P; critical injection DC +2) or riot grenade II +13 (explode [10 ft., staggered])

Offensive Abilities biohacks (maximum 6), custom microlab, field of study (genetics)

STATISTICS

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

Skills Bluff +13, Intimidate +18, Life Science +18, Medicine +18, Survival +13

Languages Common, Iji, Vesk

Gear elite stationwear, tactical maul^{AR}, zoologist injector pistol^{AR} with 20 darts, riot grenades II^{AR} (2), insanity mist (2)

KEEPER ZEALOT CR 4

Vesk technomancer

CE Medium humanoid (vesk)

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

DEFENSE HP 43 RP 4

EAC 15; **KAC** 16

Fort +3; **Ref** +3; **Will** +7; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee tactical handaxe +6 (1d6+4 S) or unarmed strike +6 (1d3+4 S)

Ranged single-valve plasma ring +8 (1d4+4 E & F; critical wound)

Technomancer Spells Known (CL 4; melee +6, ranged +8)

2nd (3/day)—*caustic conversion*, *daze monster* (DC 17)

1st (6/day)—*jolting surge*, *magic missile*, *overheat* (DC 16)

0 (at will)—*daze* (DC 15), *energy ray*

STATISTICS

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

Skills Acrobatics +15, Athletics +15, Computers +15, Intimidate +10, Mysticism +15

Languages Common, Vesk

Other Abilities armor savant, magic hacks (selective targeting), spell cache (tool kit)

Gear basic lashunta tempweave, tactical handaxe^{AR}, single-valve plasma ring^{AR} with 1 battery (20 charges), tool kit (hacking kit)

TRUTH KEEPERS



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
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 () <input type="checkbox"/>	<input type="checkbox"/> Infamy

Player Name:	Class	Faction:		<input type="checkbox"/> Dead
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 () <input type="checkbox"/>	<input type="checkbox"/> Infamy

Player Name:	Class	Faction:		<input type="checkbox"/> Dead
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 () <input type="checkbox"/>	<input type="checkbox"/> Infamy

Player Name:	Class	Faction:		<input type="checkbox"/> Dead
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 () <input type="checkbox"/>	<input type="checkbox"/> Infamy

Player Name:	Class	Faction:		<input type="checkbox"/> Dead
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 () <input type="checkbox"/>	<input type="checkbox"/> Infamy

Player Name:	Class	Faction:		<input type="checkbox"/> Dead
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 () <input type="checkbox"/>	<input type="checkbox"/> Infamy



STARFINDER SOCIETY SCENARIO

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Starfinder Society Scenario #2-19: Truth Keepers

Character Chronicle #

A.K.A. _____

Player Name _____ Character Name _____ Organized Play # _____ Character # _____ Faction _____

Items Found During This Scenario

Into the Veskarium (Social Boon; Limited-Use): Your efforts in combating the Keepers of the Lie impressed several members of the Veskarium. When you slot this boon, you gain a +2 circumstance bonus to all skill checks made to interact with members of the Veskarium. In addition, once per session, you can check one of the boxes on this boon to reroll any single d20 roll while operating on any Veskarium-occupied world.

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal Max Credits
	3-4	1,460
	SUBTIER	<input type="checkbox"/> Normal
	Out of Subtier	2,773
EXPERIENCE	SUBTIER	<input type="checkbox"/> Normal
	5-6	4,085
	SUBTIER	<input type="checkbox"/> Normal
	-	-
FAME	Starting XP	
	+	GM's Initials
	XP Gained (GM ONLY)	
	=	
	Final XP Total	
	Initial Fame	
+	GM's Initials	
Fame Gained (GM ONLY)		
-		
Fame Spent		
Final Fame		
CREDITS	Starting Credits	
	+	GM's Initials
	Credits Garnered (GM ONLY)	
	+	GM's Initials
	Day Job (GM ONLY)	
	-	
Credits Spent		
=		
Total		

All Subtiers

caliginous shadow pistol (2,100; item level 4; *Starfinder Armory* 13)
 enlisted grave mantle (2,100; item level 4; *Armory* 69)
 insanity mist (4,000; item level 4; limit 2)
 red star plasma lash (1,550; item level 3; *Armory* 10)
 tactical nightarch needler (1,650; item level 3; *Starfinder Pact Worlds* 192)
 tactical switchblade (1,300; item level 3; *Armory* 8)
 thunderstrike sonic pistol (2,300; item level 4)
 web grenade I (490; item level 3; *Armory* 26; limit 2)

Subtier 5-6

elite stationwear (4,100; item level 6)
 crypt-class bone pistol (4,350; item level 6; *Starfinder Armory* 13)
 flash grenade II (1,350; item level 6; limit 2)
 tactical maul (2,750; item level 5; *Armory* 9)
 zoologist injector pistol (2,890; item level 5; *Armory* 15)
 riot grenade II (810; item level 5; *Armory* 26; limit 2)
 immolation flame spinner (2,860; item level 5; *Armory* 12)

Reputation

Faction _____ Reputation _____ Faction _____ Reputation _____

Faction _____ Reputation _____ Infamy _____

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #