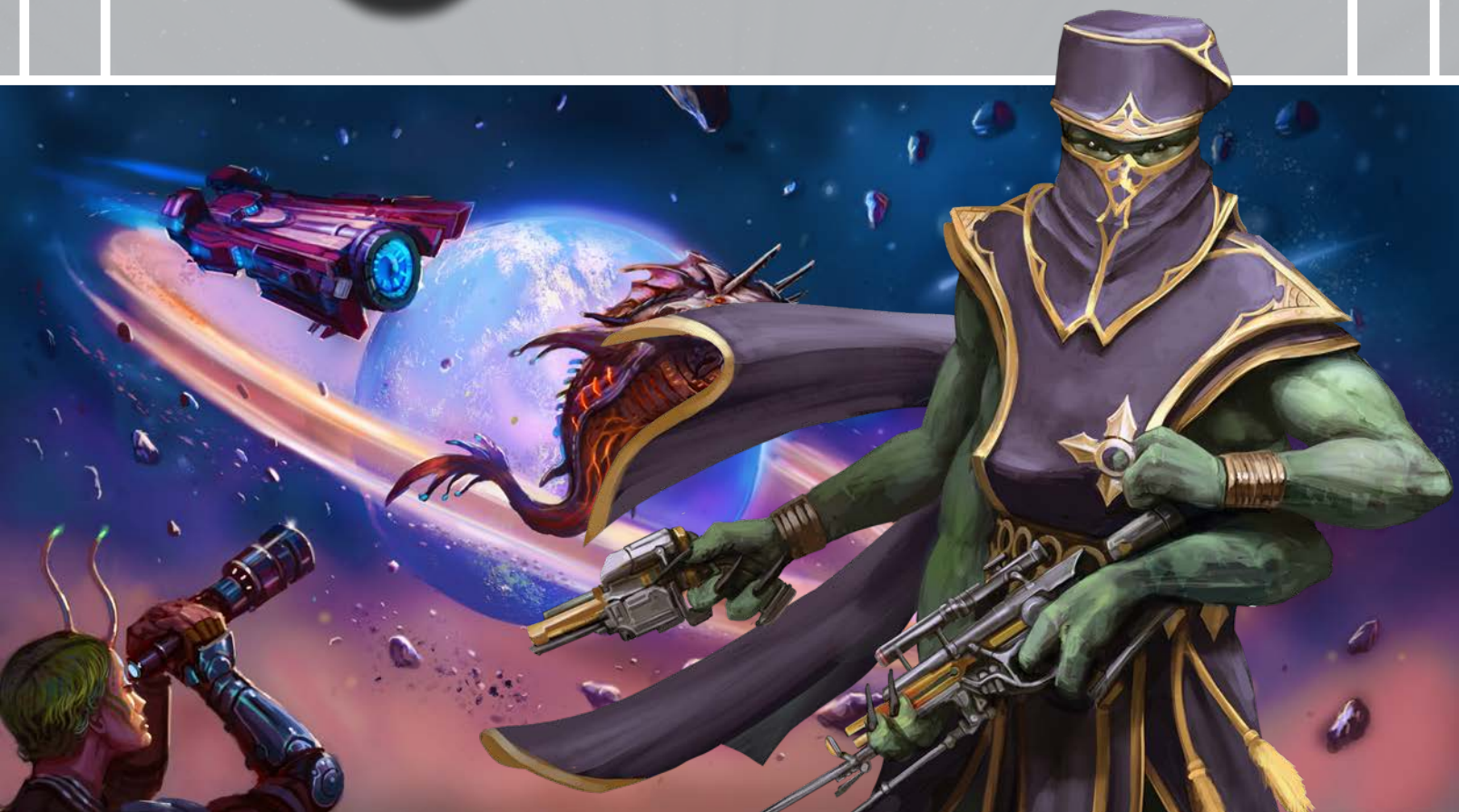


STARFINDER

SOCIETY



YEAR OF EXPLORATION'S EDGE

SCENARIO #3-05

LEVELS 1-4

THE HIVEMARKET HEIST

BY JIM GROVES





THE HIVEMARKET HEIST

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GM RESOURCES

Campaign Home Page: starfindersociety.club

Books: *Starfinder Core Rulebook*, *Starfinder Alien Archive (AA)*, *Starfinder Armory (AR)*, *Starfinder Character Operations Manual (COM)*, *Starfinder Starship Operations Manual (SOM)*

Maps: *Starfinder Flip-Mat: Space Station*, *Starfinder Flip Mat: Undercity*

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

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags see Chapter 1 of the *Guide to Organized Play: Starfinder Society*.



SUMMARY

While returning from another mission for the Starfinder Society, the PCs receive a pre-recorded message from Venture-Captain Arvin, directing them to change course and head for Akiton. The Gonjar, a shobhad clan based near Ka, the Pillar of the Sky, has requested the Society's aid.

The PCs meet with the Gonjar's representative, Rolanok, in a bar outside Hivemarket, Akiton's primary trading hub. Rolanok explains that Szelanius, a witchwyrd thief, has stolen several of his clan's cultural artifacts and is currently hiding out in Hivemarket. The Gonjar attempted to apprehend her, but the khulan—Hivemarket's impartial fey arbiters of order—kept justice from being served. The Gonjar are holding the perimeter, but they need the PCs to enter Hivemarket and retrieve the artifacts.

To do so, the Starfinders must perform some odd jobs for an ysoki mechanic, infiltrate and fight their way through an underground cold storage facility, and recover as many artifacts as possible before Szelanius can destroy the evidence. On their way out, the PCs must confront the thief in the Hivemarket square and somehow goad her into throwing the first punch, inciting the khulan's wrath. Whether or not Szelanius escapes, the PCs must then engage her crew in a low-flying, in-atmosphere starship battle for the rest of the Gonjar relics!

HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 1–4



PLAYERS: 3–6



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THE HIVEMARKET HEIST

BY JIM GROVES



The witchwyrd Szelanius is a notorious interstellar thief and con artist, formally exiled from her own consortium dozens of years ago for her predatory business practices towards other witchwyrds. She's been working out of largely lawless Akiton for the better part of a decade, using her species' physical similarity to kasathas and the shobhad-neh to exploit these peoples. Her favorite type of scheme involves impressing a group unaware of her notoriety, invoking ancient, pre-Gap relationships they allegedly had with witchwyrds, and then stealing their sacred cultural artifacts to flip to collectors.

Several months ago, Szelanius was approached by a buyer interested in ancient shobhad artifacts originating from the great volcano Ka, the Pillar of the Sky, a holy site for the shobhad-neh. With greed outweighing sense, Szelanius tried her usual scheme, posing as a "progenitor," but the tactic backfired. The shobhads of the local Gonjar clan outed her as a fraud and unceremoniously ran her out of the area.

Szelanius's anger and humiliation at her failure outweighed her self-preservation instincts; the witchwyrd organized and led a crew of hired mercenaries to storm sections of the volcano and steal the artifacts. Again, however, she could not best the Gonjar, who gave chase once she started to flee. Szelanius fled along Ka's lava tubes to Hivemarket, where she ensconced herself.

Even as the Gonjar continued to pursue her inside Hivemarket, Szelanius knew she was safe, because of the khulan. These powerful, ghostly fey enforce strict order and professional agreements in the marketplace, swiftly punishing any who incite violence or improper dealings, regardless of morality. The thief's gambit paid off: when the Gonjar hunting parties finally found her and attempted to recover their ancestral artifacts, the khulan attacked to end the assault, forcing them to withdraw.

WHERE IN THE UNIVERSE?



AKITON

Diameter $\times 1/2$; **Mass** $\times 1/12$; **Gravity** $\times 1/3$

Atmosphere Thin

Day 24 hours, 40 minutes; **Year** 2 years

The Hivemarket Heist takes place on the planet of Akiton, primarily in the Hivemarket. The Hivemarket is one of Akiton's most prosperous and successful trading hubs. Part of its success can be attributed to the ghostly khulan, enigmatic figures who viciously attack those who perform major thefts. Large businesses such as Sanjaval Spaceflight Systems, a leading manufacturer of interstellar vessels, maintain a presence there, and several local factions maneuver to control the market to maximize their profits and influence. For more information on Akiton, see pages 442–443 of the *Starfinder Core Rulebook* and pages 48–56 of *Starfinder Pact Worlds*.

GETTING STARTED

As the adventure begins, the PCs are aboard a Starfinder Society starship returning from a previous mission. The heroes need a starship for the end of the scenario, so ask them to pick a starship hull; they'll likely choose the Drake or the Pegasus. During their voyage, the PCs receive a private communique from Venture-Captain Arvin; give the players **Handout: Starfinder Internal Missive** (page 25).

The adventure proper starts once the PCs arrive on Akiton to meet their soon-to-be client, **Rolanok** (LN male shobhad soldier), a representative of the local Gonjar clan. The proposed meeting spot, the Red Razor Bar, is easy to find, as is Rolanok; the shobhad hunter keeps an eye out for outlanders. Traditionally, non-adventuring shobhad refuse to speak Common, even though many understand it; Rolanok speaks to the PCs in Akitonian and Shobhad first. If it's clear that the PCs do not understand him, he brings himself to speak Common. While he does not complain overtly about the language, he clearly finds it distasteful.

No map is required for this encounter, but GMs who wish to show a map can use *Starfinder Flip-Mat: Cantina* to represent the Red Razor Bar.

The Red Razor Bar is built outside the perimeter of Hivemarket's famous marketplace and affords a good view of several of its entrances. The bar itself is dingy and dim, but spacious. A gray-skinned giant with four arms rises to his feet and gestures in greeting.

"I am Rolanok of the Gonjar. Sit. Please." He slumps into a chair that's a little too small for him. "There is fermented cactus juice, if you would like," he offers. "I will tell a short story first. Then I will answer questions.

"A thief stole sacred relics from my clan. We chased her to Hivemarket, and now she hides inside. When we went to retrieve our things, she was protected by fanatical ghosts who drove us away. We can't return to the market, and so we ask you to get our holy relics." He sighs and pauses. Then, more slowly he continues. "Understand, these are not undead, but fey that blaze like an inferno—though they walk through walls like ghosts. They purport to act with justice, but have no understanding of it."

"We understand that many in your Society value history and knowledge more than credits, and that you aren't good at understanding when people want to be left alone. If our history is so important and valuable to you strangers, then



ROLANOK

take this chance to be useful. We are not coming to you because we suddenly like your organization. We have asked you to meet with us because we have seen how secrets, no matter how mundane, draw the attention of thieves and scoundrels. The Society promises to preserve our dignity and privacy while they archive our culture. Prove that you can act with honor, and we will share the knowledge you crave."

Rolanok is very direct in his speech. Conservative shobhad tend to look down upon humans and kasathas, but the Gonjar are more open-minded and willing to take a chance on the PCs.

Do you know more about this thief?

"Her name is Szelanius, and she is a witchwyrd. She plays upon the ancient histories and traditions between the witchwyrd and the shobhad-neh to bully shobhad and kasatha clans. She confiscates holy relics and peddles them for easy credits on the black market. She tried this on the Gonjar,

and we ran her off and told her never to return. She repaid our mercy by returning with mercenaries and robbed us. She didn't expect the Gonjar to fight back or to chase her this far from Ka, and so now she hides in the market like a coward."

What is the ancient history between witchwyrds and the shobhad? "Depends on who you ask. They claim they are our progenitors in an ancient time, long before the Gap. This is not true. Sadly, not all clans are well educated in the ancient histories.

What are these fiery fey ghosts? "They are called the khulan. They are a mystery to me. They haunt the market, but no one knows why. They start no conflict, only end it, and they do prevent stealing and fighting. Yet they have no common sense."

What exactly do you expect us to do about the khulan? "Not fight them, that is for certain. But Szelanius can't stay in the market forever. Sooner or later, she must deliver her stolen goods. We can't spy on her inside; we've angered the khulan too much. But at least we have her pinned inside for now."

What is so special about these relics? "Our histories, legends, and myths date back to before the witchwyrd, shobhad-neh and kasatha came to Akiton, long before the Gap. These relics are not magic, but they are rare and private. Coveted by collectors."

Any idea of where Szelanius might be in Hivemarket? "No. But I know of one who might. Seek out the mechanic Fletch, at the spaceport. Ysoki. She has helped the Gonjar before, in her way. Perhaps she will again."

Boon Allocation: Advise the players that the starship boon slot is appropriate for this scenario. The Abadar Approval boon

from *Starfinder Society Scenario #1-02: Fugitive on the Red Planet* is also helpful.

CULTURE OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture or Diplomacy check, the PCs might know more about Hivemarket. They learn all of the information from the DCs equal to or less than the result of their check.

10+: Hivemarket is one of the largest and most prosperous trading hubs on Akiton. It draws even interstellar commerce: several major corporations maintain a presence here to conduct sensitive meetings and transactions. The principal reason it draws interest is the khulans. The entities act as incorruptible defenders of trade. One khulan is dangerous, and the Hivemarket khulans respond in numbers if necessary.

15+: Hivemarket has no singular, defined governing authority. Rather it is ruled by a handful of factions who vie to control the marketplace to their advantage. These factions are thwarted by the khulan themselves, who recognize no authority but their own.

20+: The marketplace sprawls across the center of the city on the surface and branches out underground. The underground levels are built into a network of lava tubes that extend from the northeast, spreading from the base of Ka, the Pillar of the Sky. The most influential of the city's factions is the Goldvein Census, a network of affiliated temples of Abadar. Besides trading, the Goldvein Census provides services such as notary and the authentication of goods.

25+: The Goldvein Census is not fond of the khulan and believe they are more trouble than their worth. Rather than trying to get rid of them, however, they try to steer the business community away from creating situations that would encourage the fey to get involved.

30+: Individual khulan migrate back and forth from Ka via the underground lava tubes. Some researchers believe the khulan personify and regulate volcanic activity on Akiton, and that as the planet cools and its volcanic activity halts, the khulan have funneled their urge to regulate towards Hivemarket as a coping mechanism.

A. THE MARKETPLACE

The entrance sprawl of Hivemarket is signposted for meeting spaces, storage rooms, and short-term housing for traveling merchants. Locals and travelers alike move throughout the area, attending to their personal business. Fresh and slightly warm air washes through and over corridors and enclosures. Artificial lighting mounted to scaffolding provides light, as the entire area is covered by a shallow dome.

Hivemarket stretches far, far beyond the bounds of the map of the area on page 6. While many locations on Akiton suffer from the arid climate and economic struggles, Hivemarket

remains in relatively good repair as a result of its multitudinous commercial interests. The marketplace is shielded by shallow domes, which keep it completely shaded and naturally ventilated. Enclosed rooms and stalls have individual ceilings for privacy.

Ceilings in enclosed rooms are 15 feet high, while those in exterior corridors and open spaces are 25 feet high. The walls throughout the market are comparable to starship interior walls, with doors of steel. Enclosed rooms have their own lighting that can be switched off, but bright light is prevalent throughout the exterior passages.

The PCs can shop for equipment here at any time during the adventure except for directly after the encounter with Szelanius, when haste is vital (page 11).

A1. THE RULES

A number of white signs with bold black letters are posted throughout the area. Each provides a translation in Akitonian, Common, Kasatha, Shobhad, and Ysoki. The signs read:

1. No stealing. Punishment ranges from injury to death, to match the crime.
2. Trade is defined as an exchange by two or more parties. Do not interfere with trade for any reason.
3. The khulan strictly enforce rules 1 and 2.

The PCs may wish to obtain clarification on these rules. Outside of new arrivals, any passing NPC can answer the following questions for the PCs, as well as direct them to the Star Port Authority (area A2) to find Fletch.

What kind of transactions are allowed? "Anything and everything."

Do the khulan really kill people for stealing? "Not often. Begging for forgiveness sometimes works, too. They're pretty strict though—and they like to make examples of violators."

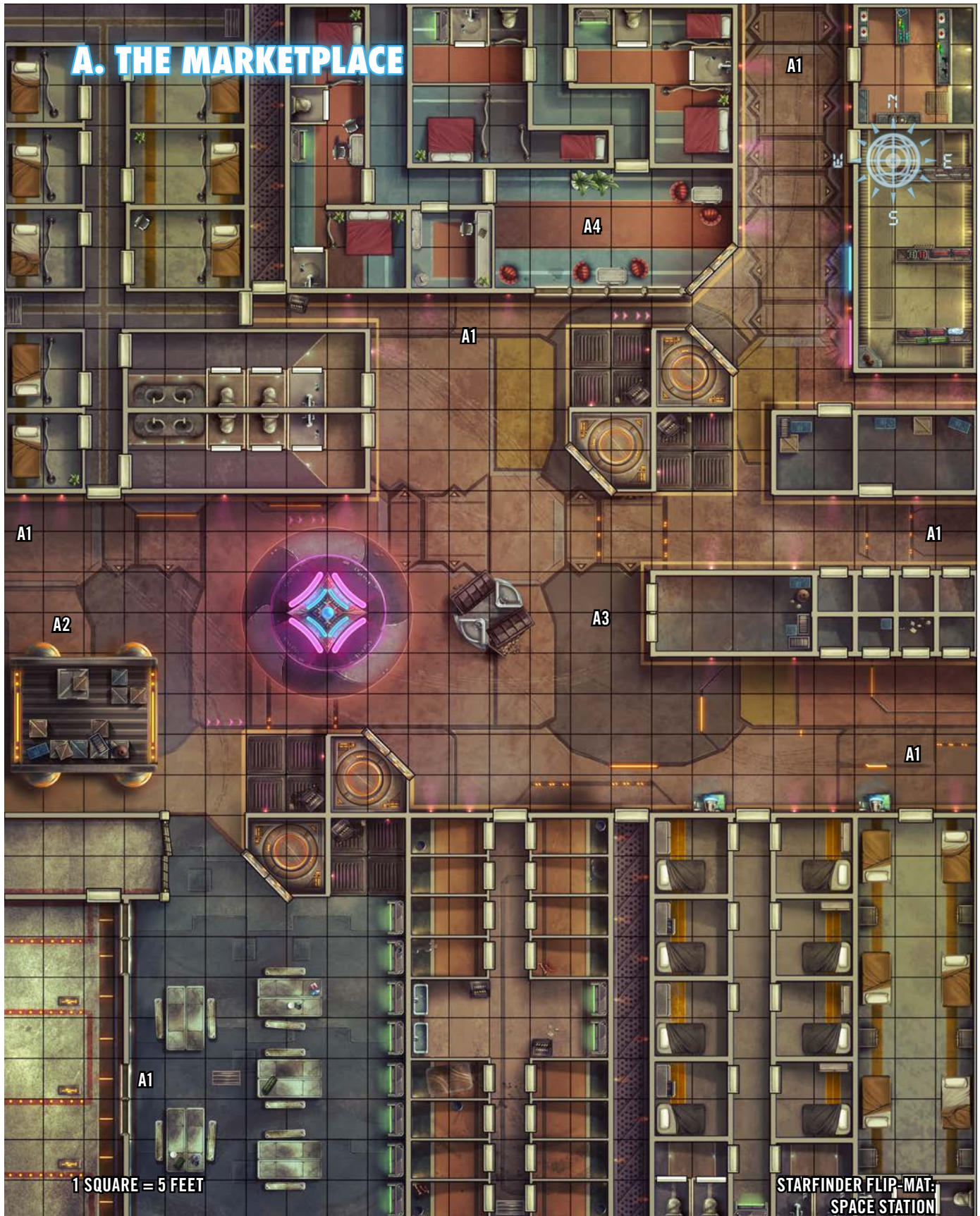
Who's in charge of Hivemarket? "Just the khulan, but if you want an expert on the place, I'd talk to Philt, the leader of the Goldvein Census. He's the resident expert in just about everything in the market."

How might someone get cargo out of the market? "Hivemarket has plenty of fences; some work up here and some use the tubes underground. If you need logistics handled, the Star Port Authority can handle big or complicated orders. But also, if nobody's trying to stop you, you can always just walk out the front door."

A2. STAR PORT AUTHORITY POST

Though jurisdiction is a flexible concept in Hivemarket and on Akiton generally, the Star Port Authority (SPA) typically handles the major commercial interests of the city's spaceport.

When the PCs reach the small SPA desk nearby, they find **Fletch** (CG female ysoki mechanic) grumbling over a shipment manifest. Fletch is a low-ranking SPA agent that predominantly handles logistics for repairs. She wears a beige jumpsuit, a lanyard



bearing her SPA identification badge, and circular eyeglasses balanced carefully on her snout.

Fletch is having a frustrating day and perks up as the PCs approach, happy for the distraction. If they explain that Rolanok sent them and give details about the job, she stays positive but looks a little overwhelmed.

"I would love to help you with all that, really I would, but today clearly has other plans for me. I've got a fixed budget, parts to buy, a ship to repair, and no hauler to get it all done!"

She takes a deep breath and adjusts her glasses. "You're Starfinders, right? 'Helping and cooperation' or whatever? If you can spare some of those platitudes for me, I might have some goodies for ya in return."

Fletch is having a bad day, but she's still a good person. She promises to help the PCs however she can once they help her put out a few fires.

Each PC can attempt one skill check for each task listed below. Due to the time-sensitive nature of Fletch's problems, PCs likely don't have time to take 10 on their rolls unless they have a special ability that allows them to do so under stressful circumstances. Each check is DC 19 (DC 22 in Levels 3–4); lower the DC by 2 for groups of four PCs.

Haggling for Parts: Merchants have learned of the SPA's sudden dire need for ship parts and have jacked up their prices. The PCs can avoid the price gouging with some shrewd bargaining and a successful Bluff or Diplomacy check. Alternatively, a PC with a comm unit or better device who succeeds at a Computers check can create a sock-puppet marketplace account and secure a price without the markup.

Repairing the Hauler: Fletch's hauler has broken down. A PC who succeeds at an Engineering check can quickly repair it.

Loading Goods: Once acquired, the parts have to be loaded onto moving pallets and hooked up to Fletch's hauler. This doesn't take a skill check, but it requires two PCs to engage in physical effort that leaves them fatigued. Make sure the players know the consequence of the physical labor and that there may not be time to get 8 hours of rest before they need to secure the artifacts.

Questions for Fletch: As long as the PCs succeed at helping Fletch with at least one of her tasks, she has enough time to answer any questions they may have. Some likely questions the PCs might ask are below.

Have you heard anything about Szelanius? "I think that little sneak is going to try to move her cargo and leave Hivemarket in the next few hours. She just had her starship, *The Tyrnadian*, fueled up and serviced. She's definitely looking for the door."

What do you know about her ship? "It's kinda like a Tetrad Caravel, but with a freight hull instead of a transport hull. It's fast, but can still haul a fair bit of cargo. One of her crew, Hywirth, is still onboard. So it sounds like they're preparing for a quick take-off, but I don't think they've loaded their cargo yet."

Do you know where she's keeping the stolen goods? "No, but if her cargo is historical or culturally significant, her buyer probably demanded authentication by a licensed third party. If we're talking about a major deal, Philt of the Goldvein Census probably did the authentication himself. Even if he didn't, he almost certainly knows where she's storing the stuff."

Rewards: If the PCs complete two or more of Fletch's errands, she warns them that Szelanius's gang loves injector weapons before handing them five tier I antitoxins and 2 *cover seeds*^{AR}. In Levels 3–4, she adds that she found a case that "might" have fallen of Szelanius's ship, but she's not sure, so the PCs are welcome to it. The case contains two *efficient bandoliers*.

A3. KHULAN JUSTICE

Having now heard about Philt of the Goldvein Census from two sources, the PCs probably want to go meet him. On their way to the Census's center of operations, however, the PCs are witnesses to this scuffle between the stalls of Hivemarket. Read or paraphrase the following text to start the encounter.

Heads turn at the rising sound of angry voices. Two human men stand face to face in front of a market stall, their bodies tensed. Behind the counter, a ysoki merchant, eyes wide with alarm, backs away and raises his hands. One man with sandy blond hair demands of the other, "What did you say to me?" His tanned counterpart with black hair murmurs something too soft for the crowd to overhear. There is a sudden scuffle between the two men, then the blond-haired man punches the other in the face, sending him sprawling to the ground.

The crowd briefly roars at the prospect of a fight, but then falls eerily quiet. A tall ghostly figure appears, shedding light like a flickering blue flame. Silently, it glides down the hallway towards the men.

Creatures: The blond-haired man, **Lyvarus** (CN male human operative), and his dark-haired counterpart, **Bayton** (NG male human envoy) are budding rival merchants. They both know better than to fight in the marketplace proper, but both of them briefly forgot about the possible consequences.

The PCs can attempt Perception and Sense Motive checks to gain information about what they just witnessed. A PC who succeeds at a DC 19 Perception check (DC 23 for Levels 3–4) notices that Bayton was reaching for a weapon when Lyvarus struck him. On a successful DC 15 Sense Motive check, the PC realize that neither man wants to continue the fight and are willing to drop the matter.

The khulan glides up to the scene while onlookers silently move out of the way. "Trade has been disrupted by violence," the khulan intones in a hollow voice. "Who is responsible for this?" The khulan's primary goal is to discourage further incident. It believes this goal is best served by slaying whoever started the fight as a warning to everyone else. First it must determine who it thinks is responsible and then decide on a course of action. The khulan is a creature of few words, but once it has determined who acted

FIGHTING THE KHULAN: AN UNWISE COURSE

If a fight breaks out between the PCs and the khulan in encounter **A3**, something has gone wrong. This is intended to be a tense social encounter that demonstrates how khulan interpret their own rules and behave in social situations, so the PCs can use that knowledge against Szelanius. Statistics for khulan are provided to give the GM all the tools necessary to represent these ghostly forms if needed, but even a single khulan is a terrifying foe.

Success in *The Hivemarket Heist* is dependent upon the PCs knowing how to step around an obstacle rather than approaching it head on. If a fight does break out, let the PCs run away if necessary.

first (Lyvarus in this case), it declares its opinion for all to hear and announces he should be punished, adding that death is the fitting sentence for his crime. Present these declarations in an unhurried manner with a pause afterward to help signal to the players that they can (and should) speak in response before any actual action takes place. Emphasize that the khulan cares most about who acted first—doing so helps signal to the PCs how the khulan are likely to react in the encounter with Szelanius.

The khulan is not personally invested in killing anybody, hoping instead to discourage further outbursts. This opens up the possibility of changing the khulan's mind. If the PCs argue that killing the aggressor would lead to further unrest (or any similar position), they can convince the khulan with a successful DC 18 Bluff or Diplomacy check (DC 22 for Levels 3–4) to not take such dire action in this instance. Each PC can attempt this check once; for a table of 4 players, the khulan also give one PC a second chance to make their case. If the players aren't picking up on how to sway the khulan's cold logic, give them a hint with a successful DC 15 Sense Motive check.

If the PCs propose alternatives that are worse than a mere warning but less severe than death, such as a fine of 50 credits paid to the other party (something the two men would agree to) or voluntary submission to some nonlethal (but painful) cold damage by the khulan, grants a +4 circumstance bonus on the Diplomacy or Bluff checks described above. Likewise, a lucky use of a *charm monster*, *modify memory*, or *suggestion* spell or similar effect can all potentially resolve the problem. If all else fails, a simple distraction or the clever use of an illusion that enables everyone to successfully run away is a positive resolution, if not a heroic one.

If the encounter is still veering toward combat with the khulan, give the PCs a final chance to reconsider with whispered warnings from the crowd that they're almost certainly careening towards disaster.

ALL LEVELS (CR 7)

KHULAN

CR 7

Page 16 or 20, art on page 24

Development: Any outcome where nobody dies is considered a success. If dissuaded, the khulan issues a warning against further misconduct and silently goes about its business. The PCs also succeed if everybody safely escapes.

Any outcome where Lyvarus or another NPC is killed is a failure. Depending on how events play out, the khulan issues a stern warning to everyone present to not disrupt market activities before silently departing.

If the PCs attack the khulan, it spends one round killing Lyvarus, then disengages to leave the area. If the PCs are insistent on a battle, have the khulan target different characters each turn to see if they'll break off the attack if they're not getting anywhere. See the sidebar on this page.

It's possible that the PCs choose to do nothing at all. In this instance, the khulan kills Lyvarus, issues its warning, and goes away. Doing nothing avoids any possible danger, but if the PCs make unanimous decision to do nothing, award the whole table a point of infamy, as such apathy is unbecoming of a Society agent. If even one single PC makes a sincere attempt to persuade or otherwise stop the khulan from harming anyone, give the whole table the benefit of a doubt and award no infamy.

Rewards: Lyvarus and market stall owner are grateful if the PCs de-escalate the situation with the khulan. The two traders scrape together a reward consisting of a *mk I mindlink circlet*, 4 *mk I serums of healing*, a tactical switchblade (*Starfinder Armory* 54), a basic riot shield (*Starfinder Character Options Manual* 125), and a standard needler estoc (*Character Operations Manual* 122). In Level 3–4, Bayton also contributes 2 *mk I creator capsules* (*Starfinder Armory* 120) and a credstick worth 600 credits.

A4. LEADER OF THE GOLDVEIN FACTION

After dealing with or escaping from the khulan confrontation, the PCs can make their way to the offices of the Goldvein Census, one of Hivemarket's most powerful and prestigious mercantile factions. When the PCs arrive, they're asked who they are and who they're there to see. As long as they admit to being Starfinders, **Philt** (LN male shirren envoy), their leader, sees them immediately.

Due to the Census's financial influence, Philt is arguably the closest person Hivemarket has to a local governor or mayor; having been promoted by AbadarCorp, he's stationed here semi-permanently. Since he doesn't control or direct the khulan, this control is flexible, but he's certainly well-informed on Hivemarket rumor and activity. He's also one of Hivemarket's highest-rated appraisers and authentication experts.

Philt immediately wants to help the PCs due to his longstanding relationship with the Society; in fact, some PCs might remember him from *Starfinder Society Scenario #1-02*:

Fugitive on the Red Planet or *Starfinder Society Scenario #1-10: The Half-Alive Streets*. He also doesn't like how Szelenius has exploited the khulan to enable her own crimes, even while holding his own suspicions about the ghostly fey.

"She's gaming a system enforced by creatures that do not think like us. I'm worried about the precedent this sets—every thief that comes here for protection is going to invite more and more complicated situations. Someone will get hurt, or the khulan will do something none of us can anticipate. This needs to stop.

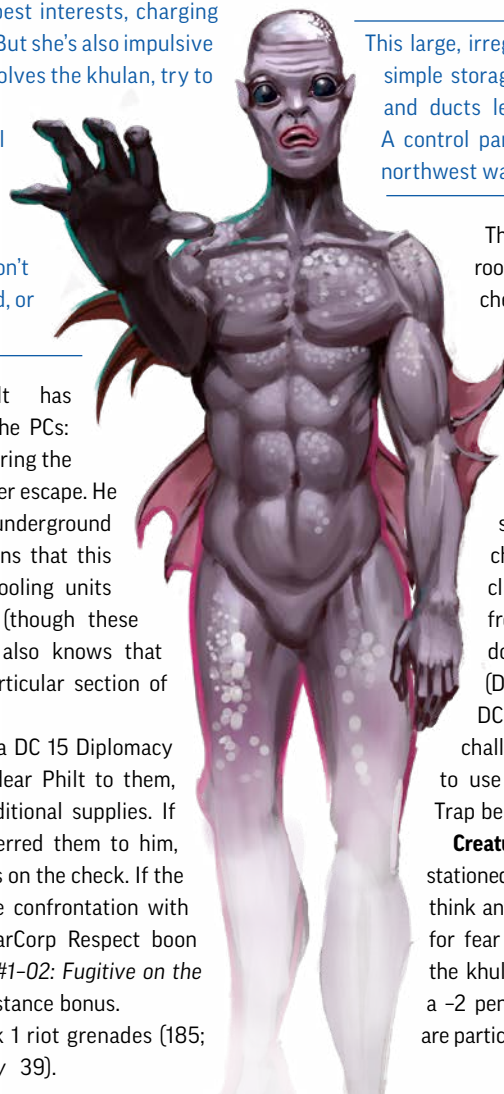
"She hides behind the khulan, but she really doesn't understand them. The khulan's perception is very important to how they evaluate situations. Szelenius manipulated the Gonjar into acting against their best interests, charging into the market, weapons drawn. But she's also impulsive and arrogant. If she somehow involves the khulan, try to manipulate her instead.

"Szelenius thinks she's in control of this situation; you can use that. She's not hiding and she's not running, at least not yet. She's probably cocky for a reason—don't take anything she does for granted, or she may catch you off guard."

Beyond this advice, Philt has information that is essential to the PCs: the location where Szelenius is storing the Gonjar's artifacts while she plots her escape. He provides a map to Hivemarket's underground level, including area **B**. He explains that this storage area is outfitted with cooling units for temperature-sensitive cargo (though these are currently turned off). Philt also knows that the khulan do not patrol this particular section of the underground.

Rewards: PCs who succeed at a DC 15 Diplomacy check (DC 20 in Levels 3–4) endear Philt to them, prompting him to offer some additional supplies. If the PCs mention that Fletch referred them to him, they gain a +2 circumstance bonus on the check. If the PCs successfully de-escalated the confrontation with the khulan or slotted the AbadarCorp Respect boon from *Starfinder Society Scenario #1-02: Fugitive on the Red Planet*, they gain a +5 circumstance bonus.

In Levels 1–2, this gear is 4 mk 1 riot grenades (185; item level 2; *Starfinder Armory* 39). In Levels 3–4, he also offers them a field tactical shield (2,500; item level 5; *Starfinder Character Operations Manual* 125) and an AbadarCorp amber hyperboloid aeon stone (2,200; item level 4; *Armory* 110).



KHULAN

B. UNDERGROUND STORAGE FACILITY

Once they've made their preparations, the PCs can head to Hivemarket's underground level at any point, eventually reaching the location Philt mapped for them. The doors to the facility are locked and labeled "Storage"; opening them requires a successful DC 18 Computers or Engineering check to bypass the locks. Use the map on page 10 for this area.

B1. STORAGE AND CONTROL ROOM

The room inside has a 15-foot ceiling and standard lighting. The doors are made of steel and the walls are comparable to starship interior walls, although breaking them is unlikely due to their thickness.

This large, irregularly shaped room is clearly more than a simple storage area; it contains numerous wires, pipes, and ducts leading elsewhere below the marketplace. A control panel for these systems is set adjacent to a northwest wall.

This room is clearly more than just a storage room. PCs who succeed at a DC 15 Engineering check learn two details right away: first, a portion of the market's physical plant (air, electricity, plumbing, water) passes through the room; second, the room is outfitted with a refrigeration system that is currently turned off. By peeking through the small windows in the doors, PCs can see that the north and south octagonal chambers are domed storage rooms with climate controls to protect delicate materials from atmosphere and ambient radiation. The door to the north chamber is locked securely (DC 22 Computers or Engineering to bypass, DC 26 in Levels 3–4). Szelenius engaged this challenging lock to hopefully force intruders to use the control panel to open the door (see Trap below).

Creatures: Szelenius has left some of her crew stationed here to guard the artifacts. The guards don't think anyone will dare try to steal the artifacts back for fear of reprisal from the khulan, unaware that the khulan avoid this area entirely. Give the guards a –2 penalty on their initiative rolls unless the PCs are particularly noisy when unlocking and opening the western doorways.

Trap: The control panel along the northwest wall (marked **P** on the map) not only controls the refrigeration in the main room, it also governs the settings of the north and south rooms. A PC who succeeds at DC 15 Computers

B. UNDERGROUND STORAGE FACILITY



1 SQUARE = 5 FEET

STARFINDER FLIP-MAT:
UNDERCITY

or Engineering check can change the temperature settings in the main room, although it will take almost an hour before there is any noticeable difference.

The control panel can also be used to open the door to the north octagonal chamber (area **B2**). To gain access to the artifacts safely, the chamber has to be opened with the control panel. This trap is unusual because, under normal circumstances, it poses no risk of hurting the PCs, instead destroying a portion of their objective.

If the PCs succeed at the first Perception check listed in the trap's Perception line, they detect the trap; if the roll exceeds the second listed Perception DC, the PCs realize what the trap does, and secondary disarming options become available.

There are three ways to disarm the trap depending on how much the PCs understand it. First is a standard Engineering check with a Reflex save as a last ditch effort to stop the bomb. The other two options are only available if they succeed on the higher Perception check. The PCs can attempt to bypass the panel's programming with a Computers check to prevent the detonator from being triggered. Finally, the disabling PC can choose to take a hands-on approach and manually prevent the mechanism from triggering at the expense of voluntarily accepting an electrical shock. There is no saving throw for this last option, but protections like electricity resistance work normally. This last option guarantees the artifacts are not at risk and can be removed safely.

LEVEL 1-2 (CR 3)

KASATHA MERCENARIES (4) **CR 1/2**

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RETRIBUTIVE BLAST TRAP **CR 3**

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LEVEL 3-4 (CR 5)

KASATHA MERCENARIES (4) **CR 1**

Page 21

RETRIBUTIVE BLAST TRAP **CR 5**

Page 21

Development: Szelanius' crew don't surrender, but if the PCs manage to capture and question them, they cooperate in exchange for their lives or freedom. They tell the PCs that the artifacts in this area are not the whole collection and provide basic information about the artifacts' current status, as per the unencrypted information on Szelanius's datapad in area **B2**. They also disclose that they are under strict orders not to open the door to area **B2**. While they don't know for sure that a trap is involved, they suspect something bad may happen when the door is opened.

B2. SZELANIUS' STORAGE

Approximately one third of the Gonjar artifacts Szelanius stole are stored in this northern chamber. PCs who succeed at a DC 19 Perception check uncover a datapad that Szelanius misplaced. Accessing the datapad requires a successful DC 15 Computers check, which reveals two files: one unprotected and the other encrypted.

The unprotected file has a date and timestamp from a few hours ago. It's an email between Szelanius and her lieutenant Hywirth that mentions that Szelanius has begun moving the artifacts to her ship. The email states that one third of the artifacts are already loaded, another third remains here in storage, and the final third is with her, as she's waiting in the market for an opportunity to transfer them to the ship. She expects her buyers a few hours from when the PCs discover the datapad.

The encrypted file requires an additional DC 20 Computers, DC 15 Profession (scientist), or DC 12 Profession (mathematician) check to unlock; increase these DCs by 3 in Levels 3-4. Written in Akitonian, the document is a formal declaration of excommunication from a witchwyrd organization known as the Tetrads Consortium. The declaration is a scathing indictment of Szelanius's dishonesty, fraud, theft, and market manipulation, specifically against her own consortium and its members. It goes on to threaten death if Szelanius continues to interfere with their commerce.

This document is humiliating to Szelanius, especially since witchwyrd are notoriously private. Publicly confronting her with this information grants a +4 circumstance bonus to goad Szelanius into attacking (see Marketplace Showdown, below). If the PCs don't understand its value, they can attempt a DC 15 Culture check to realize that this information would provoke an impulsive and emotional reaction from Szelanius.

Treasure: Szelanius wears many hats: thief, smuggler, fence, and trader. Besides the Gonjar artifacts in the northern octagonal chamber, Szelanius is also storing a linear graviton pistol^{AR} and a hook sword^{AR} to trade. If the PCs set off the blast trap, these items are also destroyed.

Szelanius has also tucked away some other goods she plans to fence inside a hidden extradimensional space. PCs who succeed at a DC 20 Perception check (DC 25 for Levels 3-4) locate a crate that contains a *mk 1 null-space chamber*. Stashed inside the chamber are a manual sight weapon accessory, two *mk 1 serums of healing*, and an ancient gold-leaf book describing an ancient witchwyrd migration, worth 300 credits to a collector. In Levels 3-4, the chamber also contains two *mk 2 serums of healing* and a *shard gluon weapon crystal*^{AR}.

EVENT 1: MARKETPLACE SHOWDOWN

This encounter takes place on the map for area **A**. By now, the PCs should know that only a portion of the artifacts were in the storage area. Some have already been loaded onto Szelanius' ship, *The Tyrnadian*, and another portion are with Szelanius herself in the

market. To retrieve the rest of the Gonjar's relics, the only recourse is to confront her there directly. Read or paraphrase the following to begin the encounter.

The marketplace is busier now. Vendors and merchants are abuzz with excitement and tension. Several kasatha mercenaries congregate around a four-armed individual who is laughing heartily at some unheard joke.

Creatures: Szelanius waits in the marketplace with six mercenaries. The group also has a portion of the stolen artifacts with them, secured in cargo containers. The PCs do not have to parlay with Szelanius, but if they do, she explains the situation as she sees it. Read or paraphrase the following.

"You are the opposition, I assume? I just heard a rumor that my friends couldn't protect my storage unit. Unfortunate, but it doesn't matter, because I know what happens next. You're going to try to ambush me when I leave the market. So I told my buyers as much, and they're

bringing enough soldiers with them to bury you beneath the sand outside these walls. So do what you like! All I have to do is wait for reinforcements. I'm afraid you've already lost, even if you've cost me part of my fee."

Whether or not events would actually play out as she describes, Szelanius believes what she says; PCs can confirm this with a successful DC 15 Sense Motive check. The PCs have two options here. They can attack openly and power through the encounter, which is more difficult as result. Alternatively, the PCs can goad or trick Szelanius into attacking first and rely on the khulan to tip circumstances more in their favor.

The khulan do not fight the PCs directly but can significantly alter the encounter. Once the fight starts, chaos erupts across the market, pulling the khulan's attention. Other arguments begin, panic erupts, and thieves and troublemakers use the opportunity to strike. For the purposes of the encounter, if the PCs do not goad Szelanius into attacking first, the khulan suppress disturbances elsewhere. This leaves Szelanius with a full complement of mercenaries and makes the encounter significantly more difficult. If the PCs do manage to trick Szelanius into attacking, the khulan are drawn to specifically attack her group, as they represent the greatest threat in the market.

The PCs can manipulate Szelanius in several ways. She is proud and impulsive, and her history as an exile from her own people is a sore point. The PCs can ridicule her and provoke an attack before she can catch herself with a successful DC 16 Bluff check (DC 19 for Levels 3–4). Additionally, the encrypted file from the datapad in area **B2** grants a +4 bonus on this check if decrypted and used to elevate the taunt or confirm her status as an exile. At your discretion, PCs can instead use the Diplomacy skill to frame a biting comment that plays well to the surrounding witnesses.

Alternatively, the PCs can start a fight with some planning and a feint. This requires starting with a Bluff check at the same DCs listed above. Initiative is rolled normally, but if the Bluff check is successful and all the PCs delay their actions, Szelanius attacks on her turn. Essentially, the feint tricks her into thinking she's been attacked first and it is therefore safe to retaliate. Unfortunately for her, the khulan do split hairs on these sorts of judgments. They determine she is the aggressor and attack her group, removing some of her allies from the encounter.

Szelanius and her mercenaries fight until reduced to 20% of their Hit Points or fewer. If the PCs succeed at one of the methods of tricking Szelanius, she's accompanied by 4 mercenaries instead of 6.

LEVEL 1-2 (CR 4 OR CR 5)

KASATHA MERCENARIES (4 OR 6) CR 1/2

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SZELANIUS CR 1

Page 18, art on page 24



SZELANIUS

LEVEL 3-4 (CR 6 OR CR 7)

KASATHA MERCENARIES (4 OR 6) CR 1

Page 22

SZELANIUS CR 3

Page 22, art on page 24

Development: Szelanius tries to flee to her ship. If she succeeds, then she captains *The Tyrnadian* in the final starship encounter in area C. If she fails, her lieutenant Hywirth tries to fly the ship away in her absence. Even if Szelanius does flee, she's unable to take the artifacts she has here with her.

The marketplace chaos starts to settle down as soon as this battle finishes. The khulan threaten and admonish everyone present but do not attack the PCs. If the PCs seem unsure of what to do next, Philt or Fletch reminds them that some artifacts almost certainly remain on Szelanius's ship with some of her crew, and they should rush to the spaceport to intercept the ship once it leaves Hivemarket's airspace. They offer to secure the remaining artifacts in the interim.

Because time is so short in this part of the adventure, the PCs do not have time to rest and recover Resolve Points, nor do they have time to make purchases.

C. BATTLE OVER HIVEMARKET

The PCs race after Szelanius to the starport or arrive just as word has spread of her defeat in the marketplace. Once they arrive, they discover their own ship has been fueled and prepared for takeoff. The final set of Gonjar artifacts remains aboard *The Tyrnadian*, with either Szelanius or her stalwart lieutenant-in-crime Hywirth piloting it.

This close to Akiton's surface, the PCs' vessel and *The Tyrnadian* alike must contend with the planet's atmosphere. Full rules for the effects of atmosphere on starship combat appear in the *Starfinder Starship Operations Manual*, but the rules relevant to this encounter are summarized below. Use the starfield map on page 14 for this encounter.

Atmospheric friction tears at the hulls of ships that attempt to move quickly. Any ship that moves takes Hull Damage equal to the starship's tier for each hex beyond the first that it moves each round; this damage is dealt to the ship's forward quadrant.

In Levels 3-4, a fluctuating windstorm also buffets the ships. At the beginning of the helm phase, each starship's pilot must attempt a DC 20 Piloting check; on a failure, the GM rolls 1d6 and compares it to the starship's current facing (1-forward; 2-forward-starboard; 3-aft-starboard; 4-aft; 5-port-aft; 6-forward-port). The GM then moves the starship 1 hex in the resulting direction. Roll this d6 separately for each ship. Additionally, the starship's speed is reduced by half, and the distance it must move before turning increases by 1.

The crew of *The Tyrnadian* hope to escape the PCs, but they also recognize that a full-speed retreat would severely compromise the

ship's defenses. They adapt their strategy based upon the range of the PCs' weapons and their ship's remaining Hull Points.

LEVEL 1-2

THE TYRNDIAN TIER 1

Page 19, art on page 24

LEVEL 3-4

THE TYRNDIAN TIER 3

Page 23, art on page 24

Development: When it's clear the battle is lost, Szelanius or Hywirth sends a communication to the PCs requesting to surrender. If the PCs forget to search the ship, remind them that one set of the Gonjar artifacts are still on board. The crew offers no more resistance and allow themselves to be taken into custody. If the crew of *The Tyrnadian* manage to escape or defeat the PCs in a fight, they cut their losses and focus on running.

Treasure: The artifacts are hidden in the ship's smuggler's compartment. The PCs have plenty of time to search the ship and know the artifacts are on board, so they eventually find the compartment. The crew also has a suit of ash dendran armor^{AR} packed away for resale that the PCs can confiscate. In Levels 3-4, they've also stored away a suit of basic lashunta tempweave and an estex suit II.

CONCLUSION

Should the PCs fail to recover at least two sets of the Gonjar's artifacts, Rolanok and his hunters take on a very cool and indifferent demeanor. They disdainfully thank the PCs for their attempts and take their leave. Venture-Captain Arvin is disappointed, but attributes it to the PCs not receiving proper direction and having to improvise. Philt thanks them warmly on behalf of the Goldvein Census and points out that he doesn't think any thieves will be trying this kind of stunt again in the future.

If the PCs are successful, the Gonjar are raucous in their celebration and buy the PCs more than a few rounds of drinks. Such a celebration is an honor, for non-adventuring shobhad rarely see outsiders as peers. They pledge to share their history with the Starfinder Society. Philt is pleased as described above.

Venture-Captain Arvin offers his personal congratulations. Read or paraphrase the following.

"Well done! You've accomplished something that more senior agents have failed to do for years. The shobhad-neh of Akiton are quite sparing with their trust. Our goal to explore and learn often seems paramount, but it's important to recognize how difficult those goals are without also making friends. You had to enter the field and improvise with little support from us. Thank you again and enjoy a well-deserved break! This is a very exciting door you've opened for the Society."

C. BATTLE OVER HIVEMARKET



1 SQUARE = 5 FEET

STARFINDER FLIP-MAT:
BASIC STARFIELD

REPORTING NOTES

If the PCs recovered all three sets of artifacts, check box **A**. If Szelanius escaped during the starship battle, even if the PCs succeeded in their primary goal, check box **B**. If the PCs obtained all the advice possible from Philt (signifying a good relationship with him) check box **C**. If the PCs recovered the ancient book of witchwyrd history from the *mk I null-space chamber* in area **B2**, check box **D**.

PRIMARY SUCCESS CONDITIONS

The PCs achieve their primary goal if they retrieve at least two of the three sets of stolen artifacts for the Gonjar. The artifacts are split up between the underground storage area (area **B**), the marketplace battle, and the starship battle (area **C**).

SECONDARY SUCCESS CONDITIONS

The PCs achieve their secondary goal if they recover all three sets of stolen artifacts and return them to the Gonjar.



THE TYRNADIAN

APPENDIX 1: LEVEL 1–2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of five to six PCs of 1st level. Use the scaling sidebars for each encounter to adjust the encounters for a group of four PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

A3. KHULAN JUSTICE (LEVELS 1–2)

KHULAN

CR 7

LN Medium fey (fire, incorporeal)

Init +4; **Senses** blindsight 60 ft. (vibration), *detect radiation*, low-light vision; **Perception** +14

DEFENSE

HP 95
EAC 19; **KAC** 20

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

Defensive Abilities geomagnetic field, incorporeal; **Immunities** fire, radiation

Weaknesses vulnerable to cold

OFFENSE

Speed fly 40 ft. (Su, perfect)

Melee leeching touch +12 (3d6 C; see text) or claw +14 (1d8+7 S)

Spell-Like Abilities (CL 7th; ranged +12)

 1/day—*explosive blast* (DC 18)

 Constant—*detect radiation*

STATISTICS

Str +0; **Dex** +4; **Con** +1; **Int** +1; **Wis** +5; **Cha** +2

Skills Acrobatics +19 (+27 to fly), Intimidate +19, Physical Science +14, Sense Motive +19, Stealth +14, Survival +14

Languages Akitonian, Common, Ignan, Terran

SPECIAL ABILITIES

Geomagnetic Field (Su) As a move action while on a planet that has at least a thin atmosphere and a mass at least 1/50th that of lost Golarion, a khulan can generate a 10-foot-radius protective field that grants resistance to cold, electricity, and fire damage within the protected area. If the planet's atmosphere is thin, this resistance value is 5, and the resistance increases to 7 or 10 if the atmosphere is normal or thick, respectively. A khulan's attacks ignore any energy resistance granted by a khulan's geomagnetic field ability. The barrier also grants all creatures in its area a +4 circumstance bonus to saves against radiation.

The barrier is an emanation that is centered on and moves with the khulan, and the field persists until the khulan is incapacitated or it dismisses the field; this doesn't require an action.

SCALING ENCOUNTER A3

Make the following adjustments to accommodate a group of four PCs. Bear in mind that encounter **A3** is intended to be a social and/or negotiation encounter and not a combat encounter, and thus is not a fair fight, even for 6 players. These adjustments are intended to allow a smaller group a greater opportunity to realize that fighting the khulan is impractical.

Impose a –6 penalty on the khulan's initiative check and a –2 penalty on all of its saving throws, attack rolls, and damage rolls. Reduce its HP by 15 and target different PCs each turn, if possible.

Leeching Touch (Su) As a standard action, a khulan can strike with their incorporeal limbs, making an attack that targets EAC. On a hit against a living creature, this attack deals 3d6 cold damage, and the khulan regains a number of Hit Points equal to half the damage dealt.

B1. STORAGE AND CONTROL ROOM (LEVELS 1–2)

KASATHA MERCENARIES (4) CR 1/2

Kasatha soldiers

CN Medium humanoid (kasatha)

Init +2; **Perception** +4

DEFENSE HP 13 EACH

EAC 11; **KAC** 12

Fort +2; **Ref** +0; **Will** +2

OFFENSE

Speed 25 ft.

Melee longsword +6 (1d8+3 S)

Ranged azimuth laser rifle +3 (1d8 F; burn 1d6) or
mk 1 stickybomb grenade +3 (explode [10 ft., entangle, DC 12])

Offensive Abilities frenzied fighting^{COM}

STATISTICS

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

Skills Acrobatics +9, Athletics +4, Culture +4

Languages Akitonian, Common, Kasatha

Other Abilities desert stride, fighting style (wrathful warrior^{COM}),
four-armed

Gear second skin, azimuth laser rifle (20 charges), longsword,
mk 1 stickybomb grenades (2)

SPECIAL ABILITIES

Frenzied Fighting (Ex) As a swift action, a mercenary can enter a frenzy that empowers their attacks and deadens them to fear and pain for 1d4+1 rounds. While frenzied, they gain a +2 bonus to melee damage rolls and Will saves, as well as a -1 penalty to AC.

RETRIBUTIVE BLAST TRAP CR 3

Type technological; **Perception** DC 19 or DC 24 (determines actual effect); **Disable** Engineering DC 19 (short circuit detonator)

Trigger touch (door control on panel or door); **Reset** none;
Bypass control panel UI (Computers DC 24 to hack) or voluntary acceptance of 4d6 E damage, no save

Effect artifacts are destroyed, Reflex DC 14; or PC voluntarily accepts (4d6 E), no save but the artifacts are recoverable

SCALING ENCOUNTER B1

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

Remove one of the kasatha mercenaries from the encounter. Lower all DCs for the retributive blast trap by 2, and reduce the damage it deals to 3d6 E.

EVENT 1: MARKETPLACE SHOWDOWN (LEVELS 1–2)

KASATHA MERCENARIES (4 OR 6) CR 1/2

Kasatha soldiers

CN Medium humanoid (kasatha)

Init +2; **Perception** +4

DEFENSE HP 13 EACH

EAC 11; **KAC** 12

Fort +2; **Ref** +0; **Will** +2

OFFENSE

Speed 25 ft.

Melee longsword +6 (1d8+3 S)

Ranged azimuth laser rifle +3 (1d8 F; burn 1d6) or
mk 1 stickybomb grenade +3 (explode [10 ft., entangle, DC 12])

Offensive Abilities frenzied fighting^{COM}

STATISTICS

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

Skills Acrobatics +9, Athletics +4, Culture +4

Languages Akitonian, Common, Kasatha

Other Abilities desert stride, fighting style (wrathful warrior^{COM}), four-armed

Gear second skin, azimuth laser rifle (20 charges), longsword, mk 1 stickybomb grenades (2)

SPECIAL ABILITIES

Frenzied Fighting (Ex) As a swift action, a mercenary can enter a frenzy that empowers their attacks and deadens them to fear and pain for 1d4+1 rounds. While frenzied, they gain a +2 bonus to melee damage rolls and Will saves, as well as a -1 penalty to AC.

SZELANIUS CR 1

Female witchwyrd operative 1

CN Medium humanoid (witchwyrd)

Init +5; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE HP 17

EAC 11; **KAC** 12

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

Defensive Abilities absorb force

OFFENSE

Speed 30 ft.

Melee tactical baton +4 (1d4+2 B)

Ranged carbonedge shuriken +6 (1d4+1 P; critical bleed 1d4) or
dual focus rifle +6 (2d4+1 F; critical burn 1d4) or
tactical needler pistol +6 (1d4+1 P; critical injection DC +2)

Offensive Abilities forcebolt, trick attack +1d4

STATISTICS

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

Skills Acrobatics +11, Athletics +11, Bluff +13, Culture +6, Stealth +6

Feats special weapon proficiency (carbonedge shuriken)

Languages Akitonian, Common, Kasatha, Shobhad

Other Abilities four-armed, operative specialization (daredevil)

SCALING EVENT 1

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

Remove 2 mercenaries from the encounter. If the PCs also trick or goad Szelanius, these reductions stack, potentially leaving just 2 mercenaries in the combat.

Gear second skin, carbonedge shuriken (10), dual focus rifle^{AR} with 20 charges, tactical baton, tactical needler pistol^{COM} with 8 darts poisoned with diluted amblaree poison (see below)

SPECIAL ABILITIES

Absorb Force (Su) As a reaction, a witchwyrd can use any number of their free hands to catch *magic missiles* (from the spell of the same name) fired at them. Doing so absorbs the missile and manifests as a glowing nimbus around that hand (which is no longer considered free).

The energy lasts 6 rounds or until it is used to create an additional force bolt (see below). To use this ability, the witchwyrd must be aware of the incoming magic missile and cannot be flat-footed.

Force Bolt (Su) Witchwyrds can cast magic missile as a spell-like ability once per day. For every two *magic missiles* caught using their absorb force ability, a witchwyrd can use their force bolt ability an additional time each day.

DILUTED AMBLAREE

Type poison (injury, injection); **Save** Fortitude DC 11

Track Wisdom (special); **Frequency** 1/round for 3 rounds

Effect Progression track is Weakened–Impaired–Blinded; no end state. When at the blinded stage, the victim gains the blinded condition.

Cure 1 save

C. BATTLE OVER HIVEMARKET (LEVELS 1–2)

THE TYRNADIAN

TIER 1

Small variant transport

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 14; **TL** 13

HP 40; **DT** –; **CT** 8

Shields Basic 30 (forward 10, port 5, starboard 5, aft 10)

Attack (Forward) gyrolaser (1d8)

Attack (Turret) light particle beam (3d6)

Power Core Pulse Brown (90 PCU); **Drift Engine** Signal Basic;

Systems basic computer, budget medium-range sensors, crew quarters (common), mk 3 armor, mk 2 defenses;

Expansion Bays cargo holds (2), smuggler compartment (DC 20)

Modifiers Piloting +1; **Complement** 6

CREW

Captain Bluff +12 (1 rank)

Engineer Engineering +5 (1 rank)

Gunners (2) gunnery +5 (1st level)

Pilot Piloting +10 (1 rank)

Science Officer Computers +5 (1 rank)

APPENDIX 2: LEVEL 3–4 ENCOUNTERS

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

A3. KHULAN JUSTICE (LEVELS 3–4)

KHULAN **CR 7**

LN Medium fey (fire, incorporeal)

Init +4; **Senses** blindsight 60 ft. (vibration), *detect radiation*, low-light vision; **Perception** +14

DEFENSE **HP 95**

EAC 19; **KAC** 20

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

Defensive Abilities geomagnetic field, incorporeal; **Immunities** fire, radiation

Weaknesses vulnerable to cold

OFFENSE

Speed fly 40 ft. (Su, perfect)

Melee leeching touch +12 (3d6 C; see text) or claw +14 (1d8+7 S)

Spell-Like Abilities (CL 7th; ranged +12)

1/day—*explosive blast* (DC 18)

Constant—*detect radiation*

STATISTICS

Str +0; **Dex** +4; **Con** +1; **Int** +1; **Wis** +5; **Cha** +2

Skills Acrobatics +19 (+27 to fly), Intimidate +19, Physical Science +14, Sense Motive +19, Stealth +14, Survival +14

Languages Akitonian, Common, Ignan, Terran

SPECIAL ABILITIES

Geomagnetic Field (Su) As a move action while on a planet that has at least a thin atmosphere and a mass at least 1/50th that of lost Golarion, a khulan can generate a 10-foot-radius protective field that grants resistance to cold, electricity, and fire damage within the protected area. If the planet's atmosphere is thin, this resistance value is 5, and the resistance increases to 7 or 10 if the atmosphere is normal or thick, respectively. A khulan's attacks ignore any energy resistance granted by a khulan's geomagnetic field ability. The barrier also grants all creatures in its area a +4 circumstance bonus to saves against radiation.

The barrier is an emanation that is centered on and moves with the khulan, and the field persists until the khulan is incapacitated or it dismisses the field; this doesn't require an action.

SCALING ENCOUNTER A3

Make the following adjustments to accommodate a group of four PCs. Bear in mind that encounter **A3** is intended to be a social and/or negotiation encounter and not a combat encounter, and thus is not a fair fight even for 6 players. These adjustments are intended to provide a smaller group with more opportunities to realize that fighting the khulan is impractical.

Impose a –4 penalty on the khulan's initiative check and a –2 penalty on all its saving throws, attack rolls, and damage rolls.

Leeching Touch (Su) As a standard action, a khulan can strike with their incorporeal limbs, making an attack that targets EAC. On a hit against a living creature, this attack deals 3d6 cold damage, and the khulan regains a number of Hit Points equal to half the damage dealt.

B1. STORAGE AND CONTROL ROOM (LEVELS 3–4)

KASATHA MERCENARIES (4) CR 1

Kasatha soldier 1

CN Medium Humanoid (kasatha)

Init +2; **Perception** +5

DEFENSE HP 20 EACH

EAC 11; **KAC** 13

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

OFFENSE

Speed 25 ft.

Melee standard longsword +8 (1d8+5 S)

Ranged tactical needler rifle +5 (1d6+1 P; critical injection DC +2) or

mk 1 stickybomb grenade +5 (explode [10 ft., entangle, DC 12])

Offensive Abilities frenzied fighter^{COM}

STATISTICS

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

Skills Acrobatics +10, Athletics +5, Culture +5

Languages Akitonian, Common, Kasatha

Other Abilities desert stride, fighting style (wrathful warrior^{COM}), four-armed

Gear second skin, azimuth laser rifle (20 charges), longsword, mk 1 stickybomb grenades (2)

SPECIAL ABILITIES

Frenzied Fighting (Ex) As a swift action, a mercenary can enter a frenzy that empowers their attacks and deadens them to fear and pain for 1d4+1 rounds. While frenzied, they gain a +2 bonus to melee damage rolls and Will saves, as well as a -1 penalty to AC.

RETRIBUTIVE BLAST TRAP CR 5

Type technological; **Perception** DC 22 or DC 27 (determines actual effect); **Disable** Engineering DC 22 (short circuit detonator)

Trigger touch (door control on panel or door); **Reset** none;

Bypass control panel UI (Computers DC 27 to hack) or voluntary acceptance of 6d6 E damage, no save

Effect artifacts are destroyed; Reflex DC 15; or PC voluntarily accepts (6d6 E); no save but the artifacts are recoverable

SCALING ENCOUNTER B1

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

Remove one of the kasatha mercenaries from the encounter. Lower all DCs for the retributive blast trap by 2, and reduce the damage it deals to 5d6 E.

EVENT 1: MARKETPLACE SHOWDOWN (LEVELS 3–4)

KASATHA MERCENARIES (4 OR 6) CR 1

Kasatha soldier 1

CN Medium Humanoid (kasatha)

Init +2; **Perception** +5

DEFENSE HP 20

EAC 11; **KAC** 13

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

OFFENSE

Speed 25 ft.

Melee standard longsword +8 (1d8+5 S)

Ranged tactical needler rifle +5 (1d6+1 P; critical injection DC +2) or

mk 1 stickybomb grenade +5 (explode [10 ft., entangle, DC 12])

Offensive Abilities frenzied fighter^{COM}

STATISTICS

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

Skills Acrobatics +10, Athletics +5, Culture +5

Languages Akitonian, Common, Kasatha

Other Abilities desert stride, fighting style (wrathful warrior^{COM}), four-armed

Gear second skin, azimuth laser rifle (20 charges), longsword, mk 1 stickybomb grenades (2)

SPECIAL ABILITIES

Frenzied Fighting (Ex) As a swift action, a mercenary can enter a frenzy that empowers their attacks and deadens them to fear and pain for 1d4+1 rounds. While frenzied, they gain a +2 bonus to melee damage rolls and Will saves, as well as a -1 penalty to AC.

SZELANIUS CR 3

Female witchwyrd operative 3

CN Medium Humanoid (witchwyrd)

Init +6; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE HP 35

EAC 14; **KAC** 15

Fort +2; **Ref** +5; **Will** +6

Defensive Abilities absorb force, evasion

OFFENSE

Speed 40 ft.

Melee tactical baton +7 (1d4+4 B)

Ranged advanced needler pistol +9 (1d6+3 P; critical injection DC +2) or

carbonedge shuriken +12 (1d4+4 P; critical bleed 1d4) or dual focus rifle +9 (2d4+3 F; critical burn 1d4)

Offensive Abilities forcebolt, operative exploit (shuriken assassin^{COM}), trick attack +1d8

STATISTICS

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

Skills Acrobatics +13, Athletics +13, Bluff +15, Culture +8, Stealth +8

SCALING EVENT 1

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

Remove 2 of the kasatha mercenaries from the encounter. If the PCs also trick or goad Szelanius, these reductions stack, leaving a total of 2 mercenaries in the combat.

Languages Akitonian, Common, Kasatha, Shobhad

Other Abilities four-armed, operative specialization (daredevil)

Gear clearweave, I, carbonedge shuriken (10), dual focus rifle^{AR} (20 charges, 2 batteries), tactical baton, advanced needler pistol^{COM} with 8 darts poisoned with turbocurarine^{COM}

SPECIAL ABILITIES

Absorb Force (Su) As a reaction, a witchwyrd can use any number of their free hands to catch *magic missiles* (from the spell of the same name) fired at them. Doing so absorbs the missile and manifests it as a glowing nimbus around that hand (which is no longer considered free).

The energy lasts 6 rounds or until it is used to create an additional force bolt (see below). To use this ability, the witchwyrd must be aware of the incoming magic missile and cannot be flat-footed.

Force Bolt (Su) Witchwyrds can cast magic missile as a spell-like ability once per day. For every two *magic missiles* caught using their absorb force ability, a witchwyrd can use their force bolt ability an additional time each day.

Shuriken Assassin (Ex) Szelanius can make melee attack rolls with carbonedge shuriken as if they were basic melee operative weapons. She can use the trick attack class feature with a carbonedge shuriken.

TURBOCURARINE

Type poison (injury, injection); **Save** Fortitude DC 14

Track Dexterity (special); **Frequency** 1/round for 4 rounds

Effect Progression track is Sluggish–Stiffened–Staggered–Immobile; no end state. Immobile victims can continue to attempt a saving throw each round as a full action to revert to stiffened.

Cure 1 save

C. BATTLE OVER HIVEMARKET (LEVELS 3–4)

THE TYRNADIAN

TIER 3

Small variant transport

Speed 12; **Maneuverability** good (turn 1); **Drift** 1

AC 15; **TL** 14

HP 40; **DT** –; **CT** 8

Shields Medium 100 (forward 30, port 10, starboard 10, aft 50)

Attack (Forward) tactical nuclear missile launcher (5d8)

Attack (Art) laser net (2d6)

Attack (Turret) light particle beam (3d6)

Power Core Pulse White (140 PCU); **Drift Engine** Signal Basic;

Systems mk 1 trinode computer, basic medium-range sensors, crew quarters (good), mk 4 armor, mk 3 defenses;

Expansion Bays cargo hold, guest quarters (good), smuggler compartment (DC 25)

Modifiers Computers +2; **Complement** 6

CREW

Captain Bluff +15 (3 ranks)

Engineer Engineering +10 (3 ranks)

Gunners (2) gunnery +8 (3rd level)

Pilot Piloting +14 (3 ranks)

Science Officer Computers +9 (3 ranks)

APPENDIX 3: GAME AIDS



ROLANOK



KHULAN



SZELANIUS

THE TYRNADIAN



HANDOUT: STARFINDER INTERNAL MISSIVE

Greetings agents,

I know you're just returning from a mission and were probably planning to take a well-earned rest, but I've received an unexpected (and frankly surprising) call for help from Akiton. If you're able, I'd like you to answer this call. It comes from a semi-nomadic clan of shobhad, the Gonjar, who claim lands around Ka as their territory. The request is unclear, but I gather they need a mediator or representative, perhaps in a criminal matter. I wish I could provide more details, but the translation leaves something to be desired.

Importantly, in return for our help, the Gonjar are offering the Society access to their cultural artifacts and an opportunity to learn more about their history. This is the source of my surprise, and the mission's importance; the Gonjar have rebuffed our requests to this effect for years.

Head to the city of Hivemarket and help the Gonjar if the request falls within the Society's purview. Your contact's name is Rolanok; he'll look for you at the Red Razor Bar south of the market itself. Oh, and I'm really hoping one of you speaks Akitonian.

—Venture-Captain Arvin

ORGANIZED PLAY

REWARDS TABLE

Encounter	Level 1-2 Reward	Out of Level Reward	Level 3-4 Reward
Area A2	72 credits	109 credits	146 credits
Area B (Disable Trap)	72 credits	109 credits	146 credits
Area B (Defeat Mercenaries)	72 credits	109 credits	146 credits
Area B (Hidden Goods)	72 credits	109 credits	146 credits
Marketplace Showdown	144 credits	218 credits	292 credits
Area C	144 credits	218 credits	292 credits

REWARD CONDITIONS

The PCs earn the rewards for each area if they meet the conditions listed below.

Area A2: The PCs earn these rewards if they complete at least 2 of Fletch's errands.

Area A3: The PCs earn these rewards if Lyvarus and Bayton survive the encounter with the khulan.

Area A4: The PCs earn these rewards if Philt provides them with additional supplies.

Area B (Disable Trap): The PCs earn these rewards if they disable the trap without damaging the artifacts.

Area B (Defeat Mercenaries): The PCs earn these rewards if they successfully complete the encounter with the kasatha mercenaries.

Area B (Hidden Goods): The PCs earn these rewards if they locate the *mk 1 null-space chamber*.

Marketplace Showdown: The PCs earn these rewards if they complete the encounter with Szelanius and her mercenaries, whether or not Szelanius flees to *The Tyrnadian*.

Area C: The PCs earn these rewards if they stop *The Tyrnadian* from escaping Akiton.

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Scenario #3-05: The Hivemarket Heist

Character Chronicle #

A.K.A.			
Player Name	Character Name	Organized Play #	Character #
Faction			

Adventure Summary

At the request of the Gonjar clan, you pursued the thieving witchwyrd Szelanius and her allies into Akiton's Hivemarket to recover artifacts that she had stolen. Despite some interference from the marketplace's deadly incorporeal fey guards, the khulan, you found several friendly faces willing to steer you toward Szelanius's operations. You found the first batch of artifacts in an underground storage facility, where you (saved them from being destroyed in a devious trap/ were too slow to stop Szelanius from destroying the evidence). After searching this facility, you pursued Szelanius directly, clashing with her forces first in the marketplace before chasing them in a starship battle through Akiton's atmosphere.

MAX CREDITS	LEVELS	<input type="checkbox"/> Normal Max Credits
	1-2	720
	LEVELS	<input type="checkbox"/> Normal
	Out of Level	1,090
EXPERIENCE	LEVELS	<input type="checkbox"/> Normal
	3-4	1,460
	LEVELS	<input type="checkbox"/> Normal
	-	-
FAME	Starting XP	
	+	<small>GM's Initials</small>
	XP Gained (GM ONLY)	
	=	Final XP Total
	Initial Fame	
	+	<small>GM's Initials</small>
CREDITS	Fame Gained (GM ONLY)	
	-	Fame Spent
	Final Fame	
	Starting Credits	
	+	<small>GM's Initials</small>
	Credits Garnered (GM ONLY)	
+	<small>GM's Initials</small>	
Day Job (GM ONLY)		
-	Credits Spent	
=		Total

Levels 1-2

amblaree (175; item level 2; *Starfinder Character Operations Manual* 127)
 ash dendran armor (2,100; item level 4; *Starfinder Armory* 68)
 dual focus rifle (1,400; item level 3; *Armory* 40)
 mk 1 riot grenade (185; item level 2; *Armory* 39)
 standard needler estoc (175; item level 2; *Character Operations Manual* 122)
 tactical switchblade (1,300; item level 3; *Armory* 54)

Levels 3-4

advanced needler pistol (2,700; item level 5; *Starfinder Character Operations Manual* 123)
 amber hyperboloid aeon stone (2,200; item level 4; *Starfinder Armory* 110)
 ash dendran armor (2,100; item level 4; *Armory* 68)
 estex suit II (2,700; item level 5)
 field tactical shield (2,500; item level 5; *Character Operations Manual* 125)
 mk I creator capsule (2,000; item level 4; *Armory* 120)

Reputation

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #