STARFINDER SOCIETY

YEAR OF EXPLORATION'S EDGE

SCENARIO #3-11   LEVELS 3–6

INTO THE VESKARIUM

BY ALISON CYBE, IVIS K. FLANAGAN, JAN MARTIN, & ABBEY SCHNELL

HOW TO PLAY

PLAY TIME: 4–5 HOURS

LEVELS: 3–6

PLAYERS: 3–6

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GM Resources

Campaign Home Page: starfindersociety.club

Books: *Starfinder Core Rulebook*, *Starfinder Alien Archive* (AA), *Starfinder Alien Archive 3* (AA3), *Starfinder Character Operations Manual* (COM), and *Starfinder Near Space* (NS).

Maps: *Starfinder Flip-Mat: Basic Starfield, Starfinder Flip-Mat: Dead World, Starfinder Flip-Mat: Desert World*

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.*

✓ **Repeatable**   ✓ **Starship**

SUMMARY

Starfinder Society #3–11: Into the Veskarium contains four separate adventures, each of which takes place on a different Veskarium planet.

Sunken Survey: On their way to ruins on Vesk-2, the PCs receive a distress signal from a defrex ranch. At the insistence of their local guide, they track down and recover a runaway defrex.

Quakes: On Vesk-4, a simple mission to search for ruins in a mining colony grows dangerous after an earthquake draws solenoid worms to the surface.

Exosphere: On Vesk-5, the PCs witness a group of smugglers fleeing with rare experimental weaponry. The PCs pursue the rebel ship into the stormy upper atmosphere in an attempt to apprehend its crew.

Sanctuary: On Vesk-6, the PCs explore ruins in search of two artifacts after the military patrol originally sent to find them never returned. The PCs must bypass an ancient trap before discovering what became of the soldiers. After an encounter with a magnetic storm, PCs battle the unquiet remains of ancient dead.

INTO THE VESKARIUM

BY ALISON CYBE, IVIS K. FLANAGAN, JAN MARTIN, AND ABBEY SCHNELL

The Veskarium, a stellar civilization of conquest founded by the vesk, has long been an enemy of the Pact Worlds. When the Swarm unexpectedly attacked both civilizations, the Pact Worlds and Veskarium formed an uneasy alliance to combat their mutual foe. Since then, the two empires have maintained semi-cordial relations, and the worlds of the Veskarium have seen a larger influx of visitors from the Pact Worlds. Of all the organizations to benefit from warmer relations between the two powers, none are perhaps more interested in exploring the Veskarium than the Starfinder Society. Thanks to the Society's recent successes, the Veskarium has finally agreed to allow select teams of Starfinder agents to perform missions of archaeological investigation and exploration on its planets.

RUNNING INTO THE VESKARIUM

Starfinder #3–11: Into the Veskarium is a group of four quests, each designed to take about 45 minutes to 1 hour. Venture-Captain Naiaj's missives to the PCs appear on page 28; each corresponds to one of the four quests.

CHARACTERS

Each player must use either one of the 4th-level Starfinder Society pregenerated characters, which are available at **paizo.com/StarfinderSociety/GMResources**, or a 3rd- through 6th-level character of their own creation that adheres to the rules set forth in the *Guide to Organized Play: Starfinder Society*.

RECEIVING CREDIT

A player who completes one or more of the quests receives a Chronicle Sheet for *Into the Veskarium*, noting which specific quests they played. They can later play the rest of the quests in the series, earning greater rewards (see the Variable Rewards boon on the Chronicle Sheet at the end of this document). For more information on applying credit to characters by playing pregenerated characters, see the "Pregenerated Characters" section of the *Guide to Organized Play: Starfinder Society*. The character assigned this Chronicle Sheet must decide when to apply the rewards from this Chronicle and can wait to complete all the quests or apply the Chronicle Sheet with whatever quests have been completed. Once rewards have been applied, the character can't continue to play the remaining quests.

Into the Veskarium can be replayed for credit, but the credit must be applied to a different character each time. When a GM runs a quest, they also get credit applied to a character. However, each time they run one, they can check off any one of the quest boxes on their Chronicle Sheet. In this way, a GM can continue to earn credit towards a character even if they run the same quest several times for different groups.

SUNKEN SURVEY
BY IVIS K. FLANAGAN

Venture-Captain Naiaj recently received the necessary paperwork authorizing a team of Starfinders to survey the ruins at Trafodi, which are thought to be some of the most intact ruins on Vesk-2. Local archaeologist Jelbnerjeckti Sqidtich jumped at the chance to show off-worlders around her worksite, though she didn't account for the mountain of paperwork involved.

In addition to its ruins, Vesk-2 is also known for its defrex farms. The defrex industry is highly profitable, but corralling the vicious armored creatures can be difficult. As Jelbnerjeckti finalized her preparations to act as guide for Starfinder surveyors, defrex farmer Bozamn Zorbolo lost control of a juvenile defrex at his ranch. Jelbnerjeckti's itinerary puts the Starfinders in the escaped defrex's path just in time to answer Bozamn's distress signal.

WHERE IN THE UNIVERSE?

VESK-2
Diameter: ×5/8; **Mass:** ×2/5; **Gravity:** ×1
Atmosphere: Normal; **Day:** 1 day; **Year:** 4 years

SUMMARY

The PCs arrive at Command 2 and meet their guide, Jelbnerjeckti "Jel" Sqidtich, a vesk archaeologist whose studies focus on the history of Vesk-2. While traveling across the Trafodi Ocean towards the ruins, Jel receives a distress signal from a nearby defrex ranch. The PCs trek across the island on foot, looking for signs of an escaped defrex. After locating the defrex on a nearby beach, they must subdue or lure the dangerous beast back to the ranch.

GETTING STARTED

The PCs receive a communication from **Venture-Captain Naiaj** (LN female bleachling gnome envoy) over their ship's holoscreen. Provide the players with **Handout #1** and give them time to read the missive. Naiaj sends the PCs to Vesk-2 to rendezvous with a local archaeologist and survey Trafodi's ruins, gathering as much data as possible while there.

After landing on Vesk-2, the PCs navigate to an administrative complex within Command 2. Inside, an ijtikri (*Alien Archive 3* 54) receptionist asks them to wait while their escort finishes her current meeting. Eventually, **Jelbnerjeckti "Jel" Sqidtich** (NG female vesk) emerges from a meeting room, frowning. After signing a multitude of forms at the reception desk, Jel ushers the PCs outside to her roomy hover vehicle. Read or paraphrase the following once the PCs strap in.

As the hovercraft glides over the clear water, the vesk visibly relaxes and finally speaks her mind. "I hate all the bureaucratic garbage they force on me—especially meetings and paperwork. I'd rather be out in the field." She gestures towards islands in the distance. "Welcome to the real Vesk-2. Beautiful views as far as you can see and a climate perfect for days spent on the beach, rather than in an office. Ruins practically cover the planet, some in better shape than others, and they all hold mysteries of the past." Jel smiles and looks to the horizon. "I remember once I was surveying on Kilti when—"

Jel curses as the hovercraft bumps against a sandbar just under water's surface. She refocuses and steers around the obstruction. "Sorry about that. I get to telling stories, and sometimes they get me! So, about the ruins on Trafodi—I've spent years exploring them, but there's so much I haven't discovered. They're structurally similar to other sites, but nearby radiation levels are unusually high. I'd love to get my hands on the technology you Starfinders have access to and take another crack at those ruins!" Jel excitedly punches a few buttons to set the hovercraft into autopilot, then turns to fully face her passengers and grins. "Now we can chat without wrecking our ride."

Jel chats amiably with the PCs as they speed towards the looming Trafodi beachhead. While passing a sandy archipelago, a chime signals an incoming comm. Jel frowns as she reads the message, then informs the PCs that they need to make a pit stop. If the PCs ask why, she explains that a local farmer put out an advisory about escaped livestock. If the PCs hesitate, she muses about how a positive recommendation from her superiors could improve the Starfinders' diplomatic negotiations with Vesk-2 leadership, and admits the rancher is her friend. Regardless of the PCs' objections, however, she changes course for Zorbolo Ranch.

CULTURE (RECALL KNOWLEDGE) OR PROFESSION (ARCHAEOLOGIST OR FARMER)

Based on the result of a Culture check to Recall Knowledge or a Profession (Archaeologist or Farmer) check, PCs might know more about Vesk-2. They learn all the information listed for the DCs equal to or less than the result of their check.

10+: Vesk-2 is the second planet from its system's sun, Ghavaniska. It's a largely oceanic world, and vesk leadership split the planet into 7 administrative zones, including its capital, Command 2.

15+: Command 2 is an equatorial island at the intersection of the Ikzili and Trafodi Oceans, and the capital of Vesk-2. The seat of planetary government and its main base for the Veskarium military are located here. All requests for touring Vesk-2's ruins must be approved through the city's bureaucratic channels.

20+: The only species more prevalent on Vesk-2 than vesk are squid-like ijtikris. Over time, ijtikris evolved into a harmonious relationship with vesk, and many ijtikris form closer bonds to a vesk than their own parents. Vesk often mentor young ijtikris, sometimes helping them learn a trade skill, as is the case for many ijtikris who become defrex farmers.

25+: The defrex of Vesk-2 are vicious, but farming them is quite popular due to the lucrative market for their hides. Defrex hides are incredibly tough and are commonly used to make armor. Young defrexes' hides are less thick but possess sharp spines that extend when they're cornered or threatened.

ZORBOLO RANCH

After a half hour of driving full throttle around a chain of islands, Jel slows the vehicle and parks at a rickety wooden dock. A strip of sandy beach gives way to rolling hills. On the crest of a large hill stands a cottage with fenced fields all around it. **Bozamn Zorbolo** (N male indigo ijtikri) squats in the yard, repairing a gate with synthetic ropes.

Read or paraphrase the following.

As the ijtikri catches sight of Jel, he shouts happily: "Big sis! Thank gods you came— and brought friends! As you can see, my fence is busted. Coral—that's the little one—charged me this morning at feeding time and broke clean through the gate. I couldn't run after her and leave the fence like this." Two of his tentacles gesture to the damage. "One of them getting loose is bad, but the entire herd? I'd never risk it. But now I can't figure out which way Coral went. Can you help track her down?"

JEL SQIDTICH

Bozamn is the ijtikri Jel mentored years ago, and they greet one another as family. Unless the PCs speak up on their own, Jel volunteers their services to Bozamn, proudly assuring him that Starfinder agents are more than capable of locating Coral. Jel stays behind to help Bozamn repair his fence. If any PCs ask for clarification, Bozamn explains that Coral is a young defrex, and he needs her back alive and in one piece. He gives the PCs a specialized defrex harness and explains how to use it to restrain Coral once they find her (see the Creatures section of area **A**).

DEFREX PURSUIT

When PCs embark on their hunt, the weather is calm. The still air is tinged with a faint smell of salt coming off the water. A line of tracks in the sand lead north past the broken gate but disappear after a few yards into a grassy field.

Cold Trail: Coral escaped hours earlier, and finding her isn't easy. First, the PCs must locate signs of her trail through the field. A PC who succeeds at a DC 18 Perception or Survival check (DC 20 for Levels 5–6) spots bent blades of grass and flattened vegetation that mark her passing. If no PC succeeds at this check, the group searches for several hours before finding the trail.

Marshy March: Coral's trail leads through the field to a marshy clearing. The water is 2 feet deep and dotted with small clumps of grass and sediment. PCs who succeed at a DC 21 Athletics check (DC 23 for Levels 5–6) nimbly hop from island to island. Alternatively, PCs can attempt a DC 19 Acrobatics check (DC 21 for Levels 5–6) to balance on fallen tree trunks connecting the

islands. If every PC who attempts this check fails, it takes the group an additional hour to traverse the marsh.

Through the Dunes: The marsh leads to a dune-covered beach. A set of defrex tracks is clearly visible in the sand, but as the PCs follow them across the beach, the sky darkens as distant sand clouds obscure the late afternoon sun. PCs can attempt a DC 21 Physical Science or Survival check (DC 23 for Levels 5–6) to determine that sand squalls are normal weather occurrences on Vesk-2. If at least one PC succeeds at this check, the group can take shelter to wait out the worst of the storm. Pushing through the storm causes the PCs to begin their encounter with Coral in area **A** with the fatigued condition.

A. THE BEACH

The grassy marshland recedes as low hillocks rise from the sodden ground, leading to a white sand beach. The dunes covering the beach shift as the wind blows sand into gusts and whirlwinds in the air, creating an ever-changing landscape.

Coral's trail leads across the width of the island and ends at a beach covered in rolling dunes. Use the map on page 6 for this encounter. The central dune is difficult terrain due to the deep sand.

Hazard: The ongoing storm's high winds cause sand squalls that obscure vision and hamper movement. These squalls kick up once every 1d4 rounds, creating a sand cloud that gives all creatures concealment. Treat the entire beach as difficult terrain for one round following each sand squall.

Creatures: If the PCs succeeded at one or more skill checks to follow Coral's trail, they find her sprawled atop a dune napping in the warm sand (Coral Position 1 on the map). PCs who succeed at a DC 21 Stealth check (DC 24 for Levels 5–6) can approach without waking Coral, then fit her with the harness. On a failure, Coral startles awake and attacks the PCs.

If the PCs took longer to arrive by failing all of their checks to track Coral, she's actively searching for food when they arrive; in this case, Coral begins at Coral Position 2 on the map. Increase the DCs of all Stealth checks by 4.

PCs can calm Coral down with a successful DC 21 Survival check (DC 24 for Levels 5–6) and coax her into the harness with a successful DC 16 Survival check (DC 19 for Levels 5–6). Offering Coral food grants a +4 bonus to these checks.

Coral missed today's feedings and is hungry; once engaged in combat, she fights until subdued. During combat, a PC can attempt a grapple combat maneuver to restrain Coral, gaining a +2 circumstance bonus if they hold the defrex harness in both

A. THE BEACH
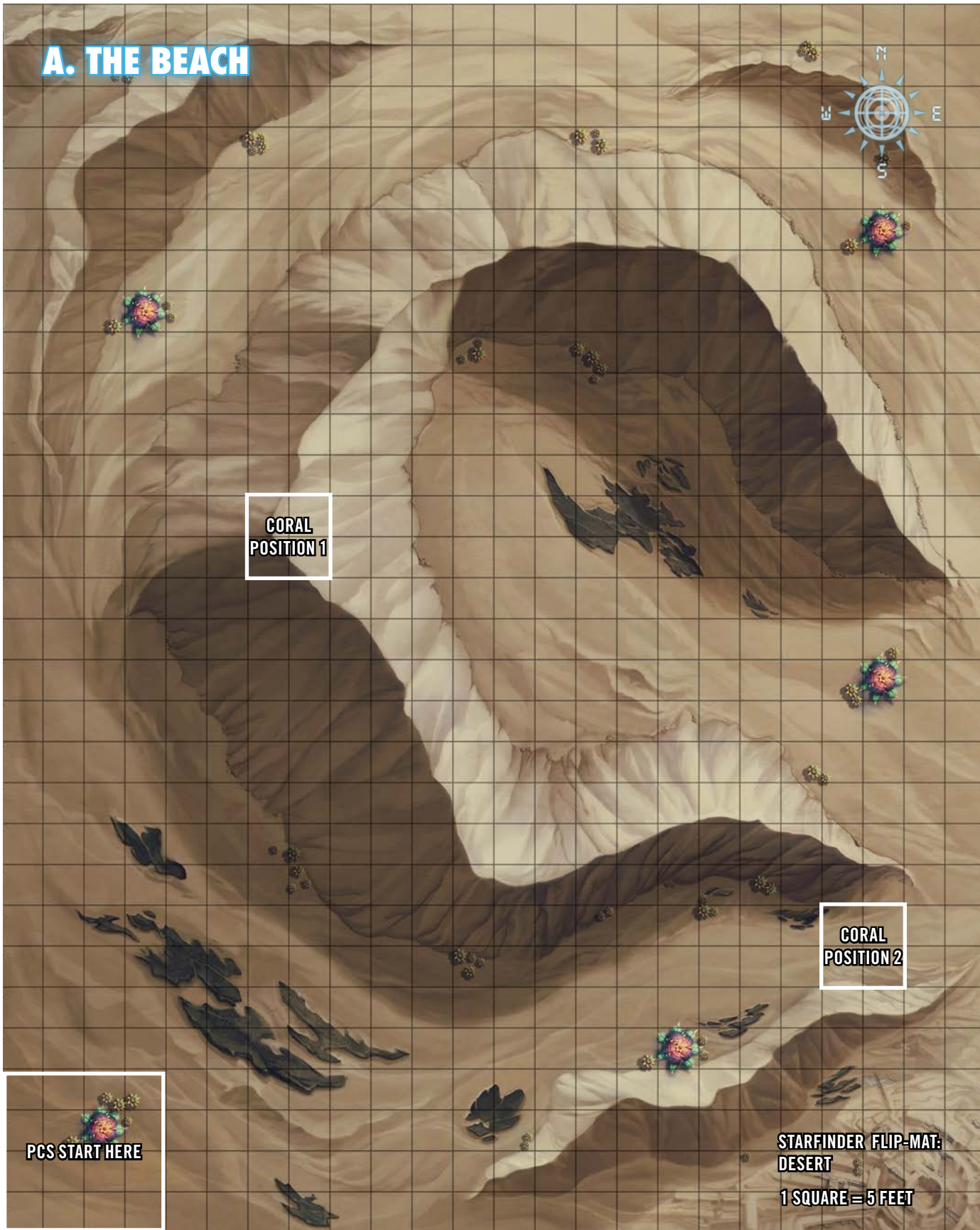
CORAL
POSITION 1

CORAL
POSITION 2

STARFINDER FLIP-MAT:
DESERT

1 SQUARE = 5 FEET

PCS START HERE

hands. A second successful grapple combat maneuver is required to secure the harness; once fully restrained, Coral stops fighting.

LEVELS 3–4 (CR 5)

CORAL	CR 5

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LEVELS 5–6 (CR 7)

CORAL	CR 7

Page 22

CONCLUSION

If the PCs return Coral to the ranch alive, Bozamn cheerfully thanks them and promises to pass on his gratitude to the governor's office at Command 2. He gifts the PCs a picnic lunch of homemade biscuits, fish sausage, and aged defrex cheese. If the PCs killed Coral instead of capturing her, Bozamn is extremely upset about losing livestock. He curtly thanks the PCs for the attempt, but mutters under his breath that this must be what happens when Starfinders get involved. Afterward, the PCs accompany Jel to Trafodi for an informative but uneventful survey of the local ruins.

QUAKES
BY ABBEY SCHNELL

Mining on Vesk-4 is brutal work, and it's not uncommon for tempers to flare among laborers working the planet's Lodelands. Kataali Loderunner, a lifelong miner and recently awakened solarian, has handled her fair share of outbursts, but coming to terms with her team's petty fears and prejudices has proved more difficult than solving past disputes. A group of vesk workers in her crew began suspecting Kataali's new assistant, an aspiring solarian talphi named Elgr, of undermining their operation. They blamed Elgr personally for setbacks to their mining operations caused by uncovering ancient talphi ruins in the area. Support from Kataali's loyal engineer Rukka only inflamed the other vesk's tempers, and soon they turned on Kataali herself, accusing her of supporting talphi rebels and questioning her loyalty to the empire.

This conflict escalated days ago when Kataali halted excavation of yet another site after scans detected ruins below the surface. The miners threatened to abandon the operation unless Kataali brought in a neutral third party to assess the site. In response, Kataali contacted the Starfinder Society to survey potential ruins unearthed by her team. Now, she hopes the Starfinders' involvement can help prove to her insubordinate crew members that both she and Elgr are loyal citizens of the Veskarium.

SUMMARY

Venture-Captain Naiaj sends the PCs to Vesk-4, a resource-rich mining colony in the Veskarium. Deep within the arid Lodelands

WHERE IN THE UNIVERSE?

VESK-4
Diameter: ×1–1/2; **Mass:** ×6–3/4; **Gravity:** ×3
Atmosphere: Normal; **Day:** 25 hours; **Year:** 8 years

at the center of the planet's supercontinent, the PCs join a small mining crew, tasked with operating scanning equipment to confirm the existence of ruins below the surface. However, situations can change quickly on the volatile planet, and after an unexpected earthquake, the PCs must defend the equipment from vicious solenoid worms to salvage the mission.

GETTING STARTED

The PCs receive their mission from Venture-Captain Naiaj in the form of a brief audio message. Provide players with **Handout #2** and allow them time to review the information. The PCs land in the planet's capital, Command 4, a bustling industrial city designed with military efficiency. PCs board a large, tank-like vehicle transport that carries them through the reinforced Antreway tunnel beneath the Vyskandi mountains and into the barren Lodelands desert.

Read or paraphrase the following to get the adventure underway.

The Lodelands stretch as far as the eye can see in all directions, a sea of rocky fields broken by occasional crystalline outcroppings. Few landmarks exist to distinguish one location from another in this radioactive quarry. Miners bundled in protective gear gather near a massive drill, suspiciously eyeing the approaching transport. One of them, a young talphi with a sunburst symbol emblazoned on his environmental suit, approaches the vehicle.

"You must be Starfinders," he says reverently. "I'm Elgr. Kataali is waiting by the terrestrial scanner. Follow me." Over a rocky ridge, a muscular vesk in armored coveralls stands beside a dark gray pahtra with a cybernetic arm.

"Good, you're here," the vesk says. "I'm Kataali, the site supervisor. This is my assistant Elgr, and our chief engineer, Rukka. They're authorized to act as your liaisons while you're with our team. Please begin the survey when you're ready."

Kataali Loderunner (LN female vesk solarian) is an experienced supervisor with a reputation for cool-headed leadership in the face of conflict, but recent unrest among her team has her shaken. Kataali struggles to maintain her professional demeanor and hide how much the team's accusations upset her. **Elgr** (LN male talphi solarian) enthusiastically takes over the conversation. PCs who succeed at a DC 16 Culture check recognize the emblem on Elgr's suit as the Corona Academy's crest, marking him as a solarian in training. Possible questions PCs may have and Elgr's answers include the following:

What do you need us to do? "Use our equipment to perform a geological survey and give us your professional opinion about what's under our feet. If you find ruins, we pack up and move on. Otherwise we can get back to work."

What's going on with your team? Elgr's smile fades as he glances toward the nearby huddle of vesk miners. "They don't trust me. This isn't the first time Kataali delayed a job because of talphi ruins, and some of the other miners blame me for it, even though I'm itching to dig just as much as they are."

What are you mining? "Our world's Lodelands are rich in ore and minerals, but its most precious resource is radioactive crystal like this." Elgr removes a chunk of jade rock from his pocket and holds it out in his palm, then closes his fingers around it. The crystal flares yellow and a blazing battleglove appears around his fist.

SURVEYING THE RIDGE

Four terrestrial scanners are set up at various points around the ridge, marked S on the map on page 9. Each scanner is a bulky computer with three spiderlike legs and a large central needle that drills into the ground. Their dim readout screens provide accurate information to about a mile beneath the surface. When the PCs are ready, **Rukka** (LN male pahtra) demonstrates how to operate the terrestrial scanners. He's enthusiastic, but his lessons aren't particularly beginner-friendly. PCs who succeed at a DC 16 Engineering check (DC 19 for Levels 5–6) learn how the scanners work with Rukka's help. Succeeding at this check grants a PC a +3 circumstance bonus to checks made while repairing the scanners and analyzing their output.

RISING TENSIONS

The PCs are free to explore the ridge before performing their scans. The suspicious vesk miners keep their distance unless the PCs approach them. A PC who succeeds at a DC 21 Diplomacy check (DC 24 for Levels 5–6) can learn more about the tensions plaguing the crew. The miners complain that their last three expeditions

were derailed because scans found archaeologically significant artifacts beneath the surface of the worksites, costing them credits and time. They believe Elgr, who joined the team just before the first ill-fated expedition, is tampering with the equipment—and that Kataali is protecting him.

Kataali avoids discussing the issue with the PCs, but if directly confronted, she tersely expresses her support of Elgr and denies the miners' accusations. Rukka has no opinion on the matter, except to confirm the accuracy of his scanners.

Development: Once the PCs are ready to begin scanning, a violent earthquake shakes the ridge. Each PC must succeed at a DC 13 Reflex save (DC 16 for Levels 5–6) or take 1d6 bludgeoning damage and begin the seismic instability encounter prone.
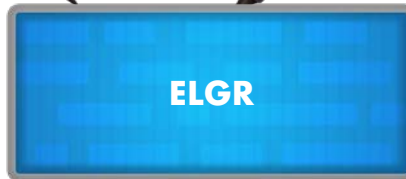
B. SEISMIC INSTABILITY

As the tremors finally subside, the PCs hear a low rumble as the ground vibrates. Kataali shouts to Elgr and Rukka to get to safety, recognizing the approaching danger. Use the map on page 9 for this encounter.

Hazards: Vesk-4 is a high-gravity world, and unacclimated creatures reduce their land movement speeds and throwing range by half. Kataali, who grew up on the planet and is accustomed to these conditions, can move and throw without penalty.

Creatures: As miners scramble for cover, a group of solenoid worms erupts from the ground. Solenoid worms are usually docile creatures that miners classify as pests because they eat valuable ore and crystals. The earthquake disturbed a nest nearby, however, causing the worms to attack anything irritating the magnetic organs they use to navigate the Lodelands. The worms first target the terrestrial scanners, then retaliate against any source of significant damage, such as Kataali and the PCs. When reduced to 30% of its Hit Points, a solenoid worm burrows away from its attacker and finds a new target. The solenoid worms use their electromagnetic disarm attack whenever possible.

When the worms attack, Kataali fights to defend her worksite alongside the PCs. She focuses on protecting her equipment, assuming the Starfinders can take of themselves. She activates her solar armor on her first turn and defends the nearest scanner, moving to prioritize the most damaged pieces of equipment in subsequent rounds. She utilizes her stellar rush ability to quickly traverse the battlefield. Kataali fights hard but won't die for her equipment. If reduced to 0 Hit Points, she spends a Resolve Point to stabilize and flees the battle. Kataali's statistics are printed on page 19 (page 23 for Levels 5–6).

Field Repairs: The solenoid worms mindlessly attack the scanners, so the PCs should make it a priority to repair them. The scanners don't have AC or Hit Points, but they move up or down

ELGR

B. SEISMIC INSTABILITY

SW

PCS START HERE

SW

S

K

S

SW

S

S

S = SCANNER
SW = SOLENOID WORM
K = KATAALI STARTING POSITION

1 SQUARE = 5 FEET

STARFINDER FLIP-MAT:
DESERT

a damage track as they are damaged and repaired (see below). The scanners also take damage if caught in the PCs' area of effect attacks, such as grenades and spells.

A scanner that takes damage once is glitching, twice is malfunctioning, and three times is critically damaged. Repairing a glitching scanner requires a successful DC 13 Engineering check (DC 16 for Levels 5–6). Repairing a malfunctioning scanner requires a DC 16 Engineering check (DC 19 for Levels 5–6), and a success takes the scanner back up to glitching. Repairing a critically damaged scanner requires a DC 21 Engineering check (DC 24 for Levels 5–6), and a success takes the scanner back up to malfunctioning. Unattended critically damaged scanners have a 10% chance of breaking each round. If the PCs don't prioritize repairs, Rukka scrambles atop a boulder and shouts helpful directions.

The earthquake damaged the scanner nearest to the PCs. Treat that scanner as glitching at the beginning of combat.

LEVELS 3–4 (CR 6)

SOLENOID WORMS (3)   **CR 3**
Page 19

SOLENOID WORM

KATAALI LODERUNNER   **CR 3**
Page 19

LEVELS 5–6 (CR 8)

SOLENOID WORMS (6)   **CR 3**
Page 23

KATAALI LODERUNNER   **CR 5**
Page 23

CONCLUSION

Once the PCs defeat the worms, they can perform additional Engineering checks to repair any glitching equipment. Broken scanners are useless, and they can't get conclusive results without at least three intact scanners. Once enough scanners are back online, PCs who succeed at a DC 16 Physical Science check (DC 19 for Levels 5–6) can analyze the results. The scanners detect no items or sites of archaeological import underground in the area, and what the team mistook for ruins are revealed as a system of underground caverns. Elgr hangs back to thank the PCs as they prepare to leave the site.

Read or paraphrase the following to conclude the adventure.

"Starfinders, huh?" says Elgr, watching his team jump to attention at Kataali's order. "I'll make sure everyone knows how much you helped us today. Kataali's happily back to work, you saved Rukka's precious scanners, and the rest have put aside their suspicions for now. Maybe I'll see you out there someday. I love my planet, but it must be so exciting to explore the stars." Elgr's eyes glisten behind his goggles. "Anyway. Can't waste a second, Kataali's calling. Thanks again!"

EXOSPHERE
BY ALISON CYBE

Though vesk conquerors subdued the pahtras of Pulonis long ago and designated their world Vesk-6, a few relentless rebels continue to defy the imperialist rule of the Veskarium's High Despots. Their efforts are largely disorganized, with dozens of splinter groups operating throughout the Veskarium, smuggling weapons to guerrilla skirmishers or disrupting information networks. One such rebel, smuggler captain Brygin, is orchestrating an upcoming strike against orbital Spaceport 5.1, in which he plans to steal a cache of experimental weapons.
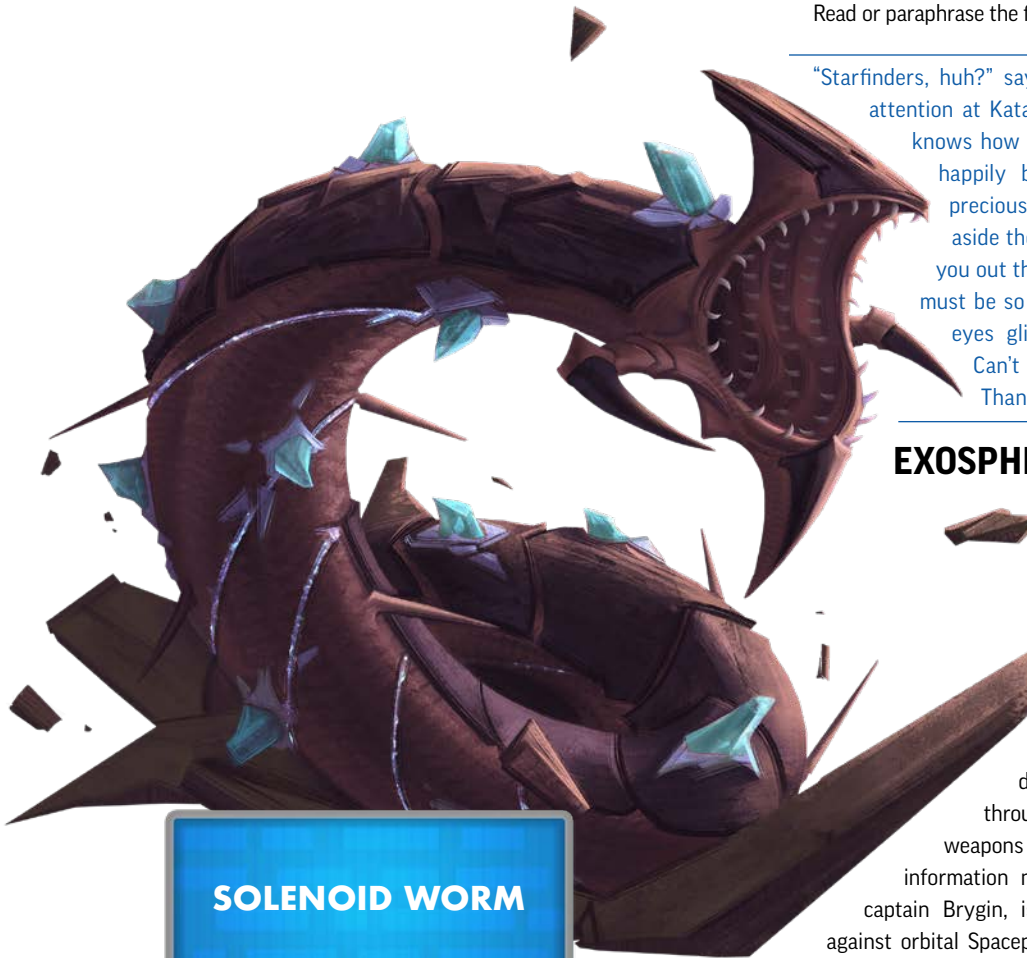
Meanwhile, loyalist Veskarium agents have intercepted rebel communications and sent decorated brigadier Tassada Kor to Vesk-5 in hopes of disrupting insurrectionist activities in the area. She arrives at Spaceport 5.1 a few days after the Starfinders dock at the station for repairs before embarking on their survey of Vesk-5's upper atmosphere.

SUMMARY

While relaxing aboard Spaceport 5.1, the PCs witness a group of smugglers fleeing with rare experimental weaponry. Tasked by Brigadier Tassada Kor of *Talon's Razor* to recover their cargo, the PCs pursue the rebel ship into the stormy upper atmosphere of Vesk-5 and apprehend its crew.

GETTING STARTED

The PCs begin this scenario aboard Spaceport 5.1, a joint military installation and civilian settlement that orbits one of Vesk-5's moons. Ask the party to select which ship they would like to use, the Drake or the Pegasus, and give players **Handout #3**. The pit stop Venture-Captain Naiaj warned PCs about turned into four days of calibrations and repairs after an electrical storm damaged their ship's engines.

By now, the PCs are growing familiar with the spaceport and its bustling, eclectic population. Their ship's repairs are finally complete, despite the attentions of a "helpful" skittermander mechanic eager to install experimental drive systems. However, the paperwork required to authorize the ship's departure appears lost in the mists of the Veskarium's imperial bureaucracy.

All exit authorizations are currently suspended, in fact, though the PCs don't realize this. Ask each PC how they spent the last four days. Spaceport 5.1 features an array of eateries, holovid theatres, shopping centers, and a few state-sanctioned clubs concealing quasilegal casinos. Wherever they are on the station, the PCs enjoy a prime view of dreadnought *Talon's Razor* docking in the spaceport's bay. As the Starfinders watch, a brigadier dismounts from *Talon's Razor*. She bears a cybernetic right eye and is dressed in a sharp, decorated military uniform. Her armored mobility chair incorporates a holster on the right armrest for her doshko. PCs can attempt a DC 16 Culture check to identify her as **Tassada Kor** (N female vesk soldier), a legendary Veskarium warrior.

Tassada pauses and inspects the PCs' ship. "Pact Worlds travelers?" she asks. "You're a long way from home. Unless... are you Starfinders, by any chance?" If the PCs deny it, Tassada eyes them suspiciously and asks how they came into possession of a Starfinder ship and what their business is with it. If the PCs admit they're Starfinders, she claps one of them eagerly on the shoulder and exclaims: "Fantastic! It's been a long time since I've met one of your ilk! I fought with several of your Exo-Guardians against the Swarm some decades ago. Tell me of your battles!"

Tassada makes guarded small talk with PCs while determining if she can trust them for a mission, but she's interrupted by an attack on the station.

WHERE IN THE UNIVERSE?

VESK-5
Diameter: ×12; **Mass:** ×290; **Gravity:** ×2 (at the "surface")
Atmosphere: Special; **Day:** 9 hours; **Year:** 13 years

EVENT: ATTACK ON SPACEPORT 5.1

A resounding explosion ripples through the docking bay. Tassada grabs her doshko and turns, ready for a fight. Screams break from the crowd as flames engulf one of the docking bay's support clamps, causing it to fold back in on itself. Debris rains down and a screeching sound fills the air as a single small freighter vessel breaks through the damaged support clamps, rising up and out of the spaceport's bay.

Chaos reigns in the normally regimented settlement following the explosion. Each PC can take one of the following actions to assist in the aftermath.

Assess Damage: A successful DC 22 Engineering check (DC 25 for Levels 5–6) allows a PC to assess the damage to the other ships in the docking bay. *Talon's Razor* took damage to its engine's propulsion systems that will require hours of labor to resolve.

Calm Bystanders: A PC helps to manage the frightened crowd with a successful DC 16 Diplomacy check (DC 19 for Levels 5–6).

First Aid: Several civilians sustained broken bones, minor burns, and lacerations from falling debris. A PC who succeeds at a DC 22 Medicine check (DC 25 for Levels 5–6) or expends a healing item or spell can provide medical care to the injured.

Identify Enemy: A PC who succeeds at a DC 21 Culture check (DC 24 for Levels 5–6) identifies the fleeing ship as a Norikama Reliant-class vessel of Veskarium origin.

Security Check: A successful DC 22 Computers check (DC 25 for Levels 5–6) allows a PC to interface with Spaceport 5.1's security network and locate surveillance records of the fleeing vessel.

Tassada intercepts the PCs after they attempt their skill checks. Read or paraphrase the following.

"Starfinders!" barks Tassada. "I hoped to ask you this more tactfully, but there's no time now. I've been tasked with tracking down a group of weapon smugglers—that'll be the ship you saw make a run for it. But with the damage my ship took from that blast, it's up to you to chase them down." She pauses, looking around expectantly. "Well? There's a fight to be had. What are you waiting for, a formal invitation?"

Tassada briefly entertains the PCs' questions, but she's eager to get the mission underway. Likely questions and her answers are listed below.

What just happened? "A few days ago, security intercepted a coded signal believed to be intended for a group of weapon smugglers. As my ship was closest, they notified me. Once I recognized you as Starfinders, I intended to ask for your help, but that was before the smugglers detonated that explosive and rudely interrupted us."

Who are the smugglers? "Pahtra insurrectionists. Can you believe they don't appreciate the patronage the empire gifts to them? In any case, I'm more concerned with the weapons; they contain an experimental form of plasma extracted from Vesk-5's core. Not something we wish rebels to possess, understand?"

Why should we help? "All ships in port are grounded while we track the rebels down. You may have noticed that your paperwork's tardier than usual. Assist the empire, and you'll have the gratitude of a Veskarium brigadier who can make such nuisances disappear. As an additional incentive, I can ensure that station security feels no need to question you about the incident you witnessed. I hear they can be unpleasant."

BATTLE STATIONS

Ask each PC to assume a role aboard their vessel. Their ship can have one captain, one pilot, and any number of engineers, gunners, and science officers. If players are new to starship combat, the GM should explain the following.

- The pilot should have a good Piloting bonus.
- Gunners should have a good base attack bonus (equal to their level) or the Piloting skill.
- Engineers should have a good Engineering bonus.
- Captains should have a good Bluff, Diplomacy, or Intimidate bonus, as well as any of the skills identified above.

The PCs fly a Tier 4 version of either the Drake or Pegasus for Levels 3–4 or a Tier 6 version for Levels 5–6. Statistics for the PCs' vessel appear in the *Guide to Organized Play: Starfinder Society*.

TASSADA KOR

C. RETALIATION

As the ship departs Spaceport 5.1, Vesk-5 hangs like a glorious tapestry in the inky sky. Its thick clouds form a haze of shifting crimsons and purples, illuminated occasionally by blue electrical storms. The smuggler's vessel skirts the gas giant's upper atmosphere, dipping in and out of magenta clouds.
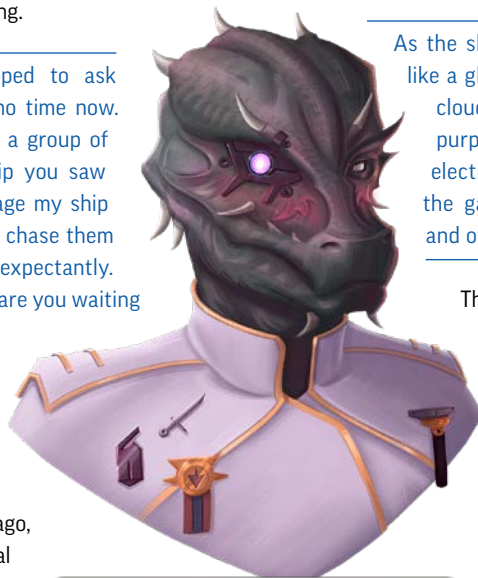
The PCs must first catch up with the smugglers. The enemy ship, *Pouncer*, begins at the spot marked Y on the map on page 13. A PC acting as pilot can attempt a Piloting check of DC 17 (DC 19 for Levels 5–6); on a success, they can position their ship anywhere on the map 5 or more hexes from the *Pouncer*, facing in any direction they wish. On a failure, the PCs start in a random position on the map. In this case, roll 3d6+5 to determine how many hexes separate the opposing sides.

Once both ships are placed on the map, the smuggler vessel hails the PCs. If the PCs accept the transmission, a tawny pahtra dressed in a brown leather aviator's jacket, **Bryqin** (CN male pahtra mechanic) appears on their ship's screen. He rebukes them: "Back off, Starfinders! I'm Captain Bryqin of *Pouncer*, and none of this concerns you. The liberation of our people from the boot heel of the Veskarium is worth more than that scrap heap of yours. Let's end this quickly so you can slink back to the lap of your imperial masters!"

Hazard: Electrical storms plague Vesk-5's atmosphere. Before combat, the PCs' science officer can attempt a DC 16 Computers check (DC 19 for Levels 5–6) to scan the storms around their ship; on a success, reveal each hex marked with an S on the map. Otherwise, PCs are unaware of these storms until their ship encounters one. At this point, the GM should reveal them all as above. At the start of each round of combat, any ship (PC or enemy) that begins the round in a hex marked S is hit by the storm. The GM should roll 1d20 and consult the outcomes below to determine the result.

*1–4: Electrical Damage.* Reduce the shields in one quadrant (determined by the GM) by 4.

5–8: Power Surge. Engineering checks take a –4 penalty until the end of this round.

9–12: Heavy Gases. Reduce the ship's maximum speed by half until the end of this round.

13–16: Static Overload. The ship's gunnery checks take a –4 penalty until the end of this round.

17–20: Hull Damage. The ship's hull takes 3 points of damage.

C. RETALIATION
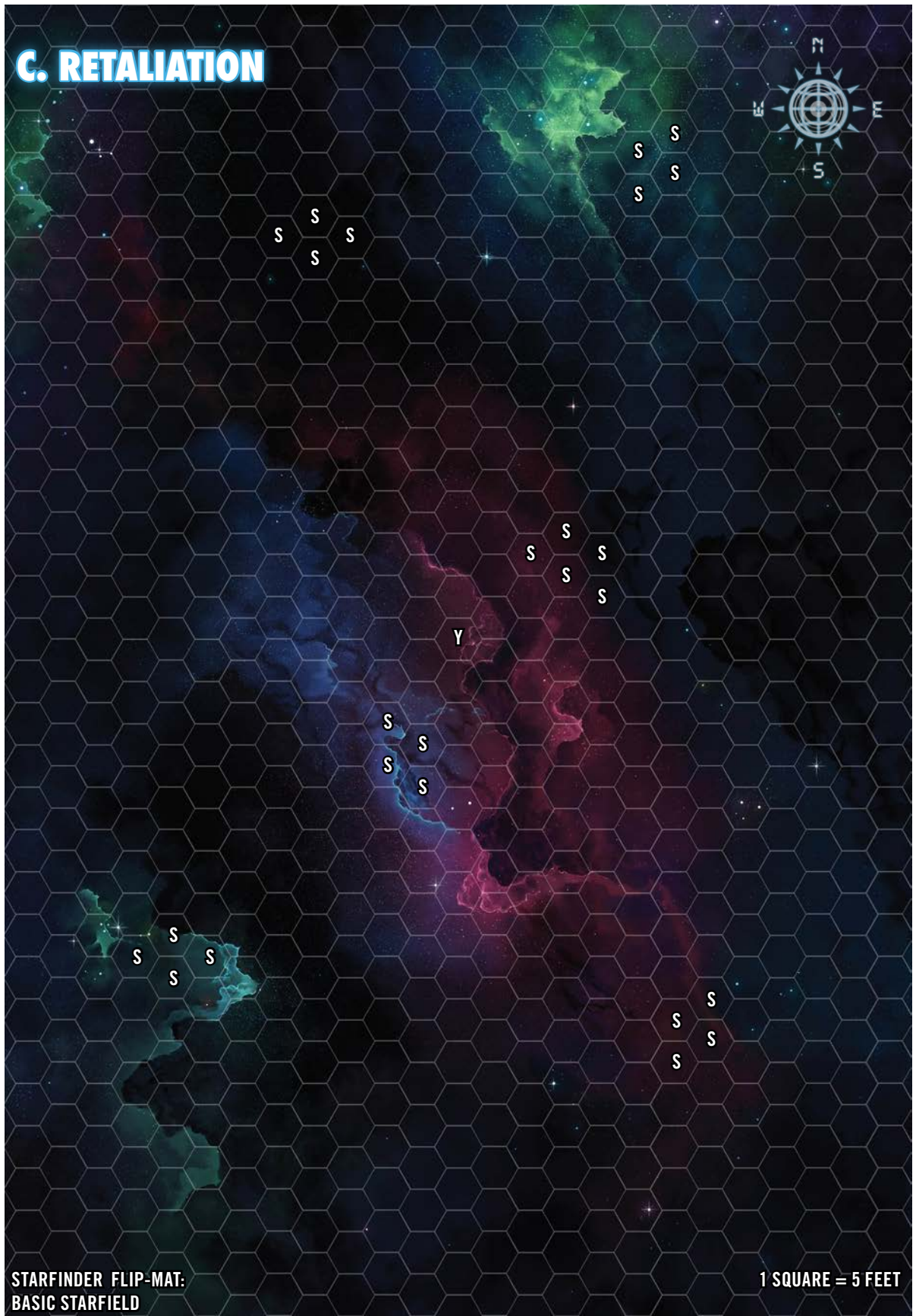
STARFINDER FLIP-MAT:
BASIC STARFIELD

1 SQUARE = 5 FEET

LEVELS 3–4

POUNCER   **TIER 4**

Page 20

LEVELS 5–6

POUNCER   **TIER 6**

Page 24

Starship Combat: The crew of *Pouncer* takes the following actions during combat. *Pouncer*'s engineer diverts power to weapons whenever the ship is undamaged. If *Pouncer's* shields are damaged, she diverts power to them instead. The engineer prioritizes patching any systems that take critical damage. At the end of the engineering phase, Captain Bryqin taunts the PCs. He attempts this on each turn until he succeeds, then switches to encouraging his gunner.

If *Pouncer* has fewer than 10 HP in any quadrant, the science officer attempts to balance shields to redistribute evenly across all quadrants. Otherwise, the science officer instead targets the PCs' engines. During the helm phase, the pilot navigates to face whichever side of the PCs' ship has the weakest shields. Otherwise, he evades to mitigate any damage. The gunner shoots each turn, favoring her tactical nuclear missile launchers when possible. Once *Pouncer* takes 25 points of damage or any two of its systems are glitching (whichever occurs first), she attempts to finish combat quickly by using the fire at will action.

When *Pouncer* is reduced to 10 HP or lower, or any three of its systems are malfunctioning, Captain Bryqin surrenders. If the ship drops to 0 HP, an explosion causes the smuggled weapons (and their radioactive plasma) to detonate, erupting in a tangerine-colored cloud of protoplasm that completely destroys the smugglers' ship and takes several weeks to dissipate. Alternatively, if the PCs' ship is reduced to 0 HP, *Pouncer* escapes into the Drift, leaving the PCs to be rescued by *Talon's Razor* a day later.

CONCLUSION

Brigadier Tassada Kor is overjoyed at the news of the smugglers' defeat, especially if *Pouncer* was destroyed. "Good work!" she applauds the PCs. "We shall crush the insurrectionists beneath our durasteel boots yet. You've done the Veskarium proud!" If the PCs hand over the smugglers alive, Tassada is pleased they recovered the cargo but visibly confused as to what to do with the smugglers; she's an old soldier who acts as though the concept of leniency is alien to her.

Later that day, the PCs' vessel receives its clearance papers. In addition, Tassada includes tickets to see SkitScratch Dreams, a skittermander jazz band, at a local cantina. The music is, sadly, awful; after the concert, Tassada remarks, "You know, Starfinders, those little creatures have six hands each–you would think that they could find the right notes sometimes."

SANCTUARY
BY JAN MARTIN

The Voyedris Cultural Alliance works to protect artifacts and cultural sites on Vesk-6, the pahtra home world formerly known as Pulonis. With volunteers stretched thin, their work is more complicated than ever. The Cultural Alliance maintains protected historical sites, and in some cases retrieves and stores key artifacts. The crumbling structures where these artifacts rest are often unstable; some ruins are in such disrepair that the only way to save the artifacts is to send in teams of specialists to remove them. The Cultural Alliance catalogs the recovered artifacts and stores them in modern, secure museums.

To prevent off-world looters from pillaging cultural sites, the Veskarium sends out regular military patrols to assess and help excavate the ruins. Recently, a patrol went missing near a ruin close to a powerful magnetic storm called the Shriek, prompting the Cultural Alliance to ask the Starfinder Society for help retrieving two valuable items.

SUMMARY

Venture-Captain Naiaj sends the PCs to Voyedris, a city on the jungle planet of Vesk-6, to meet with their contact from the Voyedris Cultural Alliance, Reha Nacar. Reha explains where to find two known artifacts and provides the last known coordinates of the lost military patrol originally sent to find them. The PCs must explore the ruins and bypass an ancient trap before discovering what became of the soldiers. After an encounter with a magnetic storm, PCs battle the unquiet remains of ancient dead unearthed by the storm.

GETTING STARTED

On the way to Voyedris, the PCs receive mission details from Venture-Captain Naiaj. Give players **Handout #4**. Once the PCs arrive, they can meet with their contact **Reha Nacar** (N female pahtra) in the Cultural Alliance's archaeology storage warehouse. Read or paraphrase the following.

In a room crammed with towering shelves full of artifacts, a pahtra hunches over a workbench dusting fragments of pottery. She straightens and brushes away the fine layer of dust that accumulated on her black fur. "Welcome to Voyedris," she says. "Frankly, I wasn't expecting such a promising-looking bunch. Starfinders, are you? I am Reha Nacar, an advisor with the Voyedris Cultural Alliance. Looking at you now, I predict that you might just get out of the valley alive." Her tone is reserved, and she chooses her words carefully.

"My job here is simple. I repair, catalog, and store cultural artifacts. It's the retrieving part I don't handle. Usually, the military assists us with patrols to aid in retrieval and keeping off-world looters at bay. But a patrol sent to recover the latest batch of artifacts went missing recently, and a replacement won't arrive any time soon. That's where you come in."

"I need you to retrieve two artifacts from a ruin once called the Azure Sanctuary. One is a blue gemstone beetle that rests above the entranceway to the ruins. The other is a polished stone pipe that rests atop an altar honoring a lizard spirit that once protected the Sanctuary.

"Please keep your eyes open for our patrol while searching. You should have already received coordinates to their last known location from Naiaj. Feel free to ask your questions now—communications aren't reliable in the valley." Reha crosses her arms and stands waiting.

Reha allows PCs to borrow overland vehicles from the Alliance and answers their questions before they depart. Likely questions and their associated answers are provided below.

What dangers wait inside the Azure Sanctuary? "Our ancestors who created the sanctuary deeply respected individuality, just as much as modern pahtra do. As such, the ruin features a puzzle which you can solve in different ways. Trust your own instincts, but think before you act."

What do you think happened to the military patrol? "Many terrors could kill you on Pulonis, but this particular ruin is just north of one of the most dangerous. We call it the Shriek, and you must avoid it at all costs. My worry is that the soldiers may have walked straight into it."

What is the Shriek? "When magnetic storms rage on Pulonis, they fling razor-sharp metal, glass, bone, and unexploded munitions from a lost vesk destroyer across the planet's surface. Two to three times a day now, the Shriek rains death over the valley."

D. RUINS OF THE AZURE SANCTUARY

The Azure Sanctuary is located within a valley of ruined stone structures, roughly 3 hours' ride in an overland vehicle from Voyedris. These decrepit buildings are now all that remains of the bustling pahtra city that stood for centuries until the brutal war of vesk conquest. The terrifying magnetic storm known as the Shriek is currently covering the area and has further demolished the ruins over the past weeks.

The PCs' coordinates point to a a vault flanked by broken pillars. Though the area conceals a trove of known artifacts, its true historical significance is lost to time. Only part of this structure still stands; the entryway (area **D1**) has a 15-foot-high ceiling and is dimly lit. The exterior stone walls are carved from marble. The entrance leads to a valley of debris and collapsed foundations.

D1. ENTRANCE

On the outskirts of the jungle stands a stone entranceway overgrown with moss. Stone-carved lizards encircle an empty socket in the gray stone. A constant low rumble emits from within, as slowly swinging pillars move over a floor inlaid with

WHERE IN THE UNIVERSE?

VESK-6
Diameter: ×1/2; **Mass:** ×1/12; **Gravity:** ×1/3
Atmosphere: Normal; **Day:** 54 hours; **Year:** 20 years

sapphire beetles. A pair of muddy boot prints leads into the ruins' entrance and down the corridor.

PCs who investigate the boot prints must succeed at a DC 20 Perception check (DC 23 for Levels 5–6) to notice they lead to a pillar, now removed from the structure and leaning against a wall in the middle of the corridor.

Hazard: Heavy pillars tethered to the ceiling by ropes swing through the corridor in a predictable cadence. PCs struck by a pillar take 6d6 bludgeoning damage (4d12+4 for Levels 5–6).

To figure out how to remove a swinging pillar, a PC must succeed at a DC 22 Engineering check (DC 25 for Levels 5–6). The correct method involves waiting for the pillar to reach its highest point, then holding it up against the wall so its anchoring mechanism unlatches. To physically achieve this, a PC must succeed at a DC 23 Athletics check (DC 26 for Levels 5–6) while another PC succeeds at an Engineering check of the same DC to disable the mechanism.

A PC can dodge the swinging pillars with a successful DC 25 Acrobatics check (DC 28 for Levels 5–6). Observant PCs who succeed at a DC 20 Perception check (DC 23 for Levels 5–6) notice that there's enough clearance under the pillars to crawl through the corridor safely.

D2. RUINED VALLEY

This once-pristine valley bears dreadful scars of its turbulent past. Trenches in the soil expose layers of bedrock, revealing preserved bones of giant fauna. Radioactive fluids collect in pools and emit toxic gas that clings to structures like mist. Only the rubble littering the ground hints at the ruins that once stood here. Parked between the massive rib bones of an ancient megalith is an abandoned military vehicle.

D. RUINS OF THE AZURE SANCTUARY

VESK MILITARY
VEHICLE

D2

SKELETAL UNDEAD
RISE

VESK SOLDIERS'
REMAINS

SWINGING PILLAR
CORRIDOR
D1

PCS ENTER AZURE
SANCTUARY RUINS HERE

DEBRIS FLIES FROM
THE SOUTH

STARFINDER FLIP-MAT:
DEAD WORLD

1 SQUARE = 5 FEET
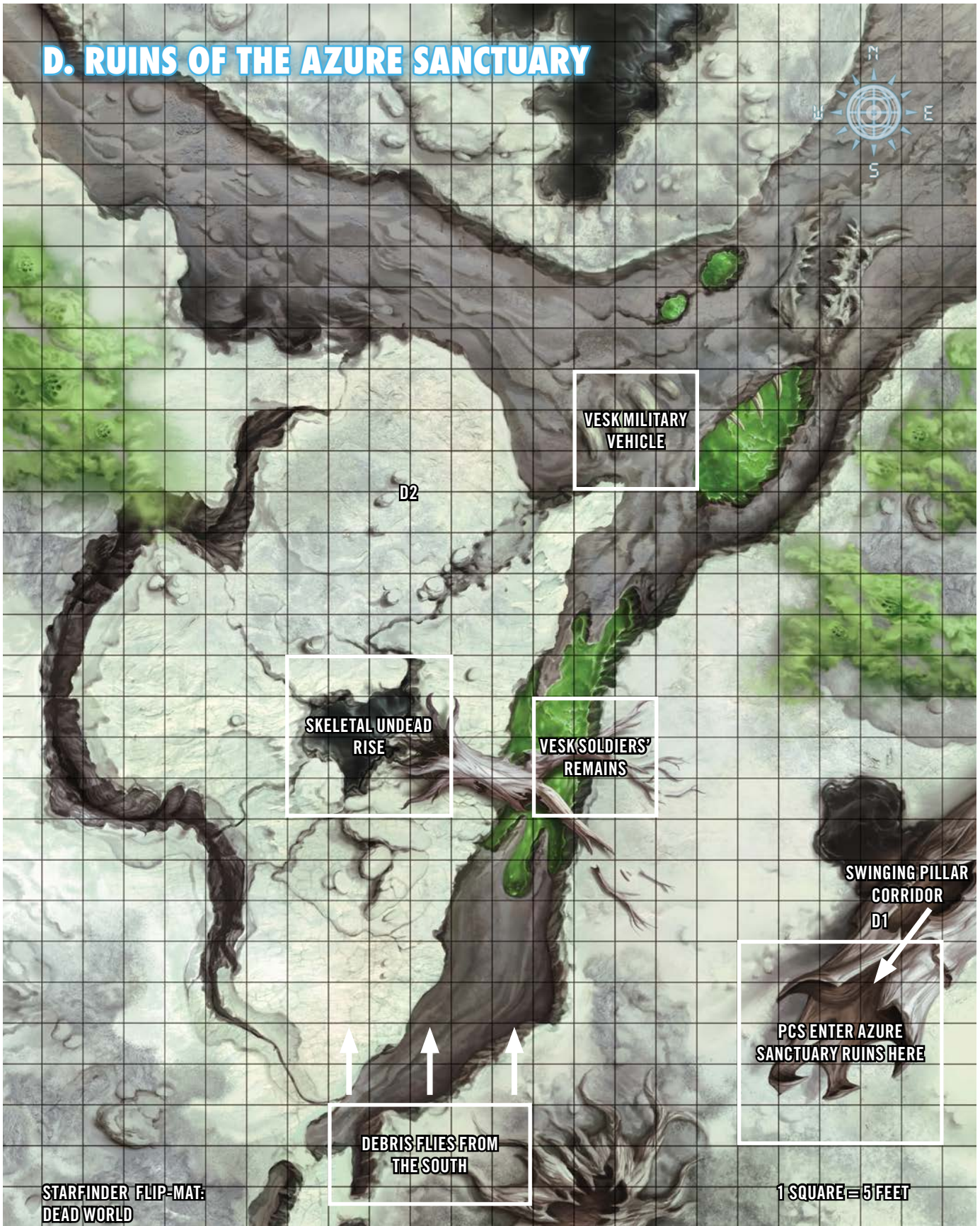
The rubble covering the ground mostly consists of splintered tree trunks, smashed pillars, and jagged chunks of ceramic. Judging by the state of the area, the destructive event that recently reduced the other ruins to debris likely didn't leave the stone pipe intact. As the PCs search the valley, they discover two vesk soldiers pinned beneath a fallen tree. Lifting the tree off the bodies requires a successful DC 21 Athletics check (DC 24 for Levels 5–6). A PC can instead use another piece of debris as a lever by succeeding at a DC 20 Engineering check (DC 23 for Levels 5–6). Though the unfortunate soldiers are deceased, one carries a hard case on his belt containing both the blue beetle and stone pipe artifacts.

Once the PCs recover the artifacts, the Shriek begins to hurl debris into the area. A PC must succeed at a DC 21 Perception or Survival check (DC 24 for Levels 5–6) to notice the storm with enough time to take cover in the trench.

Read or paraphrase the following.

Fresh debris covers the area, and new tears in the ground reveal a deeper layer of subsoil. Preserved bones and ancient weaponry jut from the ground, excavated by the powerful storm. A bony hand twitches and grasps the exposed root of an upturned tree. The skeleton of a long-dead vesk heaves itself upright and takes a shuddering step. More skeletons rise and shuffle forward in a twisted approximation of marching.

Creatures: The risen remains of ancient vesk and pahtra combatants erupt from the ground. In life they fought on opposing sides in a desperate battle for Pulonis, but in undeath they mindlessly attack any living creatures they notice.

Hazard: The Shriek flings debris into the area at the start of each round. PCs who identified the hazard have time to take cover in the deep trench at the center of the map, protecting them from flying objects. If caught in the open, a PC must succeed at a DC 15 Reflex save (DC 17 for Levels 5–6) each round to avoid getting hit. A PC who fails this save takes 1d6 bludgeoning damage and is knocked off-target.

LEVELS 3–4 (CR 6)

SKELETAL VESK (3)   CR 2
Page 21

SKELETAL PAHTRA   CR 2
Page 21

LEVELS 5–6 (CR 8)

SKELETAL VESK (3)   CR 4
Page 25

SKELETAL PAHTRA   CR 4
Page 25

CONCLUSION

Once they defeat the skeletons and the storm subsides, the PCs can return to Voyedris and deliver the artifacts. Reha listens intently to the PCs' account of their mission. She's disappointed to hear that most of the valley's ruins were destroyed by the Shriek but is grateful for the two artifacts the PCs recovered. She solemnly begins the process of notifying the soldiers' loved ones and recovering their remains. Later that evening, she gifts a bottle of fine wine to PCs who describe how they overcame the swinging pillars.

SKELETAL PAHTRA

APPENDIX 1: 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 5–6 PCs of 3rd level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

A. THE BEACH (LEVELS 3–4)

CORAL	CR 5

Young defrex

N Large animal

Init +2; **Senses** blindsense (scent) 30 ft., low-light vision; Perception +11

DEFENSE	HP 75

EAC 17; **KAC** 19

Fort +9; **Ref** +9; **Will** +4

Defensive Abilities bristle; **DR** 2/–

OFFENSE

Speed 50 ft.

Melee claw +14 (1d6+10 S)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str +5; **Dex** +2; **Con** +3; **Int** –4; **Wis** +0; **Cha** +0

Skills Athletics +11, Survival +16

SPECIAL ABILITIES

Bristle (Ex) As a move action, Coral can flare her spines. Until the start of Coral's next turn, any adjacent creature that attacks Coral takes 1d6+5 piercing damage. If Coral is flat-footed, the attacker can avoid this damage with a successful DC 13 Reflex save.

SCALING ENCOUNTER A

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

Reduce Coral's Hit Points to 55.

B. SEISMIC INSTABILITY (LEVELS 3–4)

SOLENOID WORMS (3) — CR 3

N Large aberration (earth)

Init +1; **Senses** sightless, blindsight (magnetism, vibration) 60 ft.; **Perception** +8

Aura magnetic field (30 ft., DC 12)

DEFENSE — **HP** 40

EAC 14; **KAC** 16

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

Immunities mind-affecting effects

OFFENSE

Speed 30 ft; burrow 30 ft.

Melee bite +12 (1d6+7 P)

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

Offensive Abilities electromagnetic disarm

STATISTICS

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

Skills Athletics +13, Stealth +8

Other Abilities mindless

SPECIAL ABILITIES

Magnetic Field (Ex) A solenoid worm is surrounded by a constant magnetic field that interferes with nearby technological equipment. Each time a creature within the field attacks with a technological weapon, it must succeed at a Strength check (DC 12) or take a –2 penalty to its attack.

Electromagnetic Disarm (Ex) Once every 1d4 rounds as a standard action, a solenoid worm can wrap its tail around a target and generate an electromagnetic field that temporarily disables a piece of the target's equipment. Choose a non-analog piece of equipment that the target is wielding and make an attack roll against the target's KAC. On a hit, the attack deals no damage but the item shorts and is offline for 1d4 rounds. Equipment with the analog special property cannot be affected by this ability.

SCALING ENCOUNTER B

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

Remove 1 solenoid worm from the encounter.

KATAALI LODERUNNER — CR 3

Female vesk solarian 3

LN Medium humanoid (vesk)

Init +2; **Senses** low-light vision; **Perception** +8

DEFENSE — **HP** 40 **RP** 4

EAC 15; **KAC** 17

Fort +5; **Ref** +3; **Will** +4

OFFENSE

Speed 30 ft.

Melee ember flame doshko +11 (1d8+8 F; critical wound)

Ranged azimuth laser pistol +8 (1d4+3; critical burn 1d4)

Offensive Abilities black hole (20 ft., pull 10 ft., DC 12), stellar rush, supernova (10-ft. radius, 4d6 F, DC 12)

STATISTICS

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

Skills Athletics +13, Intimidate +8, Mysticism +8, Sense Motive +8

Languages Vesk, Common

Other abilities armor savant, fearless, natural weapons, solar manifestation (solar armor), stellar alignment

Gear vesk brigandine I, azimuth laser pistol with standard battery (20 charges), ember flame doshko with standard battery (20 charges)

C. RETALIATION (LEVELS 3–4)

POUNCER   TIER 4

Norikama Reliant (*Near Space* 120)
Small light freighter
Speed 6; **Maneuverability** good (turn 1); **Drift** 2
AC 19; **TL** 19
HP 50; **DT** –; **CT** 10
Shields light 50 (forward 15, port 10, starboard 10, aft 15)
Attack (Forward) linked gyrolasers (2d8; 5 hexes)
Attack (Port) tactical nuclear missile launcher (5d8; 20 hexes)
Attack (Starboard) tactical nuclear missile launcher (5d8; 20 hexes)
Power Core Pulse Green (150 PCU); **Drift Engine** Signal Booster; **Systems** advanced long-range sensors, crew quarters (common), mk 3 duonode computer, mk 4 armor, mk 4 defenses; **Expansion Bays** cargo hold (3)
Modifiers +3 to any three checks per round, +4 Computers (sensors only), +2 Piloting; **Complement** 5

CREW

Captain Computers +10 (4 ranks), Engineering +10 (4 ranks), gunnery +9 (4th level), Intimidate +10 (4 ranks), Piloting +12 (4 ranks)
Engineer Engineering +15 (4 ranks)
Gunner gunnery +9 (4th level)
Pilot Piloting +12 (4 ranks)
Science Officer Computers +10 (4 ranks)

D2. RUINED VALLEY (LEVELS 3–4)

SKELETAL VESK (3)   CR 2

NE Medium undead
Senses darkvision 60 ft.; **Perception** +7

DEFENSE   **HP** 30

EAC 13; **KAC** 15
Fort +4; **Ref** +4; **Will** +3
Immunities cold, undead immunities

OFFENSE

Speed 30 ft.
Melee claw +10 (1d6+6 S)
Ranged hunting rifle +7 (1d8 P)

STATISTICS

Str +4; **Dex** +2; **Con** −; **Int** −; **Wis** +1; **Cha** −2
Skills Athletics +12
Other Abilities mindless, unliving
Gear hunting rifle with 20 longarm rounds

SKELETAL PAHTRA   CR 2

NE Medium undead
Senses darkvision 60 ft.; **Perception** +7

DEFENSE   **HP** 30

EAC 13; **KAC** 15
Fort +4; **Ref** +4; **Will** +3
Immunities cold, undead immunities

OFFENSE

Speed 30 ft.
Melee bite +7 (1d6+4 P)
Ranged bow +10 (1d6+2 P)

STATISTICS

Str +2; **Dex** +4; **Con** −; **Int** −; **Wis** +1; **Cha** −2
Skills Acrobatics +12
Other Abilities mindless, unliving
Gear bow with 20 arrows

SCALING ENCOUNTER D

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

Remove one skeletal vesk from the encounter.

APPENDIX 2: LEVEL 5–6 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 5–6 PCs of 5th level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

A. THE BEACH (LEVELS 5–6)

CORAL	CR 7

Defrex juvenile (*Alien Archive 3* 12)
N large animal
Init +2; **Senses** blindsense (scent) 30 ft., low-light vision;
   Perception +14

DEFENSE	HP 105

EAC 19; **KAC** 21
Fort +11; **Ref** +11; **Will** +6
Defensive Abilities bristle; DR 3/—

OFFENSE

Speed 50 ft.
Melee claw +17 (2d6+12 S)
Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str +5; **Dex** +2; **Con** +4; **Int** –4; **Wis** +0; **Cha** +0
Skills Athletics +14, Survival +19

SPECIAL ABILITIES

Bristle (Ex) As a move action, Coral can flare her spines. Until the start of Coral's next turn, any adjacent creature that attacks her takes 1d6+7 piercing damage. If Coral is flat-footed, the attacker can avoid this damage with a successful DC 15 Reflex save.

SCALING ENCOUNTER A

Make the following adjustments to accommodate a group of four PCs.
   Reduce Coral's Hit Points to 90.

B. SEISMIC INSTABILITY (LEVELS 5–6)

SOLENOID WORMS (6)   CR 3

N Large aberration (earth)
Init +1; **Senses** sightless, blindsight (magnetism, vibration) 60 ft.; **Perception** +8
Aura magnetic field (30 ft., DC 12)

DEFENSE   **HP** 40

EAC 14; **KAC** 16
Fort +7; **Ref** +7; **Will** +2
Immunities mind-affecting effects

OFFENSE

Speed 30 ft; burrow 30 ft.
Melee bite +12 (1d6+7 P)
Space 10 ft; **Reach** 10 ft.
Offensive Abilities electromagnetic disarm

STATISTICS

Str +4; **Dex** +1; **Con** +2; **Int** —; **Wis** +0; **Cha** +0
Skills Athletics +13, Stealth +8
Other Abilities mindless

SPECIAL ABILITIES

Magnetic Field (Ex) A solenoid worm is surrounded by a constant magnetic field that interferes with nearby technological equipment. Each time a creature within the field attacks with a technological weapon, it must succeed at a Strength check (DC 12) or take a –2 penalty to its attack.

Electromagnetic Disarm (Ex) Once every 1d4 rounds as a standard action, a solenoid worm can wrap its tail around a target and generate an electromagnetic field that temporarily disables a piece of the target's equipment. Choose a non-analog piece of equipment that the target is wielding and make an attack roll against the target's KAC. On a hit, the attack deals no damage but the item shorts and is offline for 1d4 rounds. Equipment with the analog special property cannot be affected by this ability.

SCALING ENCOUNTER B

Make the following adjustments to accommodate a group of four PCs.
    Remove 1 solenoid worm from the encounter.

KATAALI LODERUNNER   CR 5

Female vesk solarian 5
LN Medium humanoid (vesk)
Init +2; **Senses** low-light vision; **Perception** +11

DEFENSE   **HP** 70 **RP** 6

EAC 18; **KAC** 20
Fort +7; **Ref** +5; **Will** +6

OFFENSE

Speed 30 ft.
Melee red star plasma doshko +14 (1d10+10 E&F; critical severe wound)
Ranged wyrmling dragon pistol +11 (1d6+5; critical burn 1d6)
Offensive Abilities black hole (20 ft., pull 10 ft., DC 13), distant burst[COM], stellar rush, supernova (10-ft. radius, 6d6 F, DC 13)

STATISTICS

Str +5; **Dex** +3; **Con** +0; **Int** +0; **Wis** +0; **Cha** +2
Skills Athletics +16, Intimidate +11, Mysticism +11, Sense Motive +11
Languages Vesk, Common
Other abilities armor savant, fearless, natural weapons, solar manifestation (solar armor), stellar alignment
Gear estex suit II, red star plasma doshko with standard battery (20 charges), wyrmling dragon pistol[COM] with standard battery (20 charges)

C. RETALIATION (LEVELS 5–6)

POUNCER   TIER 6

Upgraded Norikama Reliant (*Near Space* 120)
Small light freighter
Speed 6; **Maneuverability** good (turn 1); **Drift** 2
AC 23; **TL** 20
HP 50; **DT** –; **CT** 10
Shields light 70 (forward 20, port 15, starboard 15, aft 20)
Attack (Forward) linked flak throwers (6d4; 5 hexes)
Attack (Port) tactical nuclear missile launcher (5d8; 20 hexes)
Attack (Starboard) tactical nuclear missile launcher (5d8; 20 hexes)
Power Core Pulse Red (175 PCU); **Drift Engine** Signal Booster; **Systems** advanced long-range sensors, crew quarters (common), mk 3 duonode computer, mk 6 armor, mk 4 defenses; **Expansion Bays** cargo hold (3)
Modifiers +3 to any two checks per round, +4 Computers (sensors only); **Complement** 5

CREW

Captain Computers +13 (6 ranks), Engineering +13 (6 ranks), gunnery +11 (6th level), Intimidate +13 (6 ranks), Piloting +13 (6 ranks)
Engineer Engineering +13 (6 ranks)
Gunner gunnery +11 (6th level)
Pilot Piloting +18 (6 ranks)
Science Officer Computers +13 (6 ranks)

D2. RUINED VALLEY (LEVELS 5–6)

SKELETAL VESK (3)   CR 4

NE Medium undead
Senses darkvision 60 ft.; **Perception** +10

DEFENSE   **HP** 55

EAC 16; **KAC** 18
Fort +6; **Ref** +6; **Will** +5
Immunities cold, undead immunities

OFFENSE

Speed 30 ft.
Melee claw +12 (1d6+9 S)
Ranged hunting rifle +9 (1d8 P)

STATISTICS

Str +5; **Dex** +3; **Con** –; **Int** –; **Wis** +1; **Cha** –2
Skills Athletics +15
Other Abilities mindless, unliving
Gear hunting rifle with 20 longarm rounds

SKELETAL PAHTRA   CR 4

NE Medium Undead
Senses darkvision 60 ft.; **Perception** +10

DEFENSE   **HP** 55

EAC 16; **KAC** 18
Fort +6; **Ref** +6; **Will** +5
Immunities cold, undead immunities

OFFENSE

Speed 30 ft.
Melee bite +9 (1d6+5 P)
Ranged bow +12 (1d6+4 P)

STATISTICS

Str +3; **Dex** +5; **Con** –; **Int** –; **Wis** +1; **Cha** –2
Skills Acrobatics +15
Other Abilities mindless, unliving
Gear bow with 20 arrows

SCALING ENCOUNTER D

Make the following adjustments to accommodate a group of four PCs.
  Remove one skeletal vesk from the encounter.

APPENDIX 3: GAME AIDS

JEL SQIDTICH

ELGR

SOLENOID WORM

SKELETAL PAHTRA

APPENDIX 3: GAME AIDS

TASSADA KOR

HANDOUT #1: SUNKEN SURVEY

"As a result of recent improvements to our relationship with Veskarium leadership, the Council of Despots has afforded us the privilege of surveying previously restricted locations for our mutual benefit. One such location includes the famous submerged ruins of Trafodi on Vesk-2. Take the attached clearance forms and report to the Antiquities and Histories offices of Command 2. From there, an archaeological expert will escort you on a sanctioned tour of some of the ruins. This is a straightforward trip, but please ensure that you keep your heads about you and do your best to foster a diplomatic dialogue."

   -Venture-Captain Naiaj

HANDOUT #2: QUAKES

"Rumor has it that Vesk-4's Lodelands are as rich in archaeological treasures as they are in unrefined solarian crystals. I'm attaching you to a mining expedition looking for a suitable place to start a new crystal mine. The scouting crew has to scan any promising site for significant historical structures before they can dig—and this mistrustful crew apparently needs a neutral eye examining the results of these scans. Meet with the expedition leader, Kataali, and learn how to use the equipment. Report accurately the results of the scan while keeping yourselves and the equipment safe. Keep your guard up; it's hard to know what to expect on that pitiless planet."

   -Venture-Captain Naiaj

HANDOUT #3: EXOSPHERE

"You are authorized to pilot a Society vessel to Vesk-5. To be frank, this mission is straightforward to the point of mundanity, but the scenic views of the gas giant are a point of interest—and this trip is hopefully the first of many. You'll be surveying Vesk-5's upper atmosphere and taking readings with specialized equipment. Everything's automated, so the mission is relatively foolproof, but be wary of massive electrical storms in the area. Expect a pit stop at Spaceport 5.1 to collect necessary documentation and perform calibrations before taking your ship into the atmosphere. Pay attention to weather reports before you disembark. Ships are replaceable, but you aren't."

   -Venture-Captain Naiaj

HANDOUT #4: SANCTUARY

"The Voyedris Cultural Alliance on Vesk-6 has requested a crew to retrieve artifacts from a valley of ancient pahtra ruins. Normally, Veskarium contractors handle these tasks, but I'm told their last patrol went missing somewhere south of the valley. As you are surely aware, Vesk-6 is incredibly dangerous. Giant plants and animals are common, and an electromagnetic storm aptly called the Shriek rains down hell over parts of the planet. There's no telling what you might encounter out there, so prepare for the worst. Our contact, Reha Nacar, can hopefully explain everything once you arrive. Now, get out there and make the Society proud."
-Venture-Captain Naiaj

ORGANIZED PLAY

REWARDS TABLE

Quests Completed	Level 3–4 Reward	Out of Level Reward	Level 5–6 Reward
1	292 credits	554 credits	817 credits
2	584 credits	1,109 credits	1,634 credits
3	876 credits	1,663 credits	2,451 credits
4	1,168 credits	2,218 credits	3,268 credits

REWARD CONDITIONS

Variable Rewards: The credits, XP, Fame, and Reputation you earn on this Chronicle Sheet are based on your level and how many quests you complete. Until you play an adventure other than *Starfinder Society Scenario #3–11: Into the Veskarium*, you can continue to play the other quests and earn greater rewards—even over multiple sessions. Each additional quest beyond the first increases your total reward as listed above. Before beginning an adventure that is not part of *Into the Veskarium*, calculate your rewards for this Chronicle Sheet based on the table above and have your GM provide you with an update to your Chronicle with the final value.

In addition, you gain 1 XP for completing at least 2 quests. You gain 1 Fame and 1 Reputation once you have completed 2 quests. This increases to 2 Fame and 2 Reputation when you complete all 4 quests.

Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-7	GM Name:	GM Faction:
Adventure #:		Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)	□ A □ B □ C □ D		Fame Earned:
Bonus Faction Goal Achieved:	□ Yes □ No □ N/A	Scenario-based Infamy earned? □ Yes □ No □ N/A	

Faction:		
Character Name:	□ Acquisitives □ Dataphiles □ Exo-Guardians □ Wayfinders	□ Dead
Org Play #: -7	Level	□ Second Seekers ( ) □	□ Infamy

Faction:		
Character Name:	□ Acquisitives □ Dataphiles □ Exo-Guardians □ Wayfinders	□ Dead
Org Play #: -7	Level	□ Second Seekers ( ) □	□ Infamy

Faction:		
Character Name:	□ Acquisitives □ Dataphiles □ Exo-Guardians □ Wayfinders	□ Dead
Org Play #: -7	Level	□ Second Seekers ( ) □	□ Infamy

Faction:		
Character Name:	□ Acquisitives □ Dataphiles □ Exo-Guardians □ Wayfinders	□ Dead
Org Play #: -7	Level	□ Second Seekers ( ) □	□ Infamy

Faction:		
Character Name:	□ Acquisitives □ Dataphiles □ Exo-Guardians □ Wayfinders	□ Dead
Org Play #: -7	Level	□ Second Seekers ( ) □	□ Infamy

Faction:		
Character Name:	□ Acquisitives □ Dataphiles □ Exo-Guardians □ Wayfinders	□ Dead
Org Play #: -7	Level	□ Second Seekers ( ) □	□ Infamy

A.K.A.

| Player Name | Character Name | Organized Play # - Character # | Faction |

Adventure Summary

QUESTS COMPLETED

- ☐ Sunken Survey
- ☐ Quakes
- ☐ Exosphere
- ☐ Sanctuary

As part of the Starfinder team invited to explore previously prohibited locations within the Veskarium, you completed four separate missions at the request of Venture-Captain Naiaj.

☐ You traveled to Vesk-2 to survey a submerged site on Trafodi and recovered a lost defrex for an ijtikri rancher on the way.

☐ On Vesk-4, you helped a mining team scan for talphi ruins, then defended the miners and their equipment from rampaging solenoid worms.

☐ You journeyed to gas giant Vesk-5 to take readings of the planet's turbulent upper atmosphere. During a pit stop for repairs on Spaceport 5.1, a vesk brigadier recruited you to chase down pahtra weapons smugglers in your starship.

☐ You wrapped up your tour of the Veskarium by visiting Vesk-6 to retrieve historical artifacts from a ruined temple. You braved a fierce electromagnetic storm and battled risen undead from the planet's annexation war to complete your mission.

All Levels	Levels 5–6
blaze flame doshko (8,500; item level 8; *Core Rulebook* 183)	drake dragon pistol (17,000; item level 10; *Armory* 37)
mature defrex hide (9,000; item level 8; *Alien Archive 3* 13)	vesk brigandine IV (23,500; item level 11; *Armory* 71)
vesk brigandine III (8,800; item level 8; *Armory* 71)	
wyrmling dragon pistol (2,650; item level 5; *Armory* 37)	

Reputation

Faction _____ Reputation _____ Faction _____ Reputation _____

Faction _____ Reputation _____ Infamy _____

MAX CREDITS

LEVELS	☐ Normal Max Credits
3–4	1,168

LEVELS	☐ Normal
Out of Level	2,218

LEVELS	☐ Normal
5–6	3,268

LEVELS	☐ Normal
–	–

EXPERIENCE

Starting XP

+ _____ GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

FAME

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