

STARFINDER SOCIETY



YEAR OF EXPLORATION'S EDGE

SCENARIO #3-04

LEVELS 5-8

THE VAST EXPERIMENT: FALLING INTO DELIVERANCE

BY JOHN COMPTON



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HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 5–8



PLAYERS: 3–6



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GM RESOURCES

Campaign Home Page: starfindersociety.club

Books: *Starfinder Core Rulebook*, *Starfinder Alien Archive* (AA), *Starfinder Armory* (AR)

Maps: *Starfinder Flip-Tiles: Space Station Starter Set*

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 *Starfinder Society Guide*.



FACTION (DATAPHILES)



FACTION (WAYFINDERS)

SUMMARY

The PCs travel to a distant gas giant planet to perform a supply run to a nearby science station and return a leading scientist to the Pact Worlds. However, they find the science station heavily damaged by an immense beast. Unable to safely dock, the PCs dive from their starship in a jetpack-assisted descent, dodging hazards along the way. They then explore the station and in the process, clash with the giant beast's brood, disarm booby traps laid by the surviving scientists, subdue a gaseous ooze creature that's escaped its confinement, repair key station functions, and rescue the handful of survivors—all while staying quiet to avoid attracting the lurking beast's attention and continued harassment. To escape, the PCs use their jetpacks and a propelled space platform to return to the starship. However, the great beast is in hot pursuit, and the PCs have to keep it and its brood occupied long enough to make the getaway!

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The ambitious kasatha Ehu Hadif became the Starfinder Society's newest First Seeker with the goal of furthering the Society's endeavors in exploration, though he quickly learned that the Society's fleet was battered from years of conflict and better equipped to fire missiles than blast off to explore the unknown. With several key destinations in mind, Ehu Hadif sought a new starship design suited to long-range travel and withstanding hazardous environments. With the help of several colleagues, he began soliciting major manufacturers to help build the prototype, yet no sooner had he begun reaching out, than he received an offer from Resurgent Technologies, a cutting-edge Aballonian corporation. Not only is the company excited by the challenge and dedicated to peaceful exploration, but its leaders hope to mend bridges with the Society after the damage dealt by one of the corporation's subsidiaries several years prior. Work has continued apace for several months, yet the demanding designs require specialized expertise: the wrikreechee physicist Dr. Tsi Tsorsk, who is currently stationed in the upper atmosphere of Wehemothal, a distant gas giant planet.

Communications with that science station, Indigo Deep, have always been unreliable, so when the station didn't respond to the recall order for Dr. Tsorsk, Resurgent Technologies requested that the Society fetch her directly. The trip's an opportunity to resupply the station as well as an opportunity to build stronger connections between the two organizations' staff, plus the Wayfinders faction leader Fitch sees this as an excellent opportunity to tag along and study a strange planet directly after spending several years stuck repairing starships.

However, Indigo Deep isn't just incommunicado due to local weather interference; the space station's probes and studies of Wehemothal's deeper layers accidentally drew the attention of a powerful leviathan creature unknown to modern science. The beast collided with the station, and upon being shot at by the station's defenses, it bit off part of the station, laid a host of its brood on board, and then dove back into the inner reaches of Wehemothal's atmosphere. In the month since, most of the scientists have been killed, and the remainder have sealed themselves in one wing, hoping to repair the communications array and call for help.

WHERE IN THE UNIVERSE?

The adventure takes place in the upper atmosphere of Wehemothal, a unique gas giant in the Vast. A variety of scientific and magical factors cause the planet to project energy fields that have intrigued researchers since its discovery in 291 AG. The sole sapient inhabitants are several dozen scientists aboard Indigo Deep, a space station that orbits in the upper atmosphere, and the planet is home to numerous, fairly harmless life-forms like cloud rays.

Diameter ×10; **Mass** ×135; **Gravity** ×1-1/2 (at the "surface")

Atmosphere Special

Day 4 days; **Year** 53 years

Special Feature: Wehemothal projects background magical energy that empowers spellcasting. When casting a spell, a creature can spend 1 Resolve Point and attempt a Mysticism check (DC = 15 + twice the spell's level). If they succeed, the creature can choose one of the following when casting the spell: increase the spell's duration by 50%, increase the damage dealt by 1 point per die, increase the initial save DC by 2, or gains a +2 bonus to the spell's attack rolls.

GETTING STARTED

The PCs begin the adventure on Absalom Station, where they meet with several high-ranking Starfinders in a Lorespire Complex conference room. First Seeker **Ehu Hadif** (LG male kasatha solarian), a confident kasatha, stands immediately and greets the PCs with a wave as they arrive. **Celita** (LN female android mechanic), the head of the Dataphiles faction, is engrossed in some digital project using augmented reality glasses and gloves. Standing in one of the chairs and leaning against the table to Ehu Hadif's other side stands **Fitch** (CN female ysoki technomancer) who seems to have been speaking to the kasatha cordially. With the PCs' arrival, she smiles, sits, and

spins the chair a few times while boosting it higher so that she's sitting at a similar height to the others. Celita multitasks while listening attentively.

Ehu Hadif compliments one or more of the PCs on one of their recent adventures, ensures that everyone has access to basic refreshments, and then directs the conversation to a new initiative.

First Seeker Ehu Hadif spreads his hands, as if beginning a traditional kasathan tale. "On my initial day as First Seeker, I began reviewing the Starfinders' fleet. It is powerful: the stolid Drake, the swift Pegasus, the indomitable Master of Stars." Fitch beams at the last starship's mention. "Powerful, yet the Starfinder Society is not about military force, but exploration! While our starships serve this role adequately, we need new generation of spacecraft able to reach any corner of the Vast—and beyond. Celita, Fitch, and I sent out quiet feelers to identify a manufacturing partner to develop a prototype. To our surprise, an exemplary candidate contacted us: Resurgent Technologies, an Aballonian corporation that masterfully blends magic and technology.

"We're making excellent progress already, though we've hit a snag. The instrumentation is exceptionally delicate and requires novel calibration for our needs. That's stymied the current crew, and they need the inventor of those components to join the team. Doctor Tsi Tsorsk is a decorated physicist on Resurgent Technologies' payroll, and she's currently stationed on a science station within Wehemothal, a gas giant planet in the Vast.

"There's a complication, of course: the corporation's orders for Dr. Tsorsk to join us have gone unanswered. The station's always experienced communications difficulties, requiring a series of repeater satellites nearby to boost and receive signals, so this isn't unexpected; even so, Resurgent Technologies wants help getting to the bottom of the blackout. In addition, Dr. Tsorsk needs an escort back to Aballon to contribute to our new joint project, and the station's due for a supply run. Wehemothal's a strange planet, too, so this could be an ideal opportunity to study it and any of the science station's notes the staff's willing to share."

Celita chimes in, "And that's data I'd be excited to review, which is why I'll be coming with you." Fitch nonchalantly flicks a document on her datapad toward Celita, where it displays on the android's glasses. Celita reads for a moment before tearing off her glasses and glowered at the ysoki, who reclines confidently in her chair.

Directing a pair of mollifying hands toward Celita, Ehu Hadif interjects. "After more than a year spent repairing the Master of Stars, Fitch accumulated quite a bit of time off, and I've already approved her request. Anyway, Celita, I need your expertise here for now. Let's review this mission: travel with Fitch to Wehemothal, help resolve their communications problems, drop off the station's supplies, perform some studies of the planet while you're there, make a good impression with the research team, and bring back Doctor Tsi Tsorsk. Any questions?"

The assembled leaders help answer what questions they can, after which the First Seeker adjourns the meeting and asks the PCs to set out by the morning.

What is Wehemothal? or What data do you want from the station? Celita notes, "Wehemothal has an extraordinarily diverse gas composition that creates powerful magical and cosmic fields—fields that physicists have created on a small scale in labs, but Wehemothal is a huge version of those phenomena. The research is still largely theoretical, but it could be a step toward completely new hybrid technologies. That research team's only published a few findings, which suggests they're sitting on far more data that they're holding back. As for your own safety, the station and your environmental protections should shield you from anything harmful so long as you don't fall into the core."

What do we know of Dr. Tsorsk? Ehu Hadif projects a series of scientific journal articles on the wall. "Dr. Tsi Tsorsk is a prolific wrikreechee physicist who's published extensively in the fields of astrogation and force field generation. Her education and early career work were both on Aballon, and she's been leading her own research teams funded by Resurgent Technologies for the past four years. It's her work that paved the way for the new propulsion system we're using. Beyond that, I'm told she's a fan of non-violent sports, kelp snacks, and speculative fiction."

What supplies are we delivering? Fitch pulls up a digital list and passes it around. "We're bringing some food and water, medicinals, laboratory supplies, spare parts for their communications relays, replacement jetpacks for space walks, and the like. They have a shuttle on site, which will ferry the supplies from our holds to their small landing pad." She provides the PCs **Handout #1**.

Do you think the science station's in distress? Ehu Hadif firmly replies, "In our business, that's always a possibility. This should be a cordial shuttle run with some science and repair work on the side, yet if there's serious trouble, I trust you and Fitch will lend what aid you can."

After the briefing, the PCs should slot their boons. Because this mission is of special interest to the Dataphiles and Wayfinders factions, slotting the champion boon for either faction is especially appropriate.

CULTURE (RECALL KNOWLEDGE) OR LIFE SCIENCE (RECALL KNOWLEDGE)

Based on the result of a Culture or Life Sciences check, the PCs might know more about wrikreechees and their home planet, Akchios. They learn all of the information whose DC is equal to or less than the result of their check.

10+: Wrikreechees are mollusk-like humanoids that evolved on the planet Akchios. They are relatively new to the galactic stage, with explorers making first contact about 50 years ago. Despite their basic technology, wrikreechees have exceptional scientific aptitude that's helped them thrive in Pact Worlds society.

15+: Akchios has an eccentric orbit, and when its oceans freeze over, wrikreechees retreat into underwater caves and shed their shells to conserve energy. During warmer periods, wrikreechees grow sturdy shells that allow them to move freely. Most wrikreechees wear suits to regulate their temperature and take hormones (such as Sywrikinate) that maintain their shells perpetually.

20+: Wrikreechees struggle to project their voices in air, and they typically wear technology that helps them vocalize. They're gregarious, instinctively preferring crowds and tight quarters.

CULTURE (RECALL KNOWLEDGE) OR PROFESSION (LAB TECHNICIAN)

Based on the result of a Culture or Life Sciences check, the PCs might know more about Resurgent Technologies. They learn all of the information whose DC is equal to or less than the result of their check.

10+: Positively ancient, Resurgent Technologies is an Aballon-based corporation that apparently predates the Gap. It focuses on technologies that blend magic and technology.

15+: Much as with many Aballonian operations, Resurgent Technologies primarily employs technological beings. These range from the wholly robotic anacites (*Starfinder Alien Archive* 10) native to the planet and SROs (sentient robotic organisms; *Starfinder Pact Worlds* 213) to a large population of androids.

20+: A being known only as the Last One took over the corporation long ago, having dissolved its ruling council shortly after the Gap. Apparently, something of a benign tyrant, the Last One has quietly kept Resurgent Technologies profitable and at the forefront of techno-magical innovation.

TO WEHEMOTHAL

Once the PCs finish any last-minute purchases, they can board a modified Pegasus-class starship that Fitch has outfitted for the trip. Fitch is on the bridge performing pre-flight checks while reflexively minding three of her grandchildren that are accompanying her for the trip. Fitch waves off any concerns about bringing several adolescents along for the ride, not only insisting that this experience would be good for them and that they'll stay out of the way, but also admitting that she promised them a vacation more than a year ago, and this is her first opportunity to do so after spending so much time working on the *Master of Stars*. Given the routine nature of this trip, this is an ideal, safe opportunity for them to spend quality time together and learn skills from professionals.

Even with this starship's faster Drift engine, the voyage still takes over a week, providing the PCs plenty of time to get to know Fitch's grandchildren (see sidebar). In addition to this being a great opportunity for levity and roleplay, each PC can also focus their attention on one of the grandchildren; Fitch is happy to chat, but she redirects any PC intent on impressing her toward the younger generation. Play out some short scenes with the adolescents, after which each PC can attempt a DC 15 skill check (DC 18 for Levels 7-8) to impress their respective new friends.

FITCH'S GRANDCHILDREN

Fitch has dozens of children and grandchildren whom she loves dearly, and three of them accompany her on this mission.

Kiha (female, 7 years): Kiha is the eldest, equivalent to a teenager by ysoki standards. When with her younger sister and cousin, she adopts an eldest sibling seriousness. When away from them, though, her posturing fades; she tirelessly tinkers with programming and science homework, and she appreciates mentorship from academic professionals.

Reepu (female, 3 years): Although less physically rambunctious than Zivv, Reepu is a budding diva who loves everything that sparkles, whirs, or explodes. She's endlessly curious about the starship and tries to goad the PCs into showing her dangerous maneuvers or firing lasers at nearby debris, all while she makes explosion sounds. She also loves playing games like dress-up and hide-and-seek, and because she's a finicky eater, little earns her adoration more than someone who can prepare food just how she likes it.

Zivv (male, 4 years): Zivv is a boundless font of energy who delights in bouncing off the walls and pretending to be a starfighter plane for hours on end. One of the few ways to keep him still is clever storytelling, as he's utterly fixated by stories of adventure, ugly aliens, and childish rude humor.

Kiha: Computers, Engineering, Life Science, Physical Science, or any science- or education-oriented Profession skill (e.g. lab technician or professor) checks can impress Kiha.

Reepu: Disguise, Piloting, Profession (cook), Sleight of Hand, or Stealth checks can impress Reepu.

Zivv: Acrobatics, Athletics, Bluff, Culture, or any movement- or storytelling-oriented Profession skill (e.g. actor, comedian, dancer, or orator) checks can impress Zivv.

Development: Each of the grandchildren can provide a minor benefit to the PCs later in the adventure if the PCs manage to impress them. Kiha periodically communicates with the PCs as they're working on technological challenges, and the first time a PC fails a Computers or Engineering check called for by the adventure by 4 or less, Kiha points out a clever solution that turns the failure into a success. Reepu helps operate the Pegasus's weapons during the final ascent (page 17), slowing down the Wehemothal beast. Although Zivv doesn't directly help during the adventure, keeping up with the energetic youngster means that each PC who impressed him is well exercised and ready for action; each such PC can reroll one failed saving throw or Acrobatics, Athletics, Piloting, or Stealth check during the descent encounter (page 7).

OVER WEHEMOTHAL

Fitch calls the PCs to the bridge as she gets ready to take the starship out of the Drift. Wehemothal is a beautiful planet with swirls of orange, cerulean, and purple clouds. Fitch coordinates the PCs' scanning the planet, pulling the relay satellite's data, and initiating contact with Deep Indigo. For each task, have a different PC attempt one of the DC 15 skill checks below (DC 18 for Levels 7-8); a PC can perform multiple actions or ask Fitch for help, but the delay makes Fitch anxious. These checks are primarily to provide the players more agency in assessing the situation and ownership in devising a solution. If the PCs struggle to ascertain the information for one or more leads, Fitch steps in to assist.

Scanning the Planet (Mysticism or Physical Science): As advertised, Wehemothal projects numerous powerful energies, including electromagnetic and magical fields. The latter are intangible magical pulses that trigger bursts of static but don't seem to represent any overt threat, though a spellcaster could draw upon that energy (see the sidebar on page 3). The scanners can sense five different technological probes in the planet's middle and lower atmosphere, three of which are still online and sending meteorological data. Logs suggest that Indigo Deep has experienced fairly typical weather for the past month, though the lower atmosphere experienced severe turbulence about 20 days ago. Scanning also conveys the special spellcasting option provided by Wehemothal (see sidebar on page 3).

Securing Satellite Data (Computers, Culture, or Sense Motive): The communications satellite in orbit is in good working order. Using passcodes provided by Resurgent Technologies, the PC can analyze the logs, finding that Indigo Deep attempts to send updates to the home offices about once a week, though thanks to planetary interference, about half of these reach the satellite in a corrupted format. The station's shuttle periodically travels to the satellite to try rebroadcasting the messages. The satellite successfully received the request for Dr. Tsorsk's return, though the data logs notes the message failed to reach the station. The last update was 20 days ago, and the last outgoing message was a short, corrupted broadcast 18 days ago. That last message was flagged as a distress call.

Contacting the Station (Computers, Engineering, or Perception): The PC receives no verbal response from Indigo Deep, though the station does provide an automated series of diagnostics that the PC can supplement with information from the starship's scanners. The data shows Indigo Deep has sustained considerable exterior damage, most notably its communications antenna, its landing pad (which is shorn off, with no sign of the station's shuttle), and several large dents to the hull. Life-support systems are running at minimal capacity, half of the anti-debris lasers are offline, the space platform (a thruster-propelled platform for moving larger loads) is damaged, and the station has 19 discrete life signatures.

Development: Once the PCs have performed all three diagnostics, Fitch asks them about their conclusions and plans, reserving her own hypothesis—heavy debris collided with the station, disabling various functions, destroying the shuttle, and killing several staff—

until the PCs have spoken. She doesn't make the connection that the SRO and anacite employees shouldn't detect as life signs, suggesting something else is on board, but she lauds any PC who does, urging caution about who those life signs might represent. Ideally, the PCs propose descending to investigate, identifying the jetpacks as a good tool. Fitch chimes in with her own assessment; read or paraphrase the following.

"Indigo Deep's in bad shape, no doubt. Even if the landing pad were there, the Pegasus is too large to dock with the station, and just drawing too close could disrupt the station's orbit. We need a team on the ground—not just to figure out what's going on and reestablish communications, but also to assist any survivors. I'll mind the starship and use this time to reconfigure our own sensors to help provide you as much intelligence as I can. As for you, well, you kids ever gone skydiving?"

Fitch helps outfit the PCs' armor with jetpacks (*Starfinder Core Rulebook* page 205), which each require an armor upgrade slot and do not function with powered armor. If a PC lacks suitable armor, Fitch can rummage around and find them basic lashunta tempweave from the ship's stores. She doesn't currently have a way to transport especially bulky powered armor to the station, though she's willing to prioritize rigging a controlled cargo drop to transport powered armor, drones, or similar devices so long as the PCs start the rescue in the meantime. After the PCs have explored at least three named areas, the cargo drop approaches, and they can easily snag the parcel and pull it on board the station.

Indigo Deep is a roughly half-dome shape with several additional projections and instrumentation. Using the images provided by the starship's sensors, Fitch points out that there are two main target areas where the PCs should be able to enter: the main airlock near where the landing pad once projected, and an auxiliary airlock about 90 degrees clockwise from there. As best she can speculate, the main airlock should be an easier target to reach while diving, but the area sustained more damage and might require some brute force to open. The auxiliary airlock seems undamaged, though it's a smaller landing area and might be locked. She leaves the choice up to the PCs as to which target to aim for, though she recommends not splitting the group. It's necessary to dive, using the jetpacks sparingly so as to preserve their charge for the return ascent.

Fitch can pull up a basic floor plan of Indigo Deep, supplemented by some of her scans. Provide the PCs **Handout #2**, a minimally labeled map of the station.

THE DIVE

As promised, Fitch brings the starship as close as she can to Indigo Deep, hovering to a stop about a mile above the station. Once there, she provides some last words of encouragement and instructions to stick together (along with her grandchildren's well-wishes) before ushering the PCs toward a cargo door that she opens from the bridge. Wispy orange and blue gases seep into the cargo bay, and the faint station silhouette below gives the PCs a visual target.

The dive is a short encounter composed of sequential challenges, with each challenge requiring one or more skill checks as the PCs stay on target and avoid hazards. Some challenges require a one check, in which case one PC makes the check, which earns a success or failure for everyone in the group; if multiple PCs want to attempt the check, each other PC must decide which of their companions to follow, and their success or failure is tied to that PC's result. Other challenges require a check for each PC, with each PC's success or failure impacting their own fate. At the end of the encounter, the number of successes each PC earned determines how much damage they take from the descent. Due to the planet's thicker atmosphere, the dive lasts about 1 minute.

A PC who successfully impressed Zivv earlier can reroll one failed Fortitude save or Acrobatics, Athletics, Piloting, or Stealth check during this encounter and use the second result. A PC can also fire up her jetpack and expend 1d6 charges before attempting an Acrobatics check, Athletics check, Piloting check, or saving throw in order to gain a +2 circumstance bonus to their result. A character who can naturally fly or control her descent (such as with the glider racial ability) gains this +2 circumstance bonus without expending any charges.

Scaling: The DCs listed are for Levels 5–6. Increase the skill check DCs by 3 and the saving throw DCs by 2 for Levels 7–8. For a group of 4 PCs, reduce the DCs of challenges that require a single PC's skill check by 2.

IDENTIFY THE PATH (ONE CHECK)

Although they appear lazy and calm, Wehemothal's clouds travel at great speeds, forming tumultuous eddies and zones of relative calm. A PC must identify an ideal route and time the descent for the group.

Check: DC 19 Physical Science, DC 19 Survival, or DC 22 Perception

DODGE DEBRIS (ALL PCS)

The chilly atmosphere freezes water and many other liquids, creating hail and even larger bergs that the winds whip about at extreme speeds. The PCs need to move quickly to evade a cluster of this debris.

Check: DC 19 Acrobatics, DC 19 Piloting, DC 16 Reflex

Special: A PC who has cold resistance gains a circumstance bonus to this check equal to their resistance total divided by 5 (rounded down), plus 1 (e.g. +3 for cold resistance 10).

CURIOUS CLOUD RAYS (ALL PCS)

Cloud rays, immense ray-like creatures, are a common sight on gas giants, and although they're rarely aggressive, they startle easily and are large enough to cause substantial damage. The PCs need to adjust their descent to avoid spooking the creatures.

Check: DC 19 Life Science, DC 19 Stealth

Special: A PC who can communicate with animals can use Diplomacy, Intimidate, or Survival in place of the above skills.

RESIST THE G-FORCES (ALL PCS)

As the PCs reach terminal velocity, the descent strains their bodies, slowing their reactions and blurring their perception. The PCs must resist the strain to stay on target.

Check: DC 19 Athletics or DC 16 Fortitude

BYPASS THE LASERS (ONE CHECK)

Indigo Deep has small laser batteries designed to vaporize small debris before it can impact the station. As the PCs approach, their comm units light up with alerts about impending vaporization—a courtesy message broadcast by the batteries to ensure they don't fire on sentient creatures. Falling at this speed, though, the PCs only have a few precious seconds to provide a confirmation and override the lasers!

Check: DC 19 Computers, DC 19 Sleight of Hand

Special: If the PC fails, the lasers attack each PC with a +13 bonus to hit against EAC, dealing 6d6 fire damage (+15 to hit and dealing 4d12 damage for Levels 7–8).

STICK THE LANDING (ALL PCS)

As the PCs approach their target, they need to fire their jetpack thrusters to slow their descent and land safely.

Check: DC 18 Acrobatics, DC 18 Piloting, DC 14 Reflex

Special: If the PC aimed for the auxiliary airlock, increase the DCs by 2.

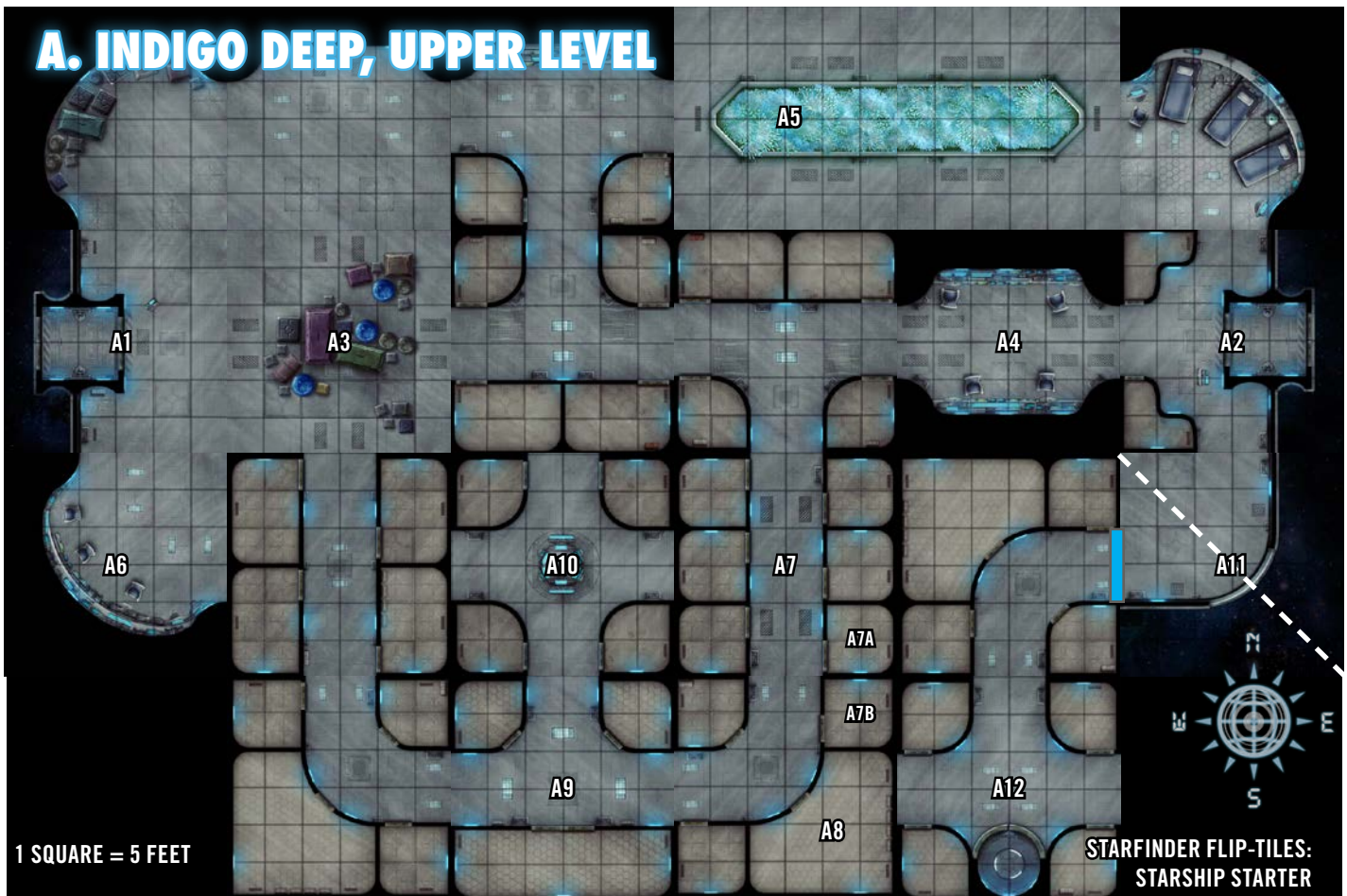
Development: How safely each PCs arrives depends on how many successes they earned during the descent. For each of the six checks the PC failed, they take 2d6 damage (maximum 12d6) (3d6 for Levels 7–8 [maximum 18d6]). If a PC fails 5 or 6 checks, they also miss the airlock and hurtle toward the planet's core. So long as that PC is still conscious, they can expend 10 charges of their jetpack to return to the airlock. If the PC is unconscious, another PC can expend 1d10+10 charges of their jetpack to swoop down and rescue the falling PC.

A. INDIGO DEEP, UPPER LEVEL

Most of the station's living space and work areas are on two upper levels, with several storage and maintenance areas in the lower reaches; most of the adventure takes place in these upper floors. The station's walls and doors are standard starship construction, with steel doors (hardness 20, HP 60, break DC 28) and interior bulkhead walls (hardness 30, HP 1,440, Athletics DC 20 to climb) that rise to a height of 10 feet. Except where noted, the lights are off; the outermost rooms have dim light from the windows, and other rooms are dark. The station holds a fairly steady course, with one end of the station consistently facing north for the duration of the adventure; map directions and descriptions reflect this.

If a PC spends 5 jetpack charges, they can perform a quick survey of the station's exterior. The PC notices numerous impact dents as if from some object at least 15 feet across, the destroyed landing pad, and numerous places where sensors have snapped off. Overall, though, the station appears intact. With a successful

A. INDIGO DEEP, UPPER LEVEL



DC 20 Engineering or Perception check, the PC spots several places where something punched foot-wide holes into the station; these are places where the immense beast impaled the station to help its brood climb inside. If the PCs decide to climb in here—requiring a successful DC 21 Acrobatics check for a Medium creature and is impossible for Large creatures—they arrive in area **A9**. From inside, that PC can then reach and open either airlock without a check.

A PC wishing to move from one airlock to the other can attempt a DC 24 Athletics check to climb or expend 3 charges from their jetpacks. If the PCs cannot open either airlock through these methods, they can spend 10 minutes levering at the airlock to open it, though the ongoing struggle earns them 1 Awareness Point (see sidebar on page 9). Regardless, the PCs should be able to find their way into the station without wasting much additional time.

Communication: While on the station, communications with Fitch about the starship are irritatingly staticky at best and at worst cut-out entirely. The faction leader encourages the PCs to check for the communications infrastructure (area **B2**), as they might be able to repair it and create a stable frequency to talk or send data. This prevents Fitch from being a constant advisor for the PCs, though they can access her often enough to provide recommendations or scanner updates to keep the story moving.

EVENT: BROOD ATTACK (CR 7 OR CR 9)

The great beast's brood consume pieces of the station between

bouts of rest and molting, and as the PCs explore, groups of the brood become curious and explore. They far prefer animate prey to scrap, and a small group of them stalks and attacks the PCs partway through their exploration of the station. This adventure lends itself to quiet suspense, so ideally save this encounter until the PCs have had the opportunity to explore a bit, uncover some of the station's fate, and become worried. Corpses in various rooms are cause for concern, made worse by intermittent clattering from legs skittering out of sight (or in the walls).

Creatures: Four of the brood attack. See pages 20 and 22 for these creatures' statistics. The brood have straightforward tactics, rushing in as a pack to grab and dismember prey. This strategy leaves them vulnerable to area effects, and only after sustaining considerable damage from grouping up do they consider scattering to mitigate the harm.

LEVELS 5–6 (CR 7)

WEHEMOTHAL BROOD (4) **CR 3**

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LEVELS 7–8 (CR 9)

WEHEMOTHAL BROOD (4) **CR 5**

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A1. MAIN AIRLOCK

The wide landing pad that once jutted from the space station now extends only about ten feet before ending in jagged metal. The airlock is a broad, rectangular port large enough to drive a forklift through.

As Fitch speculated, the main airlock has sustained considerable damage from whatever devastated this part of the space station. The outer seal has failed, but the door and its control console are intact. Inputting the open command causes the airlock panels to strain and creak, though they're unable to open unassisted. A PC who succeeds at a DC 24 Athletics or Engineering check levers open the outer airlock; the inner airlock functions normally. Alternatively, a PC succeeding at a DC 20 Strength check can force the door open. The inside of the airlock has an active cycling system that lets the PCs access the station's interior.

By studying the landing pad's remains, a PC who succeeds at a DC 19 Engineering or Physical Science check deduces that the landing pad wasn't broken off by an impact but was instead shorn off by some imprecise cutting motion.

A2. AUXILIARY AIRLOCK

The auxiliary airlock has little more than a shallow platform nearby on Indigo Deep's side, flanked by several metal loops for connecting safety tethers. A control panel to one side flickers intermittently.

As Fitch speculated, the auxiliary airlock is locked. However, emergency protocols triggered weeks ago have overridden most of the electronic lock's usual safeguards. With a successful DC 15 Computers check or a successful DC 20 Engineering check, a PC can open the airlock. A PC can instead use a Profession check for a profession that regularly interacts with heavy machinery or safety protocols, such as a dock worker or miner.

A3. STAGING BAY

This wide area is a mess, with assortment of crates, barrels, and hard-sided personal luggage, all piled together in a disorderly jumble.

This bay is the main receiving area for cargo before it's moved to the shuttle or stored elsewhere. The piled cargo represents an assortment of supplies gathered shortly after the beast first impacted Indigo Deep, at which point the staff assembled this gear in the event of an evacuation. They only loaded a portion of it before the beast bit off the landing pad, the impact of which caused the neatly piled containers to scatter.

Treasure: The cargo consists mostly of typical supplies like food, water, low-capacity batteries, robot maintenance

THE BEAST'S AWARENESS

The gas-giant leviathan beast is hunting a few dozen miles below the Indigo Deep when the Starfinders first arrive, but the starship's engines attract its attention. Shortly after the PCs enter the space station, the beast begins circling Indigo Deep curiously, and the more movement it perceives, the more curious it becomes. To represent this, the PCs earn Awareness Points when they fulfill certain conditions.

- The PCs explore four or more encounter areas while their comm units remain active.
- The PCs activate the communications array in area **B2**.
- The PCs turn on the lights in a room with an exterior-facing window.
- The PCs use explosives to open a path in area **A7**.
- The PCs use the laser battery to attack the beast.

Once the PCs earn a number of points, the following events occur.

1 Point: The creature nudges the station, causing it to lurch. Each PC takes 1d6 bludgeoning damage and falls prone (Reflex DC 13 negates). It's difficult to tell what caused the impact.

2 Points: The next time the PCs pass a window, the beast comes into view and uses several of its eyes to stare into that room. Unless the PCs all scramble for cover with a successful DC 10 Stealth check, they earn another Awareness Point.

3 Points: The creature pushes the station more forcefully. Each PC takes 3d6 damage and falls prone (Reflex DC 15 negates).

5 Points: The beast takes a bite out of the station, causing some systems to short out. Increase the DCs of Computers and Engineering checks to repair or operate the station's equipment by 2.

equipment, and starship fuel. The personal effects are quite sparse, consisting more of tier 1 computers and gear maintenance kits than clothing and toiletries. With a successful DC 15 Culture check, a PC can intuit that most of the personal gear is better suited to technological beings such as SROs and anacites. By inspecting the cargo for 5 minutes and succeeding at a DC 15 Perception check, the PCs find a red star plasma rifle (red star plasma cannon for Levels 7-8) in a heavily padded crate. The weapon is a working prototype to test a new gas-ionizing technology, and the gun lacks any serial number or maker's mark. The PCs also find a standard key card wedge among the crates; this provides access to area **A11** but does not allow crucial administrator access to other systems.

A4. TERMINALS

Banks of computer terminals fill the walls of this room. The monitors show nothing on their displays, and chairs rest in haphazard arrangements around them.

This bank of computers serves as a workstation for assorted meteorological, maintenance, and survey tasks; the terminals in both areas are functionally identical, but they use different power sources and countermeasures, allowing the PCs to operate and hack each separately. The computers are powered down and digitally locked, and once powered on, their monitors display a warning that they're running off backup power with less than 2% battery power remaining. This provides the PCs only 3-1/2 minutes to use the computer—at least until they restore station power in area B2.

A PC can hack into the system with a successful DC 29 Computers check (DC 32 for Levels 7-8) that takes four rounds, though this DC is reduced by 10 if the PCs also have one of the administrator key cards, such as from area A5 or A9. The multiple stations allow up to three PCs to manipulate the system simultaneously, allowing up to two characters to aid the primary hacker. The terminal also has an alarm countermeasure and a lockout countermeasure that trigger when a user fails to hack the computer. The alarm causes a loud claxon to activate throughout area A, simultaneously causing red lights to flash on and off, with the effect continuing for 5 minutes (and earning the PCs 1 Awareness Point). The lockout function locks the

computer for 30 minutes. If a PC successfully hacks the computer, they gain basic access, providing them a wealth of functions. Each function lists how long it takes to perform, as the PC might only have a brief window to use the terminal.

Review Basic Functions (1 minute): This provides the PC a directory of the computer's basic functions (including anything detailed below) and its main files, consisting of 7 years of meteorological data, personnel dossiers, a message inbox, security footage, probes launched, and station status. This doesn't provide the PC any information other than an overview of the file names and options, summarized in **Handout #3**.

Activate Lights (move action): The PC can activate or deactivate the lights in any area.

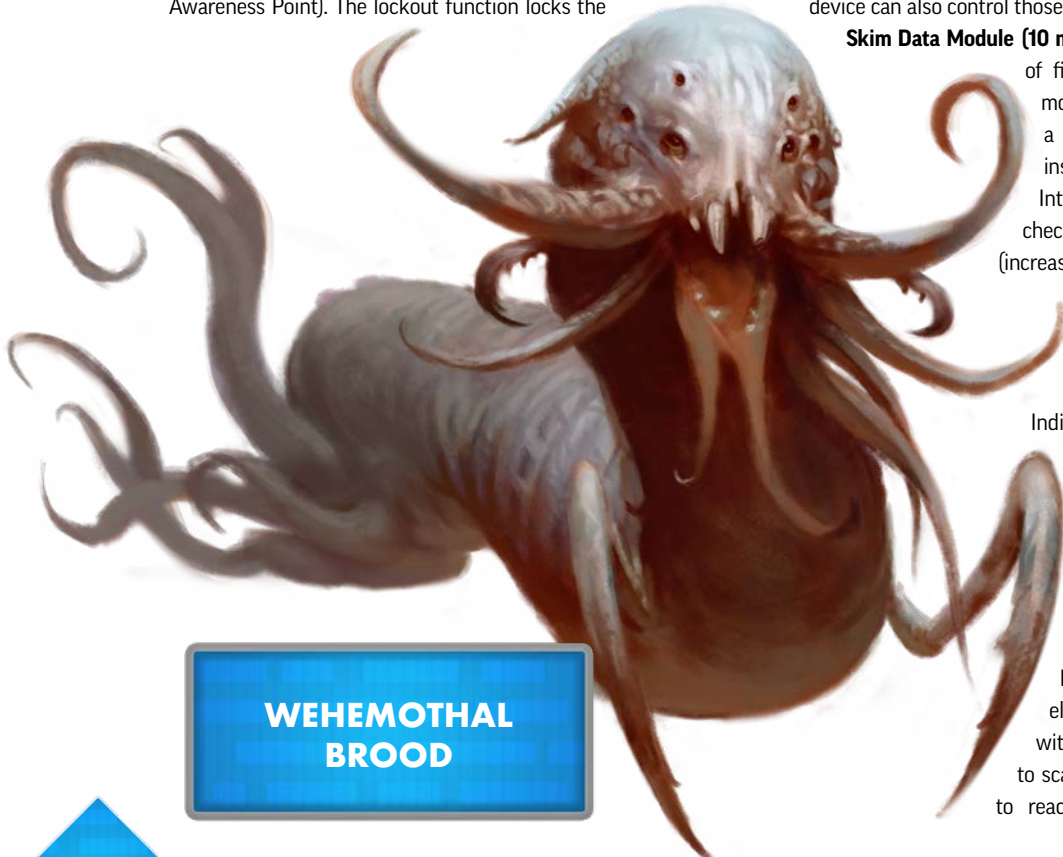
Activate Cameras (1 minute): The PC activates the surviving security cameras, allowing them to observe areas A1, A2, A5, A11, and A12, albeit with a -2 penalty to skill checks to perceive or identify features through the cameras.

Activate Door (move action): The PC can activate any door that's not locked, broken, or jammed (such as the door to area A11). Due to anti-amputation workplace safety regulations, doors open quickly but close gradually, not fully sealing until the beginning of the next turn.

Tether Control (1 minute): With a successful DC 15 Computers check, the PC can tether several functions to the PC's comm unit or another computer, allowing that PC to perform the activate lights and activate door functions using that device. If the PCs have modified the laser batteries or restored life support, the tethered device can also control those functions.

Skim Data Module (10 minutes): The terminal hosts millions of files, divided into several large data modules. By skimming one data file, a PC gains a general sense of what's inside. If the PC succeeds at a DC 16 Intelligence check, DC 22 Computers check, or DC 22 Perception check (increase the skill DCs to 25 for Levels 7-8), they skim that data module in only 1 minute.

Engineering Initiatives: In addition to its role in scientific observation, Indigo Deep's staff were developing a new form of personal shielding formed by ionizing specific blends of Wehemothal's gases into a thin plasma barrier. Five months ago, Dr. Tsi Tsorsk's team finished a workable prototype and spent the time since refining the design. Lab notes observe that the shield's electrical charge is overly sensitive, with too much charge causing the gas to scatter explosively. The gas also seems to react to the planet's various magical



**WEHEMOTHAL
BROOD**

field fluctuations. This data module contains large amounts of valuable proprietary data.

Meteorological Data: Deep Indigo has studied Wehemothal's currents and weather closely, with recurring scanner pulses measuring the composition and activity deeper in the planet. Of special note, communications signals seem to react with Wehemothal's atmosphere, creating harmless and brief microclimates that vary in size depending on the signal's power. As a result, key experiments require the station to go dark temporarily to avoid contaminating sensor data. Beyond that, this module contains extensive data with potential academic value tied to gas giant weather and formation.

Probes: Indigo Deep has launched 33 probes into various layers of the planet over the past seven years to perform sundry tests. The probes measured powerful electromagnetic fields as well as magical abjuration, divination, and evocation fields of fluctuating power levels. Two probes also detected deep, mournful singing—in one case lasting hours, and in another case lasting on a few minutes before the station lost contact with the probe. The last probe launched 23 days ago.

Security Footage: The last month's security footage shows a mostly robotic cast of researchers going about daily business and monitoring experiments until 20 days ago. Footage shows staff jostled by station impacts, and hours later, additional jostling preceded strange centipede-like creatures about 4 feet in length attacking the staff, followed by desperate gunfire. A group of seven personnel retreated to a wing of the middle level, laying a trap (area **A11**) before sealing themselves inside. These centipede creatures are unknown to Pact Worlds science, though a PC can try to identify their abilities from the footage with a DC 21 Life Science check (DC 24 for Levels 7–8); see page 20 and 22 for their statistics. With a successful DC 15 Perception check, a PC reviewing the footage notices that the invading creatures often bite at their victims' comm units before dispatching their prey.

Station Status: Diagnostics show the station was in excellent working order until 20 days ago, when the station sustained four collisions from an unidentified source—three in quick succession, then another while sending a distress message. The station administrator sealed bulkheads into three of the five lower lowest sectors to contain biological threats, and these threats inflicted minor damage to the station's internal machinery over the following three days. Atmospheric breaches occurred and were partly contained in the highest and lowest levels. Communications infrastructure (area **B2**) is damaged but repairable, as is the space elevator (area **A6**). The administrator shifted the station into low-power mode 19 days ago. The station has 27% capacity remaining in its auxiliary batteries—enough to last about six more days of bare-bones life support, or about one day at full functionality. Within several days without power, the station is likely to sustain critical damage from debris impacts, upsetting its orbit and causing it to fall toward the core.

Upload Data Module (1d6 minutes): A PC can transfer one of the above data modules to another device. However, the files

are massive, and only a tier 3 (or higher) computer has sufficient capacity to hold any of the modules (though such a computer can hold any number of them).

Modify Laser Battery Functions (1d6 minutes): With a successful DC 21 Computers check (DC 24 for Levels 7–8), a PC can reconfigure the laser batteries normally relegated to debris disintegration to fire manually at the PC's command (a standard action). The PCs can fire these against the great beast outside, but the lasers are more an annoyance than a real threat. Firing the lasers now only earns the PCs 1 Awareness Point, whereas the lasers provide an advantage during the escape later in this adventure—more if the PCs can also restore full station power in area **B2**.

Restore Life Support (1 minute): With a successful DC 15 Computers check, the PC can override the station's power-saving protocols to restore life-support functions. These not only use force fields to patch some of the hull breaches, restore the temperature to a healthy range, and cycle breathable air over the course of 10 minutes, but it also activates the gravity controls that set station gravity to standard levels (rather than the $\times 1\frac{1}{2}$ strength).

A5. CONSERVATORY

Phosphorescent blue-green ferns that give off a dim light grow from a long planter in the middle of this laboratory. A deceased creature is curled against the planter, its appearance that of a centipede with large foreclaws. Old, red bloodstains have caked part of the floor, gluing the shredded remains of an estex suit to the panels.

The planet here serves as a testing ground for various botanical studies shaped by Wehemothal's magical fields and other variables.

This is one of the earlier upper floor locations that the brood attacked, where they cornered **Aster Tremain** (N male damaya lashunta) and tore him to pieces. In the feeding frenzy, they tore loose one of his arms, which was lost among the ferns. After eating, the brood departed, but one returned to feed on the ferns, which are poisonous when ingested. In distress, the brood curled up and died.

With a successful DC 15 Life Sciences check, a PC can identify these plants as mnecheli ferns, a species renowned for its quick growth, hardiness, and reactivity to stimuli, making them one of the most common botanical lab specimens in the Pact Worlds. The PC also knows that mnecheli ferns are toxic when eaten by nearly any creatures except those from Thyst, their deadly home world orbiting Bretheda. These ferns glow noticeably brighter than most of their species, but they otherwise seem normal.

The brood may be the first that the PCs have encountered, and this is an excellent opportunity to study it. Allow the PCs to perform a basic examination and attempt DC 19 Life Science checks (DC 22 for Levels 7–8) to identify their properties as identifying a

creature, though the species is unknown to Pact Worlds science and has no identifiable name; see page 20 and 22 for statistics. With a successful DC 15 Medicine check, a PC can identify that the creature died from poison, likely eating the ferns.

With a successful DC 15 Perception check, the PCs find both the treasure here (see below) and the lower three-quarters of humanoid's left arm, messily detached and showing preliminary signs of decay (the failing life support helped preserve it). With a successful DC 15 Culture or Medicine check, a PC can identify this as having belonged to a lashunta. In addition to helping the PCs deduce Aster's fate, the hand can help bypass the biometric lock in area **A11**.

Treasure: With a successful DC 15 Perception check, a PC notices that there's a key card that's fallen into one of the floor vents and is very close to slipping irrevocably into the ventilation system. With a successful DC 20 Reflex save or Sleight of Hand check, a PC can recover this administrator key card that belonged to Aster Tremain. If they fail the check, the key card falls out of reach and out of sight and is sucked into the station's internal systems.

A6. REMOTE SYSTEMS STATION

This bank of computers includes several control sticks and a multitude of monitors.

This area serves as the main piloting station for the rare instances Indigo Deep has to steer and reposition itself, but more often it's where operators control external maintenance tasks remotely. The computers here have a modest amount of reserve power remaining, but the various impacts from the giant beast dislodged some of the computer components. With 5 minutes of work and a successful DC 19 Engineering check, a PC can reconnect the necessary pieces and turn on the computers. Alternatively, a few swift kicks (i.e. a successful DC 19 Athletics check) can convince the computer to start up, albeit with staticky screens.

From this computer, a PC can examine roughly half of the station's exterior using the surviving cameras, though the main sensor array is offline, blocking view of anything more than a few hundred feet from the station. A PC can also use the various control sticks to control several strong sets of robotic arms installed at various points across the hull. With these, a PC can perform two major tasks: repairing antennae and repairing the space platform. Either task involves either a sound understanding of the mechanisms (using the Engineering skill) or a steady hand to guide the robotic arms while trusting the automated repair programs to weld the right pieces back together (Piloting, Sleight of Hand, or a Reflex save). A PC able to adhere to the station's underside (such as with magboots) can elect to exit the station and manually wrestle the key elements back into place (Athletics). In either case, an attempt requires 5 minutes and a DC 19 check (DC 22 for Levels 7–8), and failing by 10 or more irrevocably breaks that component (such as causing the space platform to drop off the station into the planet's atmosphere).

Repairing the space platform—a broad platform with four thrusters capable of performing controlled ascents and descents to carry cargo several miles at a time—provides the PCs a much easier way to ascend back to their starship. Repairing an antenna enables a much stronger signal for broadcasting data, which can help the PCs repair the communication array in area **B2**.

Treasure: There are eight jetpacks stored in the equipment closet here, though only four of them are fully charged. The other four have only 3d6 charges each, which isn't enough to carry a user back to the starship.

A7. DAMAGED RESIDENCE

The door to area **A7b** is locked, requiring a successful DC 28 Engineering check (DC 31 for Levels 7–8) to open, while the other doors remain open. The rooms along this corridor are individual residences, their doors partly chewed through in places. For the most part, the brood created a small hole to confirm that nobody was hiding inside before moving on, especially as most of these spaces belonged to anacite and SRO staff who had relatively few personal possessions to interest the invaders. In their quest for nutritious minerals and live prey, the brood have chewed tight tunnels through several walls. The door to area **A7a** is torn ajar, and here one of the brood ransacked the room for sustenance before biting its way through part of the ventilation system to reach area **A7b**.

The broods' tunnel is easy to spot. It's wide enough that a Tiny creature can move through it while squeezing, whereas a Small creature can only wriggle through by succeeding at a DC 25 Acrobatics check. A PC can widen the tunnel by dealing an additional 45 damage to the wall, which has hardness 20, or by succeeding at a DC 27 Strength check, at which point creatures can move through the space as though they were one size category smaller. The explosive charges from area **A10** each deal 25 damage to the tunnel, ignoring hardness; this far exceeds their damage as antipersonnel weapons and is a special use for these explosives.

Area **A7b** room belonged to Dr. Tsorsk and includes some of her personal effects like heavy clothing, a personal datapad, and several pill bottles. The datapad (successful DC 15 Computers check to hack) contains a variety of simple vid games and leisure books, plus a rather plain personal log detailing various accomplishments, aspirations, and interpersonal interactions. Collectively, it conveys that Dr. Tsi Tsorsk is quite pleased with where she is in leading a team so far from corporate headquarters and performing scientific studies, referencing displeasure at being fast-tracked for (and her turning down) a more senior managerial position earlier in her career. With a successful DC 15 Culture, Life Science, or Medicine check, a PC identifies the pharmaceuticals as artificial hormones commonly taken by wrikreechees to maintain their shells in drier and cooler environments. Wrikreechees traditionally spend cold periods deep underwater in a sessile phase, and without this medicine, a wrikreechee in colder environments slowly reabsorbs their shell, losing considerable motor function. The labels and dosage suggest that Dr. Tsorsk hasn't consumed a dose in several weeks.

A8. COMMISSARY

This break room has several circular tables and a variety of seating for Small, Medium, Large, humanoid, and arthropodan shapes. Integrated shelves and pantries built to store months of supplies are relatively bare, ransacked both by desperate scientists scavenging supplies and by brood sniffing out meals.

Treasure: All that remains here are a mk 2 culinary synthesizer^{AR}, two overlooked R2E meals, and 37 UPBs.

A9. HALLWAY WRECKAGE

Scattered technological debris covers much of the floor here, though the surrounding structure doesn't show signs of major damage.

The debris here isn't from the space station, but is the sparse remains of four anacite and SRO staff who made their final stand here. A PC can identify the debris' likely source with a successful DC 12 Engineering check or a successful DC 20 Perception check. With another successful DC 15 Perception check, a PC can find spatters of dried blue blood about the hallway, in addition to various bullet holes in the walls and floor.

Treasure: Among the remains, the PCs find one clip of heavy weapon rounds, one longarm clip with four explosive rounds remaining, and three loose silver-pellet scattergun shells. The weapons for this ammunition are nowhere to be found. In addition, a PC who succeeds at a DC 20 Perception check identifies an administrator key card for the anacite, Plo, among the debris.

A10. PROBE LAB

This cramped engineering bay includes four small rooms with broad glass windows and external robotic arms setup to manipulate a large, roughly spherical probe at the area's center point. The probe appears to be only partly built.

Resourceful staff looted the probe for parts when Indigo Deep came under attack. The device sits atop a floor port, designed to load and fire the probe deep into the planet.

Computers here primarily serve to control the robotic arms to service and build probes, though the computers do log that the most recent probe launch was 23 days ago.

Treasure: The fourth room (to the southwest) has no windows and is a heavily reinforced storage area. In addition to an engineering specialty tool kit (grants a +2 bonus to repair space station components on Indigo Deep) and a fully charged purple force field armor upgrade (black force field for Levels 7–8), this room also has five armored crates built to contain explosive charges; under normal circumstances, the probe would launch and detonate these deep inside the planet as part of various studies. All but one of the crates is ransacked and empty, leaving only one crate with three surviving explosive charges.

These function as mk 1 screamer grenades (one of them is instead a mk 2 screamer grenade for Levels 7–8), though they can inflict considerable structural damage in tight spaces. These grenades can help the PC navigate the tunnel in area A7.

A11. TRAPPED HALLWAY (CR 6 or CR 8)

A solid containment door seals off the hallway leading to the station's southeastern region. The surviving staff sealed these doors and overrode the station's access protocols to keep them shut, hoping to contain the invading brood. The gambit worked for a while—the door shows superficial damage from claws—though the brood eventually tunneled elsewhere (as in area A7). The door still has a biometric reader and simple control terminal.

The steel door (hardness 20, HP 60, break DC 28) does not respond to standard station commands to open. However, there are several ways to open it. First, the PCs can attempt to override the emergency protocol currently keeping the door locked by hacking the door control with a successful DC 19 Computers check (DC 22 for Levels 7–8). Second, the PCs can electronically disengage the locking mechanism with a DC 19 Engineering check (DC 22 for Levels 7–8). Finally, a PC who combines a swipe of an administrator key card (area A5 or A9) with placing the palm of Aster Tremain (area A5) to the biometric reader can override the lock. with a successful DC 18 Disguise check and disguise kit, a PC can spoof the scientist's handprint, though increase this DC by 4 for a non-lashunta and by 6 for a non-humanoid.

The PCs can also avoid the door altogether by exploring the residential tunnel in area A7.

Trap: To kill some of the brood, Dr. Tsorsk and her companions reconfigured some of the area's electronics and ventilation systems, linking them to the security camera here. When the camera senses a Small or larger creature moving through the marked area, a jury-rigged device generates and hurls plasma toward the center of the room through small vents hidden in the ceiling. In addition to the disable options below, a PC can prevent the trap from activating by destroying both of the multidirectional security cameras in the area (hardness 5, HP 10), one each on the ceiling in the northwest and southeast corners (the two ends of the dotted line presented on the map of this encounter). PCs who managed to review the security camera footage in area A4 gain a +10 circumstance bonus to Perception checks to spot this trap, as they have some inclining of its presence.

LEVELS 5–6 (CR 6)

PLASMA SPRAY TRAP

CR 6

Type technological; **Perception** DC 29; **Disable** Engineering DC 24 (disable plasma catalyst on ceiling)

Trigger location; **Reset** 1d4 minutes

Effect spray of plasma (4d10+2 E&F; all creatures in area)
Reflex DC 15 half

LEVELS 7–8 (CR 8)

PLASMA SPRAY TRAP

CR 8

Type technological; **Perception** DC 32; **Disable** Engineering DC 27 (disable plasma catalyst on ceiling)

Trigger location; **Reset** 1d4 minutes

Effect spray of plasma (6d12 E&F; all creatures in area); Reflex DC 16 half

A12. UPPER ELEVATOR

Situated near several storage closets and individual residences, this elevator leads to the station's lower level (area B1).

If the PCs arrive here before the leviathan outside nudges the station, the elevator is in good working order, though its control panel chimes a politely insistent message that personnel should limit elevator use while the station is conserving power. If they use it after the jolt, the elevator is jammed, its shaft having buckled inward enough to keep the elevator from moving properly.

A PC can repair the damage done to the elevator enough to operate it with 10 minutes of work and a successful DC 20 Engineering check. Alternatively, the PCs can climb up or down the shaft through access ports in the elevator's floor and ceiling (a DC 15 Athletics check, made easier with cable or rope). The floors are 20 feet apart and any PC who fails their attempt to climb takes falling damage, though they may decide to utilize a jetpack charge to avoid this effect.

B. INDIGO DEEP, LOWER LEVEL

This is the lower personnel level, reserved for industrial laboratories, offices, and storage. The station has several additional levels below this, but those are primarily station infrastructure, in addition to having been largely sealed off by emergency protocols to trap some of the marauding brood.

B1. LOWER ELEVATOR

This elevator opens out into a plain metal-lined hallway. A large waste-disposal chute lies to the north, clearly designed for moving heavier scrap and other materials to the lower levels of the station for reclamation, sanitization, and eventual expulsion into the planet's atmosphere. The PCs can operate the trash chute as they like, and the 60-foot drop ultimately ejects occupants out the bottom of the station—a reasonable way to escape and fly toward the space platform the PCs might have repaired in area A6.

B2. STATION CORE

Workbenches and small terminals surround a massive technological device that extends floor-to-ceiling in this large room like a huge, tapering column. The device sparks intermittently, illuminating the room for a split second. Two centipede-like creatures lie dead, one shot repeatedly and the other crushed in half by the foot of a tall powered armor suit.

This device regulates the station's core functions, especially communications, sensors, and power. From here, the PCs can both restore basic communication functions as well as override the station's low-power protocol. The computer has a very matter-of-fact artificial personality named Erudition that primarily serves as a diagnostic aid and analyst for operators. When interacting with users, Erudition uses terminal monitors to project the image of an animated anthropomorphic platypus with somewhat comical features and endearingly exaggerated eyes.

Communications: The external communications array has suffered significant damage, which the PCs can partially repair from the remote systems station in area A6. However, the impacts also damaged delicate instrumentation here, and the magitech machinery requires considerable repair and recalibration. This process requires 10 minutes of work and a successful DC 20 Engineering, Mysticism, or Physical Science check, for which Erudition's instructions provide a +2 circumstance bonus and allow a PC to attempt the check untrained. There are enough spare parts to attempt this check up to three times, with failed checks ruining the arcane fuses and other elements of those parts.

Once the communications systems are restored, the PCs can freely upload station data (such as that from the terminals in area A4) to their starship. Activating the communications array in this way earns the PCs 1 Awareness Point, as the powerful broadcast intrigues the beast.

Power: Using a computer terminal and administrator key card, a PC can override the low-power emergency protocol, restoring power to all of the station's currently operating systems. Without such a key card, the PC must hack into the system (requiring a successful DC 29 Computers check) to restore full power to the facility. Alternatively, a PC can convince Erudition to revert to full-power mode, though the artificial personality doesn't believe there's adequate cause for this. Convincing it otherwise requires a good argument and a successful DC 24 Diplomacy check (DC 27 for Levels 7–8), a clever deception and a successful DC 24 Bluff check (DC 27 for Levels 7–8), or someone disguised as a station employee with a successful DC 27 Disguise check (DC 30 for Levels 7–8).

With power restored, the PCs can use the terminals in area A4 without battery limitations, operate the communications array here, use the laser battery at full power, and operate the ventilation system in area B4 at full power.

Treasure: The powered armor is a hover suit, a miniaturized version of the more powerful flight frame armor better suited to maneuvering and performing heavy repairs to the station's exterior. **Utsop** (NG male android) sought out the suit when the brood attacked, ultimately perishing after defeating several. His body is slumped over inside the armor, and the hover suit is still operational, with 79 charges remaining and no armor upgrades installed.

HOVER SUIT

Item Level 9; **Price** 13,300

EAC Bonus +12; **KAC Bonus** +17

B. INDIGO DEEP, LOWER LEVEL

1 SQUARE = 5 FEET



STARFINDER FLIP-TILES:
STARSHIP STARTER

Max Dex Bonus +3; Armor Check Penalty -4; Speed 30 feet, fly 30 feet (average)

Strength 18 (+4); **Damage** 1d10 B; **Size** Large (5-foot reach)

Capacity 100; **Usage** 1/minute

Weapon Slots 2; **Upgrade Slots** 2; **Bulk** 28

B3. EXTERIOR HALL

This hallway traces around the station's eastern side, with several small ports and a broad observation window, the latter which is dirtied by a spray of blood from an centipede-like carcass that's slumped beneath it.

The brood perished in an ill-advised attack on the ion ghost in area **B4**, which saw the brood bludgeoned and hurled here before the doors closed once more.

With a successful DC 15 Medicine check or DC 25 Perception check, a PC can ascertain that the brood died from blunt force trauma in three events: one strike to the head, damage to the dorsal shell from impact with this wall, and most curiously, constriction distributed evenly across its body. The analysis also reveals a residue over much of the body; with a successful DC 19 Engineering, Mysticism, or Physical Science check (DC 22 for Levels 7-8), a PC identifies this as an atomized catalyst designed to assist in magitech reactions, especially those caused by electrical sparks.

The hallway continues to the north, leading to a series of offices and small labs that contain nothing of particular note, beyond several more dead anacites, SROs, and androids.

B4. GAS LAB (CR 8 or CR 10)

For Indigo Deep, Wehemothal's atmosphere is one of its most promising resources, composed of dozens of different types of gases, both common and unfamiliar. This gas lab features several smaller laboratories as well as a main workspace that houses a massive apparatus capable of extraordinary experiments in chromatography, ionization, magical analysis, and more. Four secondary vats can independently store, mix, and pressurize different gases, with the fifth, central vat designed to conduct dangerous experiments using a variety of magitech tools. Four terminal workstations occupy the spaces between the secondary vats.

The door to the rearmost lab is locked, and there are only a few small, high windows leading inside. The foremost lab is unlocked and contains several chemistry workstations and terminals. The middle lab is a remote control center with a broad window, designed for operating the main apparatus from behind additional cover. However, the control center's door is severely dented, and neither latches closed nor forms an effective seal when held closed, and it now hangs open. The controls within provide the same functions as those described on page 16.

Apparatus: The apparatus has a host of controls, allowing operators to vent the contents, take exterior gas samples, and a variety of experimental functions. More importantly, the controls allow an operator to activate fan-powered vents, trigger electrical shocks, and generate small force fields designed to plug leaks. Each function's effect depends on whether the PCs restored power to the station in area **B2**.

A PC within reach of any of the apparatus's workstations can access and review the device's functions by attempting a DC 15 Computers check: on a success, this process takes a full action; by exceeding the check by 5 or more, the process takes a standard action; and by exceeding the check by 10 or more, the process takes only a move action. Once a PC has access to the apparatus's functions, they can activate one of the functions as a standard action. If a PC tethered station controls to their comm unit in area **A4**, their device allows them to control the apparatus while within 20 feet of it, rather than having to be within reach of a workstation.

Force Field: The apparatus creates a weak force field around a designated target within 30 feet. The target becomes staggered and flat-footed for 1 round before breaking free (Reflex DC 16 negates). While affected, the target gains DR 3/-. After activating a force field, the apparatus cannot do so again for 2d4 rounds. If power has been restored, increase the DC to 19, and the apparatus can activate a force field once every 1d4 rounds.

Shocks: The apparatus can release a powerful shock that affects all creatures adjacent to any one of the secondary vats, dealing 3d6 electricity damage (Reflex DC 16 for half). If power has been restored, increase the DC to 19 and increase the damage to 6d6.

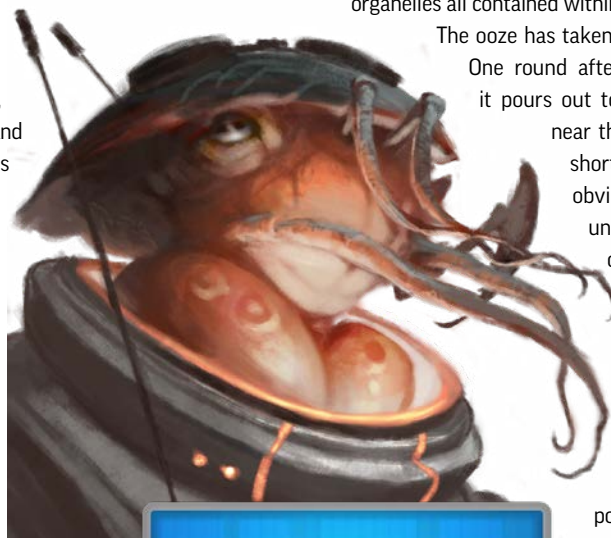
Vents: The apparatus opens numerous vents in the laboratory, drawing out gases from inside the room. This creates an area of strong winds inside the main lab, which continues for 3 rounds. If power has been restored, the PC can instead create an area of severe winds.

Creatures: While properly monitored and maintained, the lab apparatus pressurized, energized, and contained strange mixes of thaumaturgic gases. Once Indigo Deep came under attack and its power failed, the ongoing gas experiments spun out of control. The result was an increasingly autonomous ooze that coalesced from the gases, seeped out, and began attacking anything that moved—not only some of the brood, but also the scientists who ultimately sheltered in area **B4** (see Development). The ooze, which the

surviving scientists have dubbed an ion ghost, resembles a floating amoeba, its interior comprising cool-hued gases and ephemeral organelles all contained within a congealed skin.

The ooze has taken up residence in the control center.

One round after detecting movement in the lab, it pours out to attack. The ooze prefers to stay near the lab but is willing to pursue prey short distances into other areas or flee obviously hazardous effects. It fights until destroyed, at which point its organelles briefly align to form the sacred constellation of Ibra before dispersing into harmless mist. Whether this dying manifestation indicates the ooze's genesis resulted from Ibra's influence, that Wehemothal itself has some greater connection to the deity, or points to some other mystery entirely is beyond the scope of this adventure.



DR. TSI TSORSK

LEVELS 5–6 (CR 9)

ION OOZE

CR 9

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LEVELS 7–8 (CR 11)

ION OOZE

CR 11

Page 23

Development: Sheltering in the area are Indigo Deep's three survivors: **BY7** (LN agender anacite^{AA}), an arachnid-like assistant chemist who worked in the gas lab; **Era-Orbit** (LN agender anacite^{AA}), a quadrupedal technician who helped build and outfit deep-planet probes; and Dr. **Tsi Tsorsk** (CN female wrikreechee^{AA}), the station's head researcher. All three aided in Indigo Deep's defense when the brood first attacked before it became clear that they were fighting a losing battle. After trying to send distress calls, they grabbed what supplies they could and holed up here, eventually having to hide from even the gaseous ooze outside. The anacites require only a moment to wake up from their low-power mode before excitedly questioning their apparent saviors. Both of the robotic beings are Medium constructs with 35 HP, a +3 bonus to all saving throws, EAC 14, KAC 15, and a 40-foot speed. If provided a basic melee weapon or small arm, they can make attacks with a +6 bonus to hit and +0 Strength modifier.

Dr. Tsorsk is in worse shape. The station's dying life support dropped the ambient temperature, and without access to her supplemental hormones (area **A8**), her body has partly broken down its shell, leaving her physically and mentally sluggish. For her statistics, use the wrikreechee entry (*Alien Archive*

page 124) without any envoy special abilities. Her distressed state functions like a physical disease with a DC 14 Fortitude save whose final stage is bedridden, and she is at the weakened stage, giving her the fatigued and sickened conditions. Several days of rest and resumed hormone supplements can remove the condition without additional checks, though a PC can remove it sooner with effects like *remove condition*.

All three survivors are eager to be rescued and willing to follow the PCs' general instructions, though Dr. Tsorsk is insistent on hearing what's befallen the station and how long they've been trapped. She quietly bemoans the loss of life, and upon ascertaining that the station seems beyond salvation, she mourns the destruction of her beloved station where she could pursue her research without pesky oversight. If it seems her grouching offends her rescuers, she lowers her mourning to a barely audible buzzing, punctuated by flimsy arm motions. For all her negativity, she helps where she can by giving directions, explaining the functions of technology, and providing passwords to bypass computer countermeasures. She also points out the treasure in this lab if the PCs haven't already find it.

Treasure: The workbenches in area **B4** support a variety of incomplete prototypes, ranging from new fuel cell designs to innovative accelerants for industrial explosives. The only functional gear here is a set of *mk 1 force soles* (*Starfinder Armory* 92), which is instead a set of *mk 2 force soles* for Levels 7–8. Some of the more complete prototypes show promise, and Resurgent Technologies later compensates the PCs for recovering these devices for future development.

ESCAPE! (CR 8 OR CR 10)

Once the PCs find Dr. Tsorsk and the anacite survivors, they're on an informal timer. The combination of restoring power to the damaged station, investigating the exterior, broadcasting data, killing brood, and other activity increasingly draws the immense beast's attention, and it circles, nudges, and even nibbles at the station with growing frequency. The PCs have ample opportunity to finish exploring, extracting data, and performing minor repairs, yet it should be clear that they should wrap up their business fairly soon.

Even knowing that Indigo Deep is a lost cause, Fitch is unwilling to bring the starship within more than several hundred feet of the station—not only to avoid collision, but especially to avoid getting too close to the leviathan, which is large enough to snag and destroy the Pegasus-class vessel. Instead, she encourages the PCs to slip away from the station unnoticed, launching from the station to exploit an approaching updraft and rendezvous with the starship. If the PCs repaired the space platform in area **A6**, it makes an excellent vehicle for transporting the PCs, their allies, and any treasures. If the PCs don't have access to the platform, they can still flee using jetpacks, including the spares found in area **A6**. If the PCs don't think of any of these options, Dr. Tsorsk or the anacites floats the idea to the PCs.

OVERVIEW

Whichever direction the PCs coordinate to travel to rejoin the orbiting vessel—directing it downward and diving toward it, jetting horizontally, or ascending—this encounter plays out in a similar way: the PCs flee the station and the beast, all while creating distractions to buy time, fending off the beast's brood, and keeping their rescued NPCs safe. At the end of each round, the immense beast pursues, simultaneously taking some action to threaten the PCs. During their turns, the PCs can act, typically fleeing (if operating jetpacks), fighting off brood creatures, or coordinating distractions.

DISTANCE AND MOVEMENT

The exact distance the PCs need to travel is somewhat flexible, representing about 10 rounds of travel—roughly 1,500 feet. Thanks to the broad updraft, the PCs are automatically flying upward at a speed of about 150 feet per round. By using flight abilities, a PC can move further relative to this ongoing upward movement. However, unless a creature ends their turn having either spent at least one move action to fly and succeeded at a DC 15 Acrobatics check to fly or is standing atop the space platform, they gain the off-kilter condition until the end of their next turn.

Map: Because this encounter involves flying through a gas giant's clouds, a blank flip-mat is sufficient to track the PCs' relative positions. If the PCs are using the space platform, use tile 27A from *Starfinder Flip-Tiles: Space Station*. The circular elements are the tops of the vehicle's boosters, and the rest of the platform is flat with low rails along the exterior.

DISTRACTIONS

On their turn, a PC can attempt a distraction as a standard action. Each distraction involves a specific attack roll or skill check, and if successful, the distraction causes the beast to veer off course and skip its next action. The effects of multiple successful distractions in a round do not have a cumulative effect, and each distraction can only successfully affect the beast once. The ACs and DCs listed for distractions are for Levels 5–6; for Levels 7–8, increase the ACs by 2 and the DCs by 3. Increase these ACs and DCs by an amount equal to half the PCs' Awareness Point total (page 9) rounded down for this encounter.

The PCs should have some indication on what actions they can make, and Dr. Tsorsk or the anacites can provide some helpful hints if the PCs don't come up with options on their own.

Comm Unit: The beast is easily distracted by powerful communications signals, and a PC can drop a personal comm unit or similar device to draw the creature's attention. However, to create a sufficiently powerful signal, the PC must override the device's operating specs or make the device seem especially tempting, requiring a successful DC 19 Bluff, Computers, or Engineering check. If successful, the beast veers off course for a few seconds, lashing out a tendril-like tongue hundreds of feet long to snatch and swallow the device.

Heroics: In a display of deadly heroism, a PC who is at least 30 feet from the nearest ally can try to draw attention from their companions. Doing so requires a successful DC 19 Acrobatics, Bluff, Intimidate, or Survival check. If successful, the beast veers slightly off course to pursue the PC, using its next turn to perform a tongue attack against them rather than performing its scripted action.

Ship Lasers: Fitch's attention is on piloting the starship in dangerous and delicate conditions, so it's difficult for her to aim her ship's lasers. She needs a PC to act as a spotter, helping feed her coordinates so that her shots are more likely to hit. This requires a successful DC 22 Perception or Survival check, or a successful ranged attack roll against AC 23. If successful, a powerful laser blast scorches the beast's skin, causing it to roar and recoil for a moment before renewing pursuit. The starship's weapons can only fire once per round, not matter how much the PCs help aim.

If a PC impressed Reepu during the voyage to Wehemothal, the young ysoki wanders onto the starship's bridge during this encounter while the PCs are asking for help. Fitch's hectic tone shifts mid-request. "I've got my hands busy up here steering this thing, so you're gonna have to—oh hey there, Reepu. How about you be a sweetie and help your gran-gran out and hit that button labeled 'orbital strike' a few times, hmm? That's a dear." This lowers the AC and DC for guiding the starship's laser attacks by 4, accompanied by Reepu audible over the starship's comm unit making high-pitched fireworks sounds.

Station Lasers: If the PCs reconfigured the station's laser battery in area **A6**, they can command those to fire on the beast. Targeting these properly requires either a DC 19 Computers check or a ranged attack roll against AC 20; if the PCs did not restore full station power in area **B2**, increase the AC and DC by 4. If successful, the lasers score the beast's side, after which it uses its tail to lash at Indigo Deep, demolishing the lasers and cracking the station's hull. The station lasers can only fire once per round, no matter how many PCs try to use them.

Stealth (Round 1 only): If the PCs move out stealthily, the beast does not notice them or sniff out their jetpack contrails, functioning as a distraction. To succeed, each of the PCs must succeed at a DC 14 Stealth check. The NPCs do not need to attempt this check and automatically succeed.

LEVIATHAN TACTICS

The beast acts at the end of each round, following a loose script. Whenever successfully affected by a distraction, the beast does not act that round and resumes the script the following round. If the beast's action would have little effect (such as roaring when there aren't surviving brood attacking the PCs), skip it and that swap this round's action with the following round's action. In general, aim to launch at least three sets of brood, attack at least once with a tongue, and roar at least once to vary the actions.

Round 1: The beast notices movement and circles the station, spending its turn maneuvering to pursue the PCs.

Round 2: The beast flings a set of its brood, which arrive during round 3.

Round 3: The beast roars.

Round 4: The beast flings a set of its brood, which arrive during round 5.

Round 5: The beast flings a set of its brood, which arrive during round 6.

Round 6: The beast roars.

Round 7: The beast makes a tongue attack.

Round 8: The beast flings a set of its brood, which arrive on round 9.

Round 9: The beast makes a tongue attack.

Round 10: So long as the beast or a brood is not grappling the PCs or their allies, the group successfully escapes onto the Pegasus. Otherwise, continue the encounter until the party is no longer restrained or is willing to accept the loss of any grappled targets.

LEVIATHAN ACTIONS

The Wehemothal beast functions less as a creature than as a hazard—it is the equivalent of a powerful starship-scale creature that's beyond the PCs' or even their starship's ability to kill. During this encounter, the beast is typically about 200–300 feet behind the PCs, only rarely approaching within striking range.

Brood: The beast uses several of its tentacles to extract and hurl an assortment of its brood toward the PCs; this consists of three Wehemothal brood the first time it happens and two brood each subsequent time; if the party consists of only four PCs, the first, third, and fourth set of brood includes two creatures, but the second set includes only one creature. The brood deploy their tethers, using a combination of being hurled, the updraft, and electrical charge to move toward the PCs. On the following round, roll initiative for these brood. Until it is their turn, they are 60 feet from the PCs, and on their turn they fly upward as much as 100 additional feet as a move action and attack. Because of the swift winds, the brood maneuver precariously. If they become off-kilter while flying or are knocked off of a stable surface into the air, they must succeed at a DC 16 Reflex save (DC 18 for Levels 7–8) or tumble dramatically off-course, effectively being removed from the encounter. A brood that loses the ability to fly must also attempt this save, which it does with a –4 penalty.

Roar: The beast roars at such a tremendous volume that it numbs the PCs' bodies and briefly transforms some of the nearby gases into plasma. Living creatures other than the Wehemothal brood become sickened for 1d3 rounds unless they succeed at a DC 16 Fortitude save (DC 18 for Levels 7–8). Wehemothal brood instead gain the effects of their blood frenzy for 1d3 rounds.

Tongue: At the beginning of the round in which the beast makes a tongue attack, it opens its maw and begins to unfurl one of its whip-like tongues, providing the PCs an opportunity to react, such as by protecting vulnerable targets. When the beast acts, it lashes the tongue toward the party. This is an attack with the grab universal creature rule targeting KAC made with a +19

bonus (+22 for Levels 7–8). The attack targets one of the NPCs at random, or the space platform; however, the attack ignores any targets currently benefiting from cover or soft cover. If it hits, the tongue deals 2d6+15 bludgeoning damage (2d10+17 for Levels 7–8).

If it grabs or pins a creature, the tongue reels in the target 30 feet closer at the end of each round. The tongue has EAC 17, KAC 19, and 50 HP for Levels 5–6. For Level 7–8 these increase to EAC 19, KAC 21, and 75 HP. Once the target escapes the grapple or the tongue is reduced to 0 Hit Points, the beast lets go. Otherwise the tongue automatically attempts to maintain the grapple each turn without limiting the beast's other actions.

If the tongue attacks the space platform, it hits automatically, causing the platform to buck wildly as it slows down. Each creature on the platform is knocked prone (Reflex DC 15 negates) on impact, and the tongue shakes the platform on the beast's turn on the second and third round, repeating the prone effect. At the beginning of the fourth round of grabbing the space platform, the beast opens its mouth wider and prepares to swallow the space platform, consuming it at the end of the round. Reducing the tongue to 0 HP releases the beast's grip and lets the space platform resume its ascent.

Development: Once the PCs reach the ship, Fitch fires a laser salvo to discourage the huge beast further and quickly pilots the starship out of Wehemothal's atmosphere. Vexed, the beast withdraws deeper into the planet, leaving the damaged space station to its brood. Without a sustainable means to maintain its orbit, Indigo Deep gradually descends over the next several weeks, its hull crumpling under the weight of the planet's substantial atmosphere.

CONCLUSION

The voyage back to Absalom Station, and then on to Aballon, is relatively peaceful. So long as the PCs all returned alive, Fitch's grandchildren eagerly greet them and beg for stories of what they encountered below, though Kivv is far more restrained yet no less curious. Once the starship's at a safe distance, Fitch does what she can to welcome the few survivors and ensure the PCs are in good health.

Dr. Tsorsk recuperates within a few days of being provided her essential hormones, all the while regretting the loss of Indigo Deep. As best she can ascertain, the great beast learned of the station from the launched probes, ascending to investigate and attack by following the station's communications signals. She's willing to start work on the Starfinder Society's new joint venture with Resurgent Technologies, but only after debriefing and explaining to her mechanical superiors why it's important that she have time off to mourn. Resurgent Technologies grants the request after some deliberation, using the opportunity to also allow the PCs to keep any of the hardware they recovered from Indigo Deep but requesting any data they might have recovered. Celita and Fitch send much of this information to the corporation, through Celita no doubt has hidden away copies for her own analysis.

PRIMARY SUCCESS CONDITIONS

If the PCs successfully rescue Dr. Tsi Tsorsk, they fulfill their primary objective. Doing so earns each PC 1 Fame and 1 Reputation for their selected faction.

SECONDARY SUCCESS CONDITIONS

If the PCs successfully rescue Dr. Tsorsk as well as both of the surviving anacites, they fulfill their secondary objective, earning 1 additional Fame and 1 Reputation for their selected faction.

FACTION NOTES

Two different factions have something to gain from this adventure.

Dataphiles: The data modules stored on Indigo Deep's computers (area **A4**) are of special interest to this faction, though they require a powerful computer or a strong communications connection to transfer the data. If the PCs secure the engineering, meteorological, and probes data, each PC earns 1 additional Reputation with the Dataphiles faction.

Wayfinders: This faction's needs are multifold. At least half of the PCs should impress Fitch's grandchildren on the voyage to Wehemothal, the PCs should successfully study at least two of the three leads while in orbit above the planet (page 6), and PCs should explore at least 14 of the 16 encounter areas on Indigo Deep. If they succeed at all three conditions, then each PC earns 1 additional Reputation with the Wayfinders faction.

APPENDIX 1: LEVEL 5–6 ENCOUNTERS

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 *Organized Play Guide: Starfinder Society* for instructions.

EVENT: BROOD ATTACK (LEVELS 5–6)

WEHEMOTHAL BROODS (4) CR 3

N Small aberration

Init +2; **Senses** blindsense (scent) 30 ft., darkvision 60 ft.; **Perception** +8

DEFENSE HP 45

EAC 14; **KAC** 15

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

OFFENSE

Speed 30 ft., climb 20 ft.

Melee claw +11 (1d6+6 S; critical bleed 1d6)
tentacle +11 (1d6+6 B plus grab) or

Ranged resin +9 (1d4+3 E plus entangled)

Offensive Abilities blood frenzy

STATISTICS

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

Skills Acrobatics +13 (+5 to fly), Athletics +8, Stealth +8

Other Abilities compression

SPECIAL ABILITIES

Blood Frenzy (Ex) A Wehemothal brood gains a +1 morale bonus to attack rolls and a +2 morale bonus to damage rolls against any creature that has been damaged by another Wehemothal brood since the end of its last turn. The morale bonuses double against any creature bleeding as a result of a Wehemothal brood's attack.

Resin Spit (Ex) A Wehemothal brood can spit a sticky lozenge of electrically charged resin as a ranged attack targeting EAC. The attack has a range increment of 20 feet. A creature hit by the attack becomes entangled for 1d4 rounds (DC 14 Reflex negates the entangled effect).

Tether (Ex) As a swift action, a Wehemothal brood can deploy a long fan of rigid threads. The brood can control the fan's electrical charge using attractive forces and wind to gain a fly speed of 30 feet with clumsy maneuverability. A creature can sunder these threads (5 HP) with electrical or slashing damage, targeting the brood's EAC + 4 or KAC + 4 rather than its KAC + 8. If destroyed, the brood loses the ability to fly and cannot create another set of tethers for 1d4 hours.

SCALING EVENT: BROOD ATTACK

To accommodate a group of four PCs, remove one brood from the encounter.

B4. GAS LAB (LEVELS 5–6)

ION GHOST**CR 9**

N Large ooze

Init +3; **Senses** blindsight (vibration), sightless; **Perception** +17**DEFENSE** **HP** 165**EAC** 20; **KAC** 22**Fort** +13; **Ref** +9; **Will** +6**Defensive Abilities** ooze immunities, shock splice; **Weaknesses** vulnerable to wind**OFFENSE****Speed** fly 30 ft. (Ex, average)**Melee** slam +21 (2d10+13 B)**Offensive Abilities** breath weapon (30-ft. cone, 10d6 E, DC 16, usable every 1d6 rounds)**STATISTICS****Str** +4; **Dex** +3; **Con** +6; **Int** —; **Wis** +1; **Cha** +0**Skills** Acrobatics +17, Athletics +17**Other Abilities** compression, mindless**SPECIAL ABILITIES**

Shock Splice (Ex) When an ion ghost takes electricity damage, it can scatter into thousands of tiny, ionized droplets. While in this form, the ion ghost gains the swarm subtype, a swarm attack (1d10+13 B), swarm defenses (*Alien Archive* 157), and swarm immunities, though it loses its slam attack and cannot use its breath weapon. The swarm form lasts for 1d3+1 rounds, with the effect ending at the beginning of the ion ghost's turn.

If a Medium or smaller creature is in the ion ghost's spaces when the ooze reforms, that creature must attempt a DC 16 Reflex save or be pinned inside the ooze (if successful, they move to the nearest available space without provoking attacks of opportunity). The pinned creature moves with the ooze, which does not provoke attacks of opportunity for the creature. At the beginning of each round that it's pinned in this way, the creature takes 1d10+13 bludgeoning damage. They remains pinned until they escape, the ooze dies, or the ion ghost becomes a swarm. The ion ghost can pin one Medium creature or two Small creatures in this way at a time; any additional creatures it would pin instead move out of its space as though they had succeeded at the Reflex saving throw.

Vulnerable to Wind (Ex) The ion ghost's body is held together by weak bonds, and winds can disperse and damage its form. Each round it's exposed to strong or stronger winds, it takes damage: 2d8 damage for strong winds, and an additional 2d8 points of damage for each wind force category beyond strong (*Core Rulebook* 399). An ion ghost with the swarm subtype take double damage and is entangled for 1 round (DC 25 Fortitude negates the bonus damage and entangled effect). When an ion ghost takes damage in this way, its attacks and abilities deal 1 less damage per die until the beginning of its next turn.

SCALING ENCOUNTER B4

To accommodate a group of four PCs, reduce the ooze's Hit Points by 30, reduce its AC by 2, reduce its slam attack bonus by 4, and reduce the damage of its breath attack to 6d6.

APPENDIX 2: LEVEL 7–8 ENCOUNTERS

These encounters are written for a group of 5–6 PCs of 7th 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 *Organized Play Guide: Starfinder Society* for instructions.

EVENT: BROOD ATTACK (LEVELS 7–8)

WEHEMOTHAL BROODS (4) CR 5

N Small aberration

Init +3; **Senses** blindsense (scent) 30 ft., darkvision 60 ft.;
Perception +11

DEFENSE HP 75

EAC 17; **KAC** 18

Fort +7; **Ref** +7; **Will** +6

OFFENSE

Speed 30 ft., climb 20 ft.

Melee claw +14 (1d6+9 S; critical bleed 1d6)
tentacle +14 (1d6+9 B plus grab) or

Ranged resin +11 (1d4+5 E plus entangled)

Offensive Abilities blood frenzy

STATISTICS

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

Skills Acrobatics +16 (+8 to fly), Athletics +11, Stealth +11

Other Abilities compression

SPECIAL ABILITIES

Blood Frenzy (Ex) A Wehemothal brood gains a +1 morale bonus to attack rolls and a +2 morale bonus to damage rolls against any creature that has been damaged by another Wehemothal brood since the end of its last turn. The morale bonuses double against any creature bleeding as a result of a Wehemothal brood's attack.

Resin Spit (Ex) A Wehemothal brood can spit a sticky lozenge of electrically charged resin as a ranged attack targeting EAC. The attack has a range increment of 20 feet. A creature hit by the attack becomes entangled for 1d4 rounds (DC 16 Reflex negates the entangled effect).

Tether (Ex) As a swift action, a Wehemothal brood can deploy a long fan of rigid threads. The brood can control the fan's electrical charge using attractive forces and wind to gain a fly speed of 30 feet with clumsy maneuverability. A creature can sunder these threads (8 HP) with electrical or slashing damage, targeting the brood's EAC + 4 or KAC + 4 rather than its KAC + 8. If destroyed, the brood loses the ability to fly and cannot create another set of tethers for 1d4 hours.

SCALING EVENT: BROOD ATTACK

To accommodate a group of four PCs, remove one brood from the encounter.

B4. GAS LAB (LEVELS 7–8)

ION GHOST**CR 11**

N Large ooze

Init +3; **Senses** blindsight (vibration), sightless; **Perception** +20**DEFENSE** **HP** 210**EAC** 22; **KAC** 24**Fort** +12; **Ref** +8; **Will** +5**Defensive Abilities** ooze immunities**OFFENSE****Speed** fly 30 ft. (Ex, average)**Melee** slam +23 (4d6+16 B)**Offensive Abilities** breath weapon (30-ft. cone, 12d6 E, DC 18, usable every 1d6 rounds)**STATISTICS****Str** +5; **Dex** +3; **Con** +8; **Int** —; **Wis** +1; **Cha** +0**Skills** Acrobatics +20, Athletics +20**Other Abilities** compression, mindless**SPECIAL ABILITIES**

Shock Splice (Ex) When an ion ghost takes electricity damage, it can scatter into thousands of tiny, ionized droplets. While in this form, the ion ghost gains the swarm subtype, a swarm attack (2d6+16 B), swarm defenses (*Alien Archive* 157), and swarm immunities, though it loses its slam attack and cannot use its breath weapon. The swarm form lasts for 1d3+1 rounds, with the effect ending at the beginning of the ion ghost's turn.

If a Medium or smaller creature is in the ion ghost's spaces when the ooze reforms, that creature must attempt a DC 16 Reflex save or be pinned inside the ooze (if successful, they move to the nearest available space without provoking attacks of opportunity). The pinned creature moves with the ooze, which does not provoke attacks of opportunity for the creature. At the beginning of each round that it's pinned in this way, the creature takes 2d6+16 bludgeoning damage. They remains pinned until they escape, the ooze dies, or the ion ghost becomes a swarm. The ion ghost can pin one Medium creature or two Small creatures in this way at a time; any additional creatures it would pin instead move out of its space as though they had succeeded at the Reflex saving throw.

Vulnerable to Wind (Ex) The ion ghost's body is held together by weak bonds, and winds can disperse and damage its form. Each round it's exposed to strong or stronger winds, it takes damage: 2d8 damage for strong winds, and an additional 2d8 points of damage for each wind force category beyond strong (*Core Rulebook* 399). An ion ghost with the swarm subtype take double damage and is entangled for 1 round (DC 25 Fortitude negates the bonus damage and entangled effect). When an ion ghost takes damage in this way, its attacks and abilities deal 1 less damage per die until the beginning of its next turn.

SCALING ENCOUNTER B4

To accommodate a group of four PCs, reduce the ooze's Hit Points by 40, reduce its AC by 2, reduce its slam attack bonus by 4, and reduce the damage of its breath attack to 8d6.

APPENDIX 3: ART AND HANDOUTS



**WEHEMOTHAL
BROOD**



DR. TSI TSORSK

HANDOUT #1: MANIFEST AND DOCKING

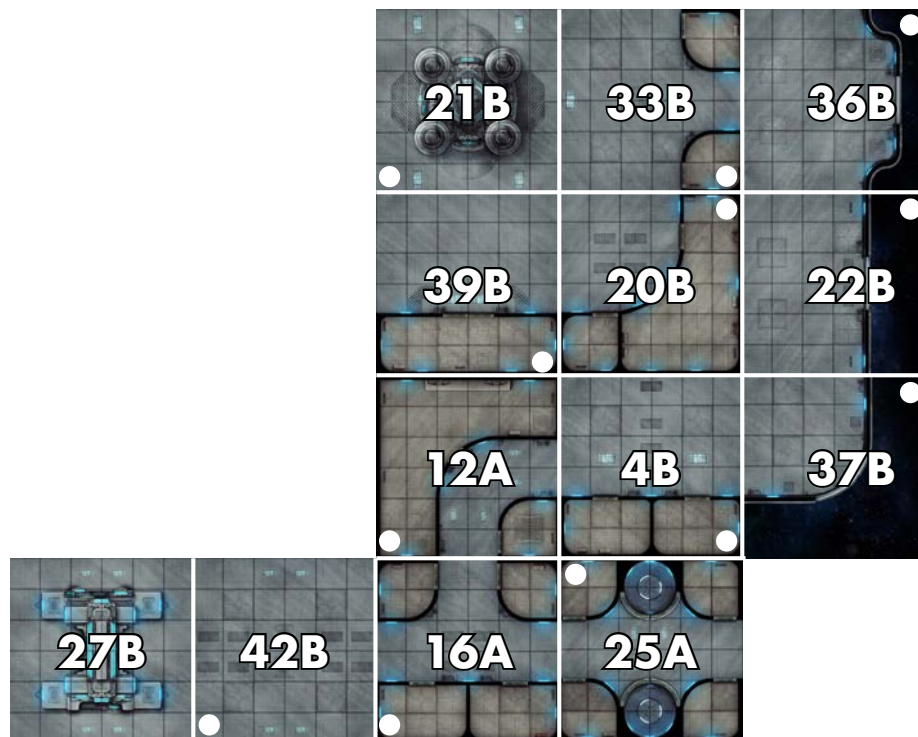
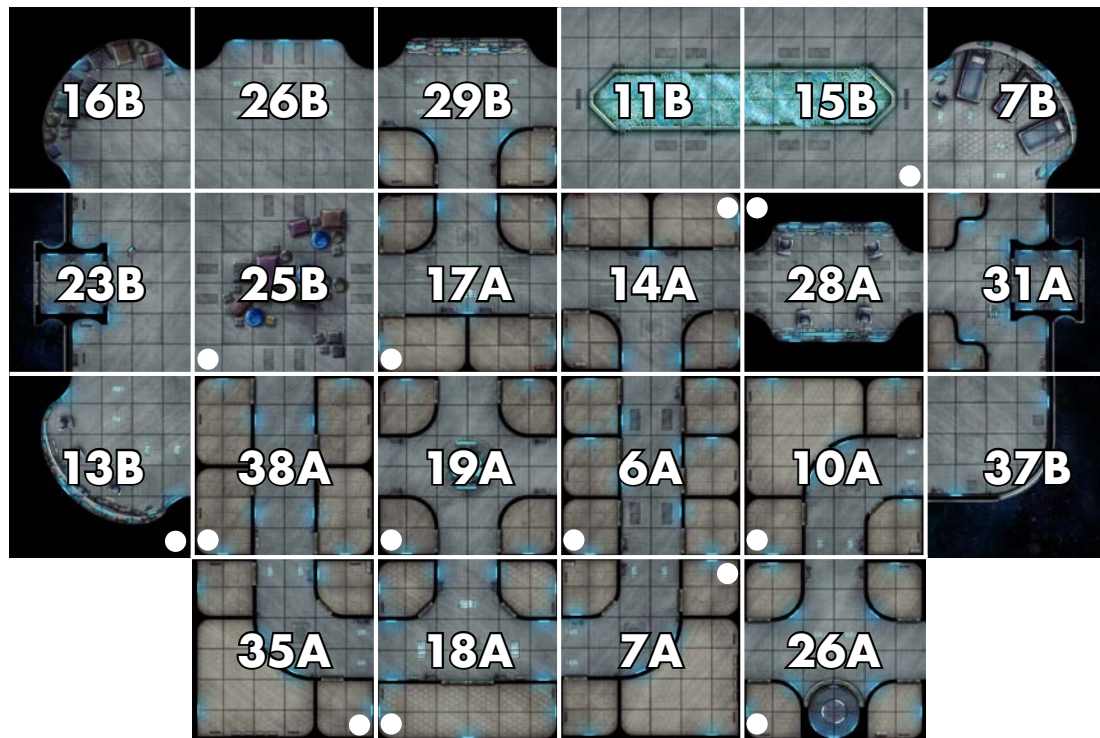
Thank you for your assistance in restocking Indigo Deep! In accordance with station procedures, observe the following standards:

- Due to sudden atmospheric gusts and the station's orbital thruster operational parameters, starships unable to dock safely on the station's platform—any in excess of 50 feet in length—are not to approach within 5,000 feet of the station. Violating this space may destabilize the station's orbit and disrupt sensitive ongoing experiments.
- During your visit, remain with your appointed host or within the residential or warehouse areas.

INVENTORY

- Ready-to-eat meals, Pact-standard protein (100)
- Water (1,150 gallons)
- Pickled onions, Maro-style (3 jars)
- Assorted medicinals (analgesics, antibiotics, pain-relief, therapeutic hormone, etc.—7 pounds)
- Reinforced laboratory glassware (38 pieces)
- Replacement hardware (computer parts, thaumaturgic capacitors, sensors, etc.—455 pounds)
- Jetpacks, standard weight (10)
- Xenon gas (110 pounds)
- Adamantine alloy probe plating (723 pounds)

HANDOUT #2: INDIGO DEEP FLOOR PLAN



HANDOUT #3: TERMINAL FUNCTIONS

This terminal provides access to most of Indigo Deep's data and processing. The following are summarized functions accessible from this computer. Some tasks may require at least several minutes to complete.

Activate Lights: Turn on the lights in any area.

Activate Cameras: View monitored areas in real time.

Activate Door: Open or close any door not manually locked by an operator with higher security credentials.

Tether Control: Transfer control of light, door, and camera functions to any approved device.

Laser Battery Status: Review the debris disintegration laser array, program new routines, and operate manually.

Life Support: Review and reconfigure life support functions, including gravity, temperature, and atmosphere controls.

Review Data: Access any unrestricted and standard-restriction files. Warning—many files are of exceptional size.

- Engineering Initiatives
- Meteorological Data
- Probe Log
- Security Footage
- Station Diagnostics

Upload Data: Begin data compression and export to an approved device.

ORGANIZED
PLAY TOOLS

REWARDS TABLE

Encounter	Level 5-6 Reward	Out of Level Reward	Level 7-8 Reward
Over Wehemothal	817 credits	992 credits	1,167 credits
Event: Brood Attack	817 credits	992 credits	1,167 credits
A4. Terminals	272 credits	330 credits	389 credits
A11. Trapped Hall	272 credits	331 credits	389 credits
B2. Station Core	273 credits	331 credits	389 credits
B4. Gas Lab	817 credits	992 credits	1,167 credits
Escape!	817 credits	992 credits	1,167 credits

Over Wehemothal: The PCs keep these rewards if they earned 4 or more successes during this skill challenge.

Event: Brood Attack: The PCs keep these rewards if they successfully defeat the brood attackers.

A4: The PCs keep these rewards if they successfully use the terminals in at least one useful manner.

A11: The PCs keep these rewards if they overcome or trigger the trap in area **A11**.

B2: The PCs keep these rewards if they successfully restore at least one function from the station's core.

B4: The PCs keep these rewards if they successfully defeat the ion ooze.

Escape: The PCs keep these rewards if they successfully reach their starship with Dr. Tsorsk still alive.



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
Bonus Faction Goal Achieved: ☐ Yes ☐ No ☐ N/A	Scenario-based Infamy earned? ☐ Yes ☐ No ☐ N/A	Fame Earned:

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

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

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

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

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

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

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Scenario #3-04: The Vast Experiment: Falling into Deliverance

Character Chronicle #

A.K.A. _____					LEVELS	☐ Normal Max Credits
Player Name	Character Name	Organized Play #	Character #	Faction	5-6	4,085
Adventure Summary					LEVELS	☐ Normal
The Society dispatched you and a group of agents to retrieve an important scientist from a station orbiting a gas giant in the Vast. Wayfinders faction leader Fitch, along with several of her grandchildren, accompanied you to the strange gas giant known as Wehemothal for your mission. When you arrived, you discovered the station, Indigo Deep, was unresponsive and you and your companions had to dive through the atmosphere to inspect the site. After intense investigation of the situation, you learned that some sort of immense gas giant leviathan attacked the station. You managed to find the scientist you'd been dispatched to save, Doctor Tsi Tsorsk, and formulated a successful plan to escape the doomed station before it collapsed into Wehemothal. You successfully managed to return Tsorsk to Aballon so she could begin working on a new generation of Starfinder Society mainline starship.					Out of Level	4,960
					LEVELS	☐ Normal
					7-8	5,835
					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	
CREDITS					Starting Credits	
					+	GM's Initials
					Credits Garnered (GM ONLY)	
					+	GM's Initials
					Day Job (GM ONLY)	
Reputation					Credits Spent	
					-	
					Credits Spent	
					=	
					Total	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #