

YEAR OF THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-04, TIER 7-10



FUTURE'S FALL

BY MATT DUVAL





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HOW TO PLAY

Starfinder Society Scenario #2-04: Future's Fall is a Starfinder Society Scenario designed for 7th- through 10th-level characters (Tier 7-10; Subtiers 7-8 and 9-10). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at StarfinderSociety.club.



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GM RESOURCES

Future's Fall makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive* ^(AA), *Starfinder Alien Archive 2*, *Starfinder Armory* ^(AR) and *Starfinder Pact Worlds* ^(PW). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at sfrd.info, and the relevant rules from the *Alien Archive* are reprinted at the back of the adventure for the GM's convenience.

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 Roleplaying Guild Guide*. This adventure has no scenario tags.

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FUTURE'S FALL

BY MATT DUVAL



ADVENTURE BACKGROUND

In the aftermath of a disastrous foray into the Scoured Stars, the Starfinder Society managed to somewhat stabilize its position by purchasing the false moon of *Salvation's End*. Following the events of *Starfinder Society Scenario #1-09: Live Exploration Extreme!*, the Starfinder Society learned that the interior of *Salvation's End* was littered with massive vault complexes. These vaults contained various different simulated environments. The first simulation the Society stumbled into was a reproduction of the dwarven Quest for Sky from lost Golarion, albeit with several inconsistencies that included rampant goblins, ooze monsters, and the absence of Torag to grant spells to his worshippers. Following their exploration of that vault, the Society's agents uncovered a vast hallway containing entrances to numerous other simulation vaults within the moon. Since then, the Society has dedicated considerable resources to studying vaults of *Salvation's End*.

The Starfinder Society's best data experts have failed to penetrate the data security in place on *Salvation's End*, and the Society has yet to uncover whatever purpose the massive megacomplex and its associated vaults serve. Since the Society's arrival on the false moon, many of the vaults have entered a process of reactivation or sterilization following their previous simulations. Left with such an obvious mystery to solve, the Starfinder Society established a new lodge atop *Salvation's End* (the site of the goblin shanty tower from *Starfinder Society Scenario #1-00: Claim to Salvation*.) The area remains one of the Society's most important sites beyond the Pact Worlds.

During *Starfinder Society Scenario #1-20: Duskmire Accord 9*, a group of Starfinders once again ventured into one of the *Salvation's End* vaults and uncovered a massive swamp biome populated by a trio of unlikely inhabitants: gnolls, yetis, and a cantankerous unicorn. The mission uncovered further proof that some unknown intelligence is responsible for the maintenance and ongoing monitoring of the moon's various vaults. To date, the Society has failed to contact this intelligence and has had only sporadic luck in accessing other vaults. So far, the opening of vaults occurs at random, and Starfinders have had to use hidden maintenance shafts or larger entry ports in order to access these areas.

Just before the Society formally purchased *Salvation's End*, one of the vaults suffered a cataclysmic shift in power. A mysterious

WHERE IN THE UNIVERSE?

Future's Fall takes place on *Salvation's End*, a moon-sized spacecraft filled with innumerable sealed simulation chambers run by an unknown intelligence. For more information about *Salvation's End*, see *Starfinder Society Scenario #1-00: Claim to Salvation*, *Starfinder Society Scenario #1-09: Live Exploration Extreme!*, and *Starfinder Society Scenario #1-20: Duskmire Accord 9*, which are available online at paizo.com.

being, groomed for its position within its vault by the same intelligence that guides the moon, uncovered its predicament of being trapped within a simulation and began a campaign to forcibly claim its vault and cut it off from the rest of *Salvation's End*'s systems. So far, this self-styled "Vault Lord" has not only managed to secure its own vault but has also begun using a combination of technological and magical means to break into other vaults within the complex.

In recent weeks, the Vault Lord has begun attacking another vault that it seeks to add to its growing "kingdom." This targeted vault, like all of the vaults within *Salvation's End*, is a highly detailed simulation, intended to gather data on how creatures react in a certain environment. Unlike other vaults the Society's explored thus far, this particular vault simulates a calculated theoretical future, recreating a small Akitionian settlement set sometime several decades into the future, shortly after a fictitious event known as the "Data Plague" has devastated the Pact Worlds and left the system virtually defenseless. As if this grim future were not enough, the intelligence creating the simulation also concluded a likely annexation of the weakened Pact Worlds by the nearby Veskarium.

So far, the Data Plague vault has fared like other vaults within the moon—its unaware subjects living day-to-day lives on what they believe to be a Veskarium-conquered Akition. However, the Vault Lord's recent attention has upset the natural balance of things,

and the Data Plague vault's Veskarium governor has called her soldiers to battle against the rising tide of intrusions made by the Vault Lord's forces. The ongoing war is something of a stalemate, with the Vault Lord unable to overcome the tenacious Veskarium defenders, while the Data Plague vault citizens have no means of leaving their confined existence.

Bringing matters to a head, the Vault Lord's actions have irrevocably corrupted the data that the guiding intelligence of *Salvation's End* intended to collect from the Data Plague vault. The intelligence has begun the slow process of activating cleansing and sterilization routines, meaning that it's only a matter of time before this false future and the secrets it holds are erased forever!

SUMMARY

Venture-Captain Kunoris Vex summons the PCs to investigate mysterious signals that match Pact World and Veskarium encryption coming from one of the many vaults on *Salvation's End*. Vex tasks the PCs with entering this vault through a maintenance hatch and determining the source of the signals.

Inside the vault, the PCs discover the automated drones that maintain the vault acting erratically. Shortly after their arrival within the vault, the PCs discover a recreation of the Pact World of Akiton. After overcoming a pack of terrifying beasts transplanted from the world of Arquand, the PCs reach Buyer's Remorse, a small mining station, and quickly discover the locals believe the date is several years in the future, and that the Veskarium now rules the Pact Worlds. The PCs have an opportunity to explore the settlement and learn about the "Data Plague" the locals say left the Pact Worlds defenseless.

Shortly after the PCs' arrival, the settlement's Veskarium-appointed governor, Enktuya Shipbreaker, learns of the PCs' presence and has her soldiers bring the PCs to see her. The PCs have a chance to earn the governor's favor and learn about attacks against the settlement. As negotiations conclude, the Vault Lord launches another attack on the Data Plague vault and the Veskarium garrison rushes to defend the town. The PCs have the opportunity to assist in the settlement's defense and help the townsfolk reach safety.

The battle severely damages Buyer's Remorse, and the devastation reveals the boundaries of the simulation to the inhabitants. Venture-Captain Kunoris Vex asks the Starfinders to rescue as many inhabitants as possible and retrieve whatever data about this simulation's predicted history they can from the station's computers. As the PCs make a final dash with the remaining survivors for the vault's exit, the simulation begins to

disassemble itself. The Starfinders must defend the last group of survivors from the vault's drones that swoop in to gather them for reuse in other simulations.

GETTING STARTED

Venture-Captain Kunoris Vex (N male drow^{AA} operative) calls the PCs to a meeting inside the lodge on *Salvation's End*. Read or paraphrase the following to get the adventure underway.



A cheerful verthani technician finishes installing a holographic display in the meeting room as Venture-Captain Kunoris Vex eagerly watches over his shoulder. Outside, through the meeting room's primary window, a pair of gnoll gardeners tend to part of a sprawling hydroponics facility built around a crashed cargo pod. In the larger ship landing area, an excited yeti with grease-caked fur leads a group of confused mechanics through trust fall exercises.

As the technician finishes, Venture-Captain Vex rushes him out the door and ushers those remaining to sit. "Starfinders! Please, come inside and sit. We're almost settled in here. It's starting to

feel like a proper lodge and not a war zone." He smiles warmly and offers to shake everyone's hand or equivalent appendage before gesturing to the conference table.

Vex activates his wrist-mounted comm unit to activate a display on the table, first showing *Salvation's End* and then the long hall of vault doors contained within it. "We've continued our exploration and examination of the numerous vaults contained within this moon, but the guiding intelligence behind them remains an enigma. To date, the vaults have contained different social experiments involving simple or ancient societies, but recently we intercepted signals from a vault and detected the presence of Pact World and Veskarium communications. The transmissions use encryption patterns our people did not recognize. I'd like you to review them, if any of you have skills at deciphering such things.

Before continuing the briefing, Vex provides the PCs with a chance to decrypt the signals. If a PC succeeds at a DC 15 Computers or Culture check (DC 18 in Subtier 9–10) they decipher **Handout 1**. Provide the remaining handouts (**Handouts 2–4**), in order, for every 5 points by which the PC's result exceeds the target DC. If none of the PCs succeed, Vex's data analysts manage to provide **Handout 1** after a brief and awkward break in the meeting.

Once the PCs have had a chance to review the messages, Kunoris Vex continues.

Vex shakes his head after reviewing the transmissions. "We haven't seen anything this modern coming from a vault before. We've also picked up increased activity from the facility's automated drones around the areas of this vault. We need to find out what the facility's intelligence is doing and what's happening in that vault. I don't want to find out too late it's been simulating attacks on Pact Worlds facilities." Kunoris Vex gives a broad smile as he brings up a display of the lodge's signal facilities. "Fortunately, I can send you in with support this time. We installed a new communications array, and it should be powerful enough to function within the vaults. If you need information, advice, or emergency support, you can reach me on your comm units. For now, head into the vault, find out what's going on inside, and be ready for anything!"

Venture-Captain Vex is happy to answer any questions the PCs may have, though he's shared everything he knows about the current situation already.

I haven't been to Salvation's End before. What's going on here? "I guess I got ahead of myself! We know this is an artificial moon. It contains a sophisticated artificial gravity generator and a number of sealed-off vaults. It seems some manner of intelligence controls this entire station, but we haven't managed to contact it to determine its purpose. We've previously located vaults with pre-Gap dwarven culture and a test of group dominance behavior."

When did these signals start? "Only a few days ago. Given the nature of the signals, I decided we needed to move quickly on this one. Unfortunately that means we haven't had a chance for preliminary scouting."

How do we get there? "There's ground transport waiting below in the tunnels. Keep those comm channels open and transmit visual data if you can; I'll be actively monitoring your progress. It'll be almost like getting to do field work again. I'm so excited!"

Once the PCs have learned what information they can from Vex, the venture-captain allows the PCs to purchase equipment from the lodge's storerooms. A PC can purchase any equipment from the *Starfinder Core Rulebook* up to item level 12, assuming they could normally purchase such equipment.

Boons: When the PCs are ready to proceed and have purchased any equipment they might need, have the PCs finalize their boon slots for the session. If a player has earned the Claimant to Salvation boon (*Starfinder Society Scenario #1-00: Claim to Salvation*) for any character, the PC she plays gains a single reroll that can be used for any one d20 roll during the course of this scenario, representing the Society's ongoing efforts within the false moon.

VAULT MAINTENANCE

Ground transport, in the form of an all-terrain transport piloted by a dwarven driver originating from the vaults, navigates the main hallway of *Salvation's End* and drops the Starfinders at an open maintenance hatch. The journey takes about 3 hours once the PCs depart the lodge. A narrow walkway extends through a crevice that runs up and down hundreds of feet, and hundreds of drones

VEX HERE. HOW CAN I HELP?

Venture-Captain Kunoris Vex stays in touch with the Starfinders throughout the mission via wireless communication. In addition to providing friendly commentary and off-hand advice, he can use the lodge's resources to assist the PCs in the following ways:

- Once per combat at the start of the second round, Vex can provide one piece of information about a foe.
- Once per phase in **area B** during the exploration of Buyer's Remorse and once per round in **Encounter B**, Vex can aid a skill check or provide unique assistance outlined in specific encounters.
- Vex provides assistance in the encounter with the governor if the PCs are allowed to use their comm units and successfully decrypted Handout 4.
- Vex may aid any check to identify a creature or technology, to recall knowledge, or to decipher writing made outside a time-constrained event.

If the PCs remain unsure what to do or need guidance on how to approach the adventure, Vex can remind them of the Society's objectives and provide a nudge in the right direction to adventure moving smoothly.

performing maintenance tasks on the vault's exterior panels. The level of activity is unusually high, and any PC who succeeds at a DC 24 Engineering or Physical Science check can identify a buildup of hydraulic pressure sufficient to move a city. A PC who succeeds at a DC 24 Computers check can identify the redeployment of automated drones nearby and new drones of a different model at this location, though the designations are meaningless to them.

A. NOT QUITE AKITON (CR 10 OR CR 12)

Proceeding further down the walkway, the PCs find a large, open airlock. Hot air drifts through from the other side, and an enormous array of holoprojectors lines the far wall, rising hundreds of feet into the air. Passing through the opening, the PCs find themselves in a vast desert.

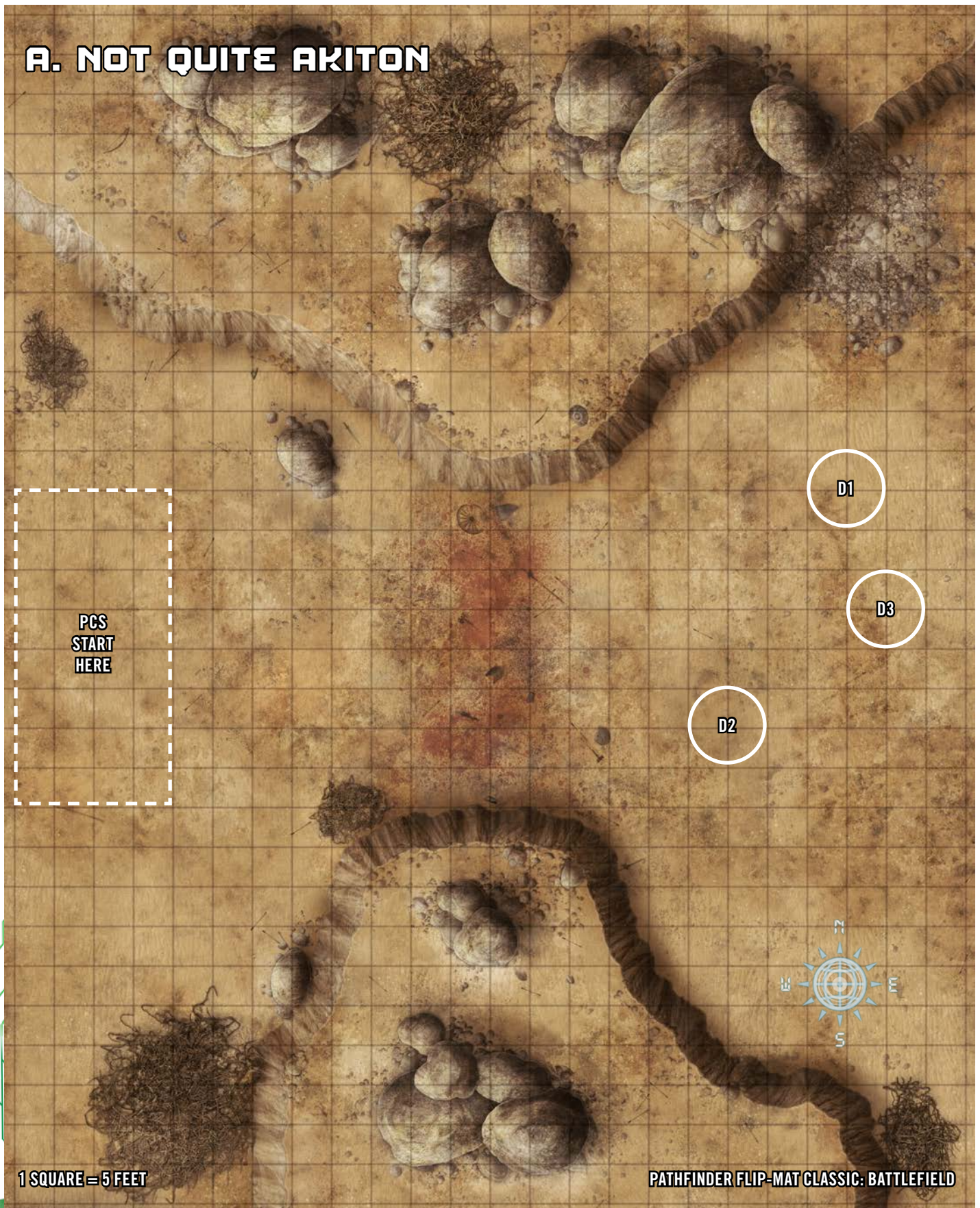
Read or paraphrase the following.

Rocky, red desert terrain stretches to the holoprojected horizon. The familiar stars of the Pact Worlds system sparkle in the evening sky, mixed with the twinkle of light on enormous starships and other manufactured craft orbiting above. Conical volcanic peaks rise up in the distance, one in particular dwarfing the other landmarks. A closer peak draws attention though, only a short walk away, structures and lights along its western slope.



STARFINDER SOCIETY SCENARIO

A. NOT QUITE AKITON



The PCs and Vex can easily identify the simulation as one of the Pact World of Akiton. PCs who succeed at a DC 24 Physical Science check can pinpoint their position 300 miles northwest of the volcano Eeha. PCs who succeed at a DC 30 Perception check, or who have a targeting computer upgrade, telescope, or similar gear, and succeed at a DC 20 Culture, Piloting, or Profession (soldier) check identify an enormous Veskarium orbital defense platform in the stars above them. PCs recognizing the orbital defense platform know that the Veskarium rarely position satellites outside of space they have formally claimed.

Akitonian characters, or PCs who succeed at a DC 25 Culture or Physical Science check, realize that the air quality is better than normal for Akiton. PCs who succeed a subsequent DC 30 Life Science check can identify the improvement as consistent with years of atmospheric regeneration efforts. Akitonians and PCs who succeeded at the prior Culture or Physical Science check know that such efforts halted after the thasteron economy collapsed, shortly after the advent of Drift travel.

The simulation's ceiling goes up 500 feet, and the rocky terrain underfoot has a depth of 200 feet before ending in impenetrable, thick metal plates akin to starship bulkheads. Gravity in the area is one-third normal, counting as a low-gravity environment. The mining station of Buyer's Remorse rests near the center of the vault, approximately 5 miles from the outer edge the PCs entered from.

Creatures: As the PCs begin exploring the vault's periphery, a group of guardians transplanted by the guiding intelligence of *Salvation's End* pace the region. The intelligence placed these genetically-modified specimens around the outer edges of this vault to prevent its primary test subjects from exploring too far and potentially unveiling the simulation's limits.

The guardians, Arquand drychens, hunt this area. The vault intelligence has kept these creatures from venturing into the settlement or outside the simulation with careful environmental manipulation and technology used to simulate the Arquand world spirit (*Starfinder Core Rulebook* 463). As this simulated world spirit reacted to sentient invaders, the wolflike predators gained glowing telepathic whiskers that run down their backs and sense sentient thought. While possessing only animal intelligence, the drychens attune to nearby thoughts, anticipating attacks and telepathically reflecting a creature's terrors back into its mind. Their musculature furrows beneath their hides, able to expand out into new limbs that grant the drychens mobility in every environment. Since the drychens hunt thought, they are ideal for the *Salvation's End* intelligence, leaving its maintenance drones unmolested. While Arquand drychens have a set of special immunities while on their home world, these drychens lack that ability.

SUBTIER 7-8 (CR 10)

ARQUAND DRYCHENS (3) **CR 7**
N Large animal

SCALING ENCOUNTER A

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

Both Subtiers: Remove one Arquand drychen from the encounter.

Init +4; **Senses** blindsight (thought) 120 ft., low-light vision;

Perception +14

DEFENSE **HP 100 EACH RP 2 EACH**

EAC 18; **KAC** 22

Fort +11; **Ref** +11; **Will** +6

OFFENSE

Speed 40 ft.

Melee bite +18 (2d6+12 P plus thought predation)

Multiaction bite +12 (1d8+12 P plus thought predation),
2 claws +12 (1d8+12 S)

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

Offensive Abilities pursuit adaptation

TACTICS

Before Combat The Arquand drychens each use thought predation on one target from hiding.

During Combat The Arquand drychens each focus on their chosen targets until those targets are dead, at which point a drychen shifts its attention to other foes.

STATISTICS

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

Skills Intimidate +14, Sense Motive +14, Stealth +19

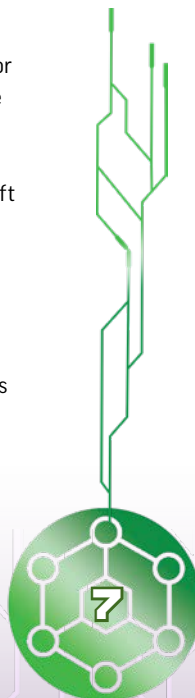
Other Abilities tracking (thought)

SPECIAL ABILITIES

Pursuit Adaptation (Su) An Arquand drychen can spend 1

Resolve Point as a swift action to shift its form, gaining a burrow, climb, fly, or swim speed equal to its base speed for 1 hour. Alternatively, it can adapt itself to increase its base speed by 30 feet for 1 hour.

Thought Predation (Su) The Arquand drychen attunes to a creature's behavior and thoughts within 120 feet. As a swift action, it can spend 1 Resolve Point to form a telepathic link with its target, reflecting phantasms of the creature's fears and doubts that last for 1 round. While this bond lasts, the target creature gains the off-target condition when attacking the drychen. If the drychen hits with its bite attack against the target of this ability, its target takes an extra 2d10 damage and is frightened for 1d4 rounds unless it succeeds at a DC 17 Will save. This is an emotion, fear, mind-affecting effect. Creatures with an Intelligence modifier of -4 or worse are immune to this ability.



SUBTIER 9-10 (CR 12)

PRIMAL ARQUAND DRYCHENS (3)

CR 9

N Large animal

Init +6; **Senses** blindsight (thought) 120 ft., low-light vision;

Perception +16

DEFENSE **HP** 130 **EACH** **RP** 3 **EACH**

EAC 22; **KAC** 24

Fort +13; **Ref** +13; **Will** +8

OFFENSE

Speed 50 ft.

Melee bite +21 (2d10+15 P plus thought predation)

Multiattack bite +15 (2d6+15 P plus thought predation), 2 claws +15 (2d6+15 S)

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

Offensive Abilities pursuit adaptation

TACTICS

See Subtier 7-8.

STATISTICS

Str +6; **Dex** +4; **Con** +3; **Int** -4; **Wis** +2; **Cha** +0

Skills Intimidate +16, Sense Motive +16, Stealth +21

Other Abilities tracking (thought)

SPECIAL ABILITIES

Pursuit Adaptation (Su) An Arquand drychen can spend 1

Resolve Point as a swift action to shift its form, gaining a burrow, climb, fly, or swim speed equal to its base speed for 1 hour. Alternatively, it can adapt itself to increase its base speed by 30 feet for 1 hour.

Thought Predation (Su) The Arquand drychen attunes to a creature's behavior and thoughts within 120 feet. As a swift action, it can spend 1 Resolve Point to form a telepathic link with its target, reflecting phantasms of the creature's fears and doubts that last for 1 round. While this bond lasts, the target creature gains the off-target condition when attacking the drychen. If the drychen hits with its bite attack against the target of this ability, its target takes an extra 4d10 damage and is frightened for 1d4 rounds unless it succeeds at a DC 18 Will save. This is an emotion, fear, mind-affecting effect. Creatures with an Intelligence modifier of -4 or worse are immune to this ability.

Treasure: Even with a cursory examination of the area, PCs can find remnants of a Veskarium patrol from Buyer's Remorse nearby. The drychens destroyed the vesk's armor, but the PCs can recover two combat rifles with 40 longarm rounds between them, plus four frag grenades III. In Subtier 9-10, the PC also find an elite shirren-eye rifle with 12 longarm rounds. A PC who succeeds at a DC 24 Culture check (DC 28 in Subtier 9-10) recognizes the insignia and equipment as Veskarium military issue, but the vesk's outfits and adornments resemble those of a holoshow safari costume.

PCs who search the area and succeed at a DC 27 Perception check (DC 31 in the Subtier 9-10) locates devices the moon's

intelligence uses to control the drychen, which collectively function as a *mk 2 mindlink circlet* (a *mk 3 mindlink circlet* in Subtier 9-10).

Rewards: If the PCs do not defeat the drychens, reduce each PC's credits earned by the following amount.

Subtier 7-8: Reduce each PC's credits earned by 904.

Out of Subtier: Reduce each PC's credits earned by 1,913.

Subtier 9-10: Reduce each PC's credits earned by 2,921.

B. BUYER'S REMORSE

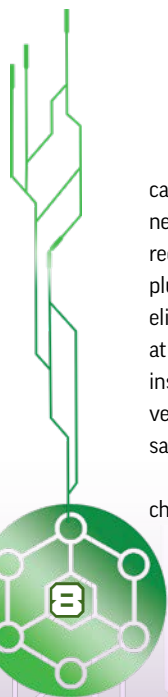
Buyer's Remorse is facsimile of a small thasteron mining facility built northwest of Eeha on Akiton. After the simulated Data Plague rendered most Pact World advanced technology non-functional, the Veskarium swept in and easily conquered the nearly defenseless system. In this version of the Pact Worlds, the Veskarium has banned the use of Drift technology by non-vesk, thus reviving Akiton's thasteron mining enterprises and restarting efforts to rejuvenate the planet's environment.

The Veskarium governor, **Enktuya Shipbreaker** (LN female vesk soldier), maintains a barracks and administrative facility on the volcano's southwest slope. An underground transport system supposedly connects to a spaceport on the other side of the cone, but the *Salvation's End* intelligence instead places subjects leaving the site into temporary stasis and implants memories about trips elsewhere before sending them back to the settlement. With the Vault Lord's attacks on this vault, the intelligence has disabled the transport, and the governor cites maintenance issues if asked about it. The roaming predators and barren and inhospitable surrounding terrain discourage any other wandering.

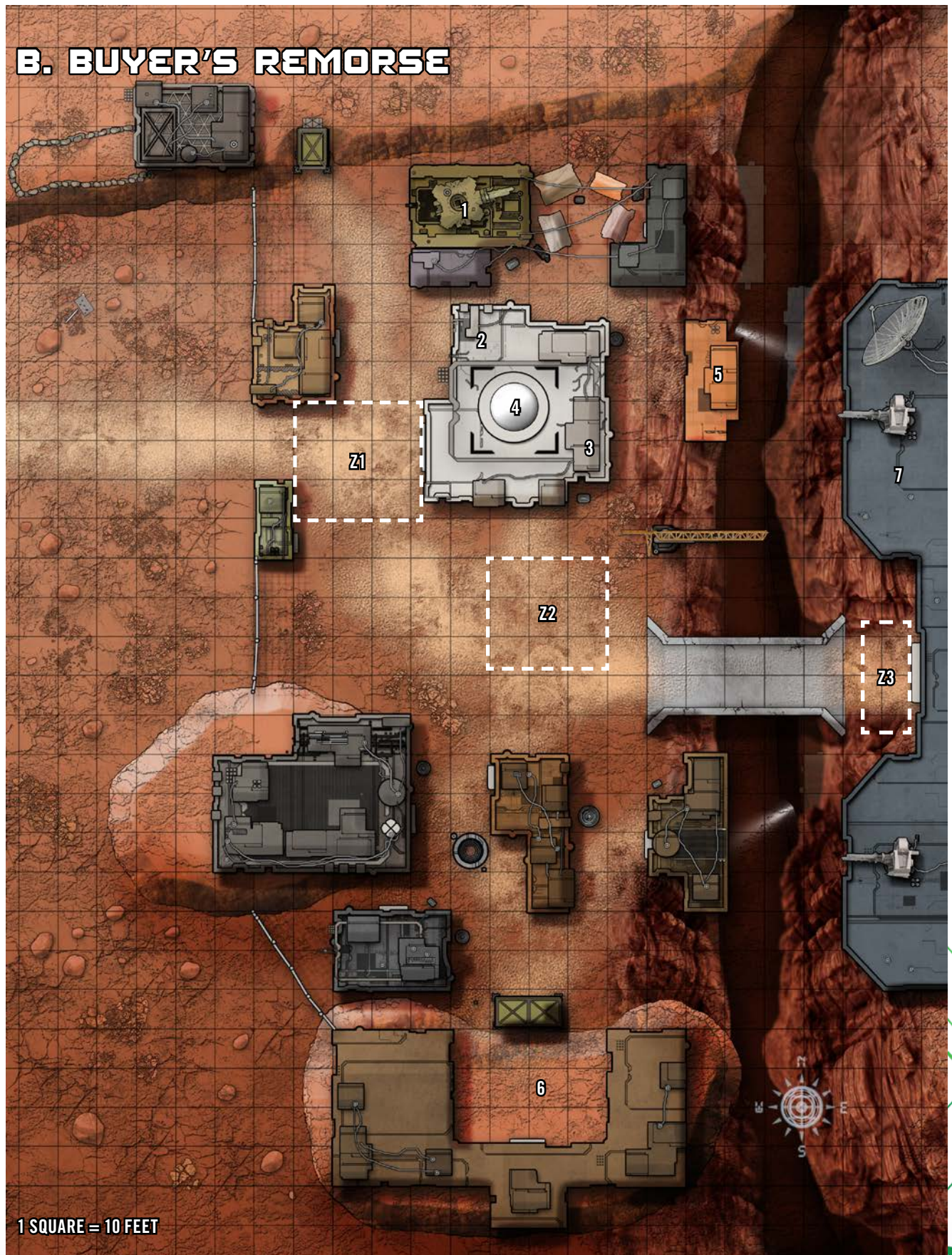
The town's locations and inhabitants include a mining facility built along a crevasse on the volcano's lower slope that a hylki (the red-skinned humans of Akiton) clan operates with the help of their *ikeshti* (*Starfinder Alien Archive* 64) employees. An extended family of about 50 ysoki operates a hydroponics market, repair shop, entertainment den, and cantina from a series of permanent and semipermanent structures built around the family matriarch's broken down hovertanker. A dozen shobhad (*Alien Archive* 104) mercenaries built a watchtower and barracks on a mesa at the town's southern border. The mesas rise up 60 feet above the town.

The Veskarium soldiers remain on high alert after the Vault Lord's repeated attacks, and their numbers have dwindled as a result of the ongoing assaults. The soldiers now prepare for a last stand to defend the town with grim determination. The soldiers and townsfolk initially assume the PCs are mercenaries hired to help in the defense. The townsfolk worry about an upcoming battle but are generally law-abiding and compliant, following Veskarium orders and moving through their days in comfortable patterns of work, rest, and work.

If asked, or if the PCs seem stuck, Venture-Captain Vex advises the PCs to quietly ask around to determine what the simulation is about and what's happening in town. He grows increasingly concerned about and interested in learning as much as possible about the Data Plague that seems to be the basis of this simulation.



B. BUYER'S REMORSE



1 SQUARE = 10 FEET



As the PCs enter Buyer's Remorse, read or paraphrase the following:

The setting sun casts long shadows over the volcano and plateaus at its base. The sounds of heavy machinery ring through the nearby canyons, and spotlights illuminate mining cranes and pumps at the volcano's base. Stacked residences and businesses climb the sides of the plateaus, lights coming on inside while colorful advertisements broadcast the locations of entertainment dens, diners, and a medical center. A small fortress overlooks the settlement from the west face of the volcano. A crooked, beaten metal sign along the road reads in Common, "Buyer's Remorse", the population number below it perforated many times to the point of illegibility.

Creatures: Vesk soldiers wearing out-of-place, teal long-sleeved shirts with armored plating guard a barrier warding the western entrance, and a pahtra sniper observes from a perch on the north plateau. The soldiers' equipment is patched and battle-scarred, and some still have minor injuries. If the PCs approach the main gate, the guards ask to see travel permits. The PCs can enter town without drawing attention or create forged credentials with a successful DC 27 Bluff, Computers, or Stealth check (DC 31 in Subtier 9–10), and they earn an extra phase to investigate if they do so successfully. If any PC is caught attempting to enter without proper documentation, they earn 1 Suspicion Point, but even if the guards catch the PCs or they don't offer credentials, the guards hurriedly wave them through without further incident. PCs who succeed at a DC 24 Sense Motive check notice the guards focus on the roads even while talking to the PCs, their posture tense, as though expecting some trouble.

The guards do not tolerate more than three questions, but can inform the PCs the town is "Vesk-XX Mining Station 00ERROR01," known to the locals as Buyer's Remorse. They provide general directions around town and notify the PCs curfew is in 2 hours and that loitering is prohibited. PCs who succeed at a DC 24 Culture check (DC 28 in Subtier 9–10) recognize the guards' weapons as Veskarium military issue, but the uniforms are costumes from a popular children's holoshow, *Lone Survivors*, about vesk survivalists dropped alone onto inhospitable worlds who teach life science and survival skills while wearing colorful safari outfits. The guards are unfamiliar with the program. Vesk PCs or PCs who succeed at a DC 15 Culture check know the Veskarium numbers its planets (e.g. Vesk-2 and Vesk-3), but no current Veskarium world has an XX designation. The guards brush off questions about their uniforms or the designation as matters for their superiors. If the PCs mention this is a simulation or ask why the Veskarium is in charge on Akiton, they earn 1 Suspicion Point (see Exploring Buyer's Remorse) and the guards tell them to move along and check the infosphere if they need a history lesson.

Garrison soldiers quickly correct any reference to Akiton as Vesk-XX. The townsfolk do the same, but with more concern that someone overheard the PCs using the antiquated name. No one

knows who picked the designation, and while it doesn't bother them, the PCs' use of the old name earns them 1 Suspicion Point (see page 11).

Soldiers can be seen placing explosives at defensive points at the town's perimeter and fallback positions inside town. PCs who succeed at a DC 24 Physical Science check realize that any substantial explosion would cause the honeycombed stone around the volcano to collapse into a pit in the center of town. If questioned, the guards state that their mission is classified, and the PCs should speak with their superior—the governor.

BOTH SUBTIERS (CR 11)

MERCENARY ROOKIES (5)

CR 6

HP 90 each (*Starfinder Pact Worlds* 174; see page 24)

PAHTRA STALKER

CR 6

HP 82; RP 4 (*Starfinder Alien Archive* 294; see page 24)

Development: If the PCs attack the Veskarium garrison, they earn 1 Suspicion Point for every soldier killed. A reinforcement group arrives every 3 rounds after the PCs attack a group, and there are 10 groups of soldiers stationed around Buyer's Remorse. If the PCs wipe out the entire garrison, the *Salvation's End* intelligence immediately reacts by initiating termination of the simulation, and the intelligence's drones replace the Veskarium defenders when the Vault Lord's forces arrive (see Vault Lord's Assault on page 14). The town's destruction occurs on round 10 in the Vault Lord's Assault encounter, as the intelligence advances its shutdown. If this occurs, the PCs cannot rescue the governor.

If the soldiers capture the PCs, the PCs gain 5 Suspicion Points, beyond the 1 Suspicion Point for each soldier killed. The soldiers then bring the PCs to the governor; see Meeting the Governor.

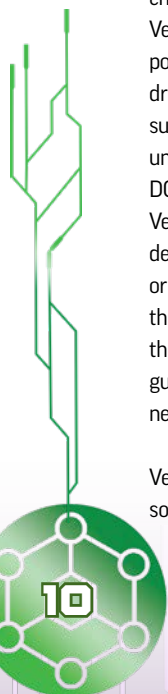
Infamy: The PCs gain 1 Infamy for attacking the garrison or for killing any of the non-hostile citizens of Buyer's Remorse.

EXPLORING BUYER'S REMORSE

The PCs have two phases to explore the town before the governor demands their attention. This increases to three phases if the PCs avoided attention from the guards while entering the town. Each phase is roughly 1 hour, during which each PC can visit a single location in town to assess the situation there and attempt a check, or they can aid another PC's check. Venture-Captain Vex can also aid on one check per phase. A PC can instead spend a phase gathering information, as detailed on page 13.

The GM should track three factors as the PCs explore of Buyer's Remorse: data about the simulation, evidence of the simulation, and the governor's growing suspicion of the PCs' actions.

Data: The PCs can uncover information about the simulation and they hypothetical Data Plague as they explore Buyer's Remorse. This information is tracked as Data Points that count toward their mission objectives.



Evidence of the Simulation: The town's garrison soldiers and inhabitants generally rationalize or brush aside the minor inconsistencies that might suggest they are living in a simulation. A few significant exceptions are noted in the location descriptions in Buyer's Remorse Locations; this information can be used to influence the governor in Meeting the Governor on page 13.

Suspicion: As the PCs explore Buyer's Remorse, they attract the local governor's notice, represented by Suspicion Points. Increase the DC of checks to influence the governor (see Meeting the governor) by 1 for each Suspicion Point the PCs have. Certain actions noted in various area descriptions increase the governor's concern about the PCs, as does causing a public scene or using violence against townsfolk. Openly declaring affiliation with the Starfinder Society also earns 1 Suspicion Point, as the Veskarium in the simulation associates the organization with resistance elements, but they have not outlawed the group yet.

BUYER'S REMORSE LOCATIONS

PCs can visit any of the following locations in Buyer's Remorse.

1. Ysoki Encampment: This cluster of structures contains a repair shop, a hydroponics facility, a small cantina, and VR parlor, along with several cramped residences. Its founder is a former corporate spy and saboteur who originally used her hovertanker piloting job as cover, **Neknok** (N female ysoki operative). When the Veskarium invaded, she decided to lie low and settle down. She is guarded and inquisitive, asking as many questions as she answers. If a PC succeeds at a DC 28 Diplomacy check (32 in Subtier 9–10) or provides her a bribe of 500 credits (1,000 credits in Subtier 7–10), she provides the PCs with information on the people in town, including the affiliations of Diniel (**Area 3**) and Nelli (**Area 5**).

Neknok manages a brood of 50 children, grandchildren, cousins, and other relations in a sprawling compound built in, around, and under the derelict hovertanker. Her son, Kib, is a fast-talking salesperson who manages the VR parlor and gambling den. Her granddaughter, Quina, operates the hydroponics facility that provides most of the town's fresh produce, and Neknok's adopted android daughter, Triss-5, runs the cantina with quiet, no-nonsense steadiness. If a PC spends credits here, reduce the DC to gather information in town by 5.

Most of the family is currently working extra shifts in the repair shop repairing damaged Veskarium armor. PCs who ask about the damaged armor learn the Veskarium have been fighting invaders on the outskirts of town. No one is sure who the invaders are, where they come from, or who sent them. PCs asking about the Data Plague learn that all Pact Worlds technology failed suddenly 32 years ago.

A few hylki miners gather in the cantina at any given time. A PC who succeeds at a DC 24 Culture check identifies the shumka beats playing in the background as an algorithmically generated synthesis of several present-day performers. All the functioning equipment in the cantina is Veskarium design. Triss-5 points out a broken-down Pact-made holodevice that used to play music programs, but now plays only four separate clips from four songs saying "This. Is. The. End." though the last word changes

SCALING EXPLORING BUYER'S REMORSE

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

Both Subtiers: The PCs have an additional phase to investigate the town.

to "Beginning" every four verses through the eerie tune. A PC that examines the device and succeeds at a DC 30 Computers or Engineering check (DC 34 in Subtier 7–10) can safely extract data or components for later study, earning 1 Data Point toward their mission objectives.

PCs find several miners blissed out inside the VR parlor. Kib offers a free sample test of the equipment. Inside the VR, the PCs see only a projection saying "Relaxing Experience," "Exciting Experience," or similar text based on their request. The locals don't understand any confusion the PCs express and genuinely enjoy the experiences provided by the static messages—this is the result of deep psycho-indoctrination performed by the moon's intelligence.

2. Yon's Diner: **Yon** (LN male hylki human) is a welcoming, older man who manages a tiny diner at the base of the central mesa, with the rapid precision of an excellent short order cook. Miners filter through, quickly placing and receiving their orders while exchanging friendly banter with Yon.

When the PCs arrive, a Veskarium news broadcast plays on the holodisplay, talking about the conquest of Absalom Station and showing documentary video of the destruction of the Armada. As the PCs watch, the Veskarium invasion fleet quickly destroys the handful of functioning Pact World starships, including the Starfinder Society's flagship, the *Master of Stars*, colored a strange pink instead of its traditional green and yellow. The broadcast then switches to a celebratory live feed of the Veskarium fleet dismantling a now-evacuated Absalom Station as they extract the *Starstone* for transport to Vesk-Prime.

3. The Clinic: **Diniel** (NG female elf mystic 7) runs a small medical center on the central mesa. The surviving Stewards have hidden after the collapse of the Pact Worlds, and Diniel is one of them. She carefully tries to keep the memory of the Pact Worlds alive, sharing stories and quiet reminders when it won't draw the garrison's attention, otherwise playing the role of a backwater doctor. She offers spellcasting services and has a supply of tier 3 medicinals and five *mk 3 serums of healing* for sale.

A PC who succeeds at a DC 24 Sense Motive check (DC 28 in Subtier 9–10) when asking about the Pact Worlds realizes Diniel is gauging the PCs' trustworthiness. A PC who succeeds at DC 27 Perception check (DC 31 in Subtier 9–10) notices a scar on Diniel's neck that conceals tattoo of the Stewards' emblem. If the PCs



succeed at either check, they can persuade her to talk about the Data Plague and war with a successful DC 20 Diplomacy check (DC 24 in Subtier 9–10). She provides information equivalent to a result of 25+ on the check to gather information on page 13. She was an agent between assignments at Bastion on Absalom Station when the Data Plague struck. She provides a first-hand account of computers failing across the Pact Worlds shortly after Absalom Station fell to chaos, and the Stewards' desperate efforts to maintain cohesion as communications broke down. When the Veskarium broke the remaining Pact Worlds fleet and defeat was inevitable, her superiors assigned her and others with maintaining true records and history of what occurred and keeping the memory of the Absalom Pact alive. If the Starfinders earn her trust, she provides them with copies of her records, and they earn 1 Data Point toward their mission objectives.

The Veskarium began monitoring Diniel after rumors about her stories reached the governor. Healthy PCs openly visiting the clinic for more time than a simple purchase earn 1 Suspicion Point.

4. Shrines: Tunnels through the central mesa hold small shrines to Abadar, Eloritu, Iomedae, Pharasma, and Talavet, each of these surrounding a much larger chapel to Damoritosh. A few Vesk soldiers are offering prayers to Damoritosh in preparation for the upcoming battle when the PCs arrive. They welcome any vesk to join their prayers, otherwise rankling at any interruption.

Holden Draven (N hylki human mystic), a priest of Pharasma, maintains all the shrines, also working as a janitor for Yon (**Area 2**) to supplement donations from the faithful. If the PCs ask about other gods not represented, Holden sadly states that the miners have little use for gods of travel and exploration such as Desna or Weydan. After the Data Plague, worship of gods of science such as Yaraesa fell into disfavor, and the Veskarium outlawed worship of Hylax. He adds that many believe Triune is dead or turned against the Pact Worlds, causing their technology to fail.

PCs who study the shrines and succeed at a DC 30 Perception check (DC 34 in Subtier 9–10) or a DC 24 Engineering or Mysticism check (DC 28 in Subtier 9–10), identify hybrid devices built into the shrines by the *Salvation's End* intelligence that diminish and misdirect divination magic and amplify memory-altering enchantments. The PCs can present this evidence to help persuade the governor about the simulation.

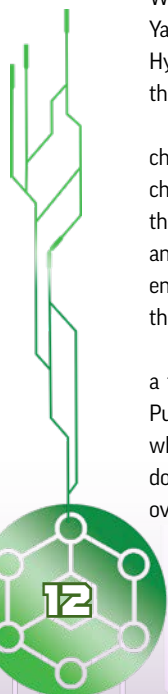
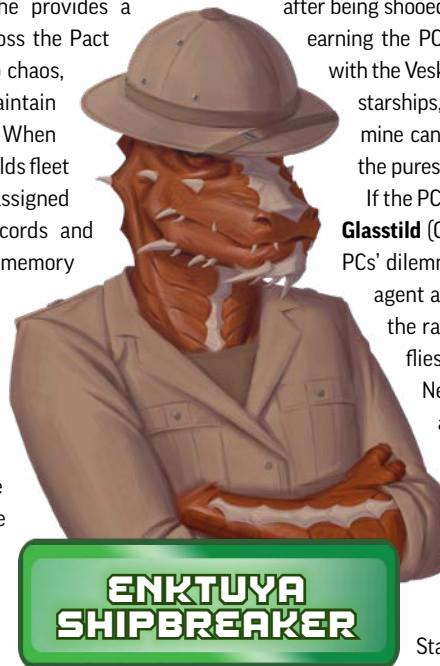
5. Mining Facility: The small mining facility extracts thasteron, a form of pre-Drift fuel, from the excavation below the volcano. Pumping stations, lifts, and cranes dot the top of the ravine, while scaffolding and drilling equipment line the cliff walls. A few dozen hylki and ikeshti miners shout requests and status updates over comm units. The facility manager, **Drak Garls** (N male hylki

human), oversees operations from a small command building on the cliff top just north of the bridge. Drak doesn't have patience for interruptions. A PC who succeeds at a DC 31 Diplomacy check (DC 35 in Subtier 9–10) can ask few questions or gain access to the facility, but otherwise Drak shouts them away. If the PCs return after being shooed off, he reports the activity to the governor, earning the PCs 1 Suspicion Point. Drak can explain that with the Veskarium ban on Drift travel for non-Veskarium starships, the thasteron economy boomed, and his mine can't produce it fast enough. This location has the purest fuel he's ever seen, and the biggest supply.

If the PCs fail to persuade Drak to talk to them, **Nelli Glasstild** (CG female feychild gnome envoy) spots the PCs' dilemma. The gnome believes she is a Starfinder agent and hopes to gain access to ancient ruins in the ravine before the miners destroy them. Drak flies into a rage at the sight of her, believing Nelli is trying to sneak past him. Nelli slyly approaches and butters up the PCs before letting slip she's a Starfinder and offering to provide a distraction so they can access the ravine if they retrieve a Contemplative meditation tablet at the ruin for her (though this tablet doesn't actually exist). If Nelli learns the PCs are Starfinders too, she shouts with excitement that she hasn't seen so many in one place since Absalom Station fell. She commiserates

with the PCs that membership has been on the decline after all their starships were lost and tears up at the memory of being in Lorespire Complex as her fellow Dataphiles failed to save Guidance from being devoured by the Data Plague, which she believes had some modicum of vindictive sentience. PCs who succeed at a DC 24 Culture check or ask Venture-Captain Vex to talk with Nelli as his assistance for that phase identify Nelli as an actual Starfinder agent who went missing months ago elsewhere on *Salvation's End*. She has no memory of her time on the moon, but she recalls all her other history as a Starfinder in addition to the memories implanted by the simulation. PCs who succeed at a DC 20 Diplomacy check (DC 24 in Subtier 9–10) or asked for Vex's help convince Nelli that she's in a *Salvation's End* vault. She offers to assist the PCs' mission and escape with them. Nelli automatically aids skill checks the PCs attempt during this portion of the adventure. She's not outfitted for combat, but she can use envoy improvisations (improved get 'em and inspiring boost [12 SP]) from hiding once per round on initiative count 10.

If the PCs get Drak's permission, Nelli distracts him, or a PC succeeds at a DC 27 Computers, Disguise, or Stealth check (DC 31 in Subtier 9–10) to forge permits, they can access the facility's interior. Failing this check earns the PCs 1 Suspicion Point. A PC who succeeds at a DC 24 Physical Science or Piloting check within the facility discovers the miners are extracting already refined thasteron and can provide this as proof of the simulation to the governor.



6. Shobhad Barracks: A small group of shobhad mercenaries barracks atop the south mesa. The compound is a permanent structure, but the mercenaries rotate through every season. The Veskarium instituted a service requirement for the shobhad-neh to train with and help defend Veskarium outposts on Vesk-XX in exchange for payment and weapons. **Vartojan** (CN male shobhad^{AA}) leads the current band. He and his warriors are sparring and checking their equipment in preparation for battle.

Vartojan isn't interested in talking to outsiders, but he has scouted more of the surrounding area than anyone else. PCs who succeed at a DC 31 Diplomacy check (DC 35 in Subtier 9-10), talk shop with a successful DC 20 Profession (mercenary) check, or offer a gift of a tier 8 or better weapon (tier 10 in Subtier 9-10) earn a few moments of Vartojan's time. The shobhad witnessed the invaders' attack, noting they entered through tear in the simulation's northern wall, and collected broken equipment from the area as a trophy. He believes the invaders are creatures from another plane, but the PCs can identify the broken pieces as from the holoprojectors from the vault edges. The PCs can present this as evidence of the simulation to the governor.

7. Veskarium Garrison: Two vesk soldiers guard the bridge. If a PC approaches, the guards inquire what business the PCs have inside. If the PCs say they're looking for mercenary work, the vesk signal the governor's secretary, **Gigigentenk** (NG male skittermander^{AA}), who excitedly signals back that their nufriends can wait there and the governor can see them very soon. He then begins peppering the soldiers with questions to relay to the PCs about who the PCs are, their favorite foods, where they grew up, and their thoughts on beetles. The soldiers mute the signal and provide a comm channel for the Starfinders to await the governor's summons. Making an appointment reduces the PCs Suspicion Points by 1, and the governor calls the Starfinders instead of sending an escort if they have 4 or fewer Suspicion Points.

COMPUTERS OR DIPLOMACY (GATHER INFORMATION)

A PC can spend a phase checking the local infosphere or chatting with various residents of Buyer's Remorse. They learn all the information whose DC is equal to or less than the result of their Computers or Diplomacy check.

10+: The Veskarium took over Akiton around 30 years ago, and speakers continuously broadcast the numerous rules and regulations for the town in Common and Vesk, including curfew shortly after sunset, no loitering, no travel without permit, and right-of-way for vesk at all times, amongst numerous others. The people in town believe the year is 352 AG.

15+: All advanced Pact World technology stopped working 32 years ago, when the "Data Plague" struck. Starships malfunctioned and communications broke down. The Plague corrupted planetary infospheres, and computers became unreliable.

20+: The Data Plague exclusively struck the Pact Worlds, hitting every world simultaneously. Veskarium starships in the Pact Worlds system were unaffected, and they left and returned

SCALING MEETING THE GOVERNOR

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

Both Subtiers: Reduce any Suspicion Points earned by 2.

in a month with an invasion fleet. The Pact Worlds officially surrendered after the Stewards organized the handful of working starships in Absalom Station's Armada into a last defense; the Veskarium annihilated them.

25+: The *Idari* lost orbital control when the Data Plague struck. The ship crashed into Fullbright on Verces a few weeks later, with nearly the entire complement lost and presumed dead. Kasathas have been rare within the Veskarium ever since.

30+: The Data Plague seemed to originate from within the Pact Worlds, beginning on Absalom Station and quickly spreading to the surrounding worlds. The effects never reached the Veskarium. The initial Veskarium invasion was tentative probing to see if the reports were false and eventually evolved into a complete annexation of the defenseless Pact Worlds.

PCs who succeed at a DC 30 Culture check (DC 34 in Subtier 9-10) while gathering information or checking the infosphere identify gaps in recollections, placeholder text in records, and numerous computer-altered images that provide evidence of the manufactured reality they can present to the governor.

MEETING THE GOVERNOR

Shortly after the PCs reconvene after the final phase of their investigation, five Veskarium soldiers approach them and order the PCs to come with them to answer questions from the governor. If the PCs made an appointment, Gigigentenk instead contacts them over their comm units that the governor is ready to see them. Venture-Captain Vex, monitoring the situation, suggests the PCs follow the guards and tell the governor the truth of the vault if the PCs have evidence and feel persuasive. Should the PCs decide to resist the escort, use the mercenary statistics on page 10; the *Salvation's End* intelligence responds as presented in the Development entry for encounter **B**.

The Veskarium garrison is currently understaffed but busy with activity. Conscripted soldiers fortify the walls, check redundancies on vital systems, and perform weapons checks. Three soldiers wait outside the governor's office, where the PCs meet Gigigentenk in person. The red-furred skittermander wears a pith helmet and cheerfully greets the PCs and shows off his beetle terrarium for a few moments before the governor signals for them to enter. If the PCs have 5 or more Suspicion Points,



the soldiers use magitech scanners and insist the PCs shut down their personal comm devices, leave their weapons, and dismiss any active spells. A PC who succeeds at a DC 27 Sleight of Hand check (DC 31 in Subtier 9–10) can sneak a weapon or active comm device inside, but failing such a deception increases party's Suspicion Points by 2.

As the PCs enter the governor's office, read or paraphrase the following:

The display of Swarm corrovox heads and a set of immense pincers behind the desk sets a grim tone. The vesk behind the desk has a pair of pistols and a handful of grenades in easy reach and looks through the holodisplay on her desk showing the town's defenses. The images highlight the vesk's orange and white scale patterns. "Here's our new mystery out of the desert. You don't look local." She throws a charred piece of armor on the table with an unfamiliar, seven-toothed cog on it. "You don't wear this mark. Are you agents of the Vault Lord? If so, speak up quickly so I can shoot you and get back to work. Just don't waste my time or I'll be upset."

Governor Enktuya Shipbreaker is a veteran with decades of simulated experience fighting the Swarm, pirates, and too many other forces to count. She maintains an aura of experience and gravitas despite wearing the brightly colored *Lone Survivors* host's costume. The Vault Lord's attacks have been a welcome distraction from Enktuya's otherwise boring assignment. Now, with half her original garrison dead and an impending assault, she feels a slight concern about victory and has sent repeated requests for reinforcements to the Veskarium planetary council with no response other than to hold position. Enktuya closely questions the PCs about their backgrounds and loyalties to determine if they're in league with the Vault Lord and what they know about the invaders, but she is willing to answer a few of their questions.

Who is the Vault Lord? The governor takes off her slouch hat and scratches her head. "You don't know? I'm not sure. The invaders' drones continuously broadcast a signal when they attack, demanding our surrender to this Vault Lord. It's gone on for weeks now."

Why is the Veskarium here? "The mighty Veskarium takes close care and watches over all the inhabitants of Vesk-XX. The rich deposit of thasteron here also warrants additional protection and supervision."

Don't you think it's odd that...? "I think it's odd that you'd irritate me with inanities when I have a town to protect."

The governor's response to the Starfinders depends on their approach. Regardless of their approach, increase the DC of any checks the PCs attempt to influence the governor by 1 for each Suspicion Point the PCs have. If they offer their services as mercenaries and succeed at a DC 14 Bluff check (DC 18 in Subtier 9–10), she readily offers payment of 6,000 credits (12,000 credits in Subtier 9–10) and discusses where to assign them (as detailed in the Vault Lord's Assault encounter).

If the Starfinders present at least one piece of evidence and succeed at a DC 33 Diplomacy check (DC 37 in Subtier 9–10), they can convince the governor to question the simulation's reality. If the PCs succeeded in deciphering **Handout 4** and have access to their comm units, Venture-Captain Kunoris Vex has had time to contact a nearby Veskarium starship and provides military transmissions showing the current date as additional evidence. Reduce the DC of the Diplomacy check to persuade the governor by 3 for each piece of evidence they present. If the PCs fail this check, the PCs' Suspicion Points increase by 2.

Before the governor can finalize any payment or fully respond to the PCs' claims about the vault, read or paraphrase the following.

The governor motions for silence as a whistling noise grows in the air, and then braces as the structure shudders from an explosion. The holodisplay flicks on to show a massed assault of beasts, robots, and soldiers all approaching the town. A cool, mechanical voice echoes through the speakers. "Rejoice, residents of vault Vesk-XX. The Vault Lord now demands your service and obedience or your deaths. Prepare for the emissaries' arrival and welcome the role bestowed upon you." Enktuya growls into her comm unit and the garrison's cannons open fire in response.

The governor quickly stands up and begins marshalling her defenses. She demands the PCs either grab their weapons and help or that they get out of the way.

Rewards: If the PCs do not persuade the governor to hire them or convince her that she is in a simulation, reduce each PC's credits earned by the following amount.

Subtier 7–8: Reduce each PC's credits earned by 1,000.

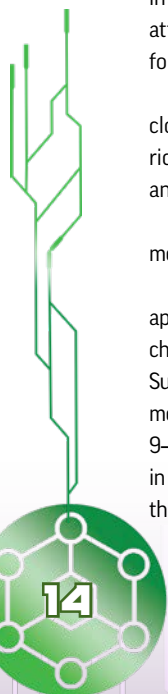
Out of Subtier: Reduce each PC's credits earned by 1,500.

Subtier 9–10: Reduce each PC's credits earned by 2,000.

VAULT LORD'S ASSAULT (CR 12 OR CR 14)

The Vault Lord's forces approach the town from the west and quickly threaten to overrun the outer defenses. Governor Enktuya offers the Starfinders three different places they can choose to assist the defenders, marked **Z1**, **Z2**, and **Z3** on the map on page 9. She suggests melee combatants take the front lines to break the enemy's initial charge at **Z1**, while support and medium-range combatant PCs join the fire team at **Z2**, and long-range combatant PCs and noncombatants provide cover for the medical teams and civilians retreating over the bridge at **Z3**. The PCs can split between different positions and start the encounter at their chosen locations.

The PCs have several opportunities to collect Data Points and help rescue survivors to forward their mission objective during this encounter. The DC for skill checks in this encounter is 27 (DC 31 in Subtier 9–10). Suitable profession skills can be used instead, such as Profession (doctor) for assisting the wounded, and reduce the target DC by 5, as do appropriate Theme abilities. Each PC



who chooses area **Z1** delays the enemy advance, providing a +2 bonus to these checks. If the PCs persuaded the governor that the simulation is fake in the previous encounter, they gain an additional +2 bonus to checks to rescue survivors, as the governor has already begun evacuation preparations; the PCs also automatically persuade the governor to evacuate in round 5.

Data: During the battle, Venture-Captain Vex remotely encourages the PCs to extract whatever data they can from the Veskarium computers. PCs with a personal computer in range of area **Z3** can use a standard action to remotely access data with a successful Computers check. PCs in area **Z3** can also use Engineering, Mysticism, or Sleight of Hand to overcome locks, circumvent magical protections, or extract internal storage drives. Each check is repeatable and success earns 1 Data Point.

Timeline: The battle rages all around Buyer's Remorse and the Vault Lord's forces endanger the citizens and potential Data Points the PCs try to collect. Venture-Captain Vex urges the PCs to preserve as much data and save as many people as they can, and he can prompt any PCs who are unsure what to do. The PCs can retry any failed checks and can flee the town to area **C** at any time once they defeat Kaalaa.

Along with regular combat and PC actions, events occur at the start of each round, as follows:

Round 1: The vault breakers and spell reavers arrive west of **Z1** and attack.

Round 2: A gargantuan siege vehicle arrives west of **Z1** and targets the garrison. The vehicle has EAC 18, KAC 20 and 150 Hit Points (hardness 5 and 200 Hit Points in Subtier 9–10). Wounded begin arriving at **Z3**. PCs there can rescue survivors with a successful Medicine check as a standard action.

Round 3: An explosion at the mining facility traps miners. PCs can rescue survivors with a successful Acrobatics or Athletics check at area **B5**. Kaalaa (and the aeon in Subtier 9–10) arrive and attack the PCs in the area where they've most concentrated.

Round 4: The siege vehicle destroys the garrison cannons unless the PCs have dealt more than 75 points of damage to it. The governor begins detonating the explosives in town and orders immediate evacuation of the hazard area. The enemy overruns the front lines. Enemies flank PCs in areas **Z1**, and PCs there take 2d6 points of damage (3d6 in Subtier 9–10) at the start of their turns for as long as they remain around the area.

Round 5: The Vault Lord's forces plant a rune-carved huge amethyst on the mesa south of **Z1** that conjures a cosmic storm, forcing townsfolk to seek shelter. PCs can counter it by casting *dispel magic*, succeeding at a Mysticism check, or destroying the crystal (EAC 14, KAC 16, 25 Hit Points). While the device remains active, the DCs to rescue survivors increase by 2, and PCs take 1d6 points of fire damage (in Subtier 9–10, they also take 1d6 points of cold damage) at the start of their turns.

Round 6: The thasteron storage detonates, dealing 10d6 points of fire damage to anyone in the hazard area and creating a 50-foot-deep pit. Following this explosion, the *Salvation's End* intelligence determines the simulation has become compromised.

Read or paraphrase the following.

Uncontrolled fires burn through Buyer's Remorse as the thasteron storage erupts with a deafening roar. Surviving townsfolk shout for help and frantically try to escape as the vault ceiling opens in several places and a flood of mechanical drones emerges to begin dismantling the simulation. The vesk governor shouts for order, rallying her remaining soldiers. A cool, emotionless voice sounds as the remaining holoprojectors shut down, revealing the sterile mechanical boundaries of the vault. "Attention, participants. Simulation Vesk-XX terminated. Remain calm and await collection for reconditioning and storage. Do not resist."

Venture-Captain Vex shouts over comms for attention. "This is a catastrophe! Help as many of the people here escape as you can, and grab whatever data they have on this Data Plague. Do as much as you can, but be quick. If these readings are correct, the power buildup there is incredible. I don't think you have long before that vault is cleaned out."

The PCs can stop further thasteron explosions and ensure more survivors escape with a successful Engineering or Physical Science check in area **B5**. PCs who didn't persuade the governor that the simulation was fake in the previous encounter can persuade her to evacuate with a successful Diplomacy or Culture check.

Round 7: The siege vehicle destroys the garrison, killing the governor if the PCs have yet to convince her to escape. Neknok calls for help, and the PCs can help her start her hovertanker and rescue more survivors with a successful Engineering or Piloting check at area **B1**.

Round 8: The shobhads prepare to retreat. PCs can convince them to help survivors with a successful Culture or Intimidate check near area **B6**. Venture-Captain Vex suggests the PCs plot an escape route for survivors to help them flee; this counts as rescuing survivors and requires a successful Survival check.

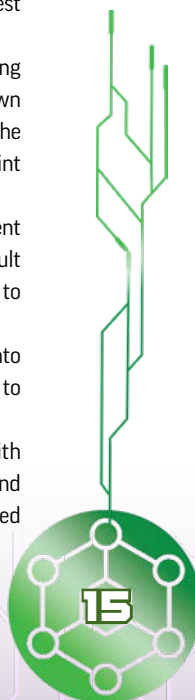
Round 9: Drones begin collecting survivors at area **B4**. The PCs can rescue survivors by shooting one down (EAC 14, KAC 16, 20 hp) or automatically disabling one with a draining weapon; the rest then retreat.

Round 10: Venture-Captain Vex warns the PCs they are running out of time. The ground begins shaking as the vault shutdown begins. If the PCs previously saved the garrison cannons, the ongoing destruction causes the cannons to collapse at this point in the combat.

Round 13: Vex urgently tells the PCs to get out of the settlement and says if they remain any longer they risk falling into the vault and perishing. Remember that the PCs can spend a full action to leave the settlement.

Round 15: The town collapses into an abyss as vault doors into a half-mile deep chasm open beneath it. Ground-based PCs fall to their deaths and drones carry off any remaining townsfolk.

Creatures: The Vault Lord's forces come equipped with combinations of technological and magical weaponry and defenses, and all bear the same seven-toothed cog symbol used



DRAINING WEAPONS

The Vault Lord equipped its forces with modified *draining microbot grenades* (Starfinder Armory 126) for use against the vault's drones. When a draining weapon deals damage to a creature, it also drains charges equal to the damage dealt by the attack to all batteries that creature carries.

to represent the Vault Lord. Dozens of creatures slam into the Veskarium defenses, with dwarven vault breakers leading the charge, backed by elven spell reavers. A void hag named Kaalaa supervises the attack and leads the Vault Lord's forces. In Subtier 9–10, Kaalaa has summoned a tekhoinos aeon and persuaded them to assist the attack by convincing them that the *Salvation's End* intelligence's constraints on the vault civilizations created an imbalance.

Hazard: Explosives detonate on the first round and every 3 rounds at initiative 0. Choose a PC at random. A *mk 2 draining microbot grenade* (Starfinder Armory 126; mk 3 in Subtier 9–10) detonates at a grid intersection next to that creature.

At the start of every third round, the PCs can call for support from the garrison cannons. The cannons automatically hit a grid intersection of the PCs choosing (Explode [4d6 P, 10 ft, no save]).

SUBTIER 7-8 (CR 11)

KAALAA CR 10

Void hag (Starfinder Alien Archive 120)

HP 118

TACTICS

During Combat Kaalaa uses *cosmic eddy*. She next focuses on ranged damage dealers with her spells, then on melee damage dealers.

Morale Kaalaa retreats if reduced to 22 Hit Points or fewer.

SPELL REAVER CR 5

N Medium humanoid (elf)

Init +9; **Senses** low-light vision; **Perception** +16

DEFENSE HP 65

EAC 18; KAC 17

Fort +4; Ref +8; Will +8

Immunities elven immunities

OFFENSE

Speed 30 ft.

Melee tactical knife +14 (1d6+7 S plus spell burn)

Ranged advanced shirren-eye rifle +14 (1d8+6 P plus spell burn) or

mk 3 draining microbot grenade +14 (explode [5 ft., 3d6 P plus battery drain])

Offensive Abilities elven magic

Spell-Like Abilities (CL 7th)

3/day—*dispel magic*

TACTICS

Before Combat The spell reaver loads a *mk 2 healing serum* in the auto-injector.

During Combat The spell reaver uses arcane lenses to identify spellcasters, attacking them. They use the auto-injector when below 45 or fewer HP.

Morale The spell reaver fights to the death while Kaalaa is present and uses a *healing serum* or flees if reduced to 15 or fewer HP otherwise.

STATISTICS

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

Skills Acrobatics +16, Athletics +11, Computers +16, Medicine +16, Mysticism +16, Piloting +11, Survival +11

Languages Aklo, Common, Elven

Gear D-suit I (auto-injector), advanced shirren-eye rifle with 16 sniper rounds, tactical knife, *mk 3 draining microbot grenade*^{AR}, *mk 2 healing serums* (2); **Augmentations** arcane lenses^{AR}

SPECIAL ABILITIES

Spell Burn (Su) When the spell reaver deals damage to a creature with an ongoing spell or concentrating on a spell, that creature takes an additional 3d6 points of damage.

VAULT BREAKERS (2) CR 5

LN Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE HP 84 EACH

EAC 19; KAC 17

Fort +7; Ref +7; Will +6; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities slow but steady

OFFENSE

Speed 40 ft.

Melee heavy seismic pick +14 (1d6+10 So plus resonant strike; critical deafen [DC 13])

Ranged liquidator disintegrator cannon +14 (1d6+5 A; critical corrode 1d6) or

mk 1 draining microbot grenade +14 (explode [5 ft., 1d6 P plus battery drain])

Offensive Abilities resonant strike, traditional enemies

TACTICS

During Combat The vault breakers close to melee and use stand still to hold enemies there.

Morale The vault breakers fight to the death while the void hag is fighting, and flee if reduced to 16 or fewer HP otherwise.

STATISTICS

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

Skills Athletics +16, Intimidate +11, Profession (miner) +11

Feats Stand Still

Languages Aklo, Common, Dwarven, Terran

Other Abilities stonecunning

Gear lashunta ringwear II (absorption shield^{AR}), heavy seismic pick^{AR} with 2 batteries (20 charges each), liquidator disintegrator cannon^{AR} with 2 batteries (40 charges each), *mk 1 draining microbot grenades^{AR} (2)*; **Augmentations** standard speed suspension

SPECIAL ABILITIES

Resonant Strike (Ex) The vault breaker's strikes leave the target off-balance and vulnerable. The target is off-kilter and takes an additional 1d8 points of damage from attacks until the vault breaker's next turn unless it succeeds on a DC 17 Fortitude save. This damage increases to 2d8 against constructs.

SUBTIER 9-10 (CR 13)

KAALAA

CR 10

Void hag (*Starfinder Alien Archive* 120)

HP 118

TACTICS

See Subtier 7-8.

SPELL REAVERS (2)

CR 5

HP 65 each

TACTICS

See Subtier 7-8.

TEKHOINOS AEON

CR 10

HP 145 (*Starfinder Alien Archive* 26)

TACTICS

During Combat The aeon uses *hold monster* on a ranged combatant, then attacks with telekinetic blast. If it sees an enemy use an item, cast a spell, or move its full speed, it uses its pattern bind ability on that creature.

Morale The aeon retreats if Kaalaa does, but otherwise fights to the death.

VAULT BREAKERS (4)

CR 5

HP 84 each

TACTICS

See Subtier 7-8

Development: With Kaalaa defeated, the defenders break the Vault Lord's assault. As the last of the surviving townsfolk flee toward the vault exit, the entire vault shakes as the massive hydraulics underneath the simulation open up, and the terrain and buildings begin falling into great recycling furnaces that can break them down into raw materials for reuse. Gouts of flame erupt around the landscape, and a new wave of robots approaches to pick up the stragglers.

If the PCs did not persuade the governor to leave, she stayed at her post and was killed during round 7 when the garrison was destroyed.

SCALING VAULT LORD'S ASSAULT

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

Subtier 7-8: Remove one vault breaker from the encounter. Kaalaa has already used *cosmic eddy* earlier. The vault destroys the town on round 20 instead of round 15.

Subtier 9-10: Remove one vault breaker and one spell reaver from the encounter. Kaalaa has already cast *cosmic eddy*, and the aeon has already cast *hold monster*. The vault destroys the town on round 20 instead of round 15.

Rewards: If the PCs do not defeat the Vault Lord's forces, reduce each PC's credits earned by the following amount.

Subtier 7-8: Reduce each PC's credits earned by 3,187.

Out of Subtier: Reduce each PC's credits earned by 4,239.

Subtier 9-10: Reduce each PC's credits earned by 5,291.

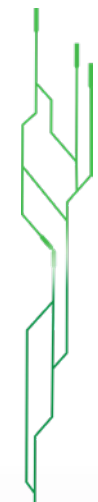
C. BACK TO THE PAST (CR 11 OR CR 13)

As the PCs and remaining survivors from Buyer's Remorse evacuate the collapsing vault, the *Salvation's End* intelligence is liquefying the interior contents for easier sorting and draining the material away through the massive doors beneath the vault. The PCs take up the tail end of the final batch of survivors rushing toward the exit and escape.

The vault exit is off the southwest end of the map and the PCs start on the northeast side.

Creatures: Flights of more powerful, hunter-class security robots arrive to pacify any surviving subjects for reuse in other simulations. These robots carry non-lethal weaponry and transport captured subjects to a larger floating vehicle that hovers 100 feet above, waiting to transport subjects to the moon's reprocessing centers. The immense vehicle has 300 HP, KAC 14, EAC 16 (400 HP in Subtier 9-10). As a reaction, the vehicle AI can activate defensive measures. It can create a force field within 10 feet of itself or one of the nearby drones. The shield has AC 10, hardness 0, 10 HP, otherwise functioning as a flash shield generator (*Starfinder Armory* 103). In Subtier 9-10, once during the combat it can also use its reaction to force one d20 reroll, as a *kaleidoscopic icosahedron aeon stone* (*Starfinder Armory* 110). The vehicle regains its reaction at initiative 0.

Two vesk soldiers guard six injured ysoki and hylki survivors. Treat the vesk as mercenary rookies (*Starfinder Pact Worlds* 174; see page 24). The civilians have KAC 12, EAC 13 and 15 Hit Points each. The civilians move 30 feet toward the exit each round at initiative 10 and, as an action, a PC who succeeds at a DC 24



C. BACK TO THE PAST



Intimidate check (DC 28 in Subtier 9–10) can urge them to leave their belongings behind, increasing the survivors' speed to 40 feet.

Data: The structure to the north holds Veskarium communications equipment. PCs who succeed at a DC 24 Engineering or Perception check (DC 28 in Subtier 9–10) locate intact communications logs. Collecting these communication logs earns 1 Data Point toward their mission objective.

Hazard: The vault burns as maintenance liquefies the materials, creating fire hazards. The gouts of flame (indicated by the fiery regions on the map on page 17) deal 8d6 points of fire damage to anyone moving into or starting their turn in a fire space and 4d6 points of fire damage to anyone adjacent to a burning space.

As the vault floor opens, the contents shift toward the interior. This creates treacherous footing, so movement north-south in the direction of the exit is through difficult terrain. In addition, each round the northernmost remaining row of squares on the map drops off into an abyss a half-mile deep.

SUBTIER 7-8 (CR 10)

HUNTER-CLASS SECURITY ROBOTS (4) CR 6

N Medium construct (technological)

Init +5; **Senses** darkvision 120 ft., low-light vision; **Perception** +18

DEFENSE HP 90 EACH

EAC 18; **KAC** 20

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

Defensive Abilities integrated weapons; **Immunities** construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft., fly 50 ft. (Ex, average)

Melee pincer +14 (1d8+9 B plus grab)

Ranged integrated static arc rifle +16 (1d10+6 E; critical arc 1d6) or

stickybomb grenade II +16 (explode [15 ft., entangled 2d4 rounds, DC 17])

Offensive Abilities nonlethal settings, strafe, unliving

TACTICS

During Combat The hunter-class security robots seek to immobilize and subdue the simulation survivors first, then the PCs, carrying unconscious creatures to the transport drone above. They switch to lethal tactics and strafe if the PCs attack them or the transport. The drones do not pursue the PCs off the map.

Morale If they capture four creatures or the transport is destroyed, the hunter-class security robots disengage.

STATISTICS

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

SCALING ENCOUNTER C

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

Both Subtiers: Remove one security robot.

Skills Acrobatics +13, Athletics +13, Computers +13

Languages Common, Vesk

Other Abilities tracking (heat)

Gear static arc rifle with 2 batteries (40 charges each), stickybomb grenades II (2)

SPECIAL ABILITIES

Integrated Weapons (Ex) A security robot's weapons are integrated into its frame and can't be disarmed.

Nonlethal Settings (Ex) A hunter-class security robot can switch its static arc rifle damage to nonlethal or lethal as a swift action.

Strafe (Ex) A hunter-class security robot can move and make a ranged full attack as a full action, attacking each creature in range it flies directly over during its movement. This otherwise functions as the automatic weapon special property.

SUBTIER 9-10 (CR 12)

MK II HUNTER-CLASS SECURITY ROBOTS (4) CR 8

N Medium construct (technological)

Init +6; **Senses** darkvision 120 ft., low-light vision; **Perception** +21

DEFENSE HP 125 EACH

EAC 20; **KAC** 22

Fort +10; **Ref** +10; **Will** +7



**HUNTER
CLASS ROBOT**

Defensive Abilities integrated weapons; **Immunities** construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity
OFFENSE

Speed 20 ft., fly 50 ft. (Ex, average)

Melee pincer +17 (3d4+12 B plus grab)

Ranged integrated aurora arc rifle +19 (2d8+8 E; critical arc 2d6) or

stickybomb grenade III +19 (explode [20 ft., entangled 2d4 rounds, DC 21])

Offensive Abilities nonlethal settings, strafe, unliving

TACTICS

Same as Subtier 7–8.

STATISTICS

Str +4; **Dex** +6; **Con** –; **Int** +2; **Wis** +0; **Cha** +0

Skills Acrobatics +16, Athletics +16, Computers +16

Languages Common, Vesk

Other Abilities tracking (heat)

Gear aurora arc rifle with 2 batteries (40 charges each), stickybomb grenades III (2)

SPECIAL ABILITIES

Integrated Weapons (Ex) A security robot's weapons are integrated into its frame and can't be disarmed.

Nonlethal Settings (Ex) A hunter-class security robot can switch its static arc rifle damage to nonlethal or lethal as a swift action.

Strafe (Ex) A hunter-class security robot can move and make a ranged full attack, attacking each creature in range it flies directly over during this movement as a full-round action. This otherwise functions as the automatic weapon special property.

Treasure: If the Starfinders destroy the transport vehicle, they can recover the flash shield generator, and, in the higher subtier, the *kaleidoscopic icosahedron aeon stone^{AR}* and *mk 3 null-space chamber* built into it.

Development: If the Starfinders rescue half the stragglers, it counts as one success for rescuing survivors. If the Starfinders rescue all of them, it counts as two successes.

Rewards: If the PCs do not escape the vault, reduce each PC's credits earned by the following amount.

Subtier 7–8: Reduce each PC's credits earned by 903.

Out of Subtier: Reduce each PC's credits earned by 2,603.

Subtier 9–10: Reduce each PC's credits earned by 4,304.

CONCLUSION

After escaping the vault with any survivors, the PCs can return to the Starfinder Lodge atop *Salvation's End* and meet with Venture-Captain Kunoris Vex and Governor Enktuya (if she survived). Vex has the lodge on high alert and quickly gathers everyone to determine what happened and if there is any imminent threat.

When no further attackers emerge and the vault remains sealed, tensions quickly calm. Vex expresses his pride in the PCs' success in saving what people and information they could. He quickly prepares to transfer the data recovered to Lorespire Complex for analysis to find out what they can about the Data Plague and ensure the predicted future does not occur, along with a request for additional personnel and defenses in case the lodge comes under attack.

The vault survivors have mixed feelings about their rescue. The townsfolk first experience disbelief, followed by shock that the PCs have returned them to what they perceive as the past, while any Veskarium survivors are uneasy at the sudden shift in power dynamic. The threat of a common foe keeps the peace, however, and Vex considers what to do with everyone who made it out. If Enktuya survived, she plans to contact the Veskarium, but she also expresses a desire to work with the Starfinder Society against this Vault Lord, not wanting to leave the fight unfinished. Vex is diplomatic in his response but hesitates to commit the Society to this conflict.

This sudden shift in the power dynamics on the artificial moon gravely concerns the venture-captain, and he speculates the Society may not have long to determine a course of action, since it has found itself in the middle of a larger conflict. Yet after seeing the PCs' work, Vex feels optimistic that they can face the future together.

REPORTING NOTES

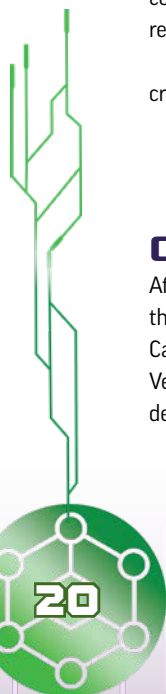
If the PCs rescued at least four groups of vault survivors, check box A. If the PCs recovered at least four pieces of data from the vault, check box B. If the PCs convinced Governor Enktuya to escape, check box C.

PRIMARY SUCCESS CONDITIONS

The PCs complete their primary success condition if they recovered at least 3 Data Points from the vault and rescued three groups of survivors. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon. In addition, each PC receives the Savior of Vesk-XX boon on their Chronicle sheets.

SECONDARY SUCCESS CONDITIONS

The PCs must complete at least three of the following tasks to complete their secondary success condition: earn 5+ successes recovering data, earn 5+ successes rescuing survivors, convince Governor Enktuya to escape the vault, earn 7+ successes recovering data, earn 7+ successes rescuing survivors. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon.



APPENDIX 1: HANDOUTS

HANDOUT 1: TRANSMISSION 1

TRANSMISSION ERROR

BUSINESS COMMUNICATIONS ACCOUNT: YON-0512352

TO: ERROR RECIPIENT NOT FOUND ERROR

Erith,

I haven't received that shipment you promised me. With all the chaos around here, the folks in town could use their spirits lifted with the best ingredients. Honestly, this part of Akiton FLAGGED FOR REVIEW is looking bleaker and bleaker every day. I suppose the town lives up to its name.

Hopefully see you soon. If you don't respond I'll have to take the rail over to Maro to see the kids.

Yon

END TRANSMISSION

HANDOUT 2: TRANSMISSION 2

BEGIN TRANSMISSION

TO: Yon

FROM: COMMUNICATIONS ALGORITHM 14X-2YL5-Hylki-Akiton-Erith

Yon,

Do not worry. Everything will be fine. Remain where you are. Leaving could be dangerous and danger should be avoided. Better to stay safe in one place and do as we are told. The requested items will be arriving ERROR DATE NOT FOUND ERROR. I have attached an image of the juvenile humanoids (Hylki human) to increase your happiness ERROR ATTACHMENT NOT FOUND ERROR.

Erith

END TRANSMISSION



HANDOUT 3: TRANSMISSION 3

BEGIN TRANSMISSION

DATA ENCRYPTION PROTOCOL 17D-X04

ROUTE: AKITON RELAY -> DIASPORA 7 -> VERCES -> THREQ

ERROR ROUTE NOT FOUND ERROR

REROUTING TO NULL

DINIEL TO NEW BASTION

OPS ID 673219S

Unknown forces are attacking the garrison here in Buyer's Remorse. If retrieval is possible, I will attempt rendezvous.

Otherwise provide a secure data connection and I will provide my records.

Remember the Pact.

Steward Diniel

END TRANSMISSION

HANDOUT 4: TRANSMISSION 4

ERROR TRANSMISSION CORRUPTED ERROR

RESTRICTED

OFFICE OF ENKTUYA SHIPBREAKER, GOVERNOR, VESK-XX MINING STATION 00ERROR01

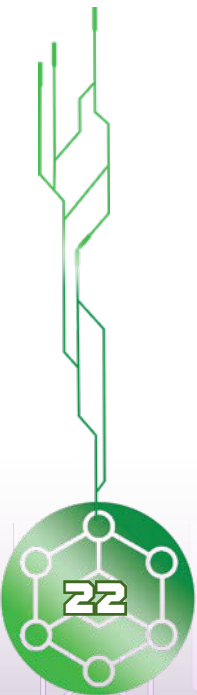
MEMORANDUM

TO: PLANETARY COUNCIL

Attacks from unknown enemy continue. Morale is high and my soldiers fight with skill and valor. Casualties are approaching 50% of existing garrison. I am repeating request for reinforcement and orbital tactical support.

Addendum: I can see you in the sky, you lazy dreck! Turn those guns around and help or I'll come for you after I'm done here!

END TRANSMISSION



GM HANDOUT: TRACKING SHEET

Suspicion Adjustment to DC to persuade the governor	Data Recovered Mission Objective	Survivors Rescued Mission Objective
<ul style="list-style-type: none"> Made an appointment to see the governor: -1 Identified as Starfinders: +1 Caught attempting to enter town without credentials: +1 Told guards they are in a simulation: +1 Referred to planet as Akiton: +1 Spent too long in Diniel's clinic: +1 Bothered Drak twice: +1 Failed to slip into the mining facility undetected: +1 Failed Sleight of Hand check to slip a weapon past the guards: +2 Tried and failed to persuade governor: +2 PCs started a fight: +1 per Veskarium soldier killed PCs were captured by garrison soldiers: +5 	<ul style="list-style-type: none"> Retrieved data from olodevice in Ysoki cantina Diniel's records of the Data Plague. Communications data in encounter C. Garrison data storage in Vault Lord's Assault (1 Data Point per successful check to hack in). 	<ul style="list-style-type: none"> At least half the survivors rescued in encounter C. All survivors rescued in encounter C. Got Neknok's hovertanker moving again. Helped trapped miners in the ravine. Helped stop further thasteron explosions. Persuaded the governor to leave the site and she survives the siege. Convinced the shobhad to help the other survivors. Assisted the wounded with a successful Medicine check. Plotted the safest route out of the vault. Stopped the drones in encounter B.
	Evidence -3 per item to DC to persuade the governor	
	<ul style="list-style-type: none"> Succeeded at a Culture check after gathering information in town. Located the mind control devices in the shrine. Identified the refined thasteron in the mine. Obtained the broken holoprojector from Vartojan. Vex contacted a Veskarium starship. 	



APPENDIX 2: ALIEN ARCHIVE

TEKHOINOS

CR 10

Starfinder Alien Archive 26

N Medium outsider (aeon, extraplanar)

Init +5; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE

HP 145

EAC 23; **KAC** 24

Fort +11; **Ref** +9; **Will** +13

Defensive Abilities adaptive defense, unflankable; **Immunities** cold, critical hits, poison; **Resistances** electricity 10, fire 10; **SR** 21

OFFENSE

Speed 20 ft., fly 40 ft. (Su, perfect)

Melee slam +19 (2d8+12 B)

Multiattack 3 slams +13 (1d20+12 B)

Ranged telekinetic blast +21 (2d8+10 B; critical knockdown)

Offensive Abilities pattern bind

Spell-Like Abilities (CL 10th)

1/day—*hold monster* (DC 20), *plane shift* (self only)

3/day—*synaptic pulse* (DC 19)

At will—*invisibility*

STATISTICS

Str +2; **Dex** +5; **Con** +2; **Int** +2; **Wis** +8; **Cha** +3

Skills Acrobatics +19 (+27 to fly), Culture +19 (+29 to recall knowledge), Engineering +19, Life Science +19 (+29 to recall knowledge), Mysticism +24 (+34 to recall knowledge), Sense Motive +19, Stealth +24

Languages envisaging

Other Abilities no breath

SPECIAL ABILITIES

Adaptive Defense (Ex) When a tekhoinos takes acid, electricity, fire, or sonic damage, it gains resistance 10 to that damage type. This resistance does not apply to the triggering attack, and it lasts for 1 hour or until the tekhoinos takes damage of another of those types, triggering a new resistance. This resistance stacks with other sources of energy resistance.

Pattern Bind (Su) As a standard action, a tekhoinos can force a creature within 100 feet to repeat its actions unless it succeeds at a DC 19 Will saving throw. Whatever full, standard, or move actions the creature takes on its turn after being subjected to this effect, the target must repeat on the following turn. The creature must take the same actions in the same order (for example, moving its speed and casting a specific spell) and must act against the same target or targets. However, the creature doesn't have to make exactly the same choices (such as moving the same number of squares or choosing the same command for the command spell). If the target is unable to repeat an action, it is unable to act and its turn ends immediately. A creature that is affected by pattern bind can't delay, and if it readies an action on the first turn it is affected, it must ready the

same action on its following turn using the same trigger. Whether or not a creature succeeds at its saving throw against this ability, it is immune to further instances of this effect for 24 hours.

Telekinetic Blast (Ex) A tekhoinos's telekinetic blast has a range increment of 50 feet.

MERCENARY ROOKIE

CR 6

Starfinder Pact Worlds 174

Vesk soldier

LN Medium humanoid (vesk)

Init +7; **Senses** low-light vision; **Perception** +13

DEFENSE

HP 90

EAC 19; **KAC** 21

Fort +8; **Ref** +6; **Will** +7; +2 vs. fear

OFFENSE

Speed 40 ft. (35 ft. in armor), fly 30 ft. (jetpack, average)

Melee red star plasma doshko +16 (1d10+13 E & F; critical severe wound [DC 14]) or unarmed strike +16 (1d3+16 B)

Ranged static arc rifle +13 (1d12+6 E; critical arc 1d6) or cryo grenade I +13 (explode [10 ft., 1d8 C plus staggered, DC 14]) or

flash grenade II +13 (explode [10 ft., blinded 1d4 rounds, DC 14])

Offensive Abilities charge attack, fighting styles (blitz, natural weapons)

STATISTICS

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

Skills Athletics +18, Intimidate +13, Stealth +13

Feats Step Up, Step Up and Strike

Languages Common, Vesk

Other Abilities armor savant

Gear vesk overplate I (jetpack), red star plasma doshko with 1 battery (20 charges), static arc rifle with 1 high-capacity battery (40 charges)

PAHTRA STALKER

CR 6

Starfinder Alien Archive 294

Pahtra operative

N Medium humanoid (pahtra)

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +14

DEFENSE

HP 82 RP 4

EAC 18; **KAC** 19

Fort +5; **Ref** +8; **Will** +9

Defensive Abilities evasion, nimble

OFFENSE

Speed 40 ft.

Melee tactical knife +12 (2d4+6 S)

Ranged advanced semi-auto pistol +14 (2d6+6 P) or tactical shirren-eye rifle +14 (1d10+6 P)

Offensive Abilities debilitating trick, trick attack +3d8

STATISTICS

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

Skills Acrobatics +14, Athletics +19, Bluff +14, Culture +19, Profession (mercenary) +19, Sense Motive +19, Stealth +19

Languages Common, Pahtra, Vesk

Other Abilities operative exploits (glimpse the truth, hampering shot), specialization (detective)

Gear elite stationwear, advanced semi-auto pistol with 24 small arm rounds, tactical knife, tactical shirren-eye rifle with 25 sniper rounds

SPECIAL ABILITIES

Nimble (Ex) An off-kilter pahtra doesn't gain the flat-footed condition or take the normal penalty to attacks, and she can steady herself as a swift action instead of a move action.

VOID HAG

CR 10

Starfinder Alien Archive 120

NE Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE

HP 118

EAC 22; **KAC** 27

Fort +9; **Ref** +11; **Will** +15

DR 10/magic; **Immunities** cold, disease, fear, sleep; **SR** 20

OFFENSE

Speed 30 ft., fly 60 ft. (Su, perfect)

Melee ultrathin dagger +17 (4d4+11 S)

Ranged hailstorm-class zero pistol +19 (2d6+10 C; critical staggered [DC 19])

Offensive Abilities stardust robes

Spell-Like Abilities (CL 10th, ranged +19)

1/day—*cosmic eddy* (DC 22), *enervation*

3/day—*irradiate* (DC 21), *psychokinetic strangulation* (DC 21)

At will—*inflict pain* (DC 20)

STATISTICS

Str +1; **Dex** +3; **Con** +0; **Int** +8; **Wis** +2; **Cha** +3

Skills Acrobatics +19 (+27 when flying), Intimidate +24, Mysticism +24, Stealth +19

Languages Aklo, Common, Drow

Other Abilities no breath

Gear white carbon skin, hailstorm-class zero pistol with 4-high capacity batteries (40 charges each), ultrathin dagger

SPECIAL ABILITIES

Stardust Robes (Su) Three times per day as a standard action, a void hag can release the energies of the cosmos stored within her robes. Creatures within 30 feet of the void hag each take 2d6+10 force damage and are outlined in glowing motes of stellar energy for 2d4 rounds. An outlined creature takes a –20 penalty to Stealth checks and doesn't benefit from the concealment normally provided by *displacement*, *invisibility*, or similar effects. A target that succeeds at a DC 19 Reflex saving throw halves this damage and negates the outlining effect. Other void hags are immune to this ability.



STARFINDER SOCIETY SCENARIO



Starfinder Society Scenario #2-04: Future's Fall

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Fame Earned _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dataphiles	
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____	<input type="checkbox"/> Wayfinders	
<input type="checkbox"/> A <input type="checkbox"/> B	<input type="checkbox"/> C <input type="checkbox"/> D		

Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____
<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____
<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____
<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____
<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____
<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____
<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____
<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders

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Starfinder Society Scenario #2-04: Future's Fall © 2019, Paizo Inc.; Author: Matt Duval.



Starfinder Society Scenario

#2-04: Future's Fall

Character Chronicle #

A.K.A. _____ - 7					SUBTIER <input type="checkbox"/> Normal Max Credits	
Player Name _____		Character Name _____		Organized Play # _____	Character # _____	Faction _____
Items Found During This Scenario						
<p>Savior of Vesk-XX (Social Boon): Through your actions, you've managed to stop the mysterious Vault Lord's invasion of the Vesk-XX vault inside the false moon <i>Salvation's End</i>. This mission has given you a better understanding of the Veskarium—albeit a slightly altered version of what is actually true. You gain a +3 bonus to skill checks when interacting with members of the Veskarium. However, if you roll a natural 1 on the check, you've taken incorrect data from Vesk-XX to heart; you automatically fail the check and the attitude of the target worsens by one degree, or the target of the check simply refuse to help you.</p> <p>In addition, this boon represents your opposition to the Vault Lord. How this influence will play out in the future is not yet clear. You will be told if this boon is important to a future scenario prior to slotting your boons.</p>						
All Subtiers			Subtier 9-10			
<p><i>absorption shield</i> armor upgrade (6,500; item level 7; <i>Starfinder Armory</i> 80)</p> <p><i>arcane lenses</i> (25,900; item level 11; <i>Starfinder Armory</i> 90)</p> <p>auto-injector armor upgrade (7,000; item level 7; <i>Starfinder Armory</i> 80)</p> <p>combat rifle (16,500; item level 10)</p> <p>frag grenade III (2,560; item level 8; limit 4)</p> <p>hailstorm-class zero pistol (16,900; item level 10)</p> <p><i>mk 3 microbot grenade</i> (12,500; item level 12; <i>Starfinder Armory</i> 126; limit 4)</p> <p><i>mk2 mindlink circlet</i> (11,000; item level 8)</p> <p>standard speed suspension (8,800; item level 8)</p> <p>ultrathin dagger (32,800; item level 12)</p> <p>white carbon carbon skin (10,650; item level 10)</p>			<p>aurora arc rifle (24,500; item level 11)</p> <p>elite shirren-eye rifle (54,000; item level 13)</p> <p><i>kaleidoscopic icosahedron aeon stone</i> (35,000; item level 12; <i>Starfinder Armory</i> 110)</p> <p><i>mk3 mindlink circlet</i> (78,000; item level 14)</p> <p><i>mk3 null-space chamber</i> (50,000; item level 13)</p> <p>stickbomb grenade III (5,410; item level 10; limit 4)</p>			
Reputation						
Faction _____		Reputation _____		Faction _____		Reputation _____
Faction _____		Reputation _____		Infamy _____		

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal Max Credits
	7-8	5,994
	SUBTIER	<input type="checkbox"/> Normal
	Out of Subtier	10,255
	SUBTIER	<input type="checkbox"/> Normal
9-10	14,516	
SUBTIER	<input type="checkbox"/> Normal	
-	-	
EXPERIENCE	Starting XP	
	+	GM's Initials
	XP Gained (GM ONLY)	
	=	
	Final XP Total	
FAME	Initial Fame	
	+	GM's Initials
	Fame Gained (GM ONLY)	
	-	
	Fame Spent	
Final Fame		
CREDITS	Starting Credits	
	+	GM's Initials
	Credits Garnered (GM ONLY)	
	+	GM's Initials
	Day Job (GM ONLY)	
-		
Credits Spent		
=		
Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #