

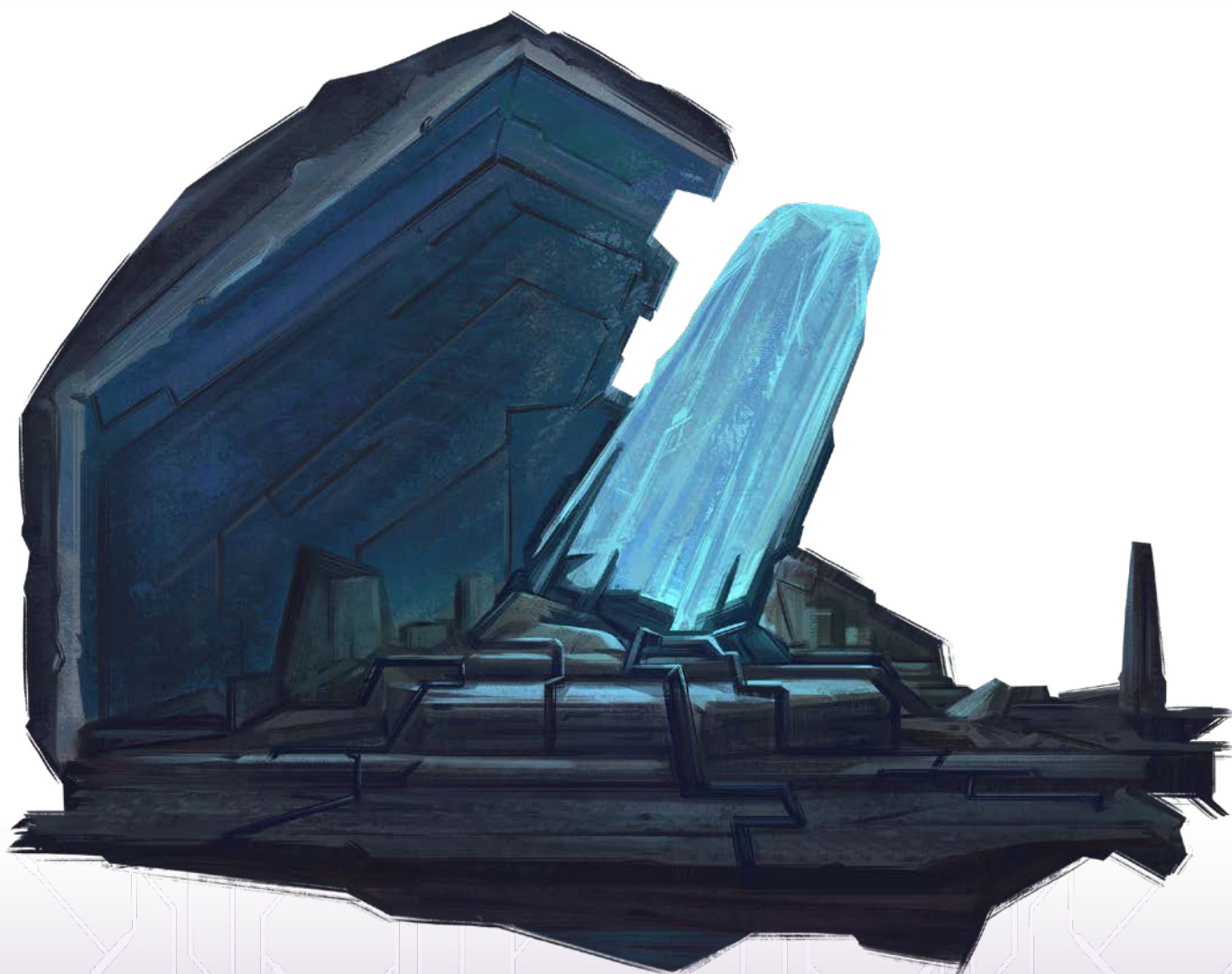
YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-23, TIER 3-6



## THE EDGE OF CADASCON

BY EMILY PARKS





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## How to Play

*Starfinder Society Scenario #2-23: The Edge of Cadascon* is a *Starfinder Society Scenario* designed for 3rd- through 6th-level characters (Tier 3–6; Subtiers 3–4 and 5–6). It is designed for play in the *Starfinder Society Organized Play* campaign but can easily be adapted for use with any world. For more information on the *Starfinder Society* campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at [StarfinderSociety.club](http://StarfinderSociety.club).

## GM RESOURCES

*The Edge of Cadascon* makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive*, *Starfinder Alien Archive 2* (AA2), *Starfinder Alien Archive 3* (AA3), *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 [paizo.com/sfrd](http://paizo.com/sfrd).

## SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. This scenario has no tags. For more information on scenario tags see Chapter 1 of the *Starfinder Society Roleplaying Guild Guide*.

### Content Note

While *The Edge of Cadascon* contains typical *Starfinder* action and adventure, it also includes themes of contagion and infection. Before you begin, understand that player consent (including that of the Game Master) is vital to a safe and fun play experience for everyone. You should talk with your players before beginning the scenario and modify descriptions or events as appropriate.



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# THE EDGE OF CADASCON

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Long before the Gap, the sulfurous pools and thorn-roofed keeps of Cadascon, City of Brimstone, were home to the black dragon known as Brior the Unblinking. The city was known to exist prior to the Gap, inhabited by dragonkin servants and ryphorian slaves alike. However, sometime during the Gap, the people of Cadascon disappeared. Today, the ruins of the city stand as a crumbling reminder of events lost to the Gap and how such events can still impact the modern society of the Pact Worlds.

During the events of *Starfinder Society* #1-19: *To Conquer the Dragon*, the Starfinder Society celebrated the opening of a new lodge in the Triaxian settlement of Cumo, a bustling port in the Skyfire Mandate. Though the opening had a major hiccup in the form of an attack from a rival organization, the lodge has since opened and become a staple of the region. The lodge, known as the White Sands Lodge, has since spearheaded several expeditions into the nearby Parapet Mountains and the Obach Forest, generating a lot of local interest in Starfinder activities.

All the while, the caretaker of the White Sands Lodge, the copper dragon Zafeldrin, has sought to expand operations and perform a major undertaking. Even with the furor of recent events against the Society in the midst of the multimedia smear campaign (see the Season 2 section of the *Starfinder Society Guide* for more information), the Society's leading body, the Forum, held a vote and recently appointed Zafeldrin to the vaunted role of venture-captain for the Cumo lodge and the Society's wider interests on Triaxus.

In order to uphold the trust the Society has shown in him, Zafeldrin has organized a large expedition into the ruins of Cadascon, out in the nearby Drakelands. The operation's goal is to send in several different Starfinder teams to chart and catalog their findings within the immense ruins of the Gap-lost city. To the surprise of most other parties, both the representatives of the Skyfire Mandate and the Drakelands agreed to allow the expedition—the true reason being that neither entity has sought to explore the supposedly cursed ruins.

While the exact events leading to Cadascon's fall were lost to the Gap, the truth behind the event relates to the dragon Brior's obsession: the unique magical crystals that her slaves harvested from beneath the nearby Sunset Peaks. These crystals somehow developed sapience during the events of the Gap, leading to their rampant spread throughout the Cadascon area. The gemstones

## WHERE IN THE UNIVERSE?

In *The Edge of Cadascon*, the PCs travel to Triaxus, a Pact World in the midst of a centuries-long winter. The PCs visit the Starfinder lodge in the Skyfire Mandate's trade port of Cumo and later travel into the Drakelands along the Charnel Run to the Sunset Peaks, where the city of Cadascon lies. For more information about the Triaxus, see the *Starfinder Core Rulebook* (page 451) and *Starfinder Pact Worlds* (page 98). Both are available at bookstores and hobby shops everywhere and online at [paizo.com](http://paizo.com).

began to feed on creatures, leeching the life-force of living creatures after growing within their targets like vicious tumors. These gemstones now animate the skeletons of those they infected.

Since the Gap, Cadascon has remained a silent tomb. Only the strange crystalline undead inhabit the region now, hidden within the ruins and avoiding the attention of aerial drones and magically obfuscated from other means of detection.

Zafeldrin is unaware of the true danger of this mission. Expecting the foray to involve primarily scouting and reconnaissance, the dragon plans to send agents who may lack the experience necessary to face the foes that await them in the ruins.

## SUMMARY

The PCs receive a briefing, alongside three other groups of Starfinders, from newly appointed Venture-Captain Zafeldrin at the White Sands Lodge on Triaxus. Zafeldrin explains that an ancient city in the Drakelands called Cadascon may be home to the Society's next big discovery. The Lodge is preparing to dispatch numerous Starfinder teams to travel to Cadascon and each explore a different site that may hold secrets thought lost to time.

Zafeldrin invites the Starfinders to enjoy an evening party and get to know one another. Before the party starts, however, Zafeldrin has arranged a few tests of the Starfinders' abilities



# STARFINDER SOCIETY SCENARIO

during the party preparations, in the guise of mundane tasks. After the setup has been taken care of, the PCs can meet members of the other teams, and possibly help smooth over some interpersonal conflicts before they can get in the way of the mission.

The next day, the groups travel via vehicular convoy to the outer edges of Cadascon before splitting up to explore their respective sites. The PCs are assigned a pair of dilapidated watchtowers. During their investigation, they trespass in the territory of a local Triaxian predator, a juvenile ursikka. While investigating the tower, the PCs have the opportunity to discover some details about the city before it fell.

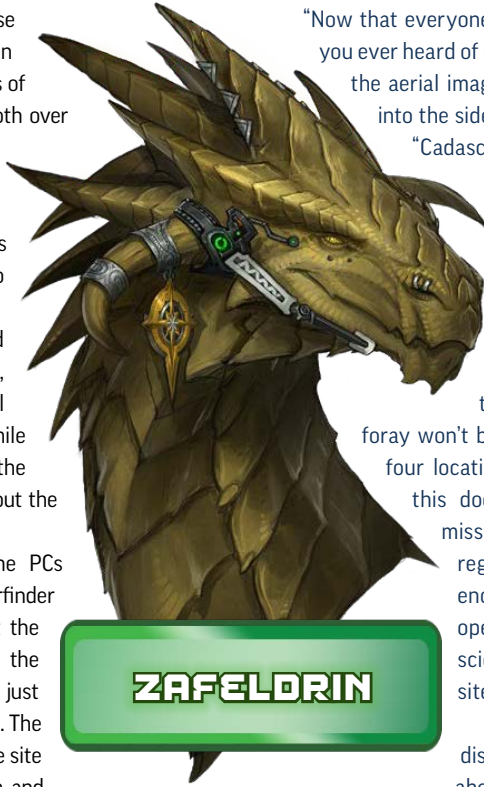
After dealing with the predator, the PCs receive a distress call from another Starfinder team. Zafeldrin requests the PCs assist the other team, but when they arrive at the team's site—a small cluster of buildings just outside the city proper—the group is gone. The PCs can follow their trail and discover the site of a battle between the Starfinder team and several skeletal undead. During their search, the PCs also discover one member of the missing team managed to flee and barricade herself in one of the buildings, but as soon as they find her, the undead return and attack.

After rescuing the Starfinder and dealing with the undead, the survivor tells the PCs that the rest of the team was captured and taken deeper into Cadascon. Zafeldrin asks the PCs to pursue the taken Starfinders. The PCs track the missing Starfinders into a not-so-abandoned mine—in the process encountering a dangerous trap and possibly a hive of explosive slugs—and discover more crystalline undead attempting to “feed” the unconscious Starfinders to a large, dragon-shaped crystal deposit.

## GETTING STARTED

The PCs begin the adventure meeting with **Venture-Captain Zafeldrin** (CG brass dragon) at the White Sands Lodge. Read or paraphrase the following to get the adventure underway.

The inside of the White Sands Lodge's crystal dome is balmy compared to the frigid Triaxian winter outside. The copper dragon Zafeldrin sits on a platform surrounded by flickering holoscreens. Several other Starfinder agents wait nearby, conversing with one another or fiddling with comm units and datapads. After a moment, the dragon diverts his attention from the screens to the Starfinders gathered before him, offering a toothy, excited grin. “Ah. The last to arrive. Welcome, agents, to the White Sands Lodge!” The tip of Zafeldrin's tail twitches with barely contained anticipation.



“Now that everyone is assembled, let's get right to it. Have you ever heard of Cadascon?” The dragon waves a claw and the aerial image of a partially buried, ruined city built into the side of a mountain appears on a holoscreen.

“Cadascon is a city in the Drakelands that dates back ages before the Gap. As far as we can tell, there are few existing records of who resided there, or why they don't reside there anymore. When the Society finally managed to acquire the necessary permits and permissions to investigate the area, I put out a call for the sharpest minds we have. This initial foray won't be going into the city proper. I identified four locations through aerial surveillance. I know this doesn't sound like the most exciting of missions, but I'd be prepared for the worst regardless. If you determine the area is safe enough, we can begin establishing a base of operations nearby and prepare to bring in scientists and archeologists to examine the site more thoroughly.

“It's my hope that a new archeological discovery will get the Pact Worlds thinking about the good things the Society has had a hand in. But still, I know things have been stressful for many of our agents, which is why I've decided to throw a little soiree for you all before we depart tomorrow. In fact, I was hoping you could assist me in finishing the preparations for dinner while I finish checking the equipment for the mission.

“Lastly, I hope you'll all use this joint mission as an opportunity to get to know your fellow agents. The Society's strength comes from the bonds between us and our ability to work together to accomplish things we never could alone. While investigating the city, I expect you to look out for one another. Now, does anyone have any questions?”

Zafeldrin does his best to answer any questions the PCs have.

**What are we looking for?** “This expedition is mainly for reconnaissance. You will be looking for evidence of what happened to the people of this city long ago, as well as signs of any potential dangers we'll need to keep an eye out for in the future. The Society will use your reports to decide how to proceed with this discovery, so be diligent.”

**What dangers should we expect?** “Aside from seismic activity or mundane Triaxian predators, it pains me to admit that I don't know. Most of the city appears to be underground, and the drones we've sent to scout the area lose their connection to us if they venture too close. The interference doesn't appear to be intentional tampering. I believe it might be perpetuated by certain elements in the ground.”

**Why split up?** “Excellent question. While it would be safest to work as a single unit and survey each area one at a time, the area

is prone to unpredictable tectonic activity, and I believe the safest method in this situation will be to split up to reduce the risk of being in a dangerous location during an earthquake or avalanche.”

**You’re a dragon, why aren’t you helping?** “Precisely *because* I’m a dragon. I am not the most nimble of creatures, and I don’t want to risk damaging any fragile artifacts. Plus, I want to make sure I’m at a location where I can communicate with all teams at all times.”

**Boons:** At this point, the PCs should finalize their boon slots for the session. If any PCs have the Chronicle sheet for *Starfinder Society #1-19: To Conquer the Dragon*, Zafeldrin is pleased to see them and offers his thanks once more for their assistance in retrieving his stolen data.

## CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture check to recall knowledge or a Diplomacy check to gather information, the PCs might know about Triaxus, the Drakelands, and the city of Cadascon. The PCs know all of the following information with a DC less than or equal to the result of their check.

**15+:** Triaxian culture is largely defined by the long conflict between the dragons of the Drakelands and the humanoids of the Allied Territories. Between them is the Skyfire Mandate, home to the famous mercenary company, the Skyfire Legion. The trade port of Cumo sits on a river delta on the southern shore of the Mandate on the Sephorian Sea.

**20+:** True dragons first appeared on Triaxus ages before the Gap in the center of the continent now known as the Drakelands, many immediately setting about to enslave all “lesser creatures.” Long ago, the Drakelands was divided into a chaotic mess of independent city states and nations constantly warring with one another for dominance. Nowadays, the wars occur not on battlefields, but in closed door meetings and with corporate espionage between dragoncorps in bids for economic dominance.

**25+:** Cadascon, also known as also known as the City of Brimstone, is an ancient city that had its heyday long before the Gap. It was ruled by a tyrannical dragon named Brior the Unblinking, who forced ryphorian slaves to work crystal mines that were zealously guarded from outsiders. Due to the hazardous terrain surrounding the city, it has lain empty and mostly undisturbed for centuries, save for scavengers and reckless, would-be treasure hunters.

**30+:** Some legends claim that the crystals Brior the Unblinking hoarded had some kind of devastating magical power, and that before the Gap, she planned to use them to dominate the surrounding dragon-ruled nations, and perhaps even the Skyfire Mandate and the humanoid nations beyond it.

## THE OTHER TEAMS

There are about a dozen Starfinders besides the PCs preparing to travel to Cadascon. Notable Starfinders on the other teams include the following.

**Naveret Zyn** (CG female summerborn ryphorian envoy) is assigned to Team B. She was born on Castrovel and is miserable in the frigid Triaxian winter. She has a squox<sup>AA2</sup> companion named Swift. She’s excited to meet the PCs and shakes their hands enthusiastically, saying she’s heard tales of their exploits and it’s an honor to meet such storied agents. Feel free to have Naveret reference any scenario a PC possesses a chronicle sheet for.

**Cailis Osoran** (LN female borai<sup>PW</sup> mechanic) is assigned to Team B. She is a half-elf who died while trapped in the Scoured Stars system and was partially revived due to desperate experiments with scavenged technology conducted by the rest of her team. Her team ultimately perished before rescuers arrived, and Cailis has become sullen and withdrawn as a result, though she still cares deeply about her companions in the Society.

**Iko** (LN male izalguun<sup>AA3</sup> biohacker) is assigned to Team B. He is a native of Icefront whose curiosity was sparked by the Starfinders Society’s visit to his planet. He’s a recent recruit to the Society who has risen quickly through the ranks thanks to his medical expertise. Iko is quite curious about the myriad life-forms that populate the universe. This is one of his first missions since completing his training.

**Talet Ar Yun** (LG male kasatha operative) is assigned to Team C. He’s a quiet and introspective kasatha who grew up with nomadic parents who traveled the Pact Worlds for work. He believes that true elegance in combat lies with swords and other bladed weapons. He’s often interested in learning about the fighting styles his fellow Starfinders utilize.

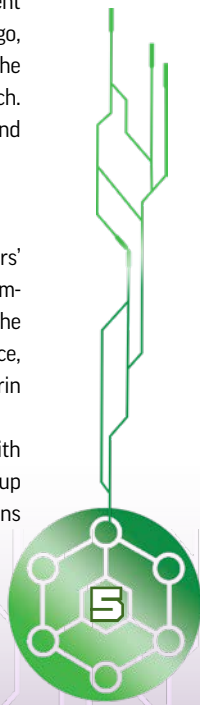
**Ritska** (N female ysoki soldier) is a tawny, wiry-furred ysoki assigned to Team C. She specializes in scouting and sniping from long distances, a skill she honed from guarding her family’s scavenging business on Akiton. Her abilities enabled her to make the money necessary to move her family to a much nicer home on Absalom Station. She’s quite proud of her skills and tends to come off as boisterous.

**Kran** (NG male nuar mystic) is a brown-furred nuar assigned to Team D. He’s a former professor of Xenoanthropology at Qabarat University, as well as an ardent worshipper of Yaraesa. He went on a “ride-along” during a Society mission several years ago, and immediately afterward quit his tenure-track job because he believed the Society offered him better opportunities for research. He is very excited for the opportunity to explore a pre-Gap city and study ancient Triaxian dialects.

## FINAL PREPARATIONS

Zafeldrin has turned the final preparations for the Starfinders’ dinner party into a test of the teams’ investigative and problem-solving skills. The PCs are free to assist with one or both of the following tasks, individually or as a group. Without PC assistance, the other teams don’t succeed quickly enough to give Zafeldrin time to find extra supplies for the expedition.

**Fetching the Ingredients:** Naveret, Cailis, and Iko—along with any PCs that wish to join them—volunteer to go to Cumo to pick up the ingredients for dinner. When they arrive, they realize directions



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Zafeldrin sent to their comm units made no sense as written; they are in fact a carefully worded puzzle relating to Cumo's buildings and distinct landmarks that must be solved to find the pick-up location. Navaret quickly gets frustrated with the puzzle and wants to ask someone more familiar with Cumo for help, but Cailis and Iko are set on solving it by themselves. Solving the puzzle requires a DC 19 Culture check (DC 22 in Subtier 5-6) to recall knowledge and identify the proper landmarks, or a DC 20 Diplomacy check (DC 23 in Subtier 5-6) to gather information, convincing a resident to grant assistance. Each PC can attempt one skill check. If the PCs solve the puzzle, Iko and Cailis are impressed by their show of cleverness. If the PCs sided with Navaret and asked a resident of Cumo for help, Navaret is pleased that they took—in her mind—the most straightforward solution. The NPCs' attitude changes here can affect how the NPCs behave toward the PCs during the party.

**Setting Up:** Talet, Ritska, and Kran start setting up for dinner in the garden. Zafeldrin requests the team check the flying drones that are meant to provide music and lighting for the party. Unbeknownst to them, the dragon infected three of the drones with a simple virus that causes them to fly erratically and ignore commands. Now he wants to see how the team handles the issue. Talet manages to catch a drone and he and Kran are working on debugging it while trying to convince an annoyed Ritska not to simply shoot the drones down. First, the drones must be caught with a DC 20 Acrobatics or Athletics check (DC 23 in Subtier 5-6), then they must be restored with a DC 18 Computers to repair a system or Engineering check (DC 21 in Subtier 5-6) to repair an item. Each PC has time to attempt two skill checks before Ritska loses patience and destroys the drones. If the PCs repair 2 drones in this time, they successfully complete the task. PCs that succeed at the Acrobatics or Athletics check impress Talet and Ritska, while PCs that succeed at a Computers or Engineering check impress Kran. The NPCs' attitude changes here can affect how the NPCs behave toward the PCs during the party.

**Development:** At any point, the PCs can request assistance from Zafeldrin for these tasks. Asking Zafeldrin for assistance automatically completes the task. However, doing so distracts him from his work on the final preparations. Should the PCs and the other teams finish the tasks without Zafeldrin's help, he has the spare time to find them some extra supplies.

**Treasure:** If the PCs help complete at least one errand without Zafeldrin's assistance, he offers them a purple nanite hypopen, a manual sight weapon accessory, and a credstick with 900 credits. In Subtier 5-6, he instead gives them a black nanite hypopen and a laser sight weapon accessory, and the credstick has 2,700 credits. If both errands are completed without Zafeldrin's help, he also gives them a longstrider module. In Subtier 5-6, he also gives them mk. 1 thermal capacitors if they complete both errands.

**Rewards:** If the PCs fail to finish one of the errands, cross the longstrider module and the thermal capacitors listed above off the PCs' Chronicle sheets and reduce each PC's credits earned by the following amount. If the PCs fail both errands, cross off all the

treasure listed above and reduce each of the PCs credits earned by the amount in parentheses.

*Subtier 3-4:* Reduce each PC's credits earned by 36 (210).

*Out of Subtier:* Reduce each PC's credits earned by 66 (408).

*Subtier 5-6:* Reduce each PC's credits earned by 96 (607).

## DINNER PARTY

The PCs have a few hours to relax before the evening dinner party officially begins. If your players are interested, feel free to encourage creative roleplaying and use of skills during this event, even if certain skills are not explicitly called out. Read or paraphrase the following when the party starts.

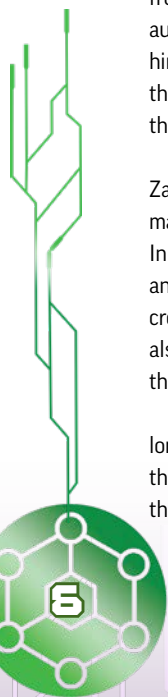
Starfinders of all kinds mill around the gardens, laughing and chatting. Hover drones flit about the space, cycling through countless musical genres and displaying "WELCOME, STARFINDERS" on their screens. Tempting smells drift from a buffet in the center of the space.

"Please, take this time to relax and enjoy yourselves, as well as to mingle with your fellow agents. Connections to one another are one of the most valuable treasures we can possess," Zafeldrin says from where he reclines upon a raised platform.

The partygoers are split into three distinct groups. Zafeldrin sits slightly separate from the other groups, observing the Starfinders with interest. He's cordial if approached, but before too long suggests the PCs make sure to build connections and relationships with their fellow field agents as well. The PCs have the chance to make an impression on Starfinders in the following locations.

**Buffet Table:** Cailis and Ritska stand next to the buffet table. Ritska asks nonstop questions about Cailis' borai physiology, irritating her. PCs can intervene in the conversation by explaining to Ritska her questions might be offensive with a DC 21 Diplomacy check (DC 24 in Subtier 5-6), changing the subject by engaging her in conversation about her meticulously cared for arms and armor with a DC 17 Profession (soldier) or Profession (mercenary) (DC 20 in Subtier 5-6) to recall knowledge, or telling her to back off with a DC 23 Intimidate check (DC 26 in Subtier 5-6). If the PC's impressed Ritska during the party preparations, they receive a +2 circumstance bonus to any check made to influence her here. If the PCs seem uninterested in intervening, the conversation eventually gets loud enough that Zafeldrin is alerted to it, and he requests the PCs try to mediate for their fellow Starfinders.

**Garden:** Talet and Iko are walking in the garden while Iko eagerly listens to Talet's advice on being a Starfinder. If the PCs approach, Iko explains that he's new to the Society, and would appreciate any wisdom or advice the PCs have to share about the creatures that populate the universe. A PC can recall knowledge about a creature they've encountered in their Starfinder careers with a successful DC 23 Engineering or Mysticism check (DC 26 in Subtier 5-6), or a DC 20 Life Science check (DC 23 in Subtier 5-6), since Iko has a specific interest in organic life-forms. If the PCs impressed Iko during the party preparations by solving Zafeldrin's riddle, they get



a +2 circumstance bonus to any checks made to influence him here. If the PCs seem uninterested in talking to Iko and Talet, Zafeldrin eventually suggests to them that since Iko is a new recruit, they should welcome him to the Society and share their insights.

**Dining Tables:** Naveret and Kran both volunteered to pick the music playing from the hover drones, and the music alternates sharply between Naveret's Verthani electronica and Kran's classical elven pieces. They're engaged in a good-natured debate about music when the PCs approach. Swift, Naveret's squox, greets any PCs that approach curiously, and any PC who succeeds at a DC 18 Survival check (DC 21 in Subtier 5-6) to handle an animal can earn the creature's friendship, which will come into play later in the scenario. Naveret and Kran invite the PCs to join their discussion on the musical traditions of different species. A PC can hold their own in conversation with a successful DC 20 Culture check (DC 23 in Subtier 5-6), a successful DC 22 Diplomacy check (DC 25 in Subtier 5-6), or any successful DC 17 Profession check related to music (DC 20 in Subtier 5-6). If the PCs seem uninterested in talking to Naveret and Kran, Zafeldrin eventually suggests to them that they go see if they can convince the agents to settle on one musical genre for the evening. If the PCs impressed Naveret or Kran during the party preparations, they get a +2 circumstance bonus to any checks made to influence them. The bonuses are cumulative if the PCs impressed both agents.

**Development:** If the PCs successfully make an impression on Cailis, Iko, and Naveret during the party, Kran is impressed with their ability to engage their fellow Starfinders. Kran lets the PCs borrow his personal notes detailing the varying historical dialects of Triaxian for the duration of the mission. The notes grant a +5 circumstance bonus to Culture checks to decipher writing while reading ancient Triaxian and allows such checks to be made untrained. If any of the PCs befriended Swift, Naveret's squox, it will come in handy later in the scenario.

**Treasure:** If the PCs defused the situation between Cailis and Ritska, Cailis gives the PCs a weapon she found on a mission recently but has no use for: a thunderstrike sonic pistol in Subtier 3-4, and a soprano singing disk in Subtier 5-6. If the PCs Impressed Iko with their knowledge of the different creatures in the universe, Iko shares some of his serums with them. In Subtier 3-4, Iko gives the PCs a first aid kit containing three *mk 2 serums of healing*. In Subtier 5-6, the first aid kit also contains a *bloodbrother serum* and a subdermal extractor. If the PCs impressed Naveret, she offers them her spare *Starfinder backpack*, which also contains an advanced sword cane. In Subtier 5-6, it instead contains an ultrathin sword cane.

**Rewards:** If the PCs fail to impress their fellow agents, cross the treasure associated with that agent listed above off the PCs' Chronicle sheets and reduce each PC's credits earned by the following amount depending on the number of agents the PCs failed to impress.

*Subtier 3-4:* Reduce each PC's credits earned by 35 credits (1 agent), 70 credits (2 agents), or 107 credits (3 agents)

*Out of Subtier:* Reduce each PC's credits earned by 64 credits

(1 agent), 129 credits (2 agents), or 194 credits (3 agents)

*Subtier 5-6:* Reduce each PC's credits earned by 94 credits (1 agent), 188 credits (2 agents), or 282 credits (3 agents)

## TO CADASCON

The Starfinders leave the White Sands Lodge at dawn the next day. The trip to Cadascon takes most of the morning and some of the afternoon with all-terrain vehicles. As the PCs arrive at the outskirts of the city, read or paraphrase the following.

As the hours pass, snow covered lowlands eventually give way to craggy foothills and finally to the shadow of the Sunset Peaks themselves. As the convoy approaches a fork in the Charnel Run river, Zafeldrin calls for a stop after double-checking several devices.

"This looks like the optimal spot to set up a base camp, and not just because I worry the trucks won't be able to make it much further up this mountain," Zafeldrin says. "The remains of the city should just be a bit further on. Teams, I'm sending you the coordinates I'd like you to investigate. I'll be playing the part of mission control and monitoring your position from here. Remember to check in periodically."

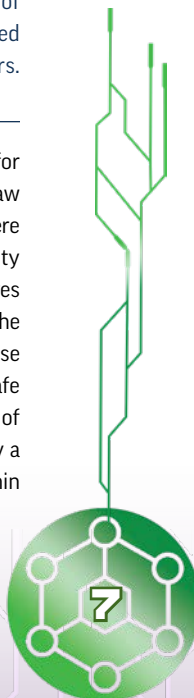
Just as Zafeldrin references them, the appropriate, coordinates pop up on the PCs' comm units, directing the party to a site roughly half a mile away. The PCs must wade through a foot of snow while keeping an eye out for unsteady ground. The PCs spot the occasional animal darting between the snowbanks, but nothing dangerous crosses their path. Away from the dull roar of vehicle engines and the hum of conversation with numerous Starfinder groups, the quiet of these snowy fields is all the more pronounced.

## A. INVESTIGATING THE TOWERS

As the PCs crest a final rocky outcropping, their destination comes into view. Read or paraphrase the following.

A crumbling stone tower stands precariously on each side of a narrow pass. What appears to be a damaged and outdated communications satellite still sits on top of one of the towers. The bases of the towers are covered in a thick layer of snow.

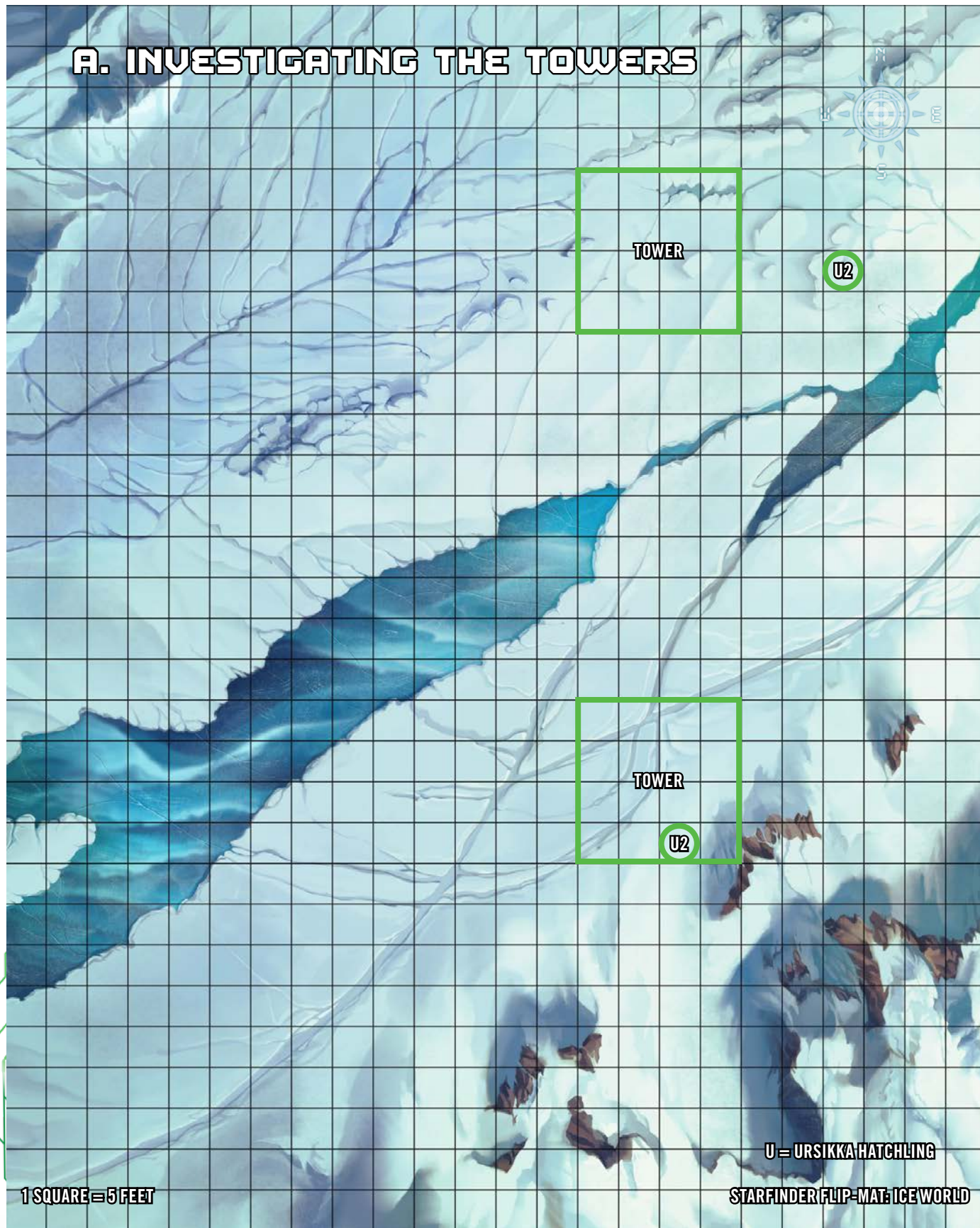
These towers once served as guard posts and check points for goods and travelers entering the city. They primarily oversaw crystal shipments from the nearby mines. The towers were abandoned when Cadascon's forces pulled back into the city after a slave revolt in the mines that resulted in several slaves and overseers contracting the crystalline infection. Called by the crystals to spread the infection, those who contracted the disease attacked the city. While many citizens believed they were safe behind Cadascon's walls, the truth is that countless shipments of crystals had already been brought into the city, and it was only a matter of time before the infection started to spread from within as well.





# STARFINDER SOCIETY SCENARIO

## A. INVESTIGATING THE TOWERS



U = URSIKKA HATCHLING  
STARFINDER FLIP-MAT: ICE WORLD





Both towers hold secrets of the past, but the south tower is home to an aggressive beast as well. The north tower has partially collapsed, leaving part of the floor covered with rubble. A PC who succeeds at a DC 17 Perception check (DC 20 in Subtier 5–6) to notice can sift through the rubble to find some pre-Gap equipment broken beyond repair. The equipment itself is unremarkable in design save for one thing: the battery slots are dusted with a strange residue. A PC who succeeds at a DC 21 Physical Science check (DC 24 in Subtier 5–6) to recall knowledge can identify the residue as coming from some kind of mineral that was used to power the equipment. One of the earlier uses for the Brior's mysterious crystals was as a potent power source. The crystals were capable of siphoning the life energy from creatures, which could then be redistributed to weapons and other technology. However, Brior did not predict this power eventually growing out of her control.

The PCs also notice a metal plaque bolted into the tower wall, covered by a layer of frost that obscures its purpose. Clearing away the frost is a simple matter, and doing so reveals the fearsome image of a great dragon printed into the metal, with words in an archaic dialect of Triaxian underneath. A successful DC 17 Mysticism check (DC 20 in Subtier 5–6) identify a creature allows a PC to recognize the dragon as a black dragon. The writing underneath the image reads: "Brior the Unblinking sees all. Disobedience is death." The phrase can be translated with a successful DC 25 Culture check (DC 28 in Subtier 5–6) to decipher writing. Speaking Triaxian grants a +5 circumstance bonus to the check, as does utilizing Kran's book (these bonuses stack). Any PC who examines the communications array in the north tower can attempt a DC 19 Engineering check (DC 22 in Subtier 5–6) to hook up the array to one of their powered objects and boot it up. This allows the PCs to access the last message sent from this device. If the PCs successfully reboot the array and succeed on a DC 25 Culture check to understand the archaic Triaxian (DC 28 in Subtier 5–6; bonuses from speaking Triaxian or using Kran's book apply), read or paraphrase the following.

The array suddenly flares to life with a violent blast of hissing static. A gravelly voice is audible through the interference. "Once more, this is... calling for assistance from Cadascon. I have been injured... barricaded myself in the guard tower. The rebels are relentless... feel no fear or pain. My wound... I fear soon I won't be able to move... my last message. I will set it to loop and hope... receives it."

After that, the message simply repeats. The message was left by a dragonkin soldier shortly before the checkpoint was overrun by ryphorian slaves infected by the crystals.

If the PCs take the time to scrape away the layers of snow at the base of either tower, they find tiny crystal deposits that appear to be growing up the sides.

**Creatures:** When the PCs enter the southern tower, they disturb a hatchling ursikka—an insectile predator that thrives

## SCALING ENCOUNTER A

To accommodate a group of four PCs, make the following adjustments.

*Both Subtiers:* The ursikka hatchlings have the sickened condition from hunger.

during Triaxian winters—that has been nesting in the tower. Irritable from being disturbed, the creature bursts through the snow and attacks the PC closest to it. A PC who succeeds at a DC 21 Perception check (DC 24 in Subtier 5–6) notices the ursikka hiding beneath the snow before it attacks. In Subtier 5–6, there are instead two hatchlings. The second is outside the tower returning from a hunt, but joins its sibling when combat starts.

## SUBTIER 3–4 (CR 5)

### URSIKKA HATCHLING

CR 5

N Large magical beast

**Init** +2; **Senses** blindsense (vibration), darkvision 60 ft., low-light vision; **Perception** +11

#### DEFENSE

HP 65

**EAC** 17; **KAC** 19

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

**Resistances** cold 10

#### OFFENSE

**Speed** 40 ft. burrow 20 ft.

**Melee** bite +15 (1d6+10 P plus freezing saliva)

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

#### TACTICS

**During Combat** The ursikka hatchling attacks the PC who seems like the easiest meal.

**Morale** Famished and desperate to protect its territory, the ursikka hatchling fights to the death.

#### STATISTICS

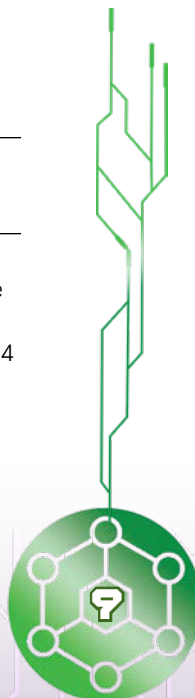
**Str** +5; **Dex** +2; **Con** +3; **Int** –4; **Wis** +1; **Cha** –2

**Skills** Athletics +16, Stealth +11

#### SPECIAL ABILITIES

**Freezing Saliva (Ex)** An ursikka hatchling's saliva is both maddeningly sticky and preternaturally cold. Any creature that takes damage from an ursikka hatchling's bite must succeed at a DC 13 Reflex save or become entangled for 1d4 rounds. While entangled, creatures take 1d6 cold damage per round. Any fire damage the entangled creature takes ends the entangled effect immediately.

**Spit (Ex)** Once every 1d4 rounds, an ursikka hatchling can spit a 30-foot line of its saliva. Creatures in the area take



# STARFINDER SOCIETY SCENARIO

5d6 cold damage and become entangled for 1 round. A successful DC 13 Reflex save halves the damage and negates the entangled condition.

## SUBTIER 5-6 (CR 7)

### URSIKKA HATCHLINGS (2)

CR 5

See Subtier 3-4 (page 9)

**Development:** Defeating the ursikka hatchling allows the PCs to freely investigate the rest of the area. In the south tower, the PCs find a logbook still mostly intact in a battered metal desk shoved against one of the walls. The logbook details shipments from the mines outside the city. The records are in archaic Triaxian; translating them requires a successful DC 25 Culture check to decipher writing (DC 28 in Subtier 5-6). Speaking Triaxian grants a +5 circumstance bonus to this check, as does using Kran's book. The records indicate regular shipments came into the city from the mines weekly until abruptly ceasing, along with all communication from the mines. The final entry states that all military personnel were to remain on high alert until further notice.

**Treasure:** An equipment locker in the south tower still has several pieces of usable gear in it. In Subtier 3-4, it contains a d-suit I. In Subtier 5-6, the d-suit I is instead a d-suit II. Additionally, the PCs can find a chess-like board game in the battered desk alongside the logbook with pieces shaped like dragons and ryphorians. The game is worth 720 credits in Subtier 3-4, and 2,520 credits in Subtier 5-6.

**Rewards:** If the PCs fail to defeat the ursikka hatchling (or both hatchlings in Subtier 5-6), cross the treasure listed above off the PCs' Chronicle sheets and reduce each PC's credits earned by the following amount.

*Subtier 3-4:* Reduce each PC's credits earned by 219.

*Out of Subtier:* Reduce each PC's credits earned by 402.

*Subtier 5-6:* Reduce each PC's credits earned by 585.

## B. A CALL FOR HELP

After the PCs defeat the ursikka hatchling (or hatchlings in Subtier 5-6), "investigate the tower, and take a short rest (if necessary), one of the PCs' comm units lights up. They receive the following message from Naveret.

Gunfire and other sounds of combat can be heard in the background of the transmission. Naveret's voice comes through the static intermittently. "Team B... hostiles at our location. They... crystals jutting out all over the place... Iko's down. We need—" Naveret's words are cut off by the sounds of a large impact and pained grunt. The comm unit falls silent.

After a moment, Zafeldrin speaks. "Team A, you're the closest to Team B's location. Please prove aid to them immediately. I'll work from here to bring their comm units back up to try and locate them. I'm sending you their last known coordinates."

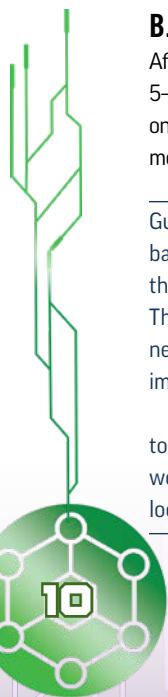
Team B received an assignment to investigate a checkpoint just outside of the city proper, where mining shipments would come in and supplies and new equipment would go out. The investigation went routinely until Team B's presence roused a group of dormant crystalline undead—the infected remains of ryphorian slaves. Driven to expand their numbers, the skeletons attacked the Starfinder agents with the intent to capture them and bring them to a nearby mine where they can be exposed to a crystal strain that quickly grows and takes over the host's body completely. The undead subdued Iko and Naveret before Cailis fled, hoping to find help and return for her teammates.

The coordinates given by Zafeldrin lead the PCs to a small group of dilapidated buildings. When they arrive, the PCs can locate Team B's trail quickly with a successful DC 19 Survival check (DC 22 in Subtier 5-6) to follow tracks. If the PCs succeed at this check, they have an easier time following Team B's trail later in the scenario (see Pursuing Team B on page 13).

Regardless of if they fail the Survival check, the PCs eventually find the site Team B's battle took place. It's obvious without a check that several creatures fought in this location, but the PCs can make checks to discover more information about the assailants. Since there is a fine layer of ash and snow in this area, a PC who succeeds at a DC 21 Survival check (DC 24 in Subtier 5-6) identifies the footprints of Iko—based on his size—and Cailis and Naveret—based on their boots. The same check also reveals that there were multiple, humanoid assailants that were barefoot. There are also two imprints in the snow that indicate two combatants fell. One was clearly Iko, but it's impossible to identify the other, aside from that it was a Medium creature. A PC who succeeds at a DC 19 Mysticism check (DC 22 in Subtier 5-6) realizes that the assailants' footprints lack the imprint of any flesh, and that they were likely left by an undead creature primarily made of bone. With a successful DC 21 Perception check (DC 24 in Subtier 5-6) or a DC 19 Physical Science check (DC 22 in Subtier 5-6), a PC finds charred bone and crystal fragments littering the battlefield. Finally, a DC 18 Survival check (DC 21 in Subtier 5-6) to follow tracks allows a PC to notice two trails leading away from the scene. It appears that some of the assailants dragged Iko and the other Starfinder away, while other assailants chased the remaining Starfinder in a different direction.

If the PCs seem uninterested in following the fleeing Starfinder, they eventually pick up the signal from an emergency beacon at her location. The fleeing Starfinder's trail eventually leads into one of the buildings, though now the door is barred. The assailants' footprints circle the building, but then depart. The door can be pried open with a DC 15 Strength check (DC 18 in Subtier 5-6) or carefully unbarred with a DC 21 Engineering check (DC 24 in Subtier 5-6) to disable device. Alternatively, if the PCs announce their presence, Cailis lets them in, though they can hear even from the other side of the door that her effort is obviously labored. Once the door is open, read or paraphrase the following.

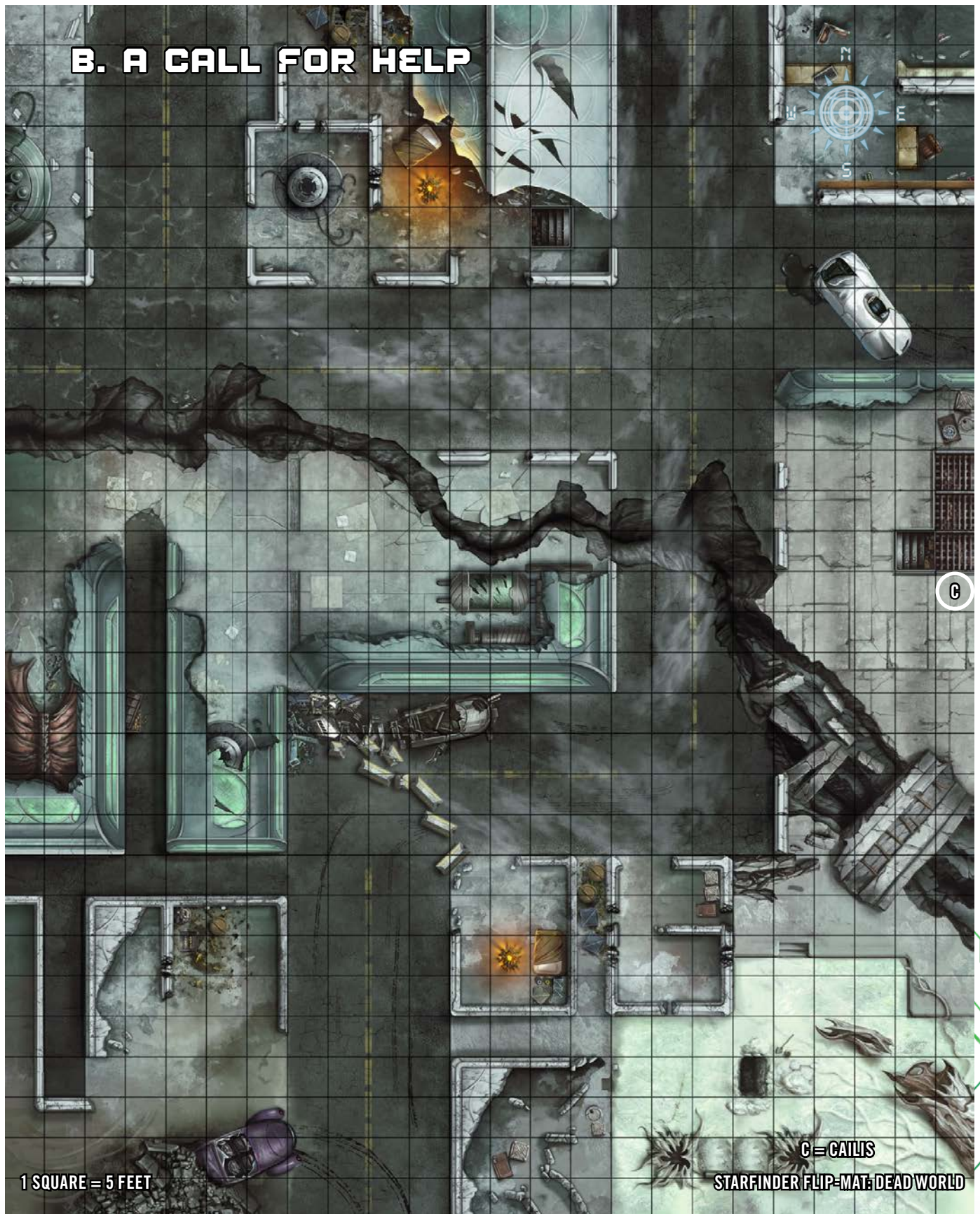
Battered and bloody, Cailis leans on her rifle to stand on the other side of the door. A large shard of crystal has been





# THE EDGE OF CADASCON

## B. A CALL FOR HELP



1 SQUARE = 5 FEET

C = CALLIS  
STARFINDER FLIP-MAT: DEAD WORLD



## SCALING ENCOUNTER B

To accommodate a group of four PCs, make the following adjustments.

**Subtier 3–4:** The ryphorian crystal skeletons sustained some damage in their fight with Team B. They start the combat with 15 Hit Points.

**Subtier 5–6:** Remove one ryphorian crystal skeleton from the encounter.

embedded in her thigh. The shard grows slightly larger, and Cailis winces in pain.

"You're a bit late," Cailis says deadpan. "No. Sorry. That was supposed to be a joke to lighten the mood, but it wasn't funny. I'll just give you the rundown. We were scouting the area when we were attacked by these skeletal... things. But they weren't just skeletons. They had crystals growing out of them. You've seen the crystals around, right? And lasers just bounced right off them. Anyway, after they knocked out Iko and Naveret, I realized they were trying to take us alive, so I ran, hoping to lose them and double back to get help. But then," she gestures to her leg, "one of them shot a crystal at me and it stuck in my leg and started spreading. Now I can barely walk, so I holed myself up in here and hoped someone got our transmission."

**Creatures:** Multiple ryphorian crystal skeletons pursued Cailis from the site of the original battle. These creatures are the remains of slaves who once worked Cadascon's crystal mines. After Cailis barricaded herself in one of the buildings, the undead creatures waited outside of Cailis's shelter for help to arrive, and now plan to capture both her and the PCs in order to infect them with the same crystal growths that animate the undead creatures. They arrive from the roads on the north and west edges of the map as soon as Cailis finishes relaying information, before the PCs have time to explore the area further.

### SUBTIER 3–4 (CR 4)

#### RYPHORIAN CRYSTAL SKELETONS (2) CR 2

NE Medium undead

**Init** +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

**DEFENSE** HP 20

**EAC** 13; **KAC** 15

**Fort** +4; **Ref** +4; **Will** +41

**Immunities** undead immunities

**Weaknesses** vulnerable to sonic

**OFFENSE**

**Speed** 30 ft.

**Melee** crystalline claws +10 (1d6+6 P)

**Ranged** crystal shard +7 (1d6+2 P plus implant crystal)

#### TACTICS

**During Combat** The skeletons attempt to flank individual enemies to take them down one by one, switching to nonlethal attacks if a PC seems close to 0 Hit Points.

**Morale** The skeletons fight to the death.

#### STATISTICS

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

**Skills** Athletics +12, Stealth +7

**Other Abilities** unliving

#### SPECIAL ABILITIES

**Crystalline Bones (Ex)** The skeletons themselves seem to have been transformed into crystal. They're immune to laser weaponry. Whenever they're struck with a laser attack, there's a 50% chance the attack is reflected back to the attacker. If the original attack roll is enough to hit the attacker, that character takes damage from the attack instead.

**Implant Crystal (Ex)** A creature hit by the crystalline shard must succeed at a DC 11 Fortitude save or become fatigued as the crystals begin to siphon their life energies in order to grow. The crystal can be removed with a successful DC 14 Medicine check. Each failed attempt to remove the crystal deals 1d4 damage to the creature. The fatigued condition cannot be removed as long as the crystal remains in the creature.

### SUBTIER 5–6 (CR 6)

#### RYPHORIAN CRYSTAL SKELETONS (4) CR 2

See Subtier 3–4.

**Development:** After combat, the PCs have the chance to question Cailis further if they wish. Everything she has told them is true, and what she's already said is the extent of her knowledge. She doesn't know where the skeletons took the other members of her team, and suggests the PCs follow the trail they found leading off the original battle site, if they mention finding it. Cailis insists upon barricading the door once more and remaining where she is while the PCs proceed alone to find Iko and Naveret. She is exhausted from the combination of the crystal sapping her energy and the ordeal she has just experienced, and she doesn't want to slow the PCs down. Additionally, a PC who succeeds at a DC 20 Perception check (DC 23 in Subtier 5–6) to search notices that there is a secret compartment roughly fashioned into the inside of the UPB crate. Inside is a folded note written in archaic Triaxian, which requires a DC 25 Culture check to decipher (DC 28 in Subtier 5–6). As with the logbook from area A, speaking Triaxian grants a +5 circumstance bonus to this check, as does having Kran's book (these bonuses stack). If the PCs translate the letter, give them **Handout 1: Hidden Letter** (page 19).

**Treasure:** The building Cailis barricaded herself within was once supply storage facility. There's still one crate of usable UPBs worth 3,160 credits, a pair of *darksight goggles*, two rolls of ion tape, and two vials of *basic universal solvent*. In Subtier 5–6, the UPBs are worth 6,600 credits and there's also 20 feet of smart cable.

**Rewards:** If the PCs fail defeat the ryphorian crystal skeletons, cross the treasure listed above off the PCs' Chronicle sheets and reduce each PC's credits earned by the following amount.

*Subtier 3–4:* Reduce each PC's credits earned by 432.

*Out of Subtier:* Reduce each PC's credits earned by 863.

*Subtier 5–6:* Reduce each PC's credits earned by 1,294.

## PURSuing TEAM B

After the PCs have defeated the ryphorian skeletons and had a moment to talk to Cailis, Zafeldrin manages to briefly patch into one of the PCs' comm units and requests a status update. After the PCs have given their report, read or paraphrase the following.

The comm unit crackles as Zafeldrin's voice flickers in and out. "Taking this information into account," he says, "I hereby halt any investigation. Your primary goal now is to retrieve those agents and return to the base camp as quickly as possible so we can regroup and decide how to proceed. I've received troubling reports from the other teams as well. We'll have to—" The comm unit cuts out once more, leaving only static.

Any attempt to reestablish communication with Zafeldrin is unsuccessful. The PCs must now attempt a series of skill checks to stay on the Starfinders' trail as they path through the ruins. If the PCs succeeded at the initial Survival check to pick up the trail in area **B**, they receive a +2 circumstance bonus to skill checks to track the team members—clues are easier to spot, and the weather is less disruptive. For each of the three challenges below that the PCs handle successfully, they earn more time to save their Starfinder allies in area **C2**. The PCs successfully handle a challenge if half or more of the PCs succeed at a skill check to overcome it.

**Obscured Path:** A flurry of snow and ash blows through the area. Each PC can attempt either a DC 19 Perception check to keep track of the trail through the flurry, or a DC 19 Acrobatics check (both checks are DC 23 in Subtier 5–6) to avoid getting the mixture in their eyes or on their helmet visors.

**Navigate the City:** The ruined city retains numerous signs of its former glory. Each PC can attempt a DC 18 Culture or Engineering check (DC 21 in Subtier 5–6) to intuit the city plan and navigate advantageously to gain on the undead creatures.

**Predict the Undead Creatures' Intentions:** Lastly, the trail seems to double back and move in strange ways. The PCs can attempt either a DC 19 Sense Motive check (DC 23 in Subtier 5–6) to predict the undead's intentions, or a DC 19 Survival check (DC 23 in Subtier 5–6) to follow the tracks and find the correct direction.

## C. THE CRYSTAL MINE

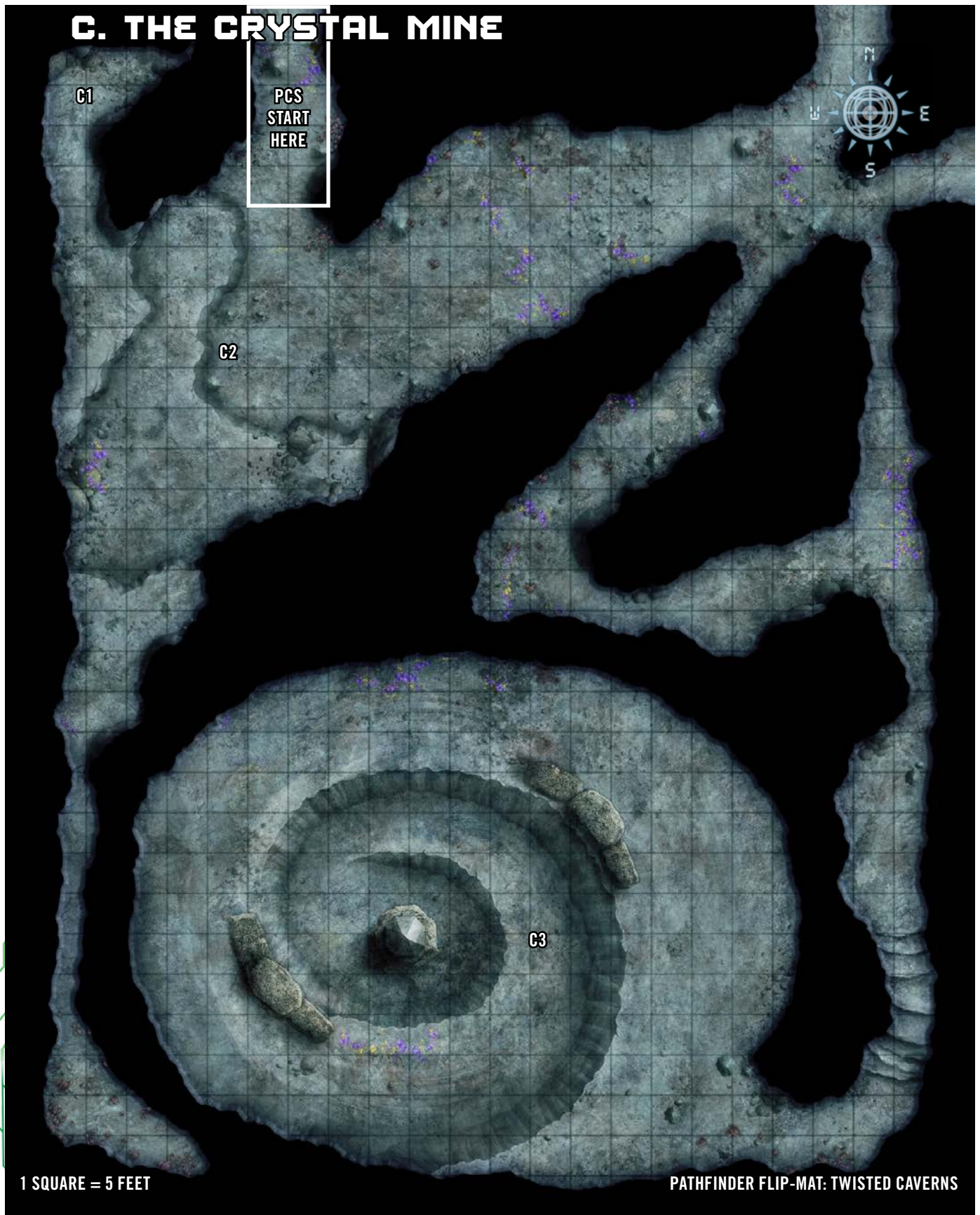
After the final phase of the pursuit, the PCs arrive at their destination. Read or paraphrase the following.

An abandoned depot surrounds the mouth of a cave. Pre-Gap mining equipment lays scattered about in disarray. Strange crystal deposits have formed around the mouth of the cave and crept out to cover the ground and abandoned equipment indiscriminately. The crystals shine from within with an eerie, pale blue light.





## C. THE CRYSTAL MINE





This mine is where one of the initial crystal outbreaks took place. Ryphorian slaves who had extended contact with the crystals got infected and staged a revolt; the ensuing combat spread the infection to the dragonkin overseers as well. Today, a large crystal mound in the deeper parts of the mine serves as a power conduit for the undead in this location. The concentration of magical energy in the mound also speeds up the effects of infection compared to exposure to the weaker crystals that populate the rest of the mine. Exposure to the conduit mound can cause the crystal infection to spread to incurable levels in mere minutes—and that's exactly what the crystalline undead intend for the captured Starfinders unless the PCs get to them first.

**Hazard:** The crystals have spread from the deepest parts of the mine and now cover much of the floor and walls. Brief physical contact with the crystal deposits, such as brushing past them, aren't enough to trigger any kind of reaction, but a PC who interacts with the crystals for more than one round must attempt a DC 10 Reflex save (DC 13 in Subtier 5–6) or take 1 point of Piercing damage as the crystal tries to burrow into their flesh and spread. A PC who takes damage from the crystals in this way must also attempt a DC 13 Fortitude save or become fatigued as the crystals begin to siphon their life energies in order to grow. The fatigued condition can't be ended as long the crystals are lodged in the PC, but the crystals can be removed with a successful DC 21 Medicine check (DC 24 in Subtier 5–6) to treat drugs or poison. If the crystals remain in a PC and are allowed to grow, the PC eventually transforms into an undead creature like those that inhabit Cadascon, but an infected PC who survives the scenario and returns to Zafeldrin's base camp automatically receives the necessary medical care to remove the crystals before the transformation can take place.

## C1. TRAPPED EQUIPMENT LOCKER

A portable equipment locker sits inside the mine—a place where miners could replenish batteries or exchange damaged equipment without leaving the mine and taking time away from their work. Mining equipment available to Cadascon's ryphorian slaves was strictly tracked and monitored. Each day, the slaves would have their equipment checked out of a locker by an overseer who possessed the proper badge. Anyone who attempted to open an equipment locker without the proper identification wouldn't just find it locked—Brior liked to make sure that disobedience was immediately—and very publicly—punished. A character who attempts to open the locker without a badge triggers a grisly trap that lets loose a gout of acid from nozzles hidden in the locker door.

## SUBTIER 3–4 (CR 3)

### ACID SPEWERS

CR 3

**Type** technological; **Perception** DC 24; **Disable** Engineering DC 19 (seal nozzle)

**Trigger** touch; **Reset** 1 minute

**Effect** 20 ft. cone of acid (4d6 A); Reflex DC 14 half

## SUBTIER 5–6 (CR 5)

### ACID SPEWERS

CR 5

**Type** technological; **Perception** DC 27; **Disable** Engineering DC 22 (seal nozzle)

**Trigger** touch; **Reset** 1 minute

**Effect** 20 ft. cone of acid (4d10+2 A); Reflex DC 15 half

**Development:** Once the PCs pass the trapped locker, whether or not they dealt with it, they'll need to attempt a new DC 22 Survival check (DC 25 in Subtier 5–6) to follow tracks and find the captured Starfinders' trail again. The trail is harder to pick back up since the PCs are now pursuing their foes over hard, rocky ground. If the PCs succeeded at the initial Survival check to pick up the trail in area B, they receive a +2 circumstance bonus to this skill check. Additionally, if any of the PCs succeeded at earning the trust of Naveret's squox companion Swift, the creature emerges from where it hid in a small natural alcove in the cave wall and leads the PCs in the direction of its mistress, allowing them to automatically succeed at this check.

**Treasure:** After the PCs deal with the trap, they can retrieve the equipment from the locker. Inside is a mining jack I, a heavy seismic pick, three mk 2 frag grenades, and a scoring dross gun. In Subtier 5–6, the mining jack I is instead a set of golemforged plating II. Additionally, the PCs discover that there are several precious gemstones hidden in the lining of the suit of armor. In Subtier 3–4, these gems are worth 1,380 credits. In Subtier 5–6, they're instead worth 4,200 credits.

**Rewards:** If the PCs fail to get into the equipment locker, cross the treasure listed above off the PCs' Chronicle sheets and reduce each PC's credits earned by the following amount.

*Subtier 3–4:* Reduce each PC's credits earned by 412.

*Out of Subtier:* Reduce each PC's credits earned by 670.

*Subtier 5–6:* Reduce each PC's credits earned by 928.

## C2. TUNNEL CROSSROADS

**Creatures:** Several diathas burrowed in the mine recently and formed a small—but steadily expanding—hive. The crystal undead left them alone after an infected diatha exploded. Attracted by the PCs' activity, diathas burrow through the floor to attack, desperate to protect their larvae in the tunnels below.

**Hazard:** The ground is unstable from the diatha burrows beneath it. Whenever a diatha or a damaging grenade explodes in this area, the ground partially collapses. The area of the explosion becomes difficult terrain, and any PCs in the area of effect must attempt a DC 13 Reflex save or fall and land prone.

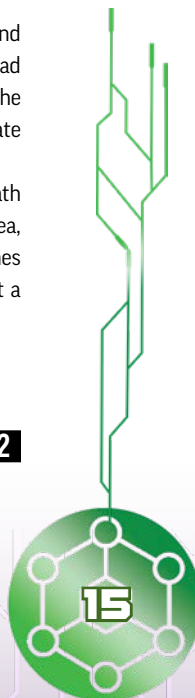
## SUBTIER 3–4 (CR 4)

### DIATHA (6)

CR 1/2

N Small vermin

**Init** +2; **Senses** darkvision 60 ft.; Perception +4



## OPTIONAL ENCOUNTER

Encounter **C2** is optional. If fewer than 75 minutes remain, the PCs don't encounter the diatha in this area.

### DEFENSE

HP 13

**EAC** 10; **KAC** 12

**Fort** +4; **Ref** +2; **Will** +0

**Immunities** disease, poison

### OFFENSE

**Speed** 30 ft., burrow 10 ft.

**Melee** bite +6 (1d4+1 S; critical burn 1)

**Offensive Abilities** detonate, explosive charge

### TACTICS

**During Combat** A diatha attacks the closest PC to the location where it emerges from the ground. It continues to attack the closest PC until it has been reduced to 4 or fewer Hit Points, at which point it uses its explosive charge ability.

**Morale** Because they're protecting their hive, the diathas fight to the death.

### STATISTICS

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

**Skills** Athletics +9

**Other Abilities** compression, mindless

### SPECIAL ABILITIES

**Detonate (Ex)** While the diatha has 4 or fewer Hit Points, its energy-dense flesh becomes unstable. If, while in this state, the diatha takes acid, electricity, fire, piercing, slashing, or sonic damage, or uses its explosive charge ability, it dies, exploding in a 10-foot radius burst, dealing 1d6 fire damage (Reflex DC 9 half).

**Explosive Charge (Ex)** While the diatha has 4 or fewer Hit Points, as a full action, the creature can move up to double its speed and make a bite attack. The detonate ability then triggers.

## SUBTIER 5–6 (CR 6)

### DIATHA (4)

CR 1/2

See Subtier 3–4 (page 15).

### DIATHA ELDER

CR 5

N Small vermin

**Init** +3; **Senses** darkvision 60 ft.; **Perception** +11

### DEFENSE

HP 70

**EAC** 17; **KAC** 19

**Fort** +9; **Ref** +7; **Will** +4

**Immunities** disease, poison

### OFFENSE

**Speed** 30 ft., burrow 10 ft., fly 30 ft. (Ex, average)

**Melee** bite +14 (1d6+7 S; critical burn 1d4)

**Offensive Abilities** detonate, explosive charge

### TACTICS

**During Combat** Same as diatha, except that it uses its explosive charge ability when it is reduced to 20 or fewer Hit Points.

**Morale** Same as diatha

### STATISTICS

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

**Skills** Acrobatics +11, Athletics +16

**Other Abilities** buoyant, compression, mindless

### SPECIAL ABILITIES

**Buoyant (Ex)** A diatha elder can hover as a swift action or part of a full action without needing to attempt an Acrobatics check. It can avoid falling damage as if it had perfect maneuverability.

**Detonate (Ex)** When the diatha elder has 20 or fewer Hit Points, its energy-dense flesh becomes unstable. If, while in this state, the diatha takes acid, electricity, fire, piercing, slashing, or sonic damage, or uses its explosive charge ability, it dies and then explodes. Creatures within a 10-foot-radius-burst of the diatha elder take 2d6 fire damage and gain the burning condition (1d4 F; Reflex DC 13 half).

**Explosive Charge (Ex)** See above, but the diatha elder can use this ability while at 20 or fewer Hit Points.

## C3. THE SLUMBERING DRAGON

As the PCs enter this area, read or paraphrase the following.

The tunnel curves and opens up into a high-ceilinged, circular cavern. The floor of the cave spirals steadily downward, and at the lowest point sits a large crystal mound shaped, from some directions, like an enraged dragon clawing itself out of the earth. Placed atop the mound are Iko and Naveret, both unconscious, their bodies beginning to be enveloped by the mound.

The deposit in the center of this cavern is the oldest crystal growth in the mine. Over time as ryphorian slaves suffered and died at Brior's command, the crystals slowly leached not only the slaves' life force from the proximity, but also their desperation and resentment. Strong emotions built up in the crystals until they formed a rudimentary sapience. This sapience was built on the desire to see the city of Cadascon fall, and so the crystals called to the slaves with the intent to use them as hosts to make that goal a reality. However, even after Cadascon fell, the crystals continued to devour the life energy and emotions from living creatures, and the crystalline rhizome that has lain dormant beneath the city for centuries now seeks to spread to new settlements and assimilate their citizens as well.

**Creatures:** One or more dragonkin crystal skeletons stands guard as Iko and Navaret are being offered to the crystal. Unless the PCs enter the room stealthily, the dragonkin immediately attack with the intent to subdue them and offer them to the crystal as well.

**Hazard:** The PCs only have a limited number of rounds to remove Iko and Navaret from the crystal mound before they die. Starting the round the PCs enter the room, they have 4 rounds to free the captured Starfinders. For each of the three obstacles the PCs successfully bypassed while they were tracking the Starfinders in Pursuing Team B (page 13), they have one more round to free them. They also gain 1 round if they succeeded at tracking the Starfinders in area **C1**. They lose 1 round for each short rest they took since they encountered the ryphorian skeletons in area **B**. PCs can work to free Iko and Navaret multiple ways. A PC can attempt a DC 21 Athletics check (DC 24 in Subtier 5–6) to pull them free, or a DC 21 Mysticism check (DC 24 in Subtier 5–6) to manipulate the magical energies within the crystals to reverse the growth. Damaging the crystal mound enough (AC 4, Hardness 10, 50 Hit Points; attacks with Sonic weapons deal double damage, immune to laser weapons) counts as a success, as does pouring a vial of *universal solvent* over one of the Starfinders. Freeing a Starfinder from the mound requires three successes each (or two each if there are four PCs [see Scaling Encounter C3]).

## SUBTIER 3–4 (CR 5)

### DRAGONKIN CRYSTAL SKELETON CR 5

NE Large undead

**Init** +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +11

**DEFENSE** HP 60

**EAC** 17; **KAC** 19

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

**Immunities** undead immunities

**Weaknesses** vulnerable to sonic

#### OFFENSE

**Speed** 40 ft.

**Melee** crystalline bite +14 (1d6+10 P)

**Ranged** crystal shard +11 (1d8+5 P)

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

#### TACTICS

**During Combat** The dragonkin skeletons attempt to flank enemies to take them down one by one, switching to nonlethal damage if their target seems close to falling.



NAVARET  
ZYN

## SCALING ENCOUNTER C2

To accommodate a group of four PCs, make the following adjustments.

**Subtier 3–4:** Remove two diathas from the encounter.

**Subtier 5–6:** Remove two diathas. The elder begins combat with 55 Hit Points, having sustained burns from the explosion of several infected diathas.

If a PC attempts to remove Navaret or Iko from the crystal, the skeletons immediately move to attack that PC.

**Morale** The dragonkin skeletons fight to the death.

#### STATISTICS

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

**Skills** Acrobatics +11, Athletics +16

**Other Abilities** unliving

**Languages** Draconic, Triaxian

#### SPECIAL ABILITIES

**Crystalline Bones (Ex)** The skeletons themselves seem to have been transformed into crystal. They're immune to laser weaponry. Whenever they're hit with a laser attack, there's a 50% chance the attack is reflected back to the attacker. If the original attack roll is enough to hit the attacker, that character takes damage from the attack instead.

**Implant Crystal (Ex)** A creature hit by the crystalline shard must succeed at a DC 13 Fortitude save or become fatigued as the crystals begin to siphon their life energies in order to grow. The crystal can be removed with a successful DC 22 Medicine check. Each failed attempt to remove the crystal deals 1d6 damage to the creature. The fatigued condition can't be removed as long as the crystal remains in the creature.

## SUBTIER 5–6 (CR 7)

### DRAGONKIN CRYSTAL SKELETON (2) CR 5

See Subtier 3–4.

**Development:** When the enemies are defeated, the animating crystals grow dull and begin crumbling to dust. At that moment, the crystal mound pulses brightly before returning to normal.





## SCALING ENCOUNTER C3

To accommodate a group of four PCs, make the following adjustments.

**Both Subtiers:** The dragonkin crystal skeleton sustained some damage in their fight with Team B. They start the combat with 50 Hit Points. Additionally, the PCs only need two successes to free each captured Starfinder (see Hazard section).

If any PCs remain in physical contact with the crystal at that moment, they feel a rush of anger enter their minds before dissipating. If Iko and Naveret were rescued, they awaken on their own after a short rest, or can be awakened with any magical healing. With the danger gone momentarily, the PCs can any locations they previously missed. If either Iko or Naveret died from the crystal infection, the PCs can see places on their bodies where crystalline tumors start growing through the skin until they pierce through it. The dead Starfinders do not immediately animate, though, and their bodies can be safely brought back to the base camp.

**Treasure:** There's a basic dragonglaive discarded on the floor of the cavern from a battle fought long ago. In Subtier 5-6, it's instead a thunderhead dragonglaive.

**Rewards:** If the PCs fail defeat the dragonkin crystal skeleton, cross the treasure listed above off the PCs' Chronicle sheets and reduce each PC's credits earned by the following amount.

*Subtier 3-4:* Reduce each PC's credits earned by 66.

*Out of Subtier:* Reduce each PC's credits earned by 227.

*Subtier 5-6:* Reduce each PC's credits earned by 388.

## CONCLUSION

The PCs and the members of Team B are the last group of agents to return from their missions. The other Starfinders wait at the base camp with Zafeldrin, looking grim and haggard. Venture-Captain Zafeldrin is relieved to see the PCs alive and well when they return from the outskirts of Cadascon. He immediately arranges for a medic to examine the members of Team B, assuming they live. If one or both of the captured Starfinders perished during the scenario, Zafeldrin is grieved by the loss of life under his command, but nonetheless assures the PCs they did all they could to rescue their fellow agents, and that any failures

on this mission fall squarely onto his shoulders for putting agents at such risk.

After making sure all of his injured agents are cared for, Zafeldrin requests a detailed report about everything they found during the mission. He listens somberly, and thanks them when they're done. He tells the PCs that the other teams had run-ins with the strange, crystalline undead as well, though there were luckily no casualties on the other teams. Zafeldrin is greatly worried about the power of these mysterious, infectious crystals and the risk they pose to Triaxus, and perhaps even to the entirety of the Pact Worlds.

When the expedition returns to the White Sands Lodge, he sends out a report to both the Lorespire Complex and the authorities in the Drakelands and Skyfire Mandate. He also immediately starts planning for the Society's return to Cadascon, requesting that the Society's leadership prioritize efforts in the city. He informs all of the agents who participated in the mission that thanks to the information they obtained, the next expedition to Cadascon will be much better prepared. If Iko or Naveret died during the scenario, Zafeldrin states that their sacrifice in the line of duty will allow those that come after to put an end to this threat. Zafeldrin tells the PCs he will contact them when the preparations for a return mission have been made.

## REPORTING NOTES

If Naveret died during the scenario, check Box A. If Iko died during the scenario, check Box B.

## PRIMARY SUCCESS CONDITIONS

If the PCs either rescue Naveret and Iko or recover their bodies, they succeed at their primary success condition and each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon.

## SECONDARY SUCCESS CONDITIONS

If the PCs successfully complete at least 2 of the following objectives, they each earn 1 Fame and 1 Reputation for any factions associated with their current faction boons.

- Rescue both Iko and Naveret.
- Successfully finish the party preparations without Zafeldrin's assistance.
- Impress Iko, Naveret, and Cailis during the dinner party.
- Overcome all three obstacles in the Pursing Team B section.
- Find and translate at least two of the logbook, audio recording, and plaque in area A, and the letter in area B.

## HANDOUT 1: HIDDEN LETTER

*Shirke offered to smuggle this letter to you in exchange for a day's rations. I know how to escape and after I do it, I'm going to come for you. I've found some gems the foremen don't know about and have been hiding them away in my suit until I'm ready to leave. But that's not the most important thing I have to tell you. The crystals we've been commanded to mine, they've started talking to me. Please don't think I'm crazy. It's true. They don't want to be used, just like we don't. They're going to help me escape. They can help all of us escape."*



# STARFINDER SOCIETY SCENARIO



## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

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

Character Name:		Faction:		
Org Play #: -7	Level	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Dead
		<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Wayfinders	
		<input type="checkbox"/> Second Seekers ( )		<input type="checkbox"/> Infamy

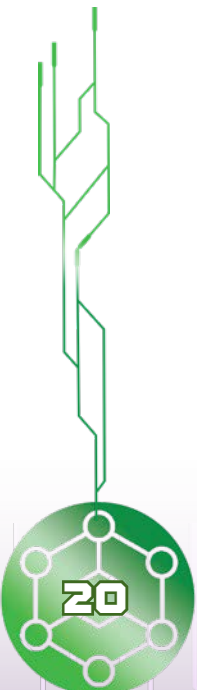
Character Name:		Faction:		
Org Play #: -7	Level	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Dead
		<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Wayfinders	
		<input type="checkbox"/> Second Seekers ( )		<input type="checkbox"/> Infamy

Character Name:		Faction:		
Org Play #: -7	Level	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Dead
		<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Wayfinders	
		<input type="checkbox"/> Second Seekers ( )		<input type="checkbox"/> Infamy

Character Name:		Faction:		
Org Play #: -7	Level	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Dead
		<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Wayfinders	
		<input type="checkbox"/> Second Seekers ( )		<input type="checkbox"/> Infamy

Character Name:		Faction:		
Org Play #: -7	Level	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Dead
		<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Wayfinders	
		<input type="checkbox"/> Second Seekers ( )		<input type="checkbox"/> Infamy

Character Name:		Faction:		
Org Play #: -7	Level	<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Dead
		<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Wayfinders	
		<input type="checkbox"/> Second Seekers ( )		<input type="checkbox"/> Infamy





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# Starfinder Society Scenario

## #2-23: The Edge of Cadascon

Character Chronicle #

A.K.A. _____					SUBTIER <input type="checkbox"/> Normal Max Credits	
Player Name	Character Name	Organized Play #	Character #	Faction	3-4	1,446
Items Found During This Scenario					SUBTIER <input type="checkbox"/> Normal	
<b>Furry Friend:</b> You saved fellow Starfinders Iko and Naveret from a grim fate. In thanks, Naveret introduced you the owner of the animal shelter from whom she adopted her squox companion, Swift, and offered to cover all training costs. You can take the squox companion feat ( <i>Starfinder Alien Archive</i> 2 119) as if it appeared on the Additional Resources page to adopt a trained squox of your own.					Out of Subtier	2,765
					SUBTIER <input type="checkbox"/> Normal	
					5-6	4,084
					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	

All Subtiers				Subtier 5-6	
advanced sword cane (2,100; item level 4; <i>Starfinder Pact Worlds</i> 194)		black nanite hypopen (650; item level 6; <i>Starfinder Armory</i> 106)			
basic dragonlaive (2,000; item level 4; <i>Starfinder Alien Archive</i> 41)		bloodbrother serum (500; item level 5; <i>Starfinder Alien Archive</i> 41)			
basic universal solvent (500; item level 5; <i>Starfinder Armory</i> 125)		d-suit II (6,900; item level 7)			
d-suit I (2,980; item level 5)		laser sight (3,000; item level 5; <i>Armory</i> 61)			
darksight goggles (2,100; item level 4; <i>Armory</i> 112)		mk 1 thermal capacitor (3,600; item level 5)			
heavy seismic pick (2,790; item level 5; <i>Armory</i> 50)		smart cable (4,000; item level 6; <i>Armory</i> 107)			
ion tape (275; item level 3; <i>Armory</i> 105)		soprano singing disk (3,900; item level 6; <i>Armory</i> 51)			
longstrider module (2,200; item level 4; <i>Armory</i> 84)		subdermal extractor (3,850; item level 6; <i>Armory</i> 108)			
manual sight (1,000; item level 2; <i>S Armory</i> 61)		thunderhead dragonlaive (4,000; item level 8; <i>Alien Archive</i> 41)			
mk 2 serum of healing (425; item level 5)		ultrathin sword cane (7,000; item level 7; <i>Starfinder Pact Worlds</i> 194)			
purple nanite hypopen (450; item level 5; <i>Armory</i> 106)					
scoring dross gun (3,330; item level 5; <i>Armory</i> 36)					
<i>Starfinder backpack</i> (750; item level 3; <i>Armory</i> 116)					
thunderstrike sonic pistol (2,300; item level 4)					

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #