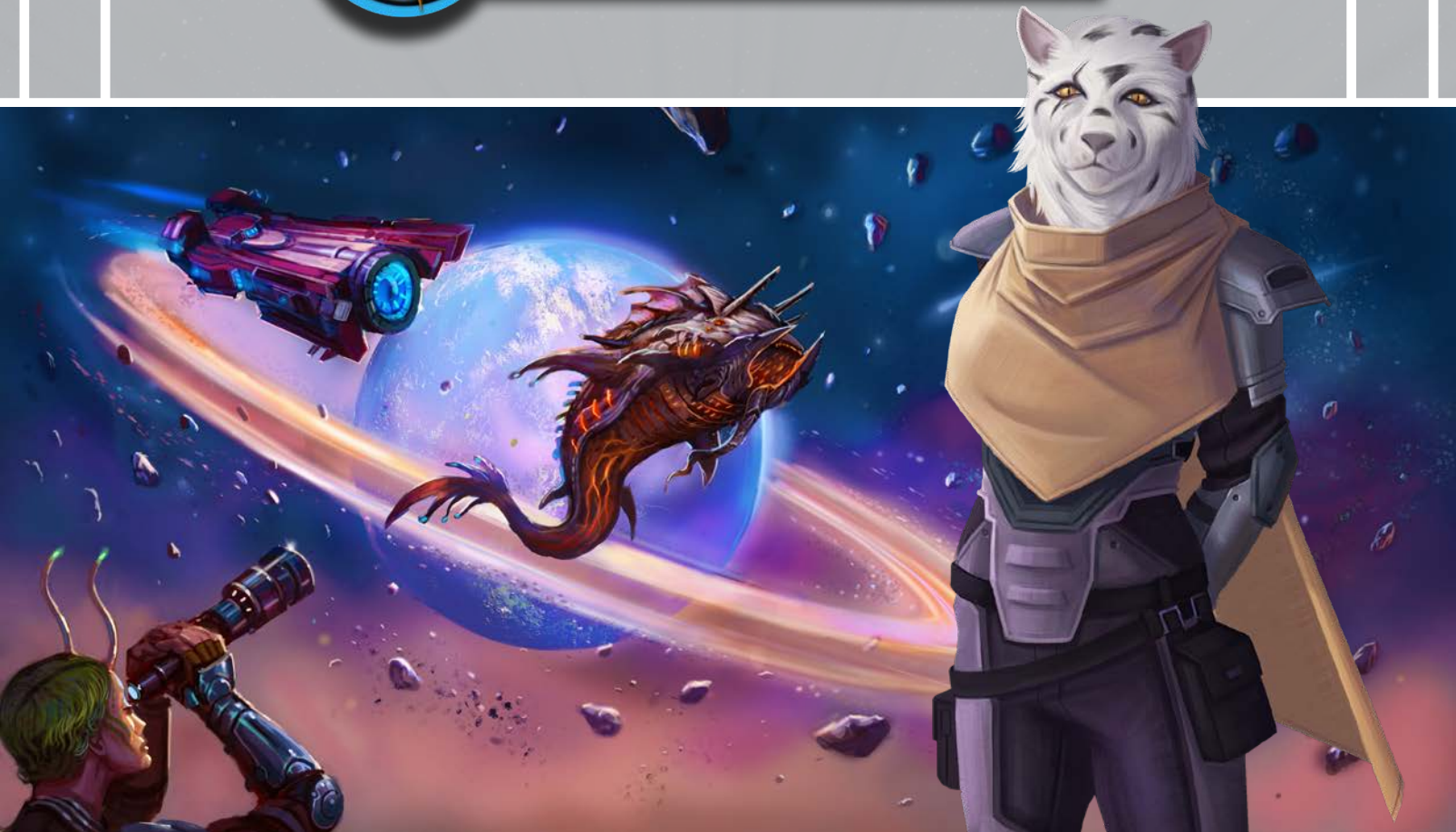


STARFINDER

SOCIETY



YEAR OF EXPLORATION'S EDGE

SCENARIO #3-03

LEVEL 1-4

FROZEN AMBITIONS: THE SHIMMERSTONE GATEWAY

BY SAMANTHA PHELAN





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HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 1–4



PLAYERS: 3–6



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THE SHIMMERSTONE GATEWAY

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GM RESOURCES

Campaign Home Page: starfindersociety.club

Books: *Starfinder Core Rulebook*, *Starfinder Alien Archive 2* (AA2), *Starfinder Alien Archive 3* (AA3), *Starfinder Near Space* (NS)

Maps: *Starfinder Flip-Mat: Ghost Ship*, *Starfinder Flip-Mat: Ice World*

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

SCENARIO TAGS

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



FACTION (SECOND SEEKERS [EHU HADIF])

SUMMARY

The PCs begin the adventure by meeting with First Seeker Ehu Hadif, who briefs them on a request from a high-ranking client. High Despot Jularaz the Frozen of Vesk-8 has requested the aid of the Starfinder Society to investigate a phenomenon he doesn't trust even his own soldiers to investigate with discretion.

Upon their arrival on Vesk-8, the High Despot's Adjutant, Rahla, greets the PCs. She explains further about the nature of the anomaly they will be investigating as she leads the PCs into the mines of Penal Colony 8, a prison camp in which convicts mine shimmerstone. Shimmerstone, a luminescent blue ore found only on Vesk-8, appears to share some connection with a mysterious portal that has begun to activate erratically within the mine. Rahla requests on behalf of High Despot Jularaz that the PCs explore what is on the other side of the portal and investigate the reason for its activation.

Before they can begin to explore what lies on the other side of the portal, a hive of diathas attack. These creatures explode upon their death, causing tremors in the cavern that trigger a collapse of the ceiling and walls around the portal. Now that the portal is inaccessible, the PCs must find a way to return to Vesk-8 from this mysterious planetoid with no atmosphere.

Exploration of the surrounding areas leads the PCs to Dolain, an albedo lucandrian who resides in an abandoned smuggling ship. After defeating his security measures and convincing the temperamental fey to assist them, the PCs learn of another lunar resident: Mathun, a kothama star shaman residing on the side of a nearby cliff. The trek over canyons, through caves, across ice fields, and up a mountain brings them to Mathun, who offers insight onto the nature of the portal phenomenon and agrees to assist the PCs in regaining access to the portal.

Just before the PCs reach the portal, an enraged shimmerstone elemental attacks them. After the battle, the PCs are able to return to Vesk-8, where High Despot Jularaz requests a debriefing on their discoveries and rewards them proportionally for the quantity of information they share about the portal's destination and any theories they have developed about the cause of the phenomenon.

FROZEN AMBITIONS: THE SHIMMERSTONE GATEWAY

BY SAMANTHA PHELAN



High Despot Jularaz the Frozen resents his station. Although his title is theoretically equal to the other planet leaders of the Veskarium, leading Vesk-8 felt like a banishment from the high society, politics, and power of the inner vesk planets. When Jularaz was “honored” with the position that pushed him far from the pleasures of Vesk Prime, it was clear that still had a lot of work to do to raise his position and establish his influence among the Council of Despots. Considering the limited number of resources available to him on Vesk-8, Jularaz most values the shimmerstone found only on that planet. Its latent magical properties and unique beauty made its mining the only profitable venture on the bleak, frozen planet.

The resident kothamas—massive beast-like creatures with shaggy white coats—cared little about the vesk occupation as long as they can perpetually gaze at the sky in contemplation of the cosmos. Among the most significant of events to the kothamas occurs ever 36 years, when Vesk-8 and its neighboring planet Vesk-7 cross paths and pass their shared moon Traverse between them. Kothamas honor this event by engaging in a sacred pilgrimage from planet to moon to planet through magical connective portals. These portals, plentiful on both Vesk-7 and Vesk-8, activate only during this specific cosmic event and allow the kothamas to reach Traverse and return to their planets without the need for starships.

Recently, the High Despot received word while off planet (as he usually is) of a newly uncovered portal back on Vesk-8 that miraculously activated well outside of the known cycle. Sensing a resource even greater to him than his shimmerstone mines, High Despot Jularaz rushed back to the planet. He demanded secrecy concerning the portal until he could ascertain its nature and its value to himself.

The portal, surrounded by a rich cavern of shimmerstone, has continued to activate intermittently ever since. As many of his subordinates are rebellious or incompetent underlings reassigned to Vesk-8 due to the planet’s miserable reputation, High Despot Jularaz trusts few of his own staffers and resisted the assistance of other Veskarium authorities. When he saw the potential opportunity to leverage the resources of his planet, he reached out to the Starfinder Society to investigate the nature of this strange phenomenon in his shimmerstone quarries.

WHERE IN THE UNIVERSE?



VESK-8

Diameter: $\times 2/3$; **Mass:** $\times 4/9$

Gravity: $\times 1$

Atmosphere: thin

Day: 17 hours; **Year:** 72 years

The Shimmerstone Gateway takes place on Vesk-8 and its moon, Traverse. Vesk-8 is a frozen, barren world. Its neighboring planet Vesk-7 shares its moon, through an exchange that occurs once every 36 years. Being the furthest major planet from the sun in the Veskarium system, it’s the coldest and least densely populated in the system. Command 8, the primary seat of power on the planet, rules over all shimmerstone production and oversees the management of Penal Colony 8, a prison camp profiting on the labor of prisoners from across the Veskarium. Traverse has no atmosphere and low gravity. While transferring between its two planets, enormous eruptions disturb the frozen landscape and leave maze-like canyons scarring its surface. Further information about Vesk-8 and Traverse appears in *Starfinder Near Space*; further information about kothamas, the planet’s native inhabitants, appears in *Starfinder Alien Archive 3*.

GETTING STARTED

First Seeker Ehu Hadif (LG male kasatha solarian) summons the PCs to a private meeting room on Absalom station. First Seeker Ehu Hadif arrives shortly after them and assures the door is secure.

Read or paraphrase the following to begin the adventure.

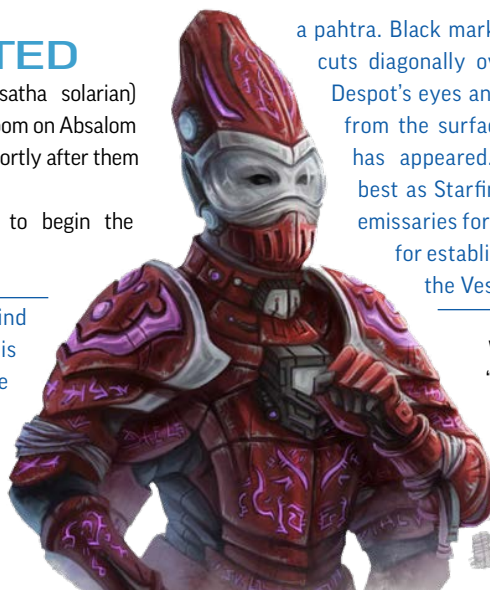
First Seeker Ehu Hadif stands behind his chair across the table. Two of his hands grip the backrest tightly as the other two fidget, indicating some anxiety or excitement before he begins to speak.

"Thank you for joining me. It's a pleasure to be here before you. Today, I have a special request directly from a High Despot of the Veskarium." Ehu Hadif pauses, gauging the reactions of his audience. He gestures to a projection that pops up of a heavily snow-capped planet. "Of the Veskarium system's planets, Vesk-8 is the furthest from their sun, and most would not consider it a glamorous outpost. Each of the Veskarium's planets has an ultimate authority, called the High Despot. Jularaz the Frozen is the High Despot of Vesk-8 and is our client for this particular mission. It can't be overstated what a unique opportunity this presents. Considering he has an entire planet under their control, we would not normally expect a High Despot to need resources such as the Society. But Jularaz seems keen on protecting the secrecy of the anomaly uncovered in his shimmerstone mines, and he doesn't trust his own ranks to keep the information from the attention of outside Veskarium leadership.

"The High Despot has requested our assistance in investigating this anomaly. When we questioned him for specifics, Jularaz remained vague. I anticipate that this is partially to keep the information secure, but it also evidences exactly how little Jularaz currently understands about the anomaly. All we currently know is that it likely has something to do with the shimmerstone mined on Vesk-8. Such an unknown quantity requires a versatile group to investigate and research the phenomenon.

"We now have the opportunity to develop a relationship with Veskarium leadership using both the skills and discretion of our Starfinders. Although Jularaz may come across as ambitious and status-oriented, he is deeply engaged in the politics of Vesk Prime, and certainly not a meaningless ally to obtain.

"You will be meeting with the High Despot's direct contact, Rahla." The projection changes to the feline face of



EHU HADIF

a pahtra. Black markings dot her beige fur, and a pink scar cuts diagonally over her amber eyes. "She is the High Despot's eyes and ears in the mines, and she'll lead you from the surface into the cavern where the anomaly has appeared. While you should always do your best as Starfinders, please be aware that you are all emissaries for the Society, and you will be responsible for establishing the nature of our relationship with the Veskarium."

What can we expect from Vesk-8?

"Vesk-8 is a cold and barren planet. You won't see much life aside from the miners and the Veskarium representatives. The planet is home to a species called kothamas, but they are more interested in gazing at the stars and contemplating cosmic philosophy than whatever business the Veskarium has for you. They are very peaceful creatures anyhow."

Who is High Despot Jularaz the Frozen? "Jularaz the Frozen is mostly known for being the High Despot of Vesk-8, and for being there very little.

He's a bit of a social climber from what we know of him, and he collects information that benefits his own station as readily as slander that might hurt his opponents. He views his position on Vesk-8 to be an insult, as he greatly prefers the society of the system's inner planets. I have no doubt that he hopes to use whatever he has found to leverage his position."

Who is Rahla? "She acts as an assistant to Jularaz, primarily in matters related to the penal colony that is synonymous with the mines."

Is there any additional information on the nature of the anomaly? "High Despot Jularaz's complete consternation indicates it might be mystical in nature, as we also know that Vesk-8 isn't particularly well-known for its technological innovations. We only know that it appeared on Vesk-8, and that the miners uncovered it in a shimmerstone mine after some extensive development of a new dig site. It must be exciting if it pulled Jularaz back from Vesk Prime."

What is shimmerstone? "Shimmerstone is an extremely rare mineral found only on Vesk-8. It possesses some magical qualities, and the kothamas have used it to meditate much in the same way they contemplate the stars. The Vesk mine it particularly for military efforts, but the extent of its capabilities isn't fully understood."

What are kothamas? "Kothamas are large, peaceful, mammoth-like individuals. Their culture conflicts with the vesk occupants, as kothamas seek a more existentially enlightened path in life. They are the traditional users of shimmerstone, despite the Veskarium now regulating its trade."

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture or Diplomacy check, the PCs might have a better idea of the current political state of Vesk-8, and the spiritual traditions of the local kothama. They learn all of the information whose DC is equal to or less than the result of their check.

10+: Kothamas are a have shaggy fur and six stout limbs, and multiple pairs of glassy eyes turned toward the skies. Their culture is extremely peaceful, and they spend most of their time contemplating the cosmos.

15+: The primary mining operation run by the vesk on Vesk-8 is called Penal Colony 8, and it's a prison work camp that utilizes the labor of criminals committed for life. These sentences can be brutally short.

20+: The kothamas of Vesk-7 and Vesk-8 convene a gathering called the Meet once every 36 years, using portals scattered across both planets to reach their shared moon, Traverse.

25+: When the Meet takes place, the kothamas convene at Gathermount, a platform on top of the moon's largest mountain that contains a magical shimmerstone gate.

30+: Some kothamas are able to reach such a high state of ascension that they become star shamans. These kothamas have unique abilities and are respected spiritualists that value the connection to the cosmos above all else. They have a special kinship with followers of Ibra and other celestial religions.

PHYSICAL SCIENCE (RECALL KNOWLEDGE)

Based on the result of a Physical Science check, the PCs may already have knowledge about the properties of shimmerstone and the geography of Traverse and Vesk-8. They learn all of the information whose DC is equal to or less than the result of their check.

10+: Vesk-7 and Vesk-8 pass each other on a 36-year cycle, trading off their shared moon Traverse at this time. This event isn't currently happening, and Traverse and Vesk-8 are currently at their furthest point in orbit.

15+: Vesk-8 is a cold, mountainous, and volcanically active world, whose geology is strongly influenced by the gravity of its moon and sister planet. The gravitational impact on Traverse as it

transfers between the worlds is even greater, triggering volcanic eruptions on the moon. The eruptions result in deep lava trenches on the moon's surface. The moon is also frequently impacted by space debris, which kick up fogs of suspended particles.

20+: The only liquid water on Vesk-8 comes from hot springs at the base of its mountains, such as Mount Matha, the tallest mountain in the Veskarium. Though Vesk-8 may be a harsh environment, its thin atmosphere is breathable to most breathing life forms. By contrast, Traverse has no natural atmosphere. A pulsing energy center at its core powers the technological structures that produce a breathable atmosphere at its tallest mountain, Gathermount.

25+: While shimmerstone is primarily known to release a calming effect, a few case studies have experimented with infusing other emotional properties into shimmerstone by using other substances. The result of these experiments has yielded darker, cloudier, and nearly red-colored shimmerstone that behaves far more erratically.

VESKARIUM BOUND

The PCs board a small shuttle bound for Vesk-8. The journey to a new system takes 3d6 days, during which occasional information broadcasts provide warnings about the severe chill of the planet, and advisements that the landing site is near a penal colony and to be alert.

DESCENDING INTO THE CAVERN

Fighting against the blustering winds of Vesk-8, the ship touches down just outside Penal Colony 8. A feline woman with sharp amber eyes stands proudly at the edge of the landing pad. Her white fur whips wildly in the frozen winds of the arctic planet. As the landing doors open, she beckons with clawed fingers toward the disembarking passengers.

"Welcome to Vesk-8. I am Rahla. Please, follow me." With a brisk turn on her heels, she leads the way down a long staircase and into the dank mineshaft. Prisoners, restrained at their ankles, loiter around the mouth of the cavern with wary eyes.

"Don't mind them," she assures. "We must reach the portal quickly. Watch your step." She hops nimbly over a crack in the path and points it out behind her, offering a hand to help anyone less sure of foot to cross.



RAHLA

The feline woman is **Rahla** (LN female pahtra^{AA2} operative), Jularaz's adjutant. She received orders directly from Jularaz to welcome the PCs and lead them to the anomaly at the end of the mineshaft. Jutting from the walls of the mineshaft is a deep blue stone that sparkles like crystallized fragments of the night sky. The luminescent blue shine of the shimmerstone becomes more prevalent in the deeper parts of the mine. While she leads the PCs, Rahla helps them navigate the mines and readily brags about her expertise in the management of the colony. The PCs can ask her more specific questions about the mines and the anomaly they are facing. However, as her duties primarily relate to the penal colony, she is uninformed about Vesk-8's geography or kothama culture. Below are some common questions that the PCs may have for Rahla, and her answers.

Who are the workers for this mine? "This is a penal colony. As such, the workers are serving their time as determined by the law of the Veskarium. If conditions seem extreme here, they are. We don't expect most of these criminals to ever see freedom again."

You mentioned a portal, is that the anomaly? "Yes, although it isn't the portal itself that has our attention. There are dozens or more like it all over Vesk-8. It's something the kothamas use. We generally ignore them. The anomaly is its behavior. I'll explain further when we arrive."

Why is Jularaz going to such lengths? "Frankly, this desolate rock doesn't give our esteemed High Despot much opportunity to show his value to the Veskarium. While these portals are generally useless to us, this one's unique behavior could finally be something of use."

How did you come to work for Jularaz? "If you're assuming I have some displeasure in my duties, or am here unwillingly, you are wrong. The Veskarium has treated me well, and I have offered my service in kind. I consider the autonomy of this position a great boon granted for my loyalty."

Can you tell us more about the mines? Rahla is happy to rehearse her pitch. "Of course. Penal Colony 8 is as old as the Veskarium's presence on Vesk-8. We mine shimmerstone, which is a mineral with mind-altering properties. Due to our substantial workforce, we can have more than a dozen active workings in each sector, and we utilize novel backfilling processes to expedite the progress of new, secure tunnels. I engage in auxiliary operations on Jularaz's behalf."

GATEWAY HALL

The miners have uncovered a circular room 20 feet in diameter. Blue, softly luminescent jagged shimmerstone adorns every inch of the walls. Elaborate designs of smooth, carved shimmerstone inlay the floor, originating from the base of the shimmerstone archway at the center.

When the PCs reach the portal, Rahla finally reveals the full details of Jularaz's expectations for the PCs. Read or paraphrase the text below. The long years she refers to here are relative to Vesk-8's far-flung orbit.

Rahla paces the edge of the room, eyeing the portal quizzically.

"This is one of many portals which are meant to transport the kothamas during the twice-yearly pilgrimage to their Meet-Vesk-8 years, that is. They are only ever active for this event, despite our best attempts. However, this one has been activating consistently since its discovery, and we are more than a quarter of this planet's very long years away from the Meet.

"You must investigate the nature of this anomaly. Enter the portal when it next opens, and report what's on the other side. With the shared moon being so far away at this time, we must know where it leads."

The portal isn't currently active, and neither Rahla nor the remaining miners have any estimation of when it will become active again. Allow each PC to attempt each of the following checks once to investigate the portal and glean information about the mine, portal, and the shimmerstone.

The nearby miners are resting along the outside of the room, forced to sit on the ground with their ankles bound. They whisper among themselves. If asked about the portal, they are reluctant to talk with Rahla in the room. With a successful DC 15 Diplomacy check (DC 18 for levels 3–4), the PCs can convince them to share that when the portal first activated, a prisoner working the section stuck his head through the portal and immediately fell back through, gasping for air and his sweat frozen to his brow. Rahla, Jularaz, and the prisoners have since been too scared to enter it.

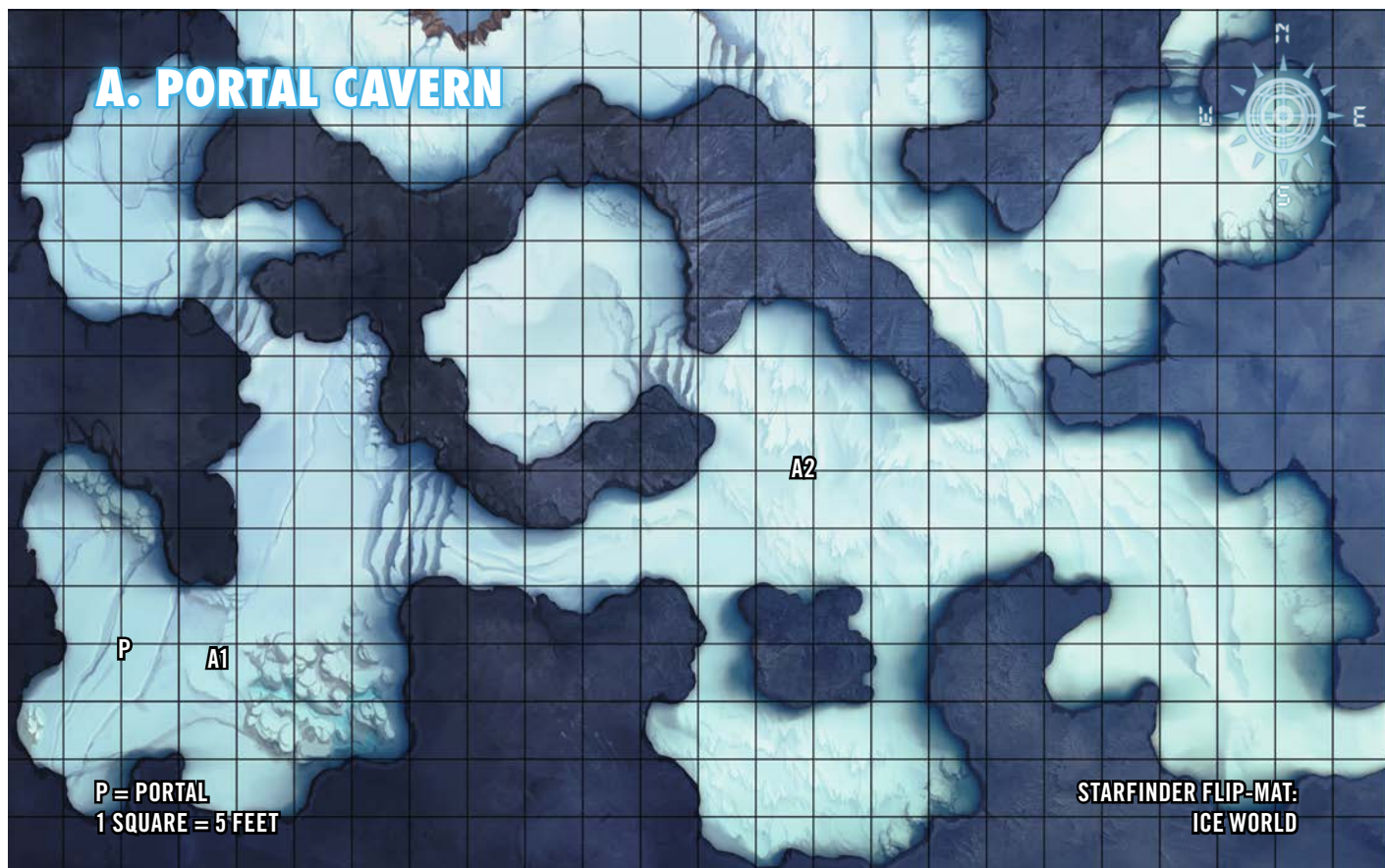
Studying the shimmerstone gives some insight into the physical properties of the mineral. A PC who succeeds at a DC 15 Physical Science check (DC 18 for levels 3–4) realizes that the stone is cloudier and darker than the shimmerstone elsewhere in the mine, although this doesn't appear to be from any physical impurities in the stone, suggesting a mystical origin. Regardless of the success of the check, Rahla permits the PCs to take a piece of the shimmerstone as a sample.

The mystical energy surrounding the portal reveals a unique quality to this shimmerstone. A PC who succeeds at DC 18 Mysticism check while studying the stone (DC 21 for levels 3–4) is blasted with a swelling of emotion. This may be uncontrollable laughter, or a sudden urge to cry. Regardless, it's distinctly contrary to the calming effect in standard shimmerstone.

After the PCs have had the chance to gather all available information in the cavern, the portal springs to life. A glowing swirl of blue tones much like the shimmerstone's crystalline structure fills the opening of the gateway.

A. PORTAL CAVERN (CR 3 OR CR 5)

Rahla insists that the PCs enter the beckoning void to know what lies beyond it. When the PCs step through, the air immediately vanishes as the vacuum engulfs them. A wide cavern stretches before the group, its floors and walls a mosaic of shimmerstone. The cavern is lightless aside from the soft glow of the portal. The cavern drips with the melted ice from the much colder surface somewhere above.



A1. PORTAL CHAMBER

The gentle glow of light from the portal dimly illuminates a 5-foot radius around it. A faint trickle of dripping water echoes off the cavern walls, suggesting that the darkness hides a vast stretch of cave. Several delicate shimmerstone inlays originating from each side of the portal stretch out like sun rays along the cavern ground, generating another 10 feet of dim light. They pulse like a heartbeat while the active portal thrums with magic. The portal's sudden deactivation after the last of the PCs passes through it into the cavern, throwing the room into darkness. The absence of its almost unnoticeable hum amplifies the ambient sounds of the cavern. Squelches overwhelm the dripping, and the scent of petroleum fills the air.

A2. CENTRAL CAVERN

Many branches lead off this darkened cavern. Small crystals on the wall of cavern reflect any light source the PCs bring with them, while the area is otherwise devoid of any notable features. A PC who investigates the area and then succeeds at a DC 15 Survival check determines that the cavern is entirely natural, and there's been no tracks or movement for the past several weeks at least.

Creatures: A colony of diathas burrow through the walls and emerge into the cavern as their sensors detect a new presence. They investigate with their mouths gaping in expectation of food. As soon as a diatha drops below 4 Hit Points, it activates its explosive charge ability. The diathas fight until they explode.

LEVELS 1–2 (CR 3)

MOONBORN DIATHAS (2)

CR 1

Page 15

LEVELS 3–4 (CR 5)

MOONBORN DIATHAS (4)

CR 1

Page 18

Development: The explosions from the diatha's detonations or a sudden explosion from one of the diatha corpses disrupts the cavern, causing it to begin to cave in around the portal. The ensuing collapse completely blocks access to the portal. A faint light reflecting through the rubble indicates the portal is still active, but it's inaccessible. A pair of vesk corpses near the cavern's exit are propped up against the wall, their stiff bodies partially devoured by the diathas. A PC who succeeds at a DC 15 Medicine check discerns that they died of asphyxiation, likely because their armors' environmental protections ran out.

Treasure: A keycard displaying the model number of a starship, KV-2160, is tucked into the pockets of one of the bodies. Each of them wears a suit of defrex hide.

A doshko that is completely out of charges lies discarded on the ground nearby. This weapon is a chill frosthaft doshko in levels 1–2 or an aurora storm doshko in levels 3–4 (*Starfinder Near Space* 148).

SURVEY THE SURFACE

A dark tunnel large enough for the kothamas to travel leads to an ever-colder exterior. A severe, windless chill envelops the PCs as they step out of the cave system and into a deep trench. They have found themselves on Traverse, in a trench formed by the moon's volcanic activity, although this may not be immediately evident unless the PCs already recalled knowledge of Traverse's geography. The rocky, slick walls are 20 feet high and difficult to scale. A PC attempting to scale the wall here must succeed at a DC 22 Athletics check to climb. The PCs can reduce this DC by 5 if they use an attack that would deal fire damage to melt away the ice, revealing a rocky wall with some handholds.

Scaling the trench isn't the only way to reach the top of the slope. A PCs who succeeds at a DC 15 Physical Science check to recall knowledge can tell that the trench was formed by volcanic activity, and surmises that there should be an easier way up nearby. Indeed, about a 10-minute walk from the portal, there is a slope that is gentle enough to walk up. A PC who reaches the top of the slope automatically spots this easier route.

When the PCs reach the top of the slope, a frozen wasteland stretches out before them, with more trenches cracking the terrestrial surface. Enough of the sky is visible that the PCs can attempt to use the stars to pinpoint their location with a DC 15 Physical Science check. On a success, the PC can tell that they are on the northeastern hemisphere of Traverse. In the distance, a faint silhouette of a large shape stands out against the black shadow of distant mountains. PCs who succeed at a DC 15 Perception check can identify this shape as a starship.

B. ABANDONED STARSHIP

The starship's large loading doors and hull indicate that it's a cargo ship. Substantial damage to the port side make it obvious that the ship is in no state to fly. Although the damage has destroyed the portside personnel door, the starboard personnel door softly blinks with blue light. A PC who succeeds at a DC 10 Piloting check identifies the ship as a model of Kevolari *Venture*, a popular line of ships from Castrovel's Kevolari collective that are well-suited for long voyages (*Starfinder Core Rulebook* 310). Its model number, KV-2160, matches the number on the keycard taken off the bodies in the cavern. The door opens freely when the PCs present the keycard or succeed at a DC 10 Engineering check to disable the door.

B1. ABANDONED STARSHIP CORRIDOR (CR 4 or CR 6)

A functioning air lock noisily seals in the atmosphere before the interior doors open. A flickering light, dislodged from the ceiling, swings over a decrepit corridor. A malfunctioning door along the right wall spasms halfway between open and closed. A surveillance camera looming overhead slowly swivels.

Sparks from exposed wires and yellow emergency lights provide dim light throughout the halls and rooms of the ship. An

albedo lucandrian (*Alien Archive* 3 68) observes the PCs through the security system. The fey is suspicious of the PCs' intentions and allows his makeshift security measures to play out until he can surmise that the PCs aren't here to harm Traverse.

Creatures: A nanobot mimic is attached to the wall near the forward starboard-side door to the command room, disguised as a large switch. It waits to ambush intruders until someone interacts with it or attempts to force open one of the nearby doors. The mimic can't activate either trap. In levels 3–4, there is a second nanobot mimic that is disguised as a switch on the forward port door as well.

Traps: There is one shrapnel explosion trap along the starboard-side wall in the marked square. In levels 3–4, a beam wall trap also shoots down the long starboard corridor if someone steps on the pressure plate to activate it (marked with dotted lines on the map).

LEVEL 1–2 (CR 4)

NANOBOT MIMIC

CR 3

Page 16

SHRAPNEL EXPLOSION

CR 1

Page 16

LEVELS 3–4 (CR 6)

NANOBOT MIMICS (2)

CR 3

Page 19

BEAM WALL TRAP

CR 1

Page 19

SHRAPNEL EXPLOSION

CR 1

Page 19

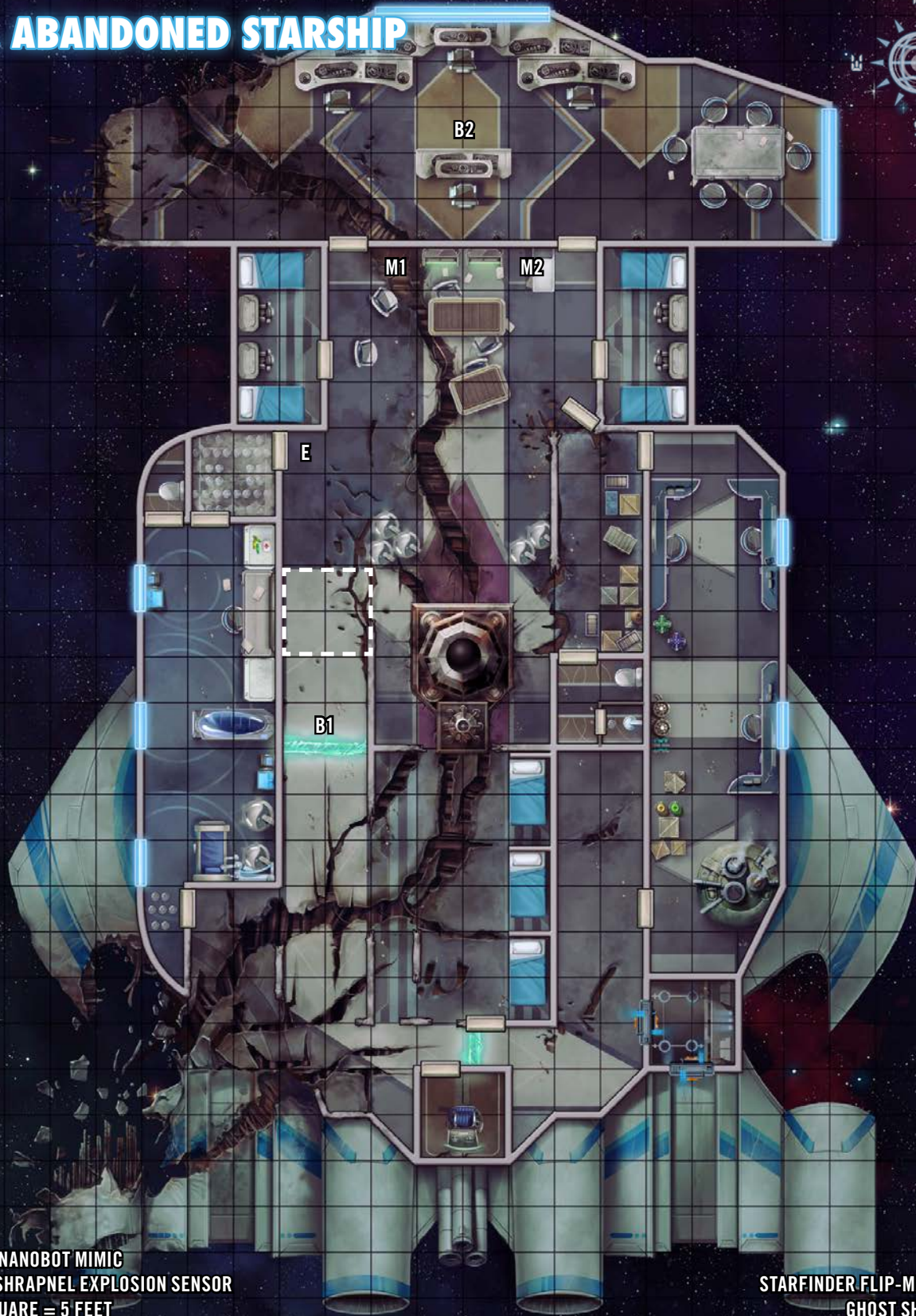
Development: The albedo lucandrian, now rendered defenseless, reveals himself over the ship's intercom system and asks the PCs about their purpose on Traverse. If the PCs ask him for help, he is noncommittal. Hoping they can reach a peaceful resolution, he elects to open the final doors to the control room where he resides.

Treasure: The materials that make up the nanobot mimics' forms can be scavenged for 1,500 UPBs each.

B2. ABANDONED STARSHIP BRIDGE

The albedo lucandrian residing in the forward command of the ship displays his hands in a gesture of peace. His name is Dolain, and they fey had been living a migratory life until discovering Traverse on his flight through space. The starship's previous crew perished on Traverse before he took up residence, and after restoring power to the ship, he opportunistically shaped the onboard tech into his personal security system.

B. ABANDONED STARSHIP



M = NANOBOT MIMIC
E = SHRAPNEL EXPLOSION SENSOR
1 SQUARE = 5 FEET

STARFINDER FLIP-MAT:
GHOST SHIP

Dolain has maintained and repaired the control panel to the best of his ability since he made the ship his home.

The ship's damage extends to the portside of the bridge. In a bank of three large monitors, the one on the left is broken and partially covered by a glowing crystalline structure spreading from a bed of crystal in the debris scattered along the portside. A handsome, ethereal man standing before the controls in the bridge glows in a luminescent pastel purple color. His toes barely brush the ground as he hovers with his palms exposed in peaceful gesture. His furrowed brow expresses wariness and his voice betrays mild irritation as he speaks, "You are clearly capable, and as clearly desperate. What might you need from my precious home that you are so inclined to demand by invading it?"

Dolain is curious about how the PCs ended up on Traverse without any indication of their arrival, but he maintains his suspicion of their intentions. He asks the PCs questions about themselves and what they know of Traverse in an attempt to discern their motives. He has no interest in fighting the PCs.

If the PCs seem hostile, he apologizes for the trouble his security system has caused and implores the PCs to reconsider further violent actions. Attacking Dolain is an evil action, which grants any PC who does so 1 Infamy Point. If statistics for Dolain are needed, refer to page 68 of *Alien Archive 3*.

So long as the PCs don't attack, when the PCs explain their plight, Dolain seems more irritated than concerned, but he is interested in helping procure their path off his moon as quickly as possible. Without any means to transport the PCs across space to Vesk-8, or to clear the debris in the cavern, Dolain informs the PCs of a nearby resident who should have the power to assist them.

Dolain explains, "There's a kothama hermit not too far from here who might be able to help. They're a star shaman, and likely to have some kind of power to get you all back through your portal. It's difficult to pull their attention away from the stars, but if you do, they might be your only chance to leave Traverse. I can give you their location, but I take no responsibility for you getting there."

Dolain uses the ship's computer system to give the PCs the exact location of the kothama hermit, but his restraint and suspicion causes him to withhold further help or answer questions about himself or Traverse unless convinced. In discussions with Dolain, the PCs can persuade him to be more informative and helpful in several key ways.

Dolain is impressed when the PCs display knowledge of Traverse and its unique path around both of its planets. You can use previous successful checks, such as if the PCs were able to use the stars to pinpoint their location on Traverse, or if they rolled a 20 or higher on the Physical Science check in *Getting Started*.

Dolain is also flattered if the PCs succeed at a DC 15 Life Science check and recall that albedo lucandrians are lunar fey that cultivate

magical powers related to refracted light, gravity, or other lunar powers; in levels 3–4, they must instead succeed at a DC 18 Life Science check to impress him, recalling the above information as well as the fact that albedo lucandrians' attunement to lunar cycles sharpens their senses in the light of a waxing moon or on the lighted surface of a moon, and makes them naturally blend into their environments in the light of a waning moon or on the dark side of a moon.

Additionally, Dolain maintains a small moon crystal garden in the broken portside of the forward command. He's impressed if the PCs succeed at a DC 18 Physical Science check to identify the rocks in the mineral garden as moon crystals, which exude a 10-foot radius of light. In levels 3–4, impressing him with their analysis of the garden requires the PCs to succeed at this check by 4 or more, which also reveals that a single moon crystal is sufficient to provide 4 days of environmental protections. He is extremely resistant to giving up any of his cultivated crystals.

Dolain is fond of his home and ideally wants to continue to reside there. He complains about the PCs' destruction of his security measures, and the general continued dilapidation of his home. The PCs can attempt at a DC 15 Engineering check (DC 18 in levels 3–4) to reset one of Dolain's traps or fix one of the many broken lights and doors on the ship. The PCs also observe that he has a collection of minerals and beautiful stones displayed across the dash of the control panel. He's thrilled if the PCs offer him a piece of the shimmerstone taken as a sample from the cavern on Vesk-8 while investigating the Gateway Hall. He is a young lucandrian and is weak to witty banter, clever jokes, and compliments. Having little opportunity to experience these social joys, a successful DC 15 Diplomacy check to engage his pride or humor (DC 18 in levels 3–4) charms him.

If the PCs succeed at two of the above efforts to ingratiate themselves with Dolain or provide other creative solutions to charm the lunar recluse, he extends his assistance to providing useful gear for their adventure, as well as information about the landscape they are about to face, as described in the *Trek to the Kothama Hermit* section on page 11. His information is general about each section of the journey, but he alludes to the types of skills that may be useful for successfully completing them. As for gear, he offers 5 flares that when struck create a 10-foot area of light for 1 hour, a grappling gun, a set of climbing equipment for each PC, and an insulated helmet that provides some relief from the moon's chill and halves the damage in the upcoming *Fractal Suspension* section (page 12). The following are likely questions the PCs may have for Dolain that he may be inclined to answer, as long as the PCs weren't overtly hostile in their interactions.

How long have you been here? "Only a few decades. I've lived on this ship since I first arrived. Its demise appeared to have been recent at that time. It took a while to get power restored to its systems, but since then, I've been able to patch it up well enough. I never much cared why it was here to begin with. It makes a fine residence."

How do you know the kothama hermit? "I was almost as shocked as I am to see you all now when Mathun came to scavenge parts out of my home. We talked a bit about moons and stars, and their wisdom was incalculable. I let them take whatever I didn't need. We have been friends since, although I go years between seeing my friends."

Why is the kothama here? Dolain shrugs. "I never bothered to wonder. Mathun adores the sky and its stars, and they live where they can see them. Like myself, they likely live here because they can, they're so rarely bothered, and it's a lovely moon with a lovely view."

If the PCs succeed at 4 or more of the above efforts, Dolain's attitude becomes affectionate and concerned. He offers to accompany the PCs on the first leg of their journey, and to carry them each across the canyon.

Regardless of their interactions, Dolain grants the PCs access to the ship's computer system, as described below. Once the PCs finish their investigations into the computer, Dolain recommends that they recharge their weapons and environmental protections on the ship before departing.

STARSHIP COMPUTERS

Dolain has only hacked into the security system and other basic functions of the ship, but buried in the system's archives are a more detailed travel log and personnel information. With a successful DC 15 Computers check to hack the system (DC 18 in levels 3–4), the PCs are able to access the flight information prior to the ship's landing on Traverse, as well as pinpoint their exact location on Traverse.

Looking through the ship's flight information, personnel list, and logs kept by the crew indicates that the ship is from Gaskar III. A PC who succeeds at a DC 15 Culture check to recall knowledge knows that Gaskar III is a planet most notable for being home to exiles, including the "renunciants," who are vesk who reject the Veskarium' ideals. The system holds a ledger of goods and provides their quantities and encrypted names of potential recipients. Many of the goods recorded in the cargo bay, most notably shimmerstone and starmetals, are heavily regulated by the Veskarium, and this vessel doesn't seem to have the proper permits to transport them.

The logs also contain records of the ship's final days. First, a haughty captain brags how they have just fooled Vesk-7 officers by faking their own destruction and slipping away to the dark side of Traverse to repair their broken ship. The following logs story the captain and crew's descent into panic and eventually resignation to their fates as they discover that they don't have the materials to repair the ship for flight again, and they are running out of power to refuel their life support systems. The final log describes a desperate final effort to explore the gateway cavern for a way to activate the portal. As the PCs may have figured out already, this is where the final two crew members slumped against the cavern wall with the last of their oxygen and perished.

After gaining access to the system, the PCs can attempt to hack into the heavily encrypted "Trade" folder; this requires a successful DC 18 Computers check (DC 21 in levels 3–4). If the

PCs fail this check 3 times in a single day, additional security measures activate, increasing the DC by 10 for 24 hours. While most names are unrecognizable, the list contains various contacts throughout the Veskarium planets. Checking the current record for hull contents reveals that there are substantial quantities of illegal goods currently onboard, all of which passed through Vesk-5 and Vesk-6 before the ship met its fate on Traverse. Jularaz would be especially enticed by this information, as it particularly condemns the leadership of several other Veskarium officials. This is especially so of Vesk-5, from which the starmetals appear to have been acquired, and Vesk-6, where they were apparently able to rest under the tall treetops of the jungle during their smuggling runs. Combined with Jularaz leveraging the find against Vesk-7's officers, this information could give Jularaz a political advantage he could use to discredit his nearest neighbors. The computer is able to produce a portable data drive that holds this information.

TREK TO THE KOTHAMA HERMIT

The utterly still chill of Traverse's climate welcomes the PCs as they emerge from the abandoned starship. Before them lays the large, lifeless tundra of the moon, and their goal in the distance.

CANYON CROSSING

A chasm cuts a deep scar across the landscape. The slick edges threaten to plummet the unwary to the bottom of the fifty-foot-deep crevice.

Another large canyon caused by the planet's twice-yearly volcanic activity parts the land between the PCs and their destination. If the PCs convinced Dolain to join them, he takes turns flying each of them across the canyon safely before returning to his ship.

Otherwise, the PCs can attempt other methods to cross the 50-foot-deep canyon. Luckily for the PCs, Traverse's gravity is light, and a successful DC 18 Athletics check is sufficient to leap the canyon. With the climbing gear received from Dolain, the PCs can carefully aim the grappling gun to hook on the rocks on the opposite side. Hitting the rocks well enough to create a secure suspension line requires a successful ranged attack roll against AC 10 (AC 12 for levels 3–4). Once the suspension line is secured, the PCs can attempt a DC 13 Acrobatics check to shimmy or walk across the gap.

A PC who fails their check to cross falls into the canyon. Luckily, Traverse's low gravity halves the damage dealt by the fall. At the bottom of the canyon, there is a cavernous opening to the same cave system the PCs encounter in the next section, allowing the fallen PCs to rejoin their companions, though not immediately.

AMATEUR SPELUNKERS

A gaping hole in the side of the hill descends into a small cave system. Even the faintest of sounds reverberate through the ground and off the enclosed walls.

As the PCs reach the base of the hills, they encounter a pitch-black entrance to a cave system that takes them beneath the hills. The tunnels are 10 feet wide and 10 feet tall and form a labyrinth of dead ends, with only one successful passage through the cavern.

Each PC can attempt a DC 18 Life Science check to identify the tunnels' origin, and on a success can tell they are the previous territory of a diatha hive, based on the burrowing technique used in creating the stable passages. In levels 3–4, the tunnels have partially worn away, making them harder to identify and increasing the DC to 21. The lack of fresh routes indicate the diathas have long since moved on, but the only reason to abandon such a large territory would have been a drastic decrease in their numbers. With knowledge of how diatha hives are organized, the PCs are able to make it to the exit.

If the PCs don't succeed at this check, one PC can attempt a DC 15 Survival check to navigate through the caverns (DC 18 in levels 3–4); though one PC must take the lead, other PCs can aid.

If the PCs succeed at either of these checks, they make it to the next challenge in good time. Otherwise, they spend enough time wandering in circles that they become fatigued. If the PCs were separated into groups by falling into the canyon, one PC from each group must succeed at the Life Science or Survival check to reunite efficiently and avoid wasting time in this way.

FRACTAL SUSPENSION

A billion microscopic ice and rock fragments float in complete stasis, like a dense opaque fog. The sharp fragments cut like a million icy needles, and glisten blindingly.

Upon emerging from the caves, the PCs are greeted by a flat plane of ice obscured by apparent fog. The haze is made of millions of ice and mineral particles suspended in the low gravity environment after a collision with a small asteroid. The haze is 300 feet in diameter, and anything within the haze has complete concealment beyond 5 feet. Keeping their bearings in the white, reflective void requires succeeding at a DC 15 Perception or Survival check (DC 18 in levels 3–4). Each check attempted represents 1 minute of travel. For each successful check, the PCs successfully travel 100 feet in the correct direction. On a failed check, the PCs make no progress. Every minute that the PCs spend in the haze, the sharp, frozen microscopic fragments infiltrate their breath and clothing, dealing 1d6 cold damage to the PCs. This damage increases to 3d6 for PCs without environmental protections, though given the lack of atmosphere, it's unlikely that any PC would not have such protections active.

SURMOUNT TO THE SHRINE

The silhouette of two spires and a large beast, snout turned toward the stars, looms on the edge of the cliff. The rocky face of the cliff stretches upward.

When the PCs emerge from the fractal suspension, symmetrical spires on the edge of the cliff above indicate the kothama's shrine. Scaling the 10-foot cliff requires succeeding at a DC 15 Athletics check. In levels 3–4, the cliff is 20 feet high, which likely requires climbing PCs to succeed at a second Athletics check to scale it. As before, the low gravity of Traverse halves any damage received from falling. Reduce the DC of check by 5 if the PCs use Dolain's climbing gear. At the top of the cliff is a sturdy rock to which the PCs can secure a rope, allowing careful climbers to make it safely to the top of the cliff. Dolain's climbing gear includes rope.

MATHUN'S SHRINE

The shrine, a simple viewing platform with two large spires, sits atop the cliff. **Mathun** (NG agender kothama star shaman) has remained unmoving in meditation at this shrine for decades. Their star shaman ascension put them in a half-hibernation, where they can go without food or sleep while watching the skies and contemplating the mysteries of the cosmos. Although many star shamans hurtle through space while in these deep meditative states, Mathun lives like a hermit on Traverse and attends the Meet that occurs every 36 years. In a cave nearby their small shrine, they have meager accommodations constructed of scrap materials. They are a teacher and mentor to many kothama on Vesk-7 and Vesk-8, all of whom have kept Mathun's residence on Traverse a secret. While Mathun is inherently gentle in disposition, the PCs make them uneasy, as the PCs' presence poses a palpable threat to their secrecy and way of life.

A smooth platform carved into the side of the icy lunar hill provides the perfect viewing spot for the speckled sky above. A kothama, an eighteen-foot-tall creature with voluminous white fur, sits at the edge of the cliff, gazing up at the stars. The kothama's hefty snout turns with great effort from the skies, like an ancient oak attempting to bend an old bow. The stars still appear reflected in the depths of their four black eyes. A maw of teeth and tusks opens to speak in a low, soothing voice, "You appear to be seeking me in particular. Explain, for I grow nervous of what you intend for me."

Mathun's kind nature makes them happy to assist the PCs if provided an honest explanation of their situation, but their cosmic understanding gives them little sense of their urgency. Mathun shares that either their mystic abilities or strength should be more than sufficient to clear their path to the portal. Mathun expresses a detached worry when they learn of the portal's recent activation. Below are likely questions the PCs may ask that Mathun can answer.

Why are you here? "I am seeking to deepen my connection to the stars. Without the atmosphere, I can observe the unobstructed sky always. I could not stand to bring myself too far from home, as I still have connections apart from those with the stars to foster during the Meet."

How can you survive on this moon? "I have ascended beyond the need for sleep, food, or air. The energy traded between myself and the universe while I meditate is everything I need to survive."

Do the vesk know that you are here? "No. I reside here in secret. I don't have faith, based on their repeated dismissal of our traditions, that they would approve of my living so far out of their reach, yet close enough for them to imagine I scheme against them. My disciples have kept this secret, and I hope that your presence here doesn't threaten it."

Can you tell us more about shimmerstone? "It's an empathic mineral. It has a calming effect, much like kothamas. We gaze into its starry surface to contemplate the cosmos when poor weather obscures the skies. Its magical qualities can be used to amplify spells attempting to influence the mind or emotions."

Mathun shares the information below when the PCs share their troubles with the portal.

"It alarms me to hear of this phenomenon. The shimmerstone's power is the key to the activation of the portals. When these portals are close together, they connect automatically. A portal with enough energy to forge a connection while Vesk-8 is nearly at its farthest point from us in orbit is beyond its normal abilities. Because emotional energy charges the shimmerstone, an infusion of powerful emotions could overcharge it and cause a portal to connect from well beyond its normal range. The stars shudder to prophesize what powerful feeling could cause something like that."

Mathun accompanies the PCs on their return trip to the portal. With their mystical abilities, the trip proves significantly easier as they protect the PCs through the fractal suspension, guides them with clairvoyance through the tunnels, and lifts them over the canyon.

RETURN TO THE PORTAL

The boulders and collapsed walls from the earlier cave-in still obstruct the portal. The shimmerstone gently gleams with energy as Mathun enters, casting the room in dim light. Mathun asks the PCs to stand back while they clear a path. The ground rumbles as Mathun's telekinetic power drags the rubble into the walls.

The gentle quaking of the floor ceases as Mathun completes the excavation of the cavern. At the cavern's entrance, Mathun says their goodbyes, including one final plea for the PCs not to reveal their presence on Traverse, and departs.

When the PCs approach the portal themselves, a brief flash of red from the shimmerstone ominously indicates a foe rapidly approaching. This encounter takes place on the map from area **A** (page 7), beginning in area **A2**. So long as these foes remain in the area, the portal is inactive.

Creatures: A shimmerstone elemental

burrows through the walls, attracted by both the shimmerstone's reaction to Mathun and the disturbance of the lunar rock. The shimmerstone elemental bursts from the cavern floor, glimmering luminously in the dim cavern, and attacks the PCs in melee. Thoroughly angered by the disruption of its home, it doesn't surrender or flee from combat. If the PCs are in a dire situation with this combat, the GM can have Mathun return after a few rounds to defend them. Mathun is a pacifist, but they recognize the hostility in the elemental. They move into the fray, exuding a calming aura in a 30-foot radius that renders anyone who fails a DC 22 Will save incapable of attacking, casting spells on unwilling targets, or using offensive abilities. If the elemental succeeds at this save, Mathun lets out a resigned sigh before knocking the elemental unconscious with nonlethal damage. If the PCs require this assistance to defeat the encounter, they don't earn treasure from this encounter, but they can proceed safely through the portal.



**SHIMMERSTONE
ELEMENTAL**

LEVELS 1–2 (CR 4)

MEDIUM SHIMMERSTONE ELEMENTAL CR 4

Page 17, art on page 21

LEVELS 3–4 (CR 6)

LARGE SHIMMERSTONE ELEMENTAL CR 6

Page 20, art on page 21

Development: With the shimmerstone elemental defeated, the portal is now accessible. It flickers awake after a few moments.

Treasure: The shimmerstone from the elemental is of high enough quality and quantity to construct a *sunset shimmerstone staff* (*Starfinder Alien Archive* 3 65).

CONCLUSION

The portal thankfully returns the PCs to the mine on Vesk-8. They emerge to find that Jularaz has arrived. While the PCs were gone, he cleared the cavern of everyone aside from himself and Rahla. Jularaz is joyous, yet uncomfortably eager that the PCs have returned. He mentions that he and Rahla had begun to wonder if the PCs were dead, and he heavily implies he expects thorough information for such a lengthy excursion. The PCs can go into as much detail as they want, and Jularaz eagerly hears every piece of it. Jularaz primarily asks about where the portal led, who and what they found on Traverse, the events that resulted in their delayed return, and the discovery of the shimmerstone elemental. If the PCs were able to retrieve the portable data drive with information from the ship, Jularaz considers this a bonus and praises the exemplary thoroughness on the Starfinders' part.

After receiving the PCs' direct report, he instructs Rahla to return them to the landing pad outside Penal Colony 8, and promises that by the time of their return, First Seeker Ehu Hadif will already have Jularaz's review of their work.

REPORTING NOTES

If the PCs revealed the presence of Mathun on Traverse to Jularaz or the Starfinder Society, check box A. If the PCs kept the kothama's existence a secret, check box B.

PRIMARY SUCCESS CONDITIONS

If the PCs return from Traverse, report to Jularaz that the portal brought them to Traverse, and that they encountered a shimmerstone elemental, and share any theories they have developed on the reason for the portal's activation, they succeed at the primary success condition. Accomplishing this earns each PC 1 Fame and 1 Reputation for any faction associated with their currently slotted faction boon.

SECONDARY SUCCESS CONDITIONS

If the PCs return with the additional information from the crashed starship's encrypted files, they succeed at their secondary success condition. Revealing the existence of Mathun also fulfills the secondary success condition, although this option may have harmful consequences to the kindly kothama's way of life. Accomplishing this earns each PC 1 Fame and 1 Reputation for any faction associated with their currently slotted faction boon.

FACTION NOTES

The Second Seekers faction (Ehu Hadif) takes particular interest in this adventure.

Second Seekers (Ehu Hadif): This mission is of major importance to the First Seeker. If the PCs complete the Primary Success Conditions, each PC earns 1 additional Reputation with the Second Seekers (Ehu Hadif) faction.

APPENDIX 1:

LEVEL 1–2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 1st level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Organized Play Guide: Starfinder Society* for instructions.

A2. THROUGH THE PORTAL
(LEVELS 1–2)

MOONBORN DIATHAS (2)

CR 1

N Small vermin

Init +2; **Senses** darkvision 60 ft.; **Perception** +5**DEFENSE** **HP** 20 EACH**EAC** 11; **KAC** 13**Fort** +3; **Ref** +3; **Will** +1**Immunities** elemental immunities**OFFENSE****Speed** 30 ft., burrow 10 ft.**Melee** bite +8 (1d6+1 S; critical burn 1)**Offensive Abilities** detonate, explosive charge**STATISTICS****Str** +1; **Dex** +2; **Con** +4; **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 10 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. Its detonate ability then triggers.

SCALING ENCOUNTER A

To accommodate a group of four PCs, one diatha enters the first round, and the other follows on the second round.

B1. ABANDONED STARSHIP CORRIDOR (LEVELS 1–2)

NANOBOT MIMIC

CR 3

Starfinder Adventure Path #19: Fate of the Fifth 56

N Fine construct (swarm, technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE **HP** 40

EAC 15; **KAC** 15

Fort +3; **Ref** +3; **Will** +0

Defensive Abilities swarm defenses

Immunities construct immunities, swarm immunities

OFFENSE

Speed 30 ft., fly 30 ft. (Ex, perfect)

Melee swarm attack (1d4+5 P)

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities distraction (DC 12), metal morass

STATISTICS

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

Skills Acrobatics +10 (+18 to fly), Disguise +5 (+15 to mimic an object), Stealth +5

Other Abilities mimic object

SPECIAL ABILITIES

Metal Morass (Ex) A nanobot mimic surrounds foes it shares a space with, making it hard for them to escape. A creature that starts its turn in the same space as a nanobot mimic must succeed at a DC 12 Reflex save or become entangled for 1 round.

Mimic Object (Ex) A nanobot mimic can observe and register into internal memory a number of technological items equal to its CR. A given registered object can weigh no more than 2 bulk. As a full action, the mimic can arrange itself into one item it has registered, taking on the appearance of that item but not its function. While in this form, the nanobot mimic loses its swarm defenses and swarm immunities, has EAC and KAC 10, gains a +10 bonus to Disguise checks, and has hardness equal to 5 + its CR. A mimic in object form can assume its swarm form as a move action or a reaction to taking damage.

SHRAPNEL EXPLOSION

CR 1

Type technological; **Notice** Perception DC 21; **Disable**

Engineering DC 15 (disable explosive)

Trigger proximity (visual, 10 feet); **Reset** none

Effect explosion (1d12+1 P); Reflex DC 12 half; multiple targets (all targets in a 10-foot radius)

SCALING ENCOUNTER B1

Make the following adjustments to accommodate a group of four PCs. The nanobot mimic has been poorly maintained by Dolain's inadequate engineering skills and doesn't operate at full power. It receives penalties as though it had the fatigued condition.

RETURN TO THE PORTAL (LEVELS 3–4)

MEDIUM SHIMMERSTONE ELEMENTAL CR 4

N Medium outsider (earth, elemental, extraplanar)

Init +1; **Senses** blindsense (vibration) 60 ft.; **Perception** +10

DEFENSE HP 50

EAC 16; **KAC** 18

Fort +8; **Ref** +6; **Will** +3

Immunities elemental immunities

OFFENSE

Speed 20 ft.; burrow 20 ft.

Melee slam +13 (1d6+8 B)

Ranged shimmer beam +10 (1d4+4 F)

Offensive Abilities supercharged shimmer

STATISTICS

Str +4; **Dex** +1; **Con** +3; **Int** –3; **Wis** +0; **Cha** +0

Skills Acrobatics +12, Athletics +15

Languages Terran

Other Abilities earth glide

SPECIAL ABILITIES

Shimmer Beam (Su) A shimmerstone elemental can release a laser-like beam of charged energy at a single foe as a ranged attack with a range increment of 40 feet. On a critical hit, the target must succeed at a DC 13 Fortitude save or become dazzled for 1 round.

Supercharged Shimmer (Su) As a standard action every 1d4 rounds, the shimmerstone elemental releases a burst of invisible energy that affects the minds of nearby creatures. Creatures within a 30-foot radius centered on the shimmerstone elemental must succeed at a DC 13 Will save or become confused for 1 round. On a success, the target is immune to supercharged shimmer for 24 hours.

SCALING ENCOUNTER C

To accommodate a group of four PCs, the shimmerstone elemental's unstable frenzy gives it a –2 penalty on attack rolls and Will saves.

APPENDIX 2:

LEVEL 3–4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 3rd level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Organized Play Guide: Starfinder Society* for instructions.

A2. THROUGH THE PORTAL
(LEVELS 3–4)

MOONBORN DIATHAS (4)

CR 1

N Small vermin

Init +2; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE **HP** 20 EACH

EAC 11; **KAC** 13

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

Immunities elemental immunities

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee bite +8 (1d6+1 S; critical burn 1)

Offensive Abilities detonate, explosive charge

STATISTICS

Str +1; **Dex** +2; **Con** +4; **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 10 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. Its detonate ability then triggers.

SCALING ENCOUNTER A

To accommodate a group of four PCs, two diathas enter the first round, and the remaining two follow on the second round.

B1. ABANDONED STARSHIP CORRIDOR (LEVELS 3–4)

NANOBOT MIMICS (2)

CR 3

Starfinder Adventure Path #19: Fate of the Fifth 56

N Fine construct (swarm, technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE **HP** 40 EACH

EAC 15; **KAC** 15

Fort +3; **Ref** +3; **Will** +0

Defensive Abilities swarm defenses

Immunities construct immunities, swarm immunities

OFFENSE

Speed 30 ft., fly 30 ft. (Ex, perfect)

Melee swarm attack (1d4+5 P)

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities distraction (DC 12), metal morass

STATISTICS

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

Skills Acrobatics +10 (+18 to fly), Disguise +5 (+15 to mimic an object), Stealth +5

Other Abilities mimic object

SPECIAL ABILITIES

Metal Morass (Ex) A nanobot mimic surrounds foes it shares a space with, making it hard for them to escape. A creature that starts its turn in the same space as a nanobot mimic must succeed at a DC 12 Reflex save or become entangled for 1 round.

Mimic Object (Ex) A nanobot mimic can observe and register into internal memory a number of technological items equal to its CR. A given registered object can weigh no more than 2 bulk. As a full action, the mimic can arrange itself into one item it has registered, taking on the appearance of that item but not its function. While in this form, the nanobot mimic loses its swarm defenses and swarm immunities, has EAC and KAC 10, gains a +10 bonus to Disguise checks, and has hardness equal to 5 + its CR. A mimic in object form can assume its swarm form as a move action or a reaction to taking damage.

BEAM WALL TRAP

CR 1

Type technological; **Notice** Perception DC 21; **Disable**

Engineering DC 15 (disable floor panels)

Trigger touch; **Reset** 1 minute

Effect laser blast (2d6+1 F); Reflex DC 12 avoids; multiple targets (all targets in a 60-foot line)

SHRAPNEL EXPLOSION

CR 1

Type technological; **Notice** Perception DC 21; **Disable**

Engineering DC 15 (disable explosive)

Trigger proximity (visual, 10 feet); **Reset** none

Effect explosion (1d12+1 P); Reflex DC 12 half; multiple targets (all targets in a 10-foot radius)

SCALING ENCOUNTER B1

Make the following adjustments to accommodate a group of four PCs. The nanobot mimics have been poorly maintained by Dolain's inadequate engineering skills and don't operate at full power. They receive penalties as though they had the fatigued condition.

RETURN TO THE PORTAL (LEVELS 3–4)

LARGE SHIMMERSTONE ELEMENTAL CR 6

N Large outsider (earth, elemental, extraplanar)

Init +2; **Senses** blindsense (vibration) 60 ft.; **Perception** +13

DEFENSE HP 90

EAC 18; **KAC** 20

Fort +10; **Ref** +8; **Will** +5

DR 5/-; **Immunities** elemental immunities

OFFENSE

Speed 20 ft.; burrow 20 ft.

Melee slam +17 (1d6+11 B)

Ranged shimmer beam +14 (1d10+6 F)

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

Offensive Abilities supercharged shimmer

STATISTICS

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

Skills Acrobatics +13, Athletics +18

Languages Terran

Other Abilities earth glide

SPECIAL ABILITIES

Shimmer Beam (Su) A shimmerstone elemental can release a laser-like beam of charged energy at a single foe as a ranged attack with a range increment of 40 feet. On a critical hit, the target must succeed at a DC 14 Fortitude save or become dazzled for 1 round.

Supercharged Shimmer (Su) As a standard action every 1d4 rounds, the shimmerstone elemental releases a burst of invisible energy that affects the minds of nearby creatures. Creatures within a 30-foot radius centered on the shimmerstone elemental must succeed at a DC 14 Will save or become confused for 1 round. On a success, the target is immune to supercharged shimmer for 24 hours.

SCALING ENCOUNTER C

To accommodate a group of four PCs, the shimmerstone elemental's unstable frenzy gives it a -2 penalty on attack rolls and Will saves.

APPENDIX 3: ART



EHU HADIF



RAHLA

SHIMMERSTONE ELEMENTAL



ORGANIZED PLAY TOOLS

REWARDS TABLE

Encounter	Level 1–2 Reward	Out of Level Reward	Level 3–4 Reward
Gateway Hall	72 credits	109 credits	146 credits
Area A2	144 credits	218 credits	292 credits
Area B1	216 credits	327 credits	438 credits
Area B2	72 credits	109 credits	146 credits
Return to the Portal	216 credits	327 credits	438 credits

Gateway Hall: The PCs keep these rewards if they succeed at one or more skill checks to ask the miners about the portal or to analyze the shimmerstone.

Area A2: The PCs keep these rewards if they defeat the moonborn diathas. This encounter also grants the PCs access to the doshko on their Chronicle Sheets.

Area B1: The PCs keep these rewards if they defeat the nanobot mimic encounter.

Area B2: The PCs keep these rewards if they impress Dolain in two or more ways.

Return to the Portal: The PCs keep these rewards if they secure access to the portal by defeating the shimmerstone elemental. This encounter also grants the PCs access to the *sunset shimmerstone staff* on their Chronicle Sheets.

CHRONICLE SHEET

If the PCs decoded the encrypted files on the smuggling vessel, check the appropriate box in the adventure summary. Check the box in the summary that corresponds to the PCs' decision with regards to Mathun's secret.



Event Reporting Form

Date _____ Event Code: _____

Location _____

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

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

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

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

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

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

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

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Scenario #3-03: Frozen Ambitions: The Shimmerstone Gateway

Character Chronicle #

A.K.A.					LEVELS	☐ Normal Max Credits
Player Name	Character Name	Organized Play #	Character #	Faction	1-2	720
Adventure Summary You traveled to Vesk-8, a frigid world on the outskirts of the Veskarium, to investigate an anomaly in a mining camp. The rare ore harvested here, shimmerstone, caused a mysterious portal in the mine to activate, and you journeyed to the other side of the portal. Soon after passing through, you were set upon by explosive creatures that collapsed the tunnel behind them, blocking your way home. You found a mysterious lunar fey named Dolain on an abandoned smuggling ship. Through your conversations with Dolain and investigation of the ship, you learned that you were on Vesk-8's moon, Traverse (□ and uncovered valuable encrypted secrets that the smugglers had left behind). After speaking with Dolain, you sought aid from the kothama mystic Mathun. When Mathun explained that they wished for their existence to be kept a secret from outsiders, you (□ ignored their plea and made a full report of your findings to the Starfinder Society / □ honored their request for privacy).					LEVELS	☐ Normal
					Out of Level	1,090
					LEVELS	☐ Normal
					3-4	1,460
					LEVELS	☐ Normal
					-	-
Experience					Starting XP	
					+	GM's Initials
					XP Gained (GM ONLY)	
					=	Final XP Total
Fame					Initial Fame	
					+	GM's Initials
					Fame Gained (GM ONLY)	
					-	Fame Spent
					Final Fame	
Credits					Starting Credits	
					+	GM's Initials
					Credits Garnered (GM ONLY)	
					+	Day Job (GM ONLY)
					-	Credits Spent
					=	Total

Reputation			
Faction	Reputation	Faction	Reputation
Faction	Reputation	Infamy	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #