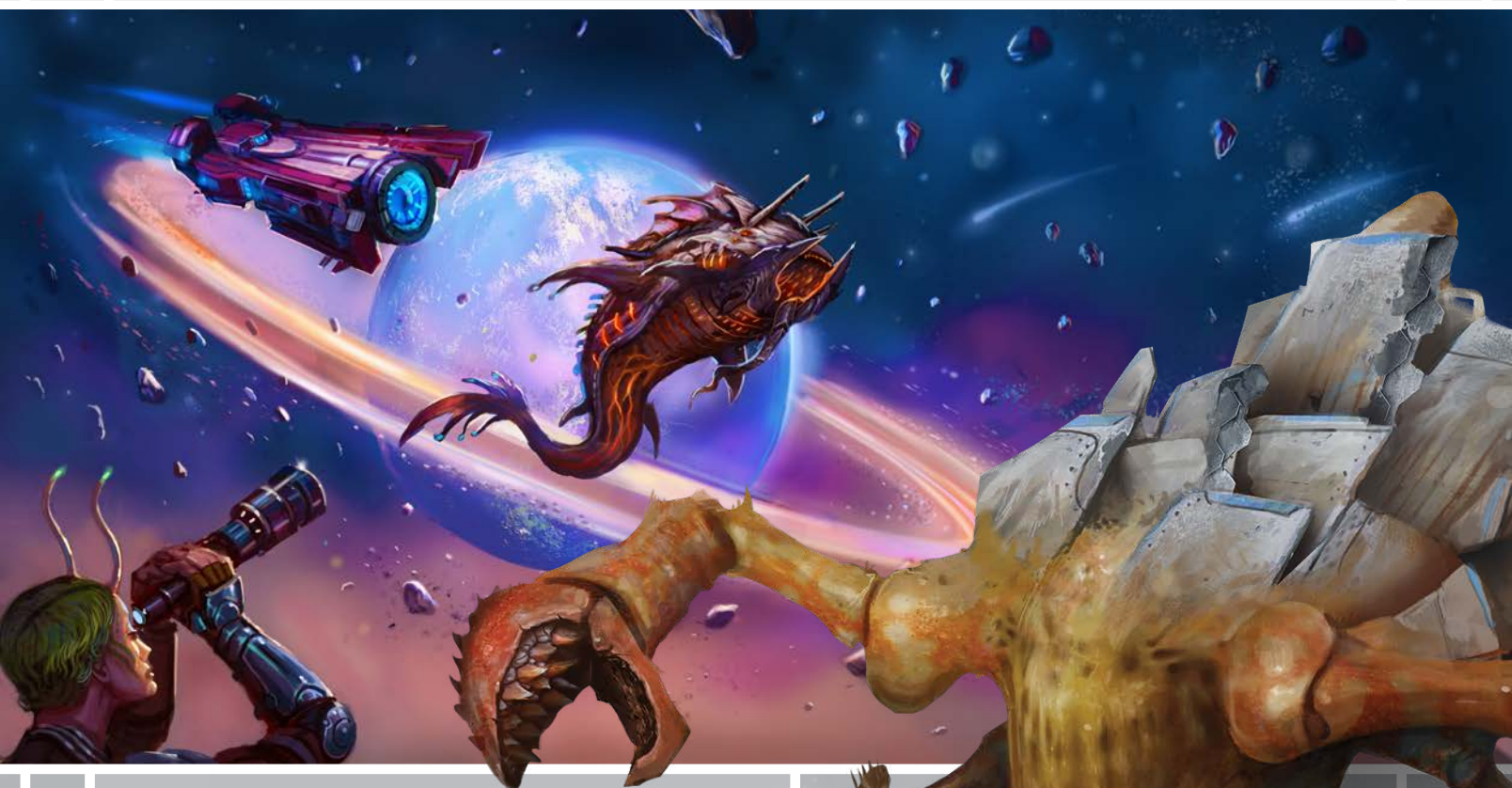


STARFINDER SOCIETY



YEAR OF EXPLORATION'S EDGE

SCENARIO #3-01

LEVELS 1-4

CRASH DOWN

BY JASON TONDRO





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HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 1–4



PLAYERS: 3–6



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CRASH DOWN

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GM RESOURCES

Campaign Home Page: starfindersociety.club

Books: *Starfinder Core Rulebook*, *Starfinder Alien Archive* (AA), *Starfinder Armory* (AR), *Starfinder Character Operations Manual* (COM)

Maps: *Pathfinder Flip-Mat: Forest Multi-Pack*, *Starfinder Flip-Mat: Jungle World*, *Starfinder Flip-Mat: Starfinder Society Starships*

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

SCENARIO TAGS

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



SURVIVAL

SUMMARY

A freak event causes the PCs' starship to crash land during a routine scan of a previously uncharted world in the Vast. With their ship wrecked, unsalvageable, and in hostile territory, the PCs must journey overland to a probe they previously launched in order to contact a rescue party and alert rescuers of their position. It is up to these Starfinders to prove their mettle while stranded on an unexplored world!

CRASH DOWN

BY JASON TONDRO



BACKGROUND

Ehu Hadif Ko'Ra Amares of Clan Tolar is the new First Seeker of the Starfinder Society, and he is determined to return the Society to its roots, making it an organization dedicated to exploration and discovery. Accordingly, he has authorized several new missions to remote worlds in Near Space and the Vast that look promising but have yet to be explored. The planet Iski was discovered by one of these Starfinder missions and named after the Dataphiles agent who first transcribed its information into the Society's data vaults. The Society knows little about Iski other than that it's habitable and has a diverse ecosystem. The planet could already be home to some form of civilization without anyone but its inhabitants knowing. Ehu tasks the PCs with traveling to the planet in order to perform an onsite orbital survey.

Iski does not, in fact, have native sapient life, but it does have a secret. At some point during the Gap, Iski was discovered by an unknown but highly advanced civilization. This species, whose name and history have been completely erased by the Gap, altered Iski's environment, creating an intense magical storm that moves constantly throughout the planet's atmosphere, alternately raining down fire, conjuring freezing blizzards, sudden acid clouds, or violent lightning storms. The mysterious species conducted an experiment in evolution: they turned Iski into a place where it was incredibly difficult for life to survive, and they waited to see how Iski's native life would adapt to these conditions. Millennia have passed, but Iski's shifting storms continue, with the planet a testing grounds for artificial evolution. Most life forms on the planet—animals, plants, and even insects—have turned predatory and hostile; it's the only way to exist on a planet where every day is a fight for survival. But over centuries this evolution has reached equilibrium. The constant acceleration of Iski's native life into ever-more-hostile forms has stopped. Everything is as dangerous as it's going to get within this current environment.

Unless, of course, some outside element from beyond Iski were to suddenly interact with the planet and its many aggressive species, breaking equilibrium and kickstarting hyper-evolution all over again...

WHERE IN THE UNIVERSE?

Crash Down takes place entirely on Iski, a planet in the Vast previously unexplored by the Pact Worlds.

ISKI

World of Shifting Storms

Diameter: $\times 1$; **Mass:** $\times 1$

Gravity: $\times 1$

Atmosphere: breathable

Day: 1 day; **Year:** 13 days

Iski orbits unusually close to its red-dwarf sun. In most cases, a world orbiting so close to a red dwarf is lifeless due to a constant bath of toxic radiation, but Iski's star goes through millennia-long cyclical safe periods during which the radiation is tolerable. The planet features several different biomes, including jungles, deserts, and snowy mountain peaks. An ancient and unknown species visited the planet long ago, and this species created a unique magical storm that now constantly circles the planet. Between the radiation and this shifting storm, life on Iski has had to adapt to survive, and most plants, animals, and insects on Iski are extremely aggressive. Local life-forms constantly hunt one another other to survive. Over the last three centuries, the planet has reached an evolutionary equilibrium; native life on Iski has reached stability and is no longer getting progressively more aggressive.

GETTING STARTED

The adventure begins with the PCs arriving in unnamed solar system containing the planet identified as Iski. **Venture-Captain Arvin** (N male damaya lashunta) provided the PCs with their briefing via an information burst sent to the PCs' starship as it was returning from another mission. Distribute **Handout 1: Mission Briefing** to the players so they can read and discuss it.

Once the players have had a chance to read the mission briefing, ask them which ship they took to Iski. They have a choice between the *Drake* and the *Pegasus*; show them the maps for both ships (page 8 and 9), answer their questions about the layout of the ship, and ask which crew station each PC is operating using the rules for starship combat from the *Starfinder Core Rulebook*.

The PCs' assignments are important during the initial survey phase of the mission but also when the ship begins to crash, and the PCs need to maneuver quickly through their starship in the aftermath. Every player should have a basic grasp of where the bridge, cargo, engineering, and crew lounge areas are located. In addition, the PCs can attempt skill checks to determine what they know about Iski before they go there:

Culture: A PC who succeeds at a DC 15 Culture check (DC 18 for Levels 3–4) knows Iski doesn't have a civilization capable of interstellar travel, or any evidence of advanced technology. No communications have ever been detected coming from the planet, so if it does house sapient life-forms, they probably don't have radio. If the PC succeeds at the check by 4 or more, they are aware of reports that some of the worlds in that area of space are bear ancient ruins that appear to date from the Gap; nothing is known about the species or civilization that left these ruins behind.

Life Science: A PC who succeeds at a DC 15 Life Science check (DC 18 for Levels 3–4) can tell from the preliminary survey data that Iski is home to a rich variety of plants, animals, and insects. There are no signs of common animals found in the Pact Worlds. The few scans of creatures on Iski indicate that they aren't found anywhere else in the galaxy. A PC who succeeds at the check by 4 or more knows that it's very unusual for life to evolve on a planet that orbits so close to a red-dwarf star, and even more unusual that Iski has such a diverse array of life.

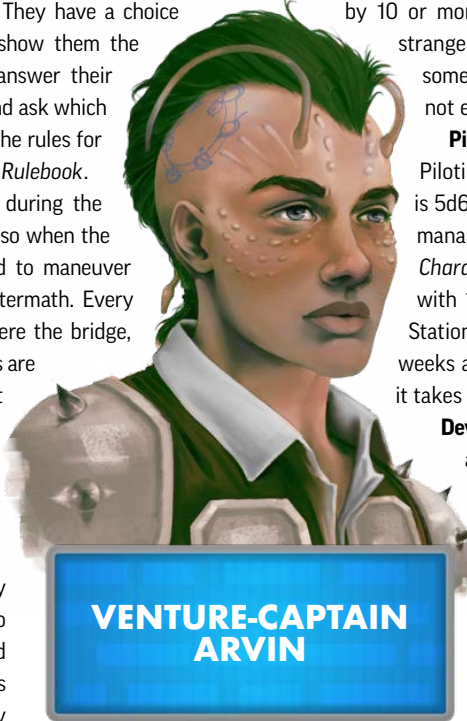
Mysticism: A PC who succeeds at a DC 15 Mysticism check (DC 18 for Levels 3–4) has a foreboding feeling about Iski: there is a powerful magical threat on the planet, but the character isn't sure what it is. A PC who succeeds at the check by 4 or more senses that this threat is not evil or good but just *is*, and it threatens everyone on Iski, like a natural phenomenon.

Physical Sciences: A PC who succeeds at a DC 10 Physical Science check (DC 13 for Levels 3–4) knows that Iski must orbit its star very close to be within the habitable zone, and that it is rare for life to develop on such a planet thanks to the occasional radiation bursts given off by red-dwarf stars. If the PC succeeds at the check by 4 or more, they know these radiation bursts typically last many years and can be predicted with advanced technology. They also know that Iski is currently in a safe period, so the Starfinders should not have to worry about radiation

hazards caused by the sun. A PC who succeeds the check by 10 or more notes the weather patterns of Iski are strange and show signs of artificial manipulation; something about the weather on this planet is not entirely natural.

Piloting: A PC who succeeds at a DC 10 Piloting check recalls that travel time to the Vast is 5d6 days, but this can be shortened slightly by managing the course while in the Drift (*Starfinder Character Operations Manual* page 154). Coupled with 1d6 days for any transmission to Absalom Station, that means any support is at least 3 weeks away. When the team's mission is complete, it takes only 1d6 days for the ship to return home.

Development: Once the PCs have made the above skill checks and chosen their starship and starship roles, they can begin their mission. The PCs enter orbit around Iski and can begin their survey. Iski is in a fast and tight orbit around its sun, and an Iski "year" is only 13 days long. Unusually for a planet this close to its sun, it isn't tidally locked and has a day about as long as a Pact Worlds standard day.



ORBITAL SURVEY

With the PCs in orbit, they can begin their survey of Iski. While such a survey is made of many stages, the PCs only complete two of those stages before events spiral out of control. The first step is a scan of the planet by the science officer, and the second is the launch of a probe.

STEP 1: SURFACE SCAN

The science officer can use the ship's sensors to scan Iski in an attempt to learn more about it and to begin mapping its surface. The science officer can begin by attempting a DC 15 Computers check (DC 18 for Levels 3–4). The specific variant of the *Drake* or *Pegasus* that the PCs selected grants a +1 bonus to the check. Any other PC trained in Computers and with access to a workstation can attempt to aid another on this check. If the check is successful, the science officer learns that there are no signs of advanced technology or even any settlements of any kind on the planet. Although Iski is rich in plant and animal life, if there are sapient species there, they are very good at hiding themselves. In addition, the science officer identifies many diverse biomes on Iski, including forested mountains, swamps, deserts, river valleys, jungles, and grassy plains; the poles are easily identified by arctic conditions.

Regardless of success or failure, the ship's computer begins constructing a detailed map of the planet, but the process takes about a day to complete. The presence of storms that rove slowly over the entire planet complicate the process; these storms include considerable cloud cover and, at the moment, fierce sheets of lightning.

Notably, ship sensors detect an anomaly: a cluster of dense material—stone or metal—in a rigid geometric pattern. In other words, what might be a building or structure of some kind. This site, which is located in a jungle, would make a good landing site for the ship's probe.

STEP 2: LAUNCHING THE PROBE

After initial scans, a PC in the gunner position can launch a probe at the planet, with remote controls from the ship's pilot guiding its descent. No roll is required for the weapons officer to launch the probe, which is a table-sized device equipped with multiple sensors designed to take pictures and audio, sample the planet's atmosphere and soil, and even detect and analyze magical auras. The PCs communicate with the probe through its built-in planetary comm unit. Once the probe safely lands, it can move around on the surface through the use of treads, about as fast as a walking humanoid. It cannot, however, return to orbit once it lands on the planet, and must instead be retrieved.

The pilot should attempt a DC 15 Piloting check (DC 18 for Levels 3–4) to safely and easily navigate the probe to the planet's surface. On a success, the probe descends through thick clouds illuminated by a growing lightning storm. When it passes through a flock of small flying creatures that look like armor-plated bats, the creatures attack the probe, but the device quickly outpaces them, descending to the chosen site. If the pilot fails this check, however, the probe is caught by the swarm of flying creatures, and some of its sensors and equipment are damaged.

The pilot can attempt a subsequent DC 13 Perception check (DC 16 for Levels 3–4) as the probe lands. If the probe was damaged in the descent, the DC increases by 2. On a success, the pilot spots the ruined remnants of ancient buildings on the site, including some kind of large standing ring structure and a grotto with steps descending to a wide flat space. On a failure, the probe descends too quickly for the pilot to catch any details beyond the presence of some kind of structure.

CONTROLLED CRASH

After the PCs launch the probe and complete the initial survey scans, events on Iski disrupt the team's hopes for an uneventful, routine survey mission. The strange and powerful storms that surround the planet begin to threaten the PCs' ship, eventually causing the vessel to crash on the planet below. The skill challenge that follows has opportunities for the PCs to learn valuable information about the storms, to minimize the damage, and navigate the storm, all of which determines how much damage the PCs take in the crash and how long they have to gather supplies before the ship sinks beneath Iski's surface.

This skill challenge has 5 phases. During each phase, a single PC attempts a skill check, possibly aided by one or more additional PCs. Each phase

of the skill challenge details which PC is attempting a check and which other PCs can assist. In each phase, a successful skill check nets the PCs one success for the skill challenge; for every 4 by which the result of a check surpasses the DC, the group gains an additional success for the skill challenge. For example, if the DC for a given check is 15 and the PC gets a total of 20, that adds 2 successes to the group's total. When the last skill check is complete, the outcome of the crash is determined by the number of successes the PCs have earned.

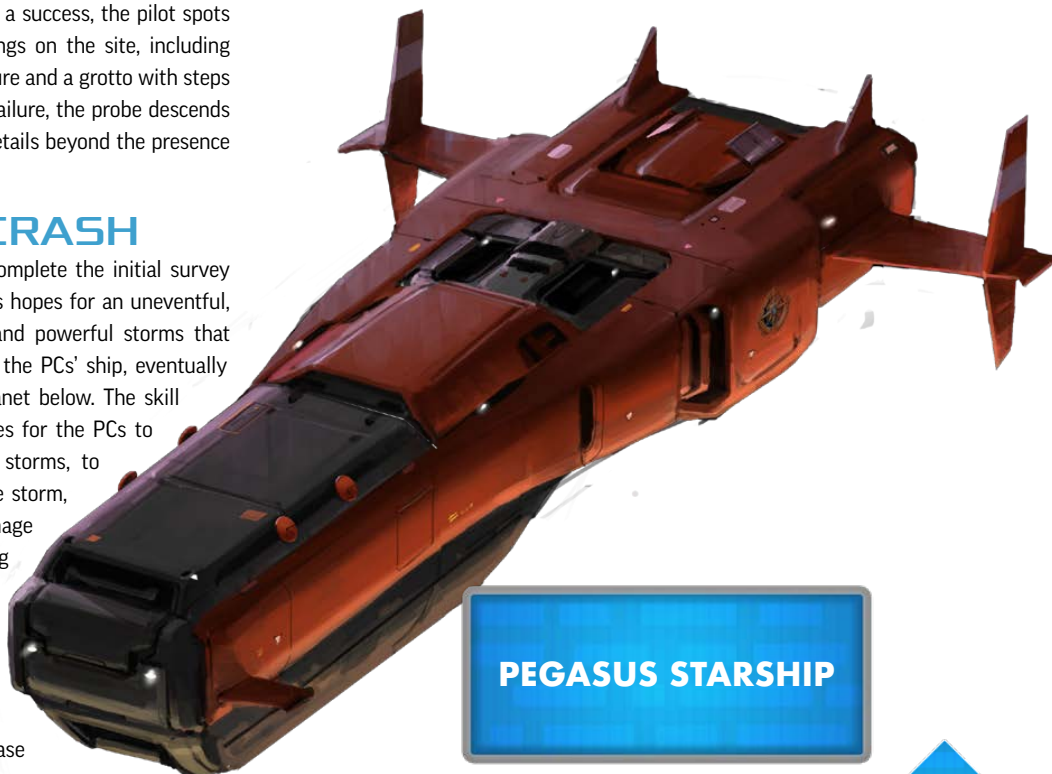
At some point, the PCs can send a distress signal back to Absalom Station but if they do not, the ship computer automatically does it for them. Any PC with access to a workstation can record or send a distress call, but they can't aid another PC in that phase of the skill challenge.

PHASE 1: SENSOR WARNING

The chaotic storms that surround Iski extend into the upper atmosphere and occasionally flare out into space. The flare that suddenly bursts up from the planet threatens to envelop the PCs' ship. This flare appears on ship sensors, and quick action by the science officer can buy the PCs time and crucial information. If the PCs have a science officer, that character should attempt a DC 15 Computers check (DC 18 for Levels 3–4). Any of the PCs can attempt to assist with this check.

Failure: The PCs fail to notice the flare until it envelops the ship, quickly burning through the ship's shields, frying the sensors, and damaging the outer hull.

1 Success: The PCs detect the flare moments before it hits. They identify the storm as partly electrical in nature.



PEGASUS STARSHIP

2 Successes: The PCs study the flare for a few seconds before it hits. The storm appears to combine multiple hazards in one—acid rain, lightning, freezing hail, and a firestorm. At the moment, the lightning is dominant, but that could change.

3 or more Successes: The PCs have about 30 seconds before the flare hits; a glancing blow from the storm overcomes their shields however and damages to the hull. In addition to learning everything listed under 2 successes, the PCs learn the storm shifts from one hazard to another; only one of its four states is dominant at any one time. Judging by the rate of molecular change inside the storm, it must take 1–3 hours for the storm to fully change from one state to the next.

PHASE 2: THERE'S SOMETHING STRANGE HERE

The ship is damaged by the flare and is knocked towards the planet's surface or begins to fall. This is no ordinary storm. A PC serving as magic officer or trained in Mysticism can attempt a DC 20 Mysticism check (DC 23 for Levels 3–4); they can be assisted by anyone trained in Mysticism.

Failure: The PCs are too busy trying not to die to learn anything useful about the storm.

1 Success: The PCs sense the ancient power in this storm; it is magical in nature.

2 or more Successes: The PCs figure out that the storm is an artificial magical effect thousands of years old. Although fed by ongoing evocation magic, it includes a powerful transmutation effect that causes the storm to randomly shift between one of several states.

PHASE 3: DAMAGE CONTROL

As the ship descends closer to the planet, caught by Iski's gravity, the upper reaches of the storm appear. Incredible forces batter the ship and wreak havoc on ship systems.

The ship's engineer should attempt a DC 15 Engineering check (DC 18 for Levels 3–4) to control the damage; any of the other PCs can attempt to aid them.

Failure: The ship loses power, going completely dark and falling like a stone.

1 Success: The engineer is able to get emergency power on after a brief blackout, but systems continue to collapse and they have mere moments to try to land.

2 Successes: The engineer restarts the thrusters just in time, avoiding a high mountain peak. Still, the storm has caused cascading damage in internal systems, and the ship must land.

3 Successes: The engineer is able to preserve power and thrusters long enough to initiate landing procedures.

PHASE 4: THERE'S A SAFE SPOT

By now, the PCs' ship skims over the surface of Iski. A PC trained in Survival can attempt to spot a good landing zone with a successful DC 15 Survival check (DC 18 for Levels 3–4), using sensor data of the planet to inform their choice. Any PC can attempt this check, and other characters trained in Survival can attempt to aid them.

Failure: The surface of Iski is flying by too quickly for PCs to spot any useful landing site.

1 Success: At the last moment, as the PCs are about to crash, they spot a marshy area where the ship could softly land.

2 Successes: As the ship descends, the PCs identify a marshy landing spot that will minimize the impact; a river leads away from this marsh in the direction of the science probe the ship launched previously onto the surface of the planet.

3 or more Successes: In addition everything listed under 2 Successes, as the ship rockets past the spot where the probe landed, the PCs spot signs of a structure: a tall ring-shaped monument.

Special: If no PC has yet sent an emergency rescue signal to Absalom Station, the ship's computer, on remaining backup power, does so now, alerting the PCs before shutting down.

PHASE 5: COMING IN HOT

The PCs' starship is about to crash. The ship's pilot must attempt a DC 15 Piloting check (DC 18 for Levels 3–4); the captain and one other crew member—acting as copilot—can attempt to aid them.

Failure: The landing is hard, and the ship goes down in a swamp, quickly half submerged.

1 Success: The pilot brings the ship down in the marsh, saving it from complete destruction, but the ship slowly begins to sink.

2 Successes: The pilot lands smoothly in a marsh, and for a moment the ship



seems stable. But after a few minutes, the crew can feel it slowly sinking into the mire.

3 Successes: The pilot brings the ship down for a landing in a marshy area.

STATUS REPORT!

The total number of combined successes the PCs earn during this challenge determines how much damage they take from the crash—some of this damage might have been taken when the flare hit or during the ship's descent. The rest is taken when the ship hits the ground. The number of successes also determines how many rounds the PCs have before the ship sinks. For a table of 5 players, add 1 to the PCs' success total before determining the results. For a table of 4 players, add 3 instead.

0–3 Successes: The PCs each take 1d8 damage (2d8 for Levels 3–4). The ship sinks in 3 rounds.

4–6 Successes: The PCs each take 1d6 damage (2d6 for Levels 3–4). The ship sinks in 4 rounds.

7–9 Successes: The PCs each take 1d4 damage (2d4 for Levels 3–4). The ship sinks in 5 rounds.

10+ Successes: The PCs take no damage, and the ship sinks in 6 rounds.

A. GRAB WHAT YOU CAN! (CR 3 OR CR 5)

From their stations on the bridge, the PCs can immediately tell that their ship is lost, and now it's quickly sinking into the marsh; they must escape or sink with it! Inform the PCs that the hull is breached on both the port and starboard sides, but the ship is listing to starboard and the deck is noticeably tilted. This tilt has no effect on movement speed, but you might use the skewed angle of the ship in your descriptions as PCs move about the ship. Escape is only possible to port.

If a PC asks about emergency supplies onboard their ship, or if the PCs succeed a DC 15 Wisdom check, inform those PCs that supplies are kept throughout the ship, including on the bridge (area **A1**), the crew area (area **A4**), the cargo bays (area **A3**) and in engineering (area **A5**). PCs who enter these areas (including the bridge, where the PCs start the encounter) spot any supplies by succeeding a DC 15 Perception check as a free action. Picking up an item is usually a move action; players should track the Bulk of all gear they pick up and carry and may end up carrying so much gear that their movement slows.

Consult the maps on page 8 and 9 for details of this encounter; each map corresponds to one of the two different ships that the PCs might have selected for their mission. A quick summary of equipment that the PCs can salvage in each of the ship's areas is summarized below.

Timed Encounter: The moment the ship hits the water, local life-forms (see creatures below) crawl into the ship through the cargo bay and cracks in the hull resulting from the damage the ship took in its landing. The PCs should immediately realize that their ship is in dire straits and does not have much time before sinking. Have the players roll initiative as soon as the ship crashes

and the consequences of the crash have been determined; start tracking the number of rounds that pass. When the count reaches the number of rounds available to the PCs before the ship sinks (as determined at the end of Controlled Crash), go to The Ship Sinks, below.

Area A1 (Bridge): This is the ship's bridge, where the PCs begin the encounter. A primary viewscreen is broken apart, allowing mud and water into the area, slowly helping to sink the ship. The Society housed some emergency supplies here: a tier 1 datapad (*Armory 100*) that is hardened and self-charging with a *mystic cure* (1st level) *spell chip* installed (for Levels 3–4, the datapad is tier 2 datapad with a *mystic cure* (2nd level) *spell chip* installed), a basic medkit (an advanced medkit for Levels 3–4); and a *clear spindle aeon stone*. As the PCs enter this area, creatures begin to move in through the destroyed viewscreen (see Creatures below).

Area A2 (Life Pods): The life pods remain inoperable as the ship begins to collapse. Holes in the hull here admit much more water, as well as allowing intruding life-forms to come aboard (see Creatures below).

Area A3 (Cargo Bays): This is the cargo bay for the starship. The Society has some valuable supplies stored within its two bays: 2 basic emergency rafts (*Armory 102*); 20 feet of adamantite alloy cable line (a smart cable [*Armory 107*] for Levels 3–4); and 3 mass produced tents. For Levels 3–4 the area also contains some solar sheeting (*Armory 107*). Several intruding life-forms have made their way into this area (see Creatures below).

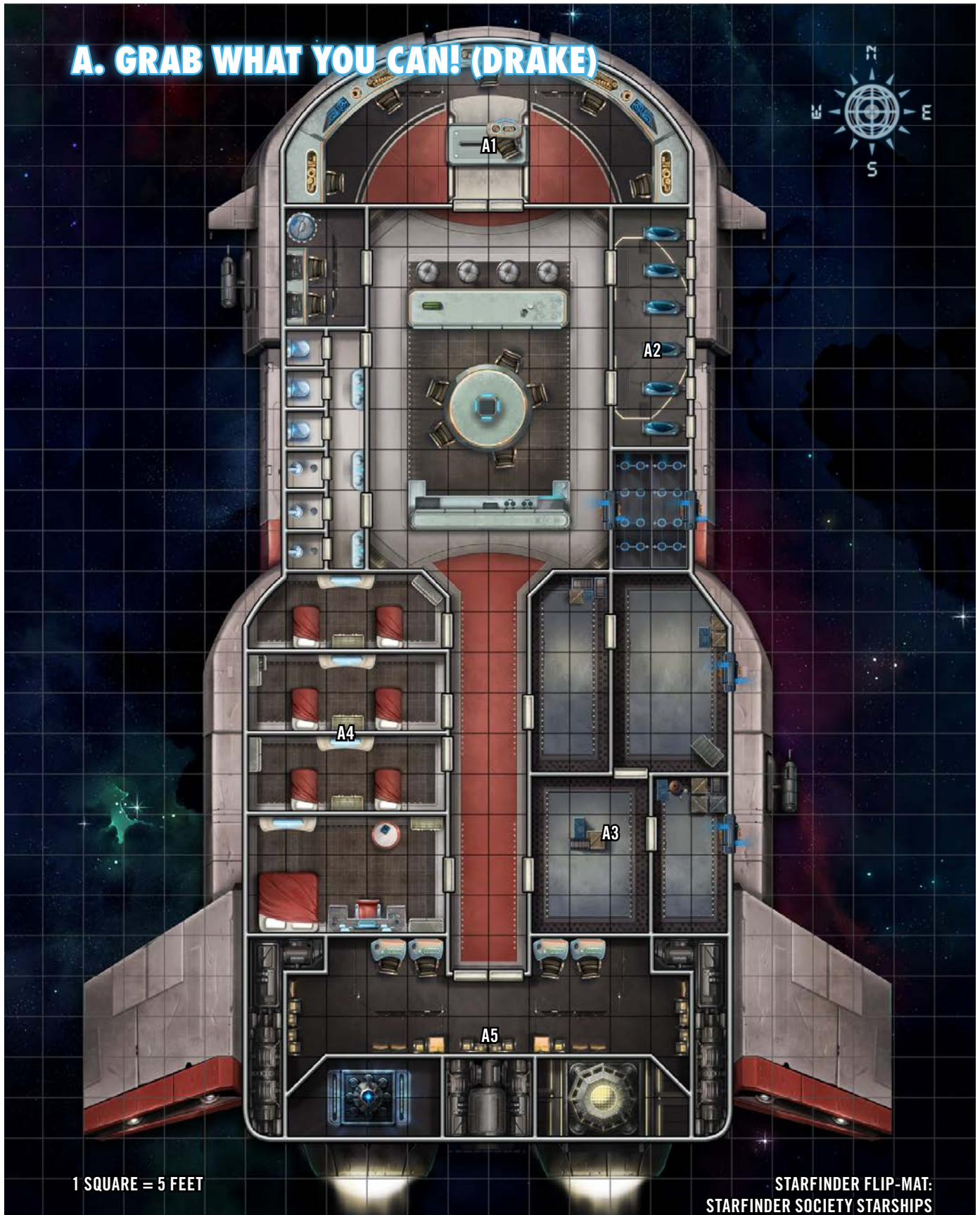
Area A4 (Crew Area): The crew area contains several vital supplies: 6 *Starfinder backpacks* (*Armory 116*), each containing a canteen (*Armory 128*), a hygiene kit, a lighter, a mess kit (*Armory 130*), a sleeping bag (*Armory 131*), a survival straw (*Armory 108*), 7 R2Es, and a set of travel clothing.

Area A5 (Engineering): The ship contains some supplies in engineering: a chemalyzer (*Armory 100*); ion tape and a zipstick (*Armory 105, 109*); and a *trailblazer fusion seal* (2nd level). For Levels 3–4, the weapon seal is instead a *conserving fusion seal* (4th level) and the area also includes a porter domestic drone (*Armory 102*), and a backup generator armor upgrade.

Area A6 (Hull Breach): The hull is breached here. Because the ship is listing to the right, this opening is above the waterline and PCs can escape out of the ship.

Creatures: As the PCs' starship crashes down, it draws the attention of a swarm of small scavengers native to the marsh and labelled Species 29 by the ancient precursor race who made Iski into their biology experiment. Species 29 are crablike creatures about the size of a beach ball, with many legs and oversized slashing pincers. Like everything else on Iski, Species 29 has had to adapt to the elemental storms that sweep the planet, and they adapt to any energy type used to attack them, changing color in response to this stimulus: blue for electricity resistance, rust red for fire resistance, yellow for acid resistance, and white for cold resistance. At the moment, because the current storm is lightning-based, Species 29 is blue, but as the PCs fight them, this may change.

A. GRAB WHAT YOU CAN! (DRAKE)



1 SQUARE = 5 FEET

STARFINDER FLIP-MAT:
STARFINDER SOCIETY STARSHIPS

A. GRAB WHAT YOU CAN! (PEGASUS)



See Appendix 1 or 2 (pages 19 and 23) for the appropriate stat blocks and starting location of the invading creatures.

LEVELS 1–2 (CR 3)

SPECIES 29-A(8)

CR 1/3

Page 19, art on page 27 (box D)

LEVELS 3–4 (CR 5)

SPECIES 29-B (8)

CR 1/2

Page 23, art on page 27 (box D)

Development: When the PCs begin the last round before the ship sinks, describe to them the sudden lurch downwards of the vessel as whatever support it had on the marshy floor finally gives way. Water begins to flood the ship, and they have only this final round to escape without harm. Proceed to The Ship Sinks below to detail the loss of the PCs' vessel.

THE SHIP SINKS

Once the PCs (hopefully) exit their vessel, they can begin to see it slip further and further into the marshy terrain. Any remaining members of Species 29 retreat back into the surrounding terrain, leaving the PCs alone as the muck sucks up the last bits of the crashed starship. Any PCs still inside the ship when it fully sinks are assumed to claw their way to the surface, though such PCs surface at 0 Hit Points and lose 1 charge from their armor's environmental protections; tracking these protections will be important over the rest of the adventure.

With their ship fully consumed by the local terrain, the PCs have a chance to rest before setting off.

OVERLAND JOURNEY

With the loss of their ship, the PCs are stuck on Iski until rescue comes. A rescue party takes 21 days to reach the planet (an average roll considering 1d6 days for the PCs' distress signal to reach the Society and 5d6 more days for a Starfinder Society rescue ship to reach the Vast). The PCs should have an idea that their distress signal should bring a Society rescue vessel, but that it could take weeks for that ship to arrive. In addition, any PC trained in Computers, Engineering, Physical Science, or Piloting knows enough about crashes and planetoids to realize that recovery without a notable signal would be incredibly difficult for rescuers.

While the PCs could hunker down in place near where their ship crashed, it's unlikely arriving rescuers would be able to detect them. Instead, the PCs' best course of action is to make for the site of the probe they launched at the beginning of the adventure. The probe has a built-in planetary comm unit, which means that—if the PCs can reach it—they can signal and communicate with any rescue ship the moment it arrives in orbit, revealing their location and greatly simplifying their rescue.

The PCs can track the probe by using any personal comm device or computer on their person. This includes the datapad that the PCs may have salvaged from their ship or the comm units available in most armor. However, PCs using their armor's systems should remember that they only have a limited number of charges for environmental protections and must track the use of their systems.

The Trek: The probe site is 120 miles away on foot through a largely trackless jungle. Count this terrain as typical forest for the purpose of overland travel (*Starfinder Core Rulebook* 258). If the PCs slowest member has a movement speed of 30 feet, they can expect to make about 12 miles a day (1 1/2 miles an hour) and reach their destination in 10 days. This does not account for any forced marches or specialty movements, which should be left to the GM's discretion on how to handle. Similarly, characters who possess any movement penalty—for example from armor or being a less agile species—slow the group and extend their journey by an additional 4 days. Determine the PCs' standard routine for the day, remembering that overland travel assumes 8 hours of travel every day. A standard routine might look like this:

8 a.m.–10 a.m.	March
10 a.m.–10:30 a.m.	Rest
10:30 a.m.–12:30 p.m.	March
12:30 p.m.–1:30 p.m.	Rest and eat lunch
1:30 p.m.–3:30 p.m.	March
3:30 p.m.–4 p.m.	Rest
4 p.m.–6 p.m.	March
6 p.m.–8 a.m.	Camp

Alternatively, the PCs can boat some of the way. Characters may have already spotted the river during the descent



SPECIES 29-A/B

from orbit, but if they have not and investigate, a successful DC 15 Survival check (DC 18 for Levels 3–4) spots a waterway that flows in the general direction of the probe site. Of course, the PCs need boats to sail the river, though they may already have some options from the rushed salvaging of their ship; see area **B** for more information on this course of action.

Iski has a breathable atmosphere and standard gravity, but the area where the PCs have crashed is hot and humid, especially by day. This thankfully does not count as being in a very hot heat danger (*Core Rulebook* 402), as the temperature hovers around 80°. As the PCs travel through the jungle, everything constantly harasses them, as Iski is a dangerous world filled with apex threats. Here's a list of suggested narrative elements to illustrate the natural aggression of everything on Iski:

- Clouds of stinging insects accost the PCs. They don't deal damage, but make most species miserable.
- Vines and leaves from jungle plants reach towards the PCs and try to grab them.
- The PCs witness local creatures preying on each other and stealing each other's kills.
- Iski's air causes an intense rash; the planet itself is poisonous, though this acts only as a mild irritant to PCs.
- The PCs spot the flying creatures that attacked the probe, but these creatures descend on easier prey further from the PCs.
- A small and cute local animal pretends to be hurt, only to turn into a mass of claws and teeth when a PC reaches out to help it. The creature runs away before the PCs can combat it.

SHIFTING STORMS

Every day, Iski's shifting storms have a 75% chance to catch up with the PCs. When the storm catches up to the PCs, roll 1d12 and 1d6. The result of the d12 determines the hour; if the result of the d6 is 1–3, the hour is in the morning, and if the result is 4–6, the hour is after noon. Storms last for 1–3 hours. Finally, roll 1d4 to determine the nature of the storm:

1d4 Storm Type Damage Type

1 Acid rain Acid

Other Effects: Characters who take damage are sickened for the duration of the storm. Unprotected flames are extinguished.

2 Blizzard Cold (nonlethal)

Other Effects: Characters who take damage are fatigued until they recover from the nonlethal damage. Unprotected flames are extinguished and protected flames have a 50% chance of being extinguished. Snow reduces travel speed to $\times 1/4$ during the storm and for a number of hours afterward equal to the storm's duration.

3 Fire storm Fire (nonlethal)

Other Effects: Characters who take damage are fatigued until they recover from the nonlethal damage. Characters and objects without shelter or cover must attempt DC 15 Reflex saves every hour or catch on fire, gaining the burning condition.

4 Lightning Electricity

Other Effects: Increase the damage dealt to 1d8

During a storm, visibility is reduced by three-quarters and PCs take a –8 penalty to Perception checks. Characters cannot make attacks with archaic ranged weapons, and other ranged attacks take a –2 penalty. Every hour, PCs must attempt Fortitude saves (DC 15 + 1 per additional hour of the storm) or take 1d6 damage of the type listed in the table above. Environmental protections from armor allows the PCs to avoid damage from any of these environmental effects—even lethal effects—and PCs should track the number of hours they expend from their armor as they travel.

PCs can attempt DC 15 Survival checks to endure severe weather during a shifting storm. Success grants a +2 bonus to Fortitude saves from the storm if the PCs move at half speed, or +4 if the PC shelters in place; for every 1 point by which their roll exceeds 15, they can protect an additional character. Success or failure applies to the entire storm; PCs do not need to roll multiple times for the same storm.

If the PCs salvaged mass produced tents from the crash, the tents provide protection from the storms but may be damaged. For each storm other than a blizzard, each mass produced tent must succeed at a DC 11 Fortitude save or be broken by the end of the storm. (As level 1 items, the tents have a +1 modifier to saves.) *Mending* can repair a tent damaged in this way.

PCs may want to move charges around among their various environmental protections. For example, a character with a high Fortitude save or resistance to a given energy type might want to give charges from their environmental protections to a weaker or more vulnerable character. The PCs can accomplish this automatically through the use of the *transfer charge* cantrip, or by a character who succeeds at an Engineering check (DC 15 + $1\frac{1}{2} \times$ armor level); use the higher level of the two suits of armor involved to determine the DC.

B. RIVER CHASE (CR 4 OR CR 6)

If the PCs choose to take the river, they can travel faster towards the probe site. The river does not lead directly to the probe, but winds over 70 miles before getting within 35 miles of the probe. Each day of river travel, the PCs can cover 24 miles on the water, reaching the best point to leave the river at the end of the third day. This is an especially good option for slower PCs or those who are burdened by heavy armor.

If the PCs salvaged rafts from the crash, they can use those rafts on the river. Otherwise, they must build boats. Building a rudimentary two-person canoe out of the trunk of a tree requires a successful DC 17 Survival check and taking one day of hard physical labor and improvising tools such as an axe and knife through the use of any slashing and piercing weapon. A PC with a relevant Profession (general contractor, for example) or who has tools designed for a task such as this gains a +2 circumstance bonus on this check. Without weapons that deal slashing and piercing damage, the tools cannot be improvised, and a boat cannot be constructed. A character who succeeds at this check by 5 or more builds one additional boat that day for every 5 by which they succeed at the check.

B. RIVER CHASE



1 SQUARE = 5 FEET

PATHFINDER FLIP-MAT: FOREST MULTIPACK

The PC's do not need to make skill checks while traveling down the river, but they run the risk of shifting storms (see Shifting Storms, above). Ask the PCs to determine which character is in which boat, and in what order the boats travel down the river. During the combat encounter, the PCs' boats move 20 feet downriver (to the east) at the start of the round. A PC who succeeds at a DC 12 Athletics check as a move action can choose to maneuver their boat up to 20 feet in any direction, which stops it from moving again at the top of the round for that round.

Creatures: On the second day of their journey down the river, the PCs attract the attention of a large predator native to the river. Randomly determine the hour the predator appears to see if it occurs during one of the shifting storms.

An adult Iski eel (a mature Iski eel for Levels 3–4) survives the storms by submerging itself in a larger open area of the river, and it goes for days without eating. Now, however, it is famished, and the PCs disturb its torpor. Iski eels are long creatures with enormous mouths and small fins; they swim by spiraling through the water, and the first sighting the PCs have of one may be its glistening black back breaking through the surface of the water.

LEVELS 1–2 (CR 4)

ADULT ISKI EEL **CR 4**
Page 20

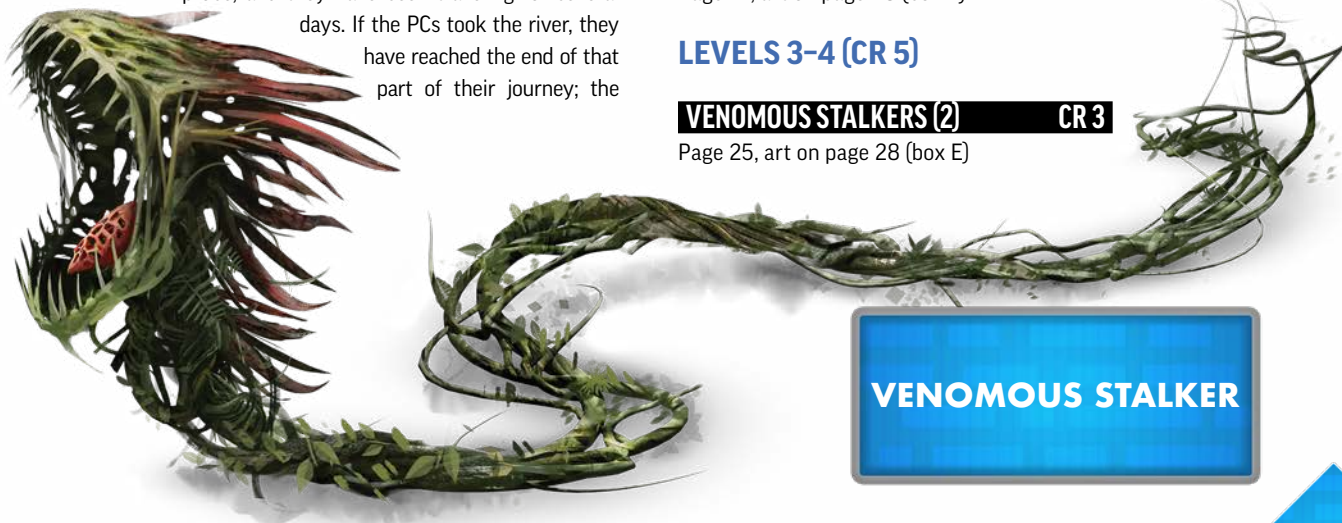
LEVELS 3–4 (CR 6)

MATURE ISKI EEL **CR 6**
Page 24

Development: Once the PCs defeat or drive off the Iski Eel, they can continue down the river without enduring any other major threats before making landfall at the point closest to the probe.

C. JUNGLE AMBUSH (CR 3 OR CR 5)

This encounter occurs when the PCs reach about 35 miles from the probe, and they have been traveling for several days. If the PCs took the river, they have reached the end of that part of their journey; the



OPTIONAL ENCOUNTER B OR C

It's possible that the PCs don't end up traveling down the river, thus avoiding the encounter in area B, but also suffering more from the shifting storms due to spending more days traveling. Given this, depending on the amount of time remaining in the adventure, you may choose not to run the encounter in area C if time is tight for your game. If you have less than an hour and a half remaining for your session, it's advisable not to run the encounter at area C if your PCs traveled via the river.

river bends away from their destination here, and they must make the rest of the journey on foot.

The PCs approach this encounter area from the southeast where a fallen log crosses the river. Their destination takes them to the northwest.

Creatures: One of Iski's many native carnivores waits for the PCs: a poisonous and ambulatory stalking plant. A venomous stalker looks something like a giant serpent, its body made of countless vines twisted together into a single enormous strand. Its mouth, which is surrounded by wide frills that sense vibration in the air, opens like a flytrap and its long tail is tipped with a three-foot thorn filled with slow-acting poison. The venomous stalker is hidden 20 feet up the tree in the center of the map. PCs can detect it by making a Perception check opposed by the stalker's Stealth check. For Levels 3–4, two venomous stalkers linger in the area, the second in the tree on the eastern edge of the map.

LEVELS 1–2 (CR 3)

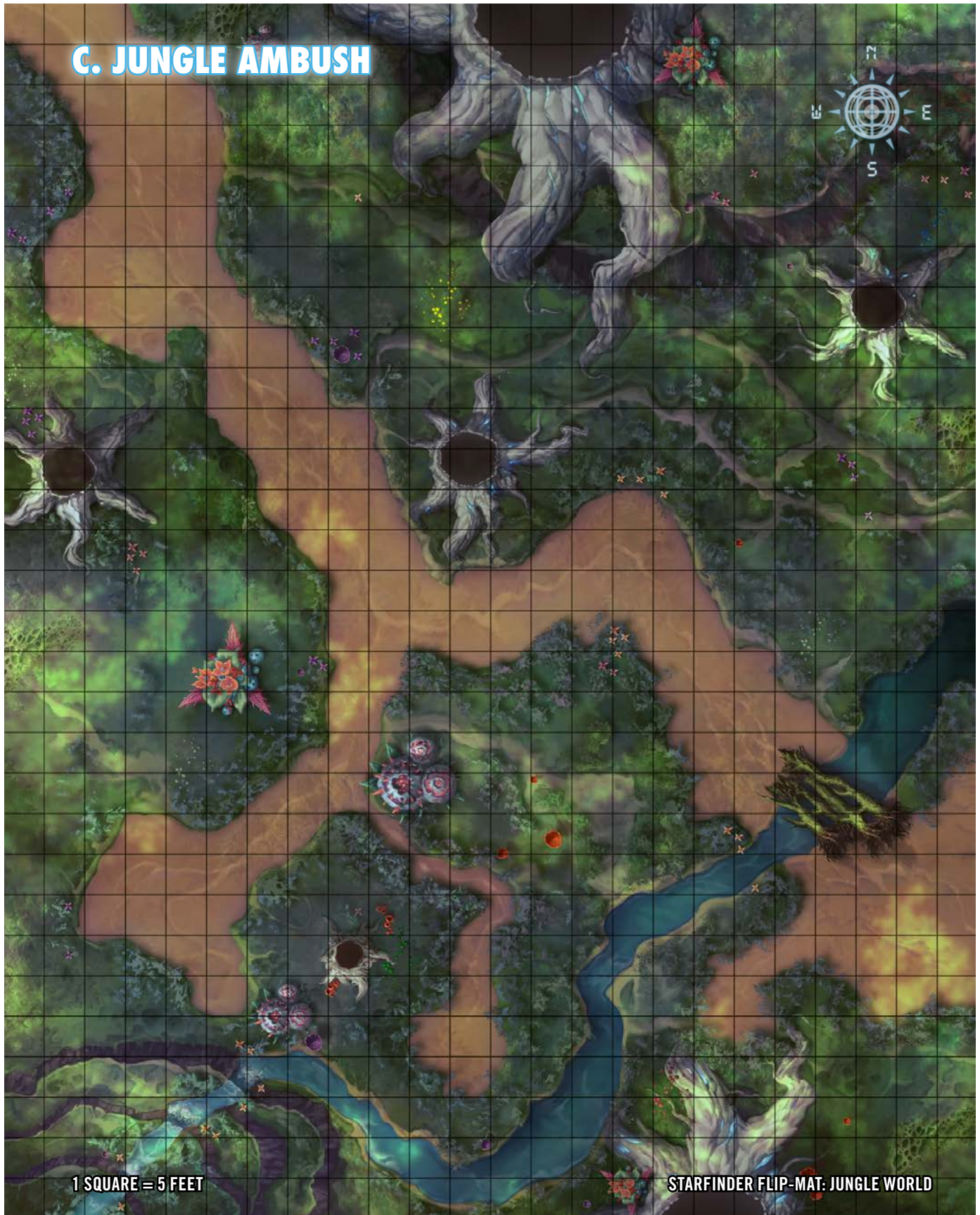
VENOMOUS STALKER **CR 3**
Page 21, art on page 28 (box E)

LEVELS 3–4 (CR 5)

VENOMOUS STALKERS (2) **CR 3**
Page 25, art on page 28 (box E)

VENOMOUS STALKER

C. JUNGLE AMBUSH



Development: After their encounter with the venomous stalker, the PCs have 35 miles to travel overland before reaching the probe site. This should take about 3 days, barring other incidents (such as a particularly nasty storm while outside of environmental protections).

PROBE LANDING ZONE

The PCs find the probe landing area at the end of their overland journey. The probe is located in the center of a jungle-filled area, wandering near a standing ring structure. In addition to the ring structure is a grotto with two obelisks—hybrid devices left behind by the aliens who visited the planet ages ago.

THE RING

The creators of this construct fashioned golden metal into a circle roughly 18 ft. in circumference. This ring is mounted on a wedge-shaped stone foundation. The PCs can attempt various skills or spells to learn information about this object.

- A successful DC 15 Mysticism check, or the use of *detect magic*, detects lingering traces of a once-strong magical aura. A second DC 15 Mysticism check identifies this as conjuration magic, probably teleportation.
- A successful DC 15 Engineering check detects some power remaining in the device, though since its magic elements have failed, the device will no longer function. A second successful DC 15 Engineering check (DC 18 for Levels 3–4) allows a PC to draw power from the device, recharging up to 10 charges for items or 10 uses of environmental protections on armor systems before becoming completely exhausted. These uses can be distributed among the PCs' equipment as they see fit.
- A successful DC 15 Physical Sciences check identifies the gold metal as an alloy of inubrix, also known as “ghost iron.” Inubrix is known for its phasing properties, and its use here implies that the machine literally folds in on itself, compressing more hardware into a limited physical space.
- A successful DC 20 Culture check or the use of *comprehend languages* identifies markings on the ring and foundation as instructions—essentially an “activate” switch and a series of dials that mark interstellar coordinates.

The ring was a portal that allowed instantaneous travel to other such portals connected to the network; the PCs may figure this out with the checks above, and casting *identify* also reveals this information. This portal's magic has mostly failed and it cannot be used unless repaired, which is beyond the PCs' capabilities at their current level.

The probe is parked close to the ring. Unless it was damaged in its descent through the atmosphere, it is unharmed, and the planetary comm is working perfectly. The PCs can set up a beacon that any newly-arriving ship will detect, or they can periodically use it to call out into space to see if anyone is listening. So far, no one is, but by the time the PCs reach this part of the adventure, a Starfinder Society rescue ship is on its way through the Drift to their position—a supposition the PCs are probably relying on!

THE GROTTA

PCs can descend the steps in the south of the area to enter a submerged section that might once have been the basement of a larger structure, now worn away by time and the shifting storms. To the left and right are two obelisks, apparently made of stone but flickering with occasional motes of blue light. These are data storage and manipulation terminals—computers of a now-lost alien civilization. A PC who succeeds at a DC 10 Computers check recognizes these devices as computers, albeit strange ones with an alien interface.

A PC can activate these computers by succeeding at a DC 15 Computers, Engineering, or Mysticism check. Once activated, the machines create multiple holograms that fill the grotto. Each hologram is only about a foot across, and depicts one of the many indigenous species of Iski. The PCs do not immediately recognize some of these holograms; some of them look vaguely familiar, but none are exactly right. A character who casts *comprehend languages* understands holographic labels attached to each creature, numbering them as Species 171, Species 3,004, Species 22, and so on.

As the PCs watch, the holograms begin to slowly alter. A successful DC 15 Life Sciences check allows a PC to recognize the creatures are evolving over time due to outside stimulus—the shifting storms, among other factors. Each time the creatures evolve, they become more aggressive and predatory. This feeds the cycle of evolution, so that every aggressive life form on the planet forces every other life form to be more aggressive to survive, until every living thing on the planet is trying to kill everything else. As the PCs watch, each hologram resolves into its “current form,” and now some of them are recognizable as the venomous stalker, the Iski eel, and Species 29. The holograms stop evolving even as time continues to track in the hologram, over centuries, as the ecology of Iski remains in a kind of lethal equilibrium.

But then one of the holograms begins to change again. PCs recognize this species as the crawling scavengers that attacked their starship. As the PCs watch the hologram, Species 29 pulls metal plates away from the hull of the wrecked ship and layers them over their own body, which grows to accept the new armor plating. A successful DC 15 Life Sciences check allows a PC to understand that the arrival of the PCs has disrupted the equilibrium that used to keep Iski's life from further evolution. Now that a random outside factor has been introduced, the cycle could start all over again as fast as before, as everything on the planet begins competing to become more and more lethal.

After delivering this final message, the computers exhaust their power and all lights fade. They cannot be restarted. Now the PCs just have to survive long enough to be rescued.

WAITING FOR RESCUE

Depending on the length of their journey to reach the probe side, the PCs likely have about 10 days to wait—fewer if they took the river and had good luck, less if they struggled to reach this point. The environmental protections of their armor should be nearly

spent, but not entirely, especially if they were able to leech a few charges from the ruined portal at the probe site. Now they can build stable shelters and try to wait out the storms.

The PCs can spend some of their remaining time in this area participating in some specific downtime actions (based on those detailed in *Starfinder Character Operations Manual* pages 150–155). The most obvious downtime activity is build shelter, which takes a day and provides 1 Large or 2 Medium/Small creatures with complete protection from the shifting storms. Building a shelter requires a successful DC 20 Survival check; multiple shelters need to be built. PCs may break up into teams, with each team including one PC who rolls Survival and others who aid another. On a failure, the shelter lasts for the following day, but on a success, it lasts for additional days equal to the number by which the check result exceeded the DC. Track days carefully, as PCs may end up building a shelter that only lasts for a day, then spending a day without shelter as they try to build one for the next day. Days without shelter will force the PCs to fall back on tents or other Survival checks. Wise groups will continually build shelters, moving from one to the other as each gets worn down by time and the storms.

Eventually, 21 days after the PCs' crash landing on Iski, the *Lamplighter*, a Starfinder Society rescue ship, arrives in the system. If the PCs have used planetary comm to broadcast their location, the *Lamplighter* quickly establishes communication. Read or paraphrase the following.

"Hello there," says a pleased female voice. "Nice to see you're not dead! This is Captain Weis Tynda of the Starfinder Society ship *Lamplighter*, and we're here to rescue you. What's your status?"

Captain Tynda (LG female winterborn ryphorian^{AA} soldier) listens to the PCs and pays special attention if they warn her of the shifting storms or other hazards, asking follow-up questions like "How long do the storms last?" and "Did they penetrate your shields?" She assures the PCs the *Lamplighter* is on its way. "All you have to do is hold tight while we navigate this storm."

If the PCs are not at the probe location and do not have access to a planetary comm, the *Lamplighter* needs to find them on the surface of the planet, which takes an additional 1d6 days.

D. EVOLVE OR DIE (CR 4 OR CR 6)

Place the PCs on the map based on where they've decided to set up around the probe site. If the PCs failed to reach the probe before the *Lamplighter* discovered their location, then they begin in the center of this map, which represents an area of the jungle the PCs have moved to in order to meet-up with the Society rescue ship.

Creatures: As the PCs wait for rescue, an old threat returns. Species 29 has evolved; having attacked the PCs' starship after the crash, the creatures cannibalized pieces of the starship's metal hull plating and incorporated it into their bodies. Although there are fewer of them, likely because some were slain by the PCs, the survivors have stalked the PCs in the hope of finding additional resources with which to improve themselves.

The PCs can easily recognize Species 29 once they spot the creatures, and PCs may be reminded of the holographic displays they observed in the ruins. But something is different this time: each creature has pieces of metal embedded in their bodies, functioning like a protective exoskeleton. If the PCs did not get this information from the obelisk holograms, a PC who succeeds at a DC 15 Life Sciences check understands Species 29 modified themselves as a method of self-evolution, using pieces of metal salvaged from the PCs' wrecked starship.

LEVELS 1-2 (CR 4)

SPECIES 29-C (3)

CR 1

Page 22, art on page 28 (box F)

LEVELS 3-4 (CR 6)

SPECIES 29-D (4)

CR 2

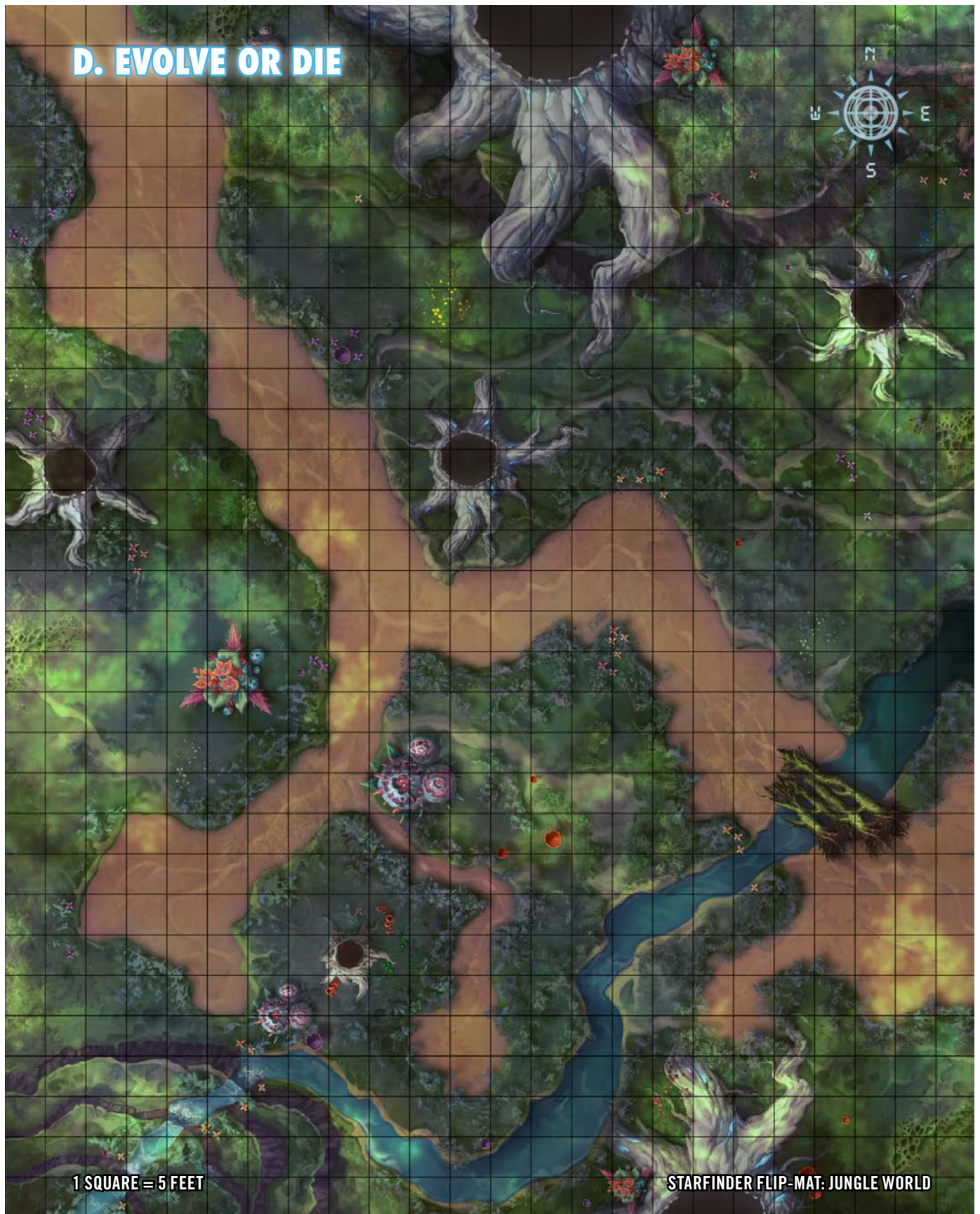
Page 26, art on page 28 (box F)

Development: Once the PCs defeat the remaining Species 29 creatures, the *Lamplighter* arrives in the sky above. The ship uses its thrusters to clear a section of the jungle and lowers a boarding ramp for PCs to evacuate Iski. The Society rescue ship can take on anything the PCs can carry, but the ship doesn't land or perform tasks other than rescue, considering Iski's unpredictable and lethal nature.



SPECIES 29-C/D

D. EVOLVE OR DIE



CONCLUSION

Aboard the *Lamplighter*, Captain Tynda welcomes the PCs and offers them quarters the crew has prepared, as well as beds in sick bay if necessary. The PCs can tell her their story if they wish, but she's just relieved to have successfully completed her rescue mission and brought the missing team back home. The *Lamplighter* enters the Drift soon after the rescue and reaches Absalom Station in 1d6 days.

Once the vessel returns to Absalom Station, Venture-Captain Arvin debriefs them and expresses his admiration for their survival skills. "I had no idea we were sending you into a deathtrap. I guess that comes with the territory. But now we know a lot more about Iski—like not to go back there unprepared! The creatures you had to face were dangerous enough; I don't even want to contemplate what they'll be like the next time we see them," he says finally, shrugging his shoulders. "Here's hoping we never find out."

With their mission still considered a success due to the trove of information the PCs uncovered about the world, the PCs also receive a personalized message from First Seeker Ehu Hadif. The current leader of the Starfinder Society sends his thanks for the courage and dedication the PCs showed on their mission, while apologizing that he cannot personally deliver the message due to his ongoing negotiations with high-ranking members of the Veskarium (something further explored in *Starfinder Society* #3-03: *Frozen Ambitions: The Shimmerstone Gateway*).

PRIMARY OBJECTIVES

If the PCs manage to survive on Iski for the 21 days it takes for the *Lamplighter* to arrive and rescue them, they each gain 1 Fame and 1 Reputation for their selected faction.

SECONDARY OBJECTIVES

If the PCs complete at least three of the following, they complete their secondary objective and earn 1 additional Fame and 1 Reputation for their current faction: successfully scan the surface or launch the probe without it taking damage during the Orbital Survey encounter, escape the sinking ship while also taking at least 4 different items, take the river path and defeat the Iski eel in area **B**, learn about the evolving nature of Iski's life-forms in the probe landing area, or successfully construct shelters while waiting for the *Lamplighter* to arrive.

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.

ENCOUNTER A (LEVELS 1–2)

The hostile life-forms enter the sinking starship through several different areas as described below.

Area A1: Two members of Species 29-A immediately invade the bridge of the PC starship through the damaged viewscreen. They each attack the nearest PC as they emerge on the first round of the encounter.

Area A2: Two members of Species 29-A invade the ship through the life pod hatches. On the second round, they emerge from the life pod chamber and move through the ship's corridors towards the sound of battle, seeking prey. If they cannot hear anything, they move in a random direction.

Area A3: Four members of Species 29-A enter the ship through the cargo bay doors and conceal themselves among the cargo containers, waiting to ambush prey. On the *Pegasus*, the creatures spread out, one in every cargo bay. When any PC gets close enough for one to attack, they all burst from hiding. On the *Drake*, two of the specimens stay hidden in each cargo bay.

SPECIES 29-A (8)

CR 1/3

N Small magical beast

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

DEFENSE **HP 6 EACH**

EAC 10; **KAC** 12

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

Resist shifting resistance

OFFENSE

Speed 30 ft., climb 30 ft.

Melee claw +4 (1d6 S)

STATISTICS

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

Skills Athletics +3, Stealth +3, Survival +7

SPECIAL ABILITIES

Shifting Resistance (Ex) Denizens of Iski have adapted to survive the planet's dangerous elemental storms. A member of Species 29-A has resistance 5 to one of the following energy types: acid, cold, fire, electricity. Once per round, as a reaction the first time the creature is struck by an attack that inflicts one of these damage types, the creature's resistance changes to that type and applies to the triggering attack. At the start of this encounter, the creatures have resistance electricity 5.

SCALING ENCOUNTER A

To accommodate a group of four PCs remove two of the specimens from area A3.

ENCOUNTER B (LEVELS 1–2)

The Iski eel begins in the center of the main body of water, where it moves to attack any PCs on the lead raft. The eel attempts to bite its target and grab them, pulling their prey into the water.

ADULT ISKI EEL**CR 4**

N Large animal

Init +1; **Senses** low-light vision; **Perception** +10

DEFENSE **HP** 55

EAC 16; **KAC** 18

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

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +12 (1d6+9 P plus grab; critical wound [DC 14])

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

STATISTICS

Str +5; **Dex** +1; **Con** +3; **Int** –4; **Wis** +1; **Cha** +0

Skills Athletics +10 (+18 when swimming), Intimidate +10, Stealth +10, Survival +15

SCALING ENCOUNTER B

To accommodate a group of four PCs, the eel is so famished that it has the sickened condition.

ENCOUNTER C (LEVELS 1–2)

The venomous stalkers wait as long as possible to attack the PCs in concert.

The venomous stalker does not need to kill its prey immediately, and if a PC fails their Fortitude save against initial exposure, the stalker retreats, intending to follow the PCs and devour its prey once it has died from poison. This follow-up encounter, if it occurs, likely will not be until after the PCs have reached the probe site and can use that map; see below. If all poisoned PCs recover from the poison, the venomous stalker can smell this (see its Scent of the Dying power below) and abandons pursuit.

SCALING ENCOUNTER C

To accommodate a group of four PCs, the venomous stalker has the sickened condition.

VENOMOUS STALKER

CR 3

N Large plant

Init +2; **Senses** blindsight (vibration) 60 ft., scent of the dying, sightless; **Perception** +8

DEFENSE

HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities plant immunities

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +11 (1d6+7 P) or

stinger +11 (1d6+7 P plus poison [DC 12])

Space 10 ft.; **Reach** 10 ft. (15 ft. with stinger)

STATISTICS

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

Skills Acrobatics +8, Athletics +8 (+16 when climbing),

Intimidate +8, Stealth +8, Survival +13

SPECIAL ABILITIES

Scent of the Dying (Ex) A venomous stalker can sense targets currently suffering from stalker poison out to a range of 1 mile and can use this scent and the Survival skill to track these creatures.

Venomous (Ex) The venomous stalker uses a vicious slow-acting poison to mortally injure its prey, which it then follows and tracks, feasting on the corpse after the target eventually dies. A creature hit by the venomous stalker's stinger takes 2 points of damage from initial exposure and must attempt a DC 12 Fortitude saving throw one round later.

STALKER VENOM

Type poison (injury); **Save** Fortitude DC 12

Track Constitution; **Onset** 1 round; **Frequency** 1/day for 7 days

Cure 2 consecutive saves

ENCOUNTER D (LEVELS 1–2)

Species 29 begins this encounter with its shifting resistance tuned to whatever damage type was inflicted by the last shifting storm; their coloration also changes to match.

Species 29 enter the map in two groups, from the paths leading east and west. The PCs easily recognize Species 29 once they are spotted and may be reminded of the holographic displays they observed in the ruins. But something is different this time: each creature has pieces of metal embedded in their bodies, functioning like a protective exoskeleton. If the PCs did not get this information from the obelisk holograms, a PC who succeeds at a DC 15 Life Sciences check understands Species 29 did this to itself as a method of self-evolution, using pieces of metal salvaged from the PCs' wrecked starship. Species 29 fights to the death, and the rescue ship does not get through the shifting storms in time to help. They arrive to rescue the PCs after the battle is won or retrieve their corpses.

SPECIES 29-C (3)**CR 1**

N Medium magical beast

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

DEFENSE **HP 22 EACH**

EAC 11; **KAC** 13

Fort +5; **Ref** +5; **Will** +1

Resist shifting resistance

OFFENSE

Speed 30 ft., climb 30 ft.

Melee claw +8 (1d6+2 S plus 1d3 varies [see shifting resistance])

STATISTICS

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

Skills Athletics +5, Stealth +5, Survival +10

SPECIAL ABILITIES

Shifting Resistance (Ex) Species 29 has adapted to survive Iski's dangerous elemental storms and has resistance 5 to one of the following energy types: acid, cold, fire, electricity. Once per round, as a reaction the first time the creature is struck by an attack that inflicts one of these damage types, the creature's resistance changes to that type and applies to the triggering attack. At the start of this encounter, the creatures have resistance to whatever damage type was inflicted by the last shifting storm.

Species 29 deals 1d3 extra damage with its claw attacks of an element matching the energy type it is currently resistant to.

SCALING ENCOUNTER D

To accommodate a group of four PCs, reduce the extra damage dealt by the shifting resistance by Species 29-C to 1.

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.

ENCOUNTER A1 (LEVELS 3-4)

The hostile life-forms enter the sinking starship through several different areas as described below.

Area A1: Two members of Species 29-B immediately invade the bridge of the PC starship through the damaged viewscreen. They each attack the nearest PC as they emerge on the first round of the encounter.

Area A2: Two members of Species 29-B invade the ship through the life pod hatches. On the second round, they emerge from the life pod chamber and move through the ship's corridors towards the sound of battle, seeking prey. If they cannot hear anything, they move in a random direction.

Area A3: Four members of Species 29-B enter the ship through the cargo bay doors and conceal themselves among the cargo containers, waiting to ambush prey. On the *Pegasus*, the creatures spread out, one in every cargo bay. When any PC gets close enough for one to attack, they all burst from hiding. On the *Drake*, two of the specimens stay hidden in each cargo bay.

SPECIES 29-B (8)

CR 1/2

N Small magical beast

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

DEFENSE **HP** 13 EACH

EAC 10; **KAC** 12

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

Resist shifting resistance

OFFENSE

Speed 30 ft., climb 30 ft.

Melee claw +6 (1d6 S)

STATISTICS

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

Skills Athletics +4, Stealth +4, Survival +9

SPECIAL ABILITIES

Shifting Resistance (Ex) Denizens of Iski have adapted to survive the planet's dangerous elemental storms. A member of Species 29-B has resistance 5 to one of the following energy types: acid, cold, fire, electricity. Once per round, as a reaction the first time the creature is struck by an attack that inflicts one of these damage types, the creature's resistance changes to that type and applies to the triggering attack. At the start of this encounter, the creatures have resistance electricity 5.

SCALING ENCOUNTER A1

To accommodate a group of four PCs remove two of the specimens from area A3.

ENCOUNTER B (LEVELS 3–4)

The Iski eel begins in the center of the main body of water, where it moves to attack any PCs on the lead raft. The eel attempts to bite its target and grab them, pulling their prey into the water.

MATURE ISKI EEL**CR 6**

N Huge animal

Init +2; **Senses** low-light vision; **Perception** +13

DEFENSE **HP** 100

EAC 18; **KAC** 20

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

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +16 (1d8+11 P plus grab; critical wound [DC 16])

Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str +5; **Dex** +2; **Con** +3; **Int** -4; **Wis** +1; **Cha** +0

Skills Athletics +13 (+21 when swimming), Intimidate +13, Stealth +13, Survival +18

SCALING ENCOUNTER B

To accommodate a group of four PCs, the eel is so famished that it has the sickened condition.

ENCOUNTER C (LEVELS 3–4)

The venomous stalkers wait as long as possible to attack the PCs in concert.

The venomous stalker does not need to kill its prey immediately, and if a PC fails their Fortitude save against initial exposure, the stalker retreats, intending to follow the PCs and devour its prey once it has died from poison. This follow-up encounter, if it occurs, likely will not be until after the PCs have reached the probe site and can use that map; see below. If all poisoned PCs recover from the poison, the venomous stalker can smell this (see its Scent of the Dying power below) and abandons pursuit.

SCALING ENCOUNTER C

To accommodate a group of four PCs, reduce the Hit Points of each venomous stalker by 10.

VENOMOUS STALKER (2)**CR 3**

N Large plant

Init +2; **Senses** blindsight (vibration) 60 ft., scent of the dying, sightless; **Perception** +8

DEFENSE**HP 40 EACH**

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities plant immunities

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +11 (1d6+7 P) or

stinger +11 (1d6+7 P plus poison [DC 12])

Space 10 ft.; **Reach** 10 ft. (15 ft. with stinger)

STATISTICS

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

Skills Acrobatics +8, Athletics +8 (+16 when climbing),

Intimidate +8, Stealth +8, Survival +13

SPECIAL ABILITIES

Scent of the Dying (Ex) A venomous stalker can sense targets currently suffering from stalker poison out to a range of 1 mile and can use this scent and the Survival skill to track these creatures.

Venomous (Ex) The venomous stalker uses a vicious slow-acting poison to mortally injure its prey, which it then follows and tracks, feasting on the corpse after the target eventually dies. A creature hit by the venomous stalker's stinger takes 2 points of damage from initial exposure and must attempt a DC 12 Fortitude saving throw one round later.

STALKER VENOM

Type poison (injury); **Save** Fortitude DC 12

Track Constitution; **Onset** 1 round; **Frequency** 1/day for 7 days

Cure 2 consecutive saves

ENCOUNTER D (LEVELS 3–4)

Species 29 begins this encounter with its shifting resistance tuned to whatever damage type was inflicted by the last shifting storm; their coloration also changes to match.

Species 29 enter the map in two groups, from the paths leading east and west. The PCs easily recognize Species 29 once they are spotted and may be reminded of the holographic displays they observed in the ruins. But something is different this time: each creature has pieces of metal embedded in their bodies, functioning like a protective exoskeleton. If the PCs did not get this information from the obelisk holograms, a PC who succeeds at a DC 15 Life Sciences check understands Species 29 did this to itself as a method of self-evolution, using pieces of metal salvaged from the PCs' wrecked starship. Species 29 fights to the death, and the rescue ship does not get through the shifting storms in time to help. They arrive to rescue the PCs after the battle is won or retrieve their corpses.

SPECIES 29-D (4)**CR 2**

N Medium magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

DEFENSE **HP 28 EACH**

EAC 13; **KAC** 15

Fort +6; **Ref** +6; **Will** +1

DR 2/–; **Resist** shifting resistance

OFFENSE

Speed 30 ft., climb 30 ft.

Melee claw +10 (1d6+3 S plus 1d6 varies [see shifting resistance])

STATISTICS

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

Skills Athletics +7, Stealth +7, Survival +12

SPECIAL ABILITIES

Shifting Resistance (Ex) Species 29 has adapted to survive Iski's dangerous elemental storms and has resistance 5 to one of the following energy types: acid, cold, fire, electricity. Once per round, as a reaction the first time the creature is struck by an attack that inflicts one of these damage types, the creature's resistance changes to that type and applies to the triggering attack. At the start of this encounter, the creatures have resistance to whichever damage type was inflicted by the last shifting storm.

Species 29 deals 1d6 extra damage with its claw attacks of an element matching the energy type it is currently resistant to.

SCALING ENCOUNTER D

To accommodate a group of four PCs, reduce the extra damage dealt by the shifting resistance by Species 29-C to 1d3.

APPENDIX 3: ART AND HANDOUT



A

B

C

D



APPENDIX 3: ART AND HANDOUT



E



F

HANDOUT #1: MISSION BRIEFING

Message Location Origin: Lorespire Complex

Message Sender: Venture-Captain Arvin

Message Begins:

"It's a new era for the Society. We have a new guiding leader in First Seeker Ehu Hadif. He is determined to get Starfinders back to doing what the society was formed to do: explore, report, and cooperate. It is time to see what wonders the galaxy has in store. I have a stack of hundreds of worlds we have identified as sites of interest but never visited, and I'd like to empty that inbox. Let us see which world is next on the list...

"Looks like our next target is a world named Iski, after the agent who first recorded it. The planet orbits an old red-dwarf star out in the Vast. We know it is habitable. It has a standard atmosphere and gravity as well as a complex ecosystem. What we do not know is if it's got any sapient life or settlements or... well, or anything else, really. My file on Iski is pretty thin.

"Your mission is to travel to Iski and conduct an orbital survey of the world with your starship. Gather as many scans as you can and bring that information back to the Lorespire Complex for further analysis. Tell us what is down there. Your ship has already been outfitted with a probe you can use to gather detailed information from the planet's surface.

"You're going to be in the Vast, and that means any transmission you send could take a few weeks to get here. But we are here for you if something happens out there. We are the Starfinder Society, cooperation is in the job description. So do your best out there, and if you run into a problem you cannot handle, return immediately or send us a signal and we'll send support as soon as we can.

"Good luck."

ORGANIZED PLAY TOOLS

REWARDS TABLE

Encounter	Level 1-2 Reward	Out of Level Reward	Level 3-4 Reward
Controlled Crash	144 credits	218 credits	292 credits
Area A	144 credits	218 credits	292 credits
Overland Journey	144 credits	218 credits	292 credits
Area B or C	144 credits	218 credits	292 credits
Area D	144 credits	218 credits	292 credits

REWARD CONDITIONS

The PCs earn the rewards for each area if they meet the conditions listed below.

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

Area A: The PCs keep these rewards if they successfully escaped their starship.

Overland Journey: The PCs keep these rewards if they successfully complete the overland journey and reach the probe site.

Area B or C: The PCs keep these rewards if they overcome the encounter in area **B** or area **C**. The PCs receive no bonus rewards for completing both encounters.

Area D: The PCs keep these rewards if they defeat the Species 29 attackers and successfully escape the planet.



Event Reporting Form

Date _____ Event Code: _____

Location _____

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

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

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

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

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

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

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

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Scenario #3-01: Crash Down

Character Chronicle #

A.K.A. _____ Player Name _____ Character Name _____ Organized Play # _____ Character # _____ Faction _____					LEVELS ☐ Normal Max Credits 1-2720 LEVELS ☐ Normal Out of Level1,090 LEVELS ☐ Normal 3-41,460 LEVELS ☐ Normal - -	
Adventure Summary After performing a routine orbital scan on an uncharted world in the Vast, a localized weather phenomenon flared and caused your starship to crash. Escaping from a sinking swamp, you somehow managed to survive on the planet for three weeks while the Society dispatched a rescue party to retrieve you. Along the way you uncovered signs of some prior civilization and indications that the fauna and flora of the world had been modified to hyper evolve into apex predators. You survived these threats and managed to escape onboard the Society rescue ship to return to Absalom Station with your findings.					MAX CREDITS	
Levels 1-2 adamantine alloy cable line (10 ft.) (500; item level 2) ion tape (275; item level 3; <i>Starfinder Armory</i> 105) <i>mystic cure (1st level) spell gem</i> (140; item level 2) <i>Starfinder backpack</i> (750; item level 2; <i>Armory</i> 116) survival straw (450; item level 2; <i>Armory</i> 108) tier 1 datapad (hardened and self-charging) (80; item tier 2; <i>Armory</i> 100) <i>trailblazer fusion seal (2nd level)</i> (396; item level 2)					EXPERIENCE Starting XP + GM's Initials XP Gained (GM ONLY) = Final XP Total	
Levels 3-4 backup generator armor upgrade (2,100; item level 4) basic domestic drone (2,000; item level 4; <i>Starfinder Armory</i> 101) <i>conserving fusion seal (4th level)</i> (748; item level 4) smart cable (10 ft.) (4,000; item level 6; <i>Armory</i> 107) solar sheeting (2,000; item level 4; <i>Armory</i> 107)					FAME Initial Fame + GM's Initials Fame Gained (GM ONLY) - Fame Spent Final Fame	
Reputation Faction _____ Reputation _____ Faction _____ Reputation _____ Infamy _____					CREDITS Starting Credits + GM's Initials Credits Garnered (GM ONLY) + GM's Initials Day Job (GM ONLY) - Credits Spent = Total	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #