

YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-13, TIER 1-4

STARFINDER SOCIETY

STORM OF THE END TIMES

BY NICHOLAS WASKO



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How to Play

Starfinder Society Scenario #2-13: Storm of the End Times is a Starfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). This scenario is designed for play in the Starfinder Society campaign, but it can easily be adapted for use with any world. For more information on the Starfinder Society Organized Play Campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at StarfinderSociety.club.

GM Resources

Storm of the End Times makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive*, *Starfinder Alien Archive 3 (AA3)*, and *Starfinder Armory (AR)*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online *Starfinder Reference Document* at paizo.com/sfrd, and all the relevant rules from the Alien Archive volumes are reprinted at the back of the adventure for the GM's convenience.

SCENARIO TAGS

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



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STORM OF THE END TIMES

BY NICHOLAS WASKO



Over 3 years ago, a Starfinder Society starship called the *Unbounded Wayfarer* cataloged several points of interest throughout the Vast before a crash landing ended its mission. A novice team of Starfinders recently salvaged *Unbounded Wayfarer*'s exploration logs, which mentioned a previously uncharted planet called Wealdriad (see *Starfinder Society Quests: Into the Unknown*). Wealdriad, a stormy world orbiting a pale-blue star, possessed only landmasses composed of strange basalt columns jutting out of the otherwise endless ocean. The lack of intelligent life or natural resources noted in the *Wayfarer*'s report rendered Wealdriad a low priority to the Society, which redirected its assets toward other missions, and as a result, the Society sent only a few automated probes to monitor the planet.

In the past few weeks, those probes alerted the Society to a fascinating natural phenomenon: a series of flares from Wealdriad's distant sun hit the planet's atmosphere, and anomalous magnetic forces arose from the basalt spires that distorted the resulting auroras, creating extraordinary light patterns throughout the sky. Interference made orbital scans of the effect difficult to interpret, but researchers agreed the auroras reflected a profound synergy between the planet's orbital position and the flares from its supporting star. Furthermore, the probes' readings indicated a massive solar wind would soon hit Wealdriad's atmosphere directly above a massive cluster of basalt spires on the planet.

Seeing a chance to capture a once-in-a-lifetime atmospheric event, the Society's leadership began assembling a team to catalog this unique phenomenon. They advertised the event to various scientific and religious forums, hoping to curry some goodwill in the face of a vicious media smear campaign against the Starfinder Society. At the Society's invitation, astronomers from several Pact World factions have recruited observers to partake in a firsthand viewing of the Wealdriad aurora.

One group of spectators, however, threatens to unravel the entire event. A group of disciples of Groetus, the God of the End Times, departed for Wealdriad to witness the majestic transience of the planet's aurora. The Groetans recognize that erosion of the planet's basalt columns may eventually destroy the features required to re-create Wealdriad's magnificent atmospheric lights. Eager to hasten the loss of this natural marvel in the name of their entropic god, these fanatics plan to ensure the aurora never occurs again!

WHERE IN THE UNIVERSE?

The world of Wealdriad is far out in the Vast. A stormy, oceanic world where strange basalt columns rise high above the waves, Wealdriad orbits a distant blue-white sun, which blankets the planet in a permanent twilight throughout its slow rotation cycles. Wealdriad has remained a mostly unknown world, save for a brief cataloging effort performed by a science expedition from the Azlanti Star Empire. The Starfinder ship *Unbounded Wayfarer* was the first Pact Worlds vessel to encounter Wealdriad; the fate of this ship and its crew is fully described in *Starfinder Society Quests: Into the Unknown*.

WEALDRIAD

Storm-wracked ocean planet in the Vast

Diameter: ×1; **Mass:** ×1; **Gravity:** ×1

Atmosphere: Normal; **Day:** 2 days; **Year:** 11 years

SUMMARY

Venture-Captain Arvin briefs the PCs on the mysterious aurora that is about to manifest on a remote, little-known planet called Wealdriad. He directs the PCs to observe, record, and study the aurora, while also making a positive impression on other groups attending the unusual event. The PCs arrive at Wealdriad to find a starship and its Ibra-worshipping passengers stuck in orbit after their equipment started malfunctioning. The PCs choose to either help the Ibrans destroy the ferrofluid oozes infesting their ship or capitalize on the ship's dysfunction to beat it to the surface and claim the best site from which to observe the aurora.

As the aurora approaches, the PCs prepare their recording equipment and investigate the strange basalt columns that rise from Wealdriad's endless ocean, uncovering evidence that sentient beings once inhabited the planet. Ancient carvings and other

artifacts suggest that humanoids and walrus-like mormlamaws once gathered at these pillars to worship Ghatanotha, a Great Old One associated with disasters, lost islands, and sacrifice. The PCs must also contend with other travelers as they arrive to observe the aurora. The most notable faction is a group of shatoris, who traveled from the Azlanti Star Empire to witness the celestial event before erosion destroys the basalt formations responsible for forming the aurora. The PCs' actions may improve their relationships with various attendants, earning favor with the observers' sponsoring factions and access to other spectators' recordings of the aurora to supplement the PCs' own data.

A sudden blast causes one basalt column to collapse into the sea. Worshippers of Groetus, who believe their god wants this aurora to be the last, begin destroying the stone pillars that form the unique patterns among the atmospheric lights. The shatoris beseech the PCs to stop the Groetans, lending the Starfinders an Azlanti hovercraft to help them intercept the saboteurs. The PCs battle the fanatics at the base of a basalt spire to stop their destructive frenzy just before the aurora reaches its peak brilliance.

GETTING STARTED

The PCs meet Venture-Captain Arvin at the Pegasus starship provided for their interstellar journey as workers load the craft with astronomical recording equipment inside a Lorespire Complex hangar. Read or paraphrase the following to get the adventure underway.

Venture-Captain Arvin, a male lashunta with a half-shaved head, emerges from a docked Pegasus starship. He presses himself against the hull near the cargo-bay door to make room for several teamsters as they carry crates packed with intricate recording devices onto the starship. “I’ve got good news!” Arvin announces, hopping down off the loading ramp. “Not long ago, some of your colleagues recovered ship logs describing a previously unknown planet called Wealdriad. The planet lacked any sentient life or noteworthy resources, so we sent a long-distance probe to monitor it while we focused on the Scoured Stars debacle.

“Well, that probe picked up something intriguing: solar flares from Wealdriad’s sun create auroras in the atmosphere, which are then ‘shaped’ into unnatural patterns by the magnetic forces arising from stone pillars on the planet’s crust. It is unlike anything we’ve seen in the Pact Worlds or Near Space, and the Forum decided it’s worth investigating further. Our probes indicate a massive solar flare will hit the atmosphere directly above the planet’s largest collection of pillars within the next few weeks, so we don’t want to miss what could be a once-in-

a-lifetime occurrence. Furthermore, the auroras should make for quite a spectacle, so we advertised the upcoming event to some interested parties throughout the Pact Worlds.

The Society’s public image has taken a beating recently, so this aurora could give us some much-needed good press.

“You’ll be taking this ship, along with some state-of-the-art astronomical equipment, out to Wealdriad for the upcoming aurora. Your mission has three components. First, gather as much data about the aurora as you can. Second, make a good impression among the other visitors so we can start rehabilitating the Starfinder brand in light of this multimedia smear campaign against us. I suspect other spectators are planning to record the event as well, so if you can collaborate with the other attendees, you might just kill two electrovores with one bullet. Third, we might not be setting foot on Wealdriad’s surface again for a long time, so see if there is anything interesting on the ground that our probes missed. Any questions?”

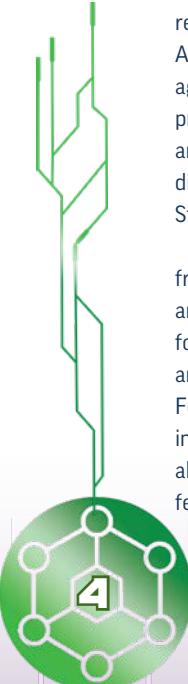
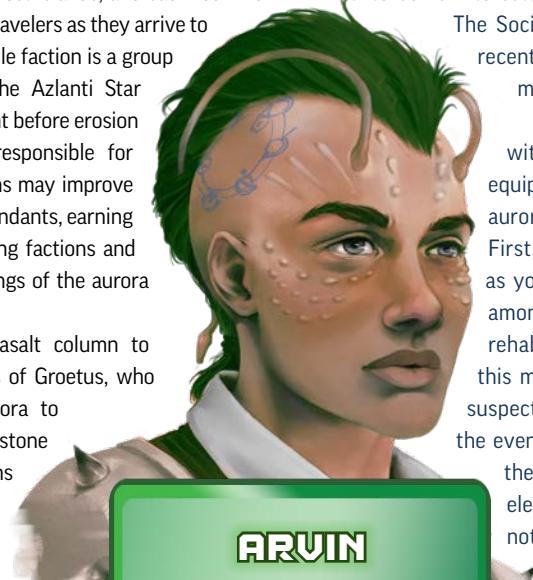
If any PCs have the Chronicle sheet from *Starfinder Society Quests: Into the Unknown*, Arvin specifically thanks them for gathering the intelligence that made this mission possible. Arvin tries his best to answer any questions the PCs have.

What do we know about the planet? “Wealdriad is almost entirely oceanic; the only noteworthy landmasses are the basalt spires that seem to generate the magnetic fields we’re investigating. Orbital scans also detected harsh and unpredictable weather patterns, so expect a lot of wind and rain.”

What are we looking for? “Besides new friends and a good spot to record the aurora, anything that might tell us more about those strange pillars. The magnetic fields that alter the aurora also scramble most of our orbital sensors, so to learn more we need boots on the ground. Also keep an eye out for any structures or ruins; our initial reports determined that Wealdriad lacks sapient life, but its atmosphere is habitable, and you might spot buildings the scanners mistook as part of the natural environment.”

What kind of gear should we bring? “The Society is providing equipment to record the event, but you may want to bring extra materials to secure the instruments or repair anything that breaks. The Pegasus should get you anywhere you need to go, though a smaller vehicle capable of air or water travel may help you navigate Wealdriad’s surface. If that’s out of your price range, see if you can strike a deal with another spectator and borrow their ride if you need it. Sadly we’ve yet to really restock on ground vehicles since the Scoured Stars mission.”

Boon Allocation: At this point, the PCs should finalize their boon slots for the session. If any PCs have the Contractor’s Respect boon for either the Church of Desna or the Xenowardens from *Starfinder*



Society Scenario #1-12: Ashes of Discovery, Arvin mentions that the organization in question has RSVPed to attend the event, and that the PCs could leverage their previous association with the group to help with networking.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture check to recall knowledge or a Diplomacy check to gather information, the PCs might know more about existing records that concern Wealdriad. They learn all of the information whose DC is equal to or less than the result of their check.

15+: Wealdriad first entered the Pact Worlds infosphere thanks to a group of novice Starfinders who salvaged exploration files describing the planet from the wreck of a Starfinder ship called *Unbounded Wayfarer*. PCs who played *Into the Unknown* automatically know this information, as they were these salvagers.

20+: Dossiers detailing a planet that matches Wealdriad's description were also recovered from wreckages of long-range Azlanti scouting ships, indicating the Aeon Throne knows the planet's coordinates and may have visited in the past.

25+: The lack of any annexation effort suggests the Azlanti Star Empire doesn't consider Wealdriad valuable territory. Any Azlanti citizens who attend the aurora are likely non-human subjects of the Empire conducting eccentric research.

MYSTICISM (RECALL KNOWLEDGE)

Based on the result of a Mysticism check to recall knowledge, the PCs might know more about the motivations of the other spectators they might encounter on Wealdriad. They learn all of the information whose DC is equal to or less than the result of their check.

15+: Witnessing a rare celestial event on a faraway planet fits perfectly with the teachings of Desna, Ibra, and Weydan. Representatives from these faiths likely attend the aurora and may be receptive to diplomatic overtures that align with their interests.

20+: Wealdriad's isolation, mysterious auroras, and brutal environment might also interest pilgrims who adhere to darker faiths. Worshippers of Groetus may appreciate the transient event and gradual erosion of Wealdriad's pillars, while the constant storms might attract cultists of Nyarlathotep or a Great Old One.

25+: Though initial reports did not recognize intelligent life on Wealdriad, it may still exist; locals may be too far underwater for orbital scans to detect, or too primitive to develop large hubs of civilization. A closer investigation may reveal evidence of other inhabitants, and possibly the divine forces that guide them.

COUNTDOWN TO THE AURORA

When the PCs emerge from the Drift near Wealdriad (a journey that takes 5d6 days), they can immediately use their

SKILL CHECK DCs

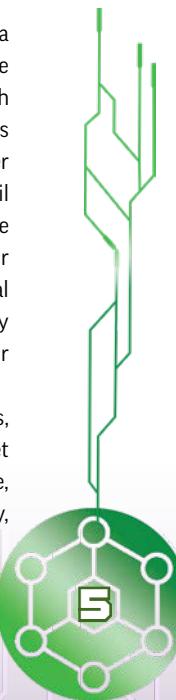
This scenario uses numerous skill checks for PCs to learn pertinent information and handle social interactions during the adventure. Instead of all skill check DCs being listed individually, the skill checks are each assigned a difficulty—Easy, Average, or Hard—that determines their DC. You should reward creative solutions, and if the PCs use skills not specifically mentioned (particularly while interacting with other visitors), use the skill DCs provided in the table below as a guide.

Subtier	Easy	Average	Hard
1-2 (4 players)	12	16	20
1-2 (5+ players)	14	18	22
3-4 (4 players)	15	19	23
3-4 (5+ players)	17	21	25

ship's sensors to scan the planet by succeeding at an Average Computers check with bonuses from the Pegasus's computer and sensors (a +3 bonus in Subtier 1-2, or a +5 bonus in Subtier 3-4). On a success, the PCs identify the best location to view the upcoming aurora: a closely packed cluster of basalt columns called Wealdriad's Crown (area A). Some columns have superior topography for setting up recording equipment, but each column has only enough room to host one or two starships. The PCs can claim a site by landing their ship on the chosen column. However, the PCs must use the ship to travel between columns, forcing them to abandon their chosen site to continue exploring unless they acquire a CHERAV from the shatoris (see area A1) or bring their own vehicle capable of traversing the stormy waters.

The initial scan also establishes a timeline for when the aurora occurs. The PCs' scans estimate the aurora's peak brilliance to occur in about 12 hours, divided into 12 setup periods each roughly 1 hour long. The PCs can use these setup periods to explore the planet's basalt pillars, interact with the other attendees, or prepare their recording instruments. If the PCs fail their initial Computers check to scan Wealdriad, they struggle to interpret the results and spend 1 setup period getting their bearings straight. PCs can set their clocks based on their initial scans, so you should keep the players apprised of how many setup periods remain before the aurora to help the PCs use their time wisely.

While the PCs take advantage of their setup periods, additional viewers arrive at Wealdriad's Crown along a set timeline, as described in the appendix on page 21. As they arrive, new observers occupy available landing sites in order of quality,



limiting the spots the PCs can use if they haven't yet claimed their own site. Viewers quickly become protective of their observation sites, though PCs can leverage each faction's agenda to earn their favor or access to the data they collect from the aurora.

You can use the appendix on page 21 to track the timeline, the viewers have arrived, the observation sites have been claimed, and the rewards the PCs have earned from each faction.

TRACKING SUCCESS

The mission's success depends on what resources the PCs bring back to the Lorespire Complex after the aurora ends. The PCs collect three resources during this adventure that determine their success at the end of the scenario: Recordings, Favor, and Findings. Recordings represent various data sets documenting the aurora, each providing new insights into the mysterious celestial event. Venture-Captain Arvin provides the PCs enough equipment to set up a single recording site of their own. As viewers arrive, they claim locations starting with the best, meaning that PCs who wait a long time to set up their equipment have a more challenging task ahead of them (see area A). Gaining additional Recordings beyond this one requires the PCs to cooperate with other viewers.

Favor represents goodwill among the factions attending the aurora, which can help offset the media smear campaign the Starfinder Society is facing back home. Findings represent archeological anomalies discovered among Wealdriad's basalt pillars, suggesting there is more to the storm-wracked planet than meets the eye. The GM should track all three to determine the PCs' success at the end of the scenario.

ADDITIONAL VIEWERS

The various teams arriving to view the aurora are described below, including their individual goals and two skill checks or services the PCs can provide to impress them. Each attempt to curry favor with a faction requires 1 setup period, regardless of success. During a setup period, each PC can attempt each of the listed checks once. PCs can attempt to aid another on all checks to impress a faction. One successful check or service earns the PCs Favor with that faction or a Recording that faction collects during the aurora (PCs' choice); successfully completing both tasks earns both Favor and a Recording from that faction. Attacking any other spectators on Wealdriad (excluding the Groetans) earns the PCs 1 Infamy.

When the timeline indicates a random arrival, roll 1d6 on the table below to determine which team lands (reroll if that faction is already present). Each team is detailed further below.

1d6	Faction
1	Castrovel Planetary Broadcasting Network
2	Church of Desna
3	Kreiholm Freehold
4	Land-Hoard Holdings Inc.
5	Weydanite Pilgrims
6	Xenowardens

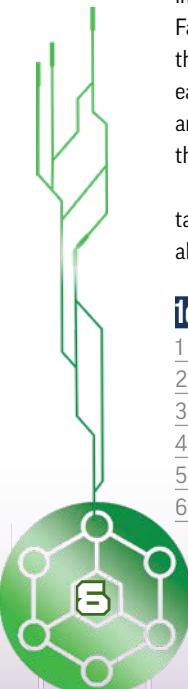
1. Castrovel Planetary Broadcasting Network: A media crew from a Castrovelian science network plans to film a documentary about the Wealdriad aurora. The director, an ambitious and demanding cinematographer called **Makkaran** (CN female ysoki), wants to keep her footage exclusive to CPBN but would love to add some interviews or voice-overs to engage viewers. PCs can barter their services as expert commentators by succeeding at a Hard Physical Science check or enhance her production quality by succeeding at an Average Charisma-based Profession check.

2. Church of Desna: Some followers of the Song of the Spheres received dreams about Wealdriad and decided to investigate further when they heard about the impending aurora. They follow a cagey priestess named **Estrima** (CN female damaya lashunta), who believes the dreams are prophetic warnings and the planet isn't as uninhabited as it appears. PCs can win over the suspicious Desnan by succeeding at an Average Mysticism check to help her interpret her dreams, or by sharing at least 3 Findings suggestive of dark rituals on Wealdriad. If a PC has the Contractor's Respect (Church of Desna) boon slotted, they automatically earn 1 Favor from Estrima's faction.

3. Kreiholm Freehold: Dignitaries from the Kreiholm Freehold (see Starfinder Society Scenario #1-29: *Honorbound Emissaries*) accepted the Starfinder Society's offer to attend the event, both to show goodwill toward their allies and to explore the universe beyond their system. However, the ongoing media smear campaign has soured the opinion of Lead Representative **Tsisitra** (N female syngarathrix) toward the Starfinder Society, and she keeps her distance from the PCs throughout the event. PCs can emphasize the value of the Freehold-Starfinder alliance by succeeding at a Hard Diplomacy check, or they can redeem the Society's image by succeeding at an Average Culture check.

4. Land-Hoard Holdings Inc.: A Triaxian DragonCorp infamous for seizing newly discovered planets and leasing out their valuable land, Land-Hoard Holdings sanctioned this visit as a cover to explore neighboring star systems free from legal oversight. The project leader, **Peraxecon** (LE male green dragon), is strongly interested in space travel and celestial events, especially in the context of identifying uncharted worlds ripe for corporate land grabs. Peraxecon puts on a stoic front when interacting with others, but PCs can convince him that Starfinders make better friends than enemies by succeeding at a Hard Intimidate check, or they can surmise his true intentions (and use them as leverage) by succeeding at an Average Sense Motive check.

5. Weydanite Pilgrims: Led by a laid-back and absent-minded spacefarer named **Jeven** (CG male human), this loose congregation of Weydan worshippers pooled their resources to bear witness to Wealdriad's once-in-a-lifetime aurora. Unfortunately, Jeven left several key pieces of recording equipment back on Verces, and his crew hasn't managed to patch the system yet. PCs can jury-rig a functional system using the Weydanites' remaining equipment by succeeding at a Hard Engineering check. They can steal a few spare parts from another group of viewers by succeeding at an Average Sleight of Hand check, but on a failure, the PCs must



succeed at a Hard Bluff or Diplomacy check to reconcile with the group they tried to steal from before they can gain Favor or a Recording from that faction.

6. Xenowardens: A team of Xenowardens followed the surge of visitors to Wealdriad to document the baseline attributes of the aurora and make sure the natural columns remain intact. PCs can ingratiate themselves with their leader, a passionate perfectionist named **Izzmit** (LN male shirren), by succeeding at an Average Life Science check to demonstrate their understanding of the ecosystem, or by capturing anyone who damages the pillars (namely the Groetans) alive for questioning and proper legal action. If a PC has the Contractor's Respect (Xenowardens) boon slotted, they automatically earn 1 Favor from Izzmit.

EVENTS

In addition to the arrival of new spectators, several specific events take place as the setup periods progress. Details about these events appear later in the adventure, though the description of areas where events occur indicate which events to reference.

A. WEALDRIAD'S CROWN

What makes the imminent aurora so extraordinary is the fact that the solar wind causing it is predicted to hit the atmosphere directly above a dense cluster of basalt columns called Wealdriad's Crown. This maximizes the pillars' distortive effect on the resulting lights, while also providing platforms for multiple visitors to land starships and set up recording equipment. The PCs and other visitors claim observation sites by landing their starships on a given pillar. Once the PCs claim a site, they can use 1 setup period to attempt to prepare their recording equipment. Preparing the equipment correctly requires a successful Engineering or Survival check (DC based on the site, as described below). Only one PC may attempt this check per setup period, but other PCs can attempt to aid. If the PCs set up equipment at a site and then take their starship to another site, another faction might assume the PCs abandoned the location and claim it for themselves. If this happens, the faction returns the PCs' equipment but refuses to surrender the observation site. The sites are numbered based upon their suitability as observation sites, from best to worst. As a result, new arrivals claim sites in numerical order based on availability (starting with **A2** and continuing through **A8**, since **A1** is already occupied). The PCs can only set up their recording equipment at an unoccupied site.



Throughout the adventure, the weather on Wealdriad functions as a windstorm (*Starfinder Core Rulebook* 400). Heavy rain falls when the PCs first arrive, but the downpours stop at the beginning of setup period 6 as the clouds part and the aurora starts to manifest.

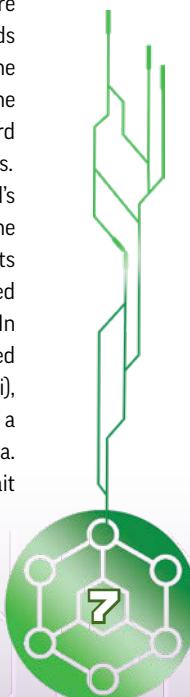
PCs can travel between the spires that compose Wealdriad's Crown using their Pegasus or any vehicle with a fly, hover, or swim speed, such as the CHERAV they can borrow from the shatoris in area **A1**. Traveling between the columns does not take setup periods as long as the PCs are using vehicles. Traveling to each new pillar without a vehicle takes 1 setup period. PCs operating any vehicle with a fly or swim speed (including the Pegasus) take a -4 penalty to Piloting checks due to the stormy environment. Hover vehicles seem to be stabilized by the strange magnetic fields around the pillars, and PCs do not take Piloting penalties from the weather when using a hover craft.

A1. THE ALTAR

A massive dome made of pale-green alloys crowns this wide basalt column, its roof studded with telescope lenses, dish receivers, and recording instruments. Turret-mounted weapons form a defensive perimeter around the site, and a small hangar containing six-displacer hovercrafts abuts the main facility. A partially enclosed patio resembles a dining room set for guests, though no one appears to have visited.

This massive, flat-topped pillar represents the ideal spot to record the aurora. However, an advanced modular observatory already takes up most of the platform. The other spectators give this site a wide berth, though the weapons lining the perimeter are rarely manned and never fired at passersby. A PC who succeeds at an Easy Perception or Sense Motive check recognizes that the observatory's building style matches architecture typical of the Azlanti Star Empire, but none of the occupants wear Aeon Guard armor and their glowing eyes suggest that they are not humans.

Creatures: Though the Aeon Throne knows of Wealdriad's existence, few Azlanti consider the desolate planet worthy of the resources required to explore and annex it. Imperial aristocrats wrote the planet off as a low priority, but other races subjugated by the Empire often see value in what the Azlanti cast aside. In this case, a team of shatoris (*Starfinder Alien Archive 3* 94), led by a prodigious astronomer called **Orvoll** (NG agender shatori), flattered superiors and cashed in favors until they secured a small research grant to record Wealdriad's mysterious aurora. They arrived on Wealdriad weeks ago and now patiently wait until the aurora reaches its zenith.



A. WEALDRIAD'S CROWN



In spite of their Azlanti sponsorship, the shatoris believe working with outsiders promotes the common good. They are eager to meet other explorers who came to see the aurora, though the Star Empire's fearsome reputation has kept all other viewers from interacting with the shatori contingent. PCs who approach the site peacefully receive a warm welcome as Orvoll and their team ask probing questions in Common, hoping to learn more about the Starfinder Society's morals and capabilities before committing to any collaborative efforts.

The PCs can use 1 setup period to attempt to broker a partnership with Orvoll by exemplifying the virtues enshrined in the Shaban, the philosophy that guides shatori life. Details for each virtue and its associated skill checks are outlined below; alternatively, a PC can pretend to adhere to a virtue by succeeding at a Hard Bluff check rather than the required checks. PCs who fail any of these checks can spend 1 setup period to attempt them again after they gain another Recording, Favor, or Finding.

Community: The Shaban extols the value of benevolent self-interest, which includes working to benefit others and viewing the common good as an extension of personal welfare. PCs can demonstrate their sense of shared accomplishment and multiculturalism by succeeding at an Average Culture or Diplomacy check. PCs who already secured 2 or more Favors from other factions reduce the DC of the check to Easy.

Initiative: Adherents of the Shaban believe inaction is the greatest sin—an insult to the billions who lost their futures in the

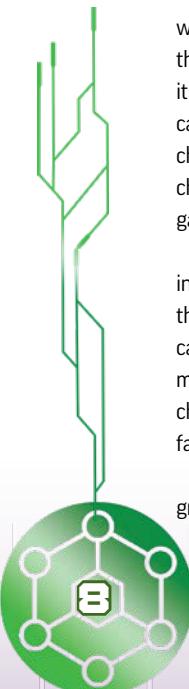
cataclysm that doomed the shatori species. PCs can show their dedication to productivity by succeeding at an Average Profession or Survival check. PCs who ask more than three questions about shatori culture, or who consent to the shatoris using their psychometry ability to probe the PCs' spirits, reduce the DC of the check to Easy.

Objectivity: The Shaban values objective truth over subjective interpretation, which helps the sterile shatoris resist the despair associated with their species' gradual attrition. PCs can impress the shatoris with their objective knowledge by succeeding at an Average Life Science or Physical Science check. PCs who already secured 2 or more Recordings reduce the DC of the check to Easy.

Strength: While strength is not technically a virtue of the Shaban, Orvoll resents the Azlanti's subjugation of their people and admires those with the skill and determination to fight against oppressors. PCs can demonstrate their strength by succeeding at an Average Athletics or Intimidate check. PCs who already demonstrated their tenacity by succeeding at three or more checks to avoid hazards on other pillars reduce the DC of the check to Easy.

The shatoris gladly discuss their culture with those who wish to learn about them. Below are some sample answers to questions the PCs may ask.

What is the Shaban? "It is our constitution, our philosophy, and our salvation. The Shaban has guided our way of life since shortly after we emerged from stasis, giving us purpose in the face of our slow march toward extinction. At its most basic level, the Shaban



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teaches us to enrich ourselves only in ways that also enrich others, so that all may direct their hopes and ambitions toward the common good. Most importantly, the Shaban ensures no shatori life is wasted, so our people will not diminish in vain."

Where do you come from? "We live on Perdure, a planet in the Disaj system. Shatoris originally hailed from Perdane, the greatest planet in the system, but daemons overran our ancestral lands. Our people have long been skilled at planar travel, but now we tread the multiverse more carefully, for we know what happens when others follow us home."

Why are you here? "Our ancestors escaped the daemons that invaded our home by retreating to the Boneyard and entering suspended animation for centuries. Our people survived, but at great cost. Prolonged exposure to Pharsama's realm halted our natural aging and rendered us sterile. Rather than dwindle into extinction, the Shaban teaches us to make our lives count for something beyond our own society. In our case, we hope to immortalize this unique aurora in our records before erosion destroys the pillars and consigns this marvelous event to oblivion."

Why do you serve the Azlanti? "Any shatori life lost can never be replaced, so a war would be catastrophic for us. When the Star Empire came to Disaj, we realized we could accomplish more within the empire's service than buried beneath their heels. Their leadership is contemptible, but with patience and subtlety we may yet guide them toward a greater good."

Development: Orvoll rewards the PCs who impress them, scaling up the resources they offer depending on how successfully the PCs demonstrated their virtues. A single success results in an offer for collaborative research, earning the PCs 1 Recording from the shatoris. Two successes inspire Orvoll to give the PCs a CHERAV (see sidebar) to help navigate Wealdriad without the PCs needing to use their starship. Three successes earn the PCs access to the shatori armory (see Treasure below). Four successes make a lasting impression on the shatoris, earning the PCs 1 Favor.

Treasure: PCs who earn access to the shatori armory can use the equipment inside, including a frostbite-class zero rifle, two suits of graphite carbon skin armor with hydrojet armor upgrades^{AR}, and two *iridescent spindle aeon stones*. In Subtier 3–4, this also includes a *dispelling AG accelerator rifle* and a *viridian balbis aeon stone*^{AR}.

Rewards: If the PCs do not impress the shatoris by demonstrating at least one virtue during this adventure, cross the treasure listed above off the PCs' Chronicle sheets and reduce each PC's credits earned by the following amount.

Subtier 1–2: Reduce each PC's credits earned by 151.

Out of Subtier: Reduce each PC's credits earned by 261.

Subtier 3–4: Reduce each PC's credits earned by 372.

A2. THE AMPHITHEATER

The peak of this pillar recently slid off into the sea, leaving a mostly flat top surrounded by a half-circle of grooved, weathered stone that is easy to walk on. The elevated perimeter functions as a windbreak, making it easier to secure astronomical instruments against the inclement weather. PCs who claim this site can use 1

VEHICLE: CHERAV

Inspired by the chemical properties of carbon ring molecules, shatori engineers experimented with non-level antigravity fields, orienting six antigrav displacers into a staggered "folding chair" pattern. The result was a lightweight hovercraft capable of absorbing and redirecting energy by flipping the configuration of its component displacers. The Azlanti branded them Cyclo-Hexal Energy Redistributive Airborne Vehicles, or CHERAVs, and began modifying the basic frame with armor panels and firearm mounts for use in combat. These additions compromise the vehicle's flexibility, though pilots can still flip the configuration to displace impact energy when necessary.

CHERAV

LEVEL 4

Price 6,600

Huge land and water vehicle (10 ft. wide, 15 ft. long, 5 ft. high)

Speed 15 ft., full 450 ft., 50 mph (hover)

EAC 17; KAC 19; Cover standard

HP 50 (25); **Hardness** 7

Attack (Collision) 5d6 B (DC 13)

Modifiers +2 Piloting, -2 attack (-4 at full speed)

Systems autocontrol, planetary comm unit; **Passengers** 7

SPECIAL ABILITIES

Chair Flip (Ex) A CHERAV is considered a Large vehicle for the purpose of its collision damage and DC. When a CHERAV is targeted by a vehicle collision attack or is used to make a vehicle collision attack, the pilot can spend 1 Resolve Point before the damage is rolled to reduce the damage to the CHERAV by half.

setup period to automatically prepare their recording equipment, earning 1 Recording.

The way this column's peak crumbled doesn't align with typical erosion patterns. PCs can use 1 setup period to pilot their starship or vehicle around the pillar's base for a closer look. At the base of the column, PCs who succeed at an Average Perception or Physical Science check realize that the pillar was artificially constructed from massive basalt slabs fused together with crude magic to resemble the natural columns around it. This discovery earns the PCs 1 Finding.

Hazard: The artificial nature of this pillar makes it prone to losing component pieces. Though the pillar's overall integrity is solid, PCs investigating its base must succeed at an Average Piloting check to avoid the chunks of rock that occasionally break off overhead.



THE ETERNAL SOURCE

The Great Old One known as Ghatañotha first appeared in "Out of the Aeons," a short story written by Hazel Heald and revised by H. P. Lovecraft. Cults devoted to the Great Old One Ghatañotha, the Eternal Source, persisted after the Gap, often pursuing chaotic agendas associated with disasters, lost islands, and sacrifice. Though descriptions of Ghatañotha's appearance vary wildly, its cultists channel their worship through symbols that resemble a jagged stone surrounded by crashing waves. More information about Ghatañotha can be found in *Pathfinder Adventure Path #109: In Search of Sanity*.

Failure results in a large stone striking the PCs' craft, dealing 3d8 damage to a vehicle or imposing a -2 penalty to all subsequent Piloting checks in a starship. This damage counts as a vehicle collision for the purpose of the CHERAV's chair flip ability (see the sidebar on page 9).

A3. THE ARCH

Years of pounding winds and waves carved out a gap in the base of this pillar, leaving behind a two-legged platform with a wide, flat top. The Arch has plenty of open ground to set up instruments, though its surface is exposed to the elements. PCs who claim this site can use 1 setup period to prepare their recording equipment. If they succeed at an Easy Computers, Engineering, or Physical Science check, they earn 1 Recording.

The hollowed-out sea caverns beneath the Arch contain dozens of crude and abstract carvings depicting humanoid supplicants alongside what appear to be walrus-like worshippers, performing a ritual among the pillars. If the PCs use their starship or a vehicle to explore the caves, a PC who observes the carvings and succeeds at an Average Culture or Life Science check realizes that the carvings represent morlamaws (*Alien Archive 3* 72). Reduce the DC to Easy if any PCs speak Morlamaw or are morlamaws. This discovery earns the PCs 1 Finding.

Hazard: The caves are easy to access, but maneuvering a vehicle back out while the storm rages on requires an Average Computers or Piloting check. Succeeding at this check allows the PCs to explore the caves without using a setup period. On a failure, the PCs expend 1 setup period to eventually exit the caves.

A4. THE BOWL

Rainwater collects in the pit at the center of this column, forming a reflecting pool when the storm clears. The sloped walls make it difficult to position equipment, but they offer limited protection from the harsh wind. PCs who claim this site can use 1 setup

period to prepare their recording equipment. If they succeed at an Easy Computers, Engineering, or Physical Science check, they earn 1 Recording.

Smooth stones surround the reflecting pool, and many bear rough etchings of divine symbols. The predominant motif depicts waves parting around a jagged stone spire. PCs who succeed at a Hard Culture or an Average Mysticism check identify this image as the unholy symbol of the Great Old One Ghatañotha (see the sidebar on this page). This check does not require a setup period to attempt, but if another team has already claimed this site, the PCs must earn their Favor to investigate the symbols. Identifying Ghatañotha's unholy symbol earns the PCs 1 Finding.

Hazard: The reflecting pool exudes an unsettling aura. PCs who investigate the pool must succeed at an Average Will save or gain the shaken condition for the next 4 setup periods.

A5. THE DOME

The top of this pillar is wider than its base, giving it the appearance of a head looking toward the sky. The convex surface makes it difficult to calibrate equipment designed for flat surfaces. PCs who claim this site can use 1 setup period to prepare their recording equipment. If they succeed at an Average Computers, Engineering, or Physical Science check, they earn 1 Recording.

The oversized peak of this basalt column contains hollow caverns that served as secret vaults for the humanoids who previously inhabited Wealdriad. The vaults contain an assortment of strange devices, ancient ritual tools, and bundles of desiccated offerings. The PCs can spend 1 setup period to recover these relics, which will help Society researchers better understand the rituals performed by Wealdriad's former inhabitants, earning the PCs 1 Finding.

Hazard: The crevasses containing the artifacts are cramped and difficult to reach, requiring the PCs to succeed at an Average Acrobatics or Athletics check to collect the relics. Failure causes the PCs making or aiding these checks to expend significant effort to free themselves from the narrow chasms, making them fatigued for the next 4 setup periods.

A6. THE HONEYCOMB

Deep holes cover the walls of this pillar in a pattern resembling a beehive. The peak is mostly flat, but some collapsed holes create uneven terrain unsuitable for instrument setup. PCs who claim this site can use 1 setup period to prepare their recording equipment. If they succeed at an Average Computers, Engineering, or Physical Science check, they earn 1 Recording.

The holes dug into this column served as a natural crypt for Wealdriad's former inhabitants, and many still contain humanoid remains. Spending 1 setup period collecting these remains allows the Society to catalog the species that once lived on the planet, earning the PCs 1 Finding.

Hazard: Limited airflow and mystical preservatives kept these corpses remarkably intact, but still somewhat rancid. PCs investigating this site must succeed at an Average Fortitude save or be sickened for the next 4 setup periods.



A7. THE LILY PAD

Large waves regularly wash over this low, flat pillar. Preparing gear to weather the constant barrage of waves requires finesse. PCs who claim this site can use 1 setup period to prepare their recording equipment. If they succeed at a Hard Computers, Engineering, or Physical Science check, they earn 1 Recording.

The worshippers who once called Wealdriad home built towering effigies atop this column. Although those structures have long since collapsed, PCs can use 1 setup period to uncover the sculpted stones and stakes that once formed the foundations of a shrine, earning them 1 Finding.

Hazard: The ground is unstable and disturbing it further by excavating the ancient shrine's foundation risks compromising the column's integrity. PCs must succeed at an Average Athletics, Engineering, or Survival check in order to investigate the site while leaving it intact. Failure creates a shifting scree unsuitable for recording equipment, making it impossible to obtain a Recording from this site. If another team lands here after the PCs compromise the site, then the PCs cannot earn a Recording from that faction and must succeed at a Hard Bluff or Diplomacy check to placate the team before they can attempt to earn its Favor.

A8. THE MOSAIC

This site is a collection of smaller, hexagonal columns of differing heights, formed by a volcanic eruption and fused together by the constant battering of the winds and waves. The height of each hexagonal pillar varies significantly, making level ground to set up recording equipment difficult to find. PCs who claim this site can use 1 setup period to prepare their recording equipment. If they succeed at a Hard Computers, Engineering, or Physical Science check, they earn 1 Recording.

The heights of this site's component pillars are not entirely random; observing the composite columns from certain angles reveals strange runes formed by the taller or shorter columns. If the PCs spend 1 setup period and succeed at an Average Culture or Mysticism check, or a Hard Perception check, they notice the patterns among the columns, earning them 1 Finding.

Hazard: Traversing the uneven ground is risky, and any PC attempting to set up recording equipment or investigate the runes must succeed at an Average Athletics check or Reflex save. On a failure, the PC falls and suffers a twisted ankle, sprained tentacle, or similar injury. This injury reduces the PC's speed by 10 feet and imposes a -2 penalty to all subsequent Piloting checks in the CHERAV, which requires some physical effort to operate. PCs can remove this penalty by spending 1 setup period and succeeding at an Easy Medicine check to administer first aid.

A9. THE NEEDLE

This column has the steepest point, and the only safe spots for a starship or vehicle to land are a handful of narrow cliffs left over from where chunks of stone calved off the pillar. Setting up recording equipment on the Needle is extremely difficult, and PCs must spend 1 setup period and succeed at a Hard Computers,

Engineering, or Physical Science check to earn 1 Recording from this site. Failing one of these checks by 5 or more causes the PCs' equipment to tumble into the ocean, rendering them unable to obtain their own Recording of the aurora.

A10. THE RIDGE

This misshapen basalt pillar lacks any safe landing sites, and its weathered surface crumbles when anyone attempts to fasten equipment onto its surface. The PCs and other factions cannot set up recording equipment on this column.

Development: The Groetans destroy this pillar during **Event 2**.

EVENTS

As the PCs explore Wealdriad's Crown, the aurora builds in intensity overhead. Several predetermined events take place as the aurora approaches its maximal brilliance, forcing the PCs to respond before the Groetans sacrifice Wealdriad's unusual spires in the name of their entropic deity. The appendix on page 21 indicates when these events occur.

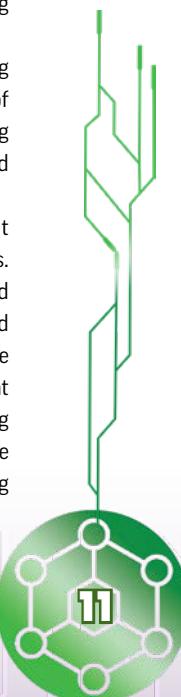
B. EVENT 1: THE WHISPERED WISH (CR 4 OR CR 6)

As soon as the PCs leave the Drift, they receive a distress signal from another starship orbiting Wealdriad. The distressed ship is the *Whispered Wish*, an explorer starship used by the Church of Ibra to conduct pilgrimages out into the Vast. Their captain, a gregarious technomancer named **Jinnra** (N female halfling technomancer), started noticing problems with the Ibrans' recording equipment once they reached Wealdriad, and she now worries the malfunctions will compromise their recordings. Jinnra doesn't want to land until she sorts out the problem, and since the Starfinder Society informed her group about the aurora, she decides to reach out to the PCs for help. If the PCs answer the distress signal, Jinnra explains that her crew's astronomical equipment began malfunctioning as soon as they entered Wealdriad's orbit. She uses a ferrofluid suspension to stabilize her recording equipment in harsh environments, but something about the solar flares causing the aurora is making the ferrofluid behave strangely, eventually breaking out and entering the rear cargo area.

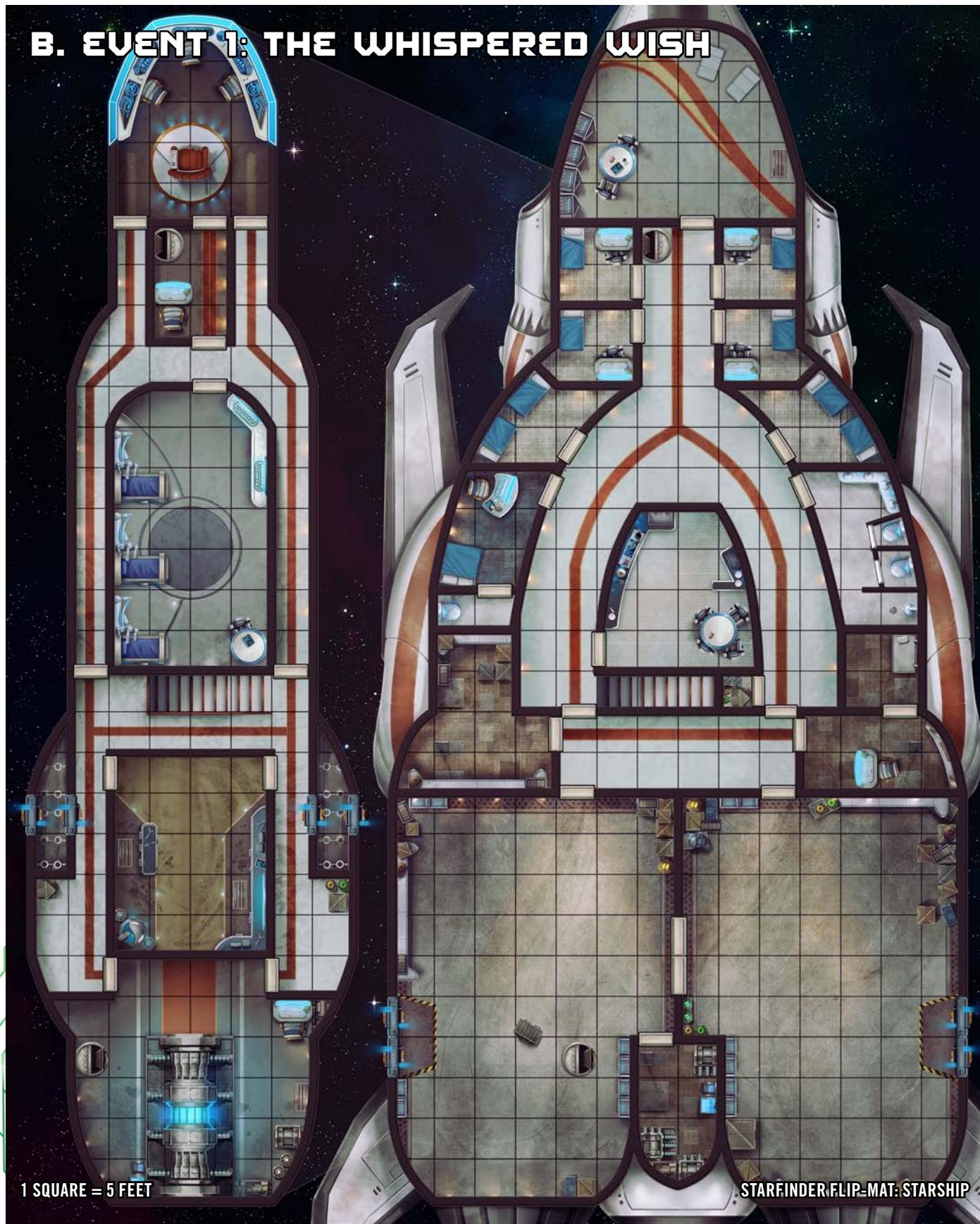
The *Whispered Wish*'s storage area is well lit, featuring 20-foot-high ceilings and various pieces of equipment. Scraps of metal and spare parts belie intentional damage to the recording equipment, though close investigation reveals drops of ferrofluid that seem to twitch and crawl on their own.

Hazards: The other equipment in the room functions as difficult terrain and provides cover for creatures occupying their squares.

Creatures: The interaction between the solar flares and Wealdriad's spires generated a bizarre magnetic field that imbued Jinnra's ferrofluid stabilizers with rudimentary sentience. The resulting oozes began breaking down the Ibrans' other equipment in order to replicate, but quickly turn their aggression on living creatures that enter the cargo bay in which they reside. Each ooze takes the default shape of a jagged pillar, with pseudopods forming rippling waves at its base.



B. EVENT 1: THE WHISPERED WISH



STORM OF THE END TIMES

SUBTIER 1-2 (CR 4)

FERROFLUID OOZES (2) CR 2

HP 25 each (Alien Archive 3 34; page 20)

TACTICS

During Combat The ferrofluid oozes hide among the equipment, emerging to attack once the PCs enter the room.

Morale The oozes fight until slain.

SUBTIER 3-4 (CR 6)

FERROFLUID OOZES (4) CR 2

HP 25 each (Alien Archive 3 34; page 20)

TACTICS

Use the tactics from Subtier 1-2.

Development: Destroying the oozes expends 1 setup period and earns the PCs a copy of the Ibrans' Recording following the aurora. Additionally, the PCs can spend an additional setup period fixing the Ibrans' recording equipment by succeeding at an Average Engineering check, which earns the Ibrans' Favor. If the PCs help fix the equipment, the Ibrans land on Wealdriad before the PCs arrive; if the PCs don't fix the equipment, then the PCs arrive on Wealdriad first and can choose a recording site before the Ibrans.

If the PCs refuse to help, the Ibrans sort out the problem themselves and land 3 setup periods later. Jinnra remembers that the PCs abandoned the Ibrans in their hour of need and refuses to give them any Recordings or Favor.

SCALING ENCOUNTER B

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

Both Subtiers: Remove one ferrofluid ooze.

Treasure: As thanks for the PCs' assistance, the Ibrans offer the PCs a credstick holding 1,800 credits and two *keen senses spell ampoules*. In Subtier 3-4, the PCs also receive an additional 2,400 credits, three *spider climb spell ampoules* and a *burst weapon fusion seal* (6th).

Rewards: If the PCs refuse to help the Ibrans, cross the treasure listed above off the PCs' Chronicle sheets and reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 310.

Out of Subtier: Reduce each PC's credits earned by 455.

Subtier 3-4: Reduce each PC's credits earned by 599.

EVENT 2: EXPLODING RIDGE

Two hours before the aurora hits its zenith, a powerful explosion shakes Wealdriad's Crown. Regardless of where they are, the PCs see plumes of smoke rising from the base of area **A10** as



the column topples into the ocean. Succeeding at an Average Perception check allows the PCs to notice three small hover vehicles speeding away from the blast site.

Shortly after the explosion, Orvoll and their associates approach the PCs. If the PCs already received a CHERAV from the shatoris, Orvoll contacts them via the vehicle's built-in comm unit; otherwise, Orvoll and four other shatoris pilot two CHERAVs to the PCs' current location. In a pained voice, Orvoll explains that the vandals are worshippers of Groetus who likely believe destroying the columns responsible for Wealdriad's unique aurora would please their deity. They warn the PCs that if the Groetans destroy too many columns, the already-rare aurora may never again occur. Orvoll implores the PCs to stop the Groetans' vandalism, offering the PCs use of a CHERAV to help pursue the devotees if the PCs didn't already procure one. Orvoll uses their camp's surveillance equipment to identify which column the Groetans target next; you should pick a column occupied by a faction the PCs like or want to impress. The Groetans target the PCs' site if no other spectators endeared themselves to the players.

If the PCs haven't interacted positively with Orvoll, they might wonder why the shatori sought them out. Orvoll explains that they noticed the PCs were the only spectators actively exploring sites other than their own, which indicated that they were the individuals most likely to value the continued existence of Wealdriad's spires. Orvoll offers to share their Recording with the PCs if they stop the Groetans from destroying additional columns. Even if Orvoll doesn't know the PCs well, shatoris are exquisitely sensitive to the loss of irreplaceable features like the aurora, so the shatori contingent believes the potential rewards of reaching out to the PCs outweigh the risks. The shatori faction refuses to participate in combat because shatoris view the death of one of their own as a catastrophic loss, but PCs can convince Orvoll to lend them additional equipment at this time if they haven't already by succeeding at a Hard Diplomacy or Intimidate check (see Rewards for area A1 for what equipment Orvoll provides).

C. EVENT 3: OCEAN RACERS (CR 1 OR CR 3)

Hunting the Groetans in the Pegasus is impossible since the cultists scatter whenever they hear a starship approaching. If the PCs agree to help, they must use the shatoris' CHERAV or a vehicle they own to intercept the Groetans at their next target before the vandals finish setting up explosive charges at the base of the pillar.

Hazards: In addition to the constant windstorm (Core Rulebook 400), the churning surf might jostle vehicles and disrupt their occupants' actions. Any creature driving a vehicle must use the Average DC for their Piloting checks or a DC equal to 10 + the vehicle's item level, whichever is higher. If the driver fails a Piloting check, a wave rocks the vehicle back and forth, and all creatures within the vehicle must succeed at an Easy Reflex save or become off-target for 1 round. If the driver fails this check by 5 or more, the motion becomes distracting, and creatures within the vehicle cannot cast spells for 1 round.

Creatures: The PCs' movements attract the attention of a sailpike, a predator that resembles a swordfish with winglike fins capable of carrying the beast on Wealdriad's perpetual gales. The aquatic hunter launches itself at the PCs while they speed toward the Groetans. In Subtier 3-4, two sailpikes attack the PCs.

SUBTIER 1-2 (CR 1)

SAILPIKE

CR 1

N Medium animal

Init +1; **Perception** +5

HP 20

EAC 11; **KAC** 13

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

OFFENSE

Speed 10 ft., swim 50 ft. (500 ft. charge with leaping skewer)

Melee tusk +8 (1d6+5 P)

Offensive Abilities leaping skewer, wind sail

TACTICS

During Combat The sailpike follows the PCs' vehicle, using its leaping skewer ability to attack foes.

Morale The sailpike flees if reduced to 5 Hit Points or fewer.

STATISTICS

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

Skills Acrobatics +10, Athletics +5, Stealth +5

SPECIAL ABILITIES

Leaping Skewer (Ex) A sailpike can swim up to 500 feet as part of a charge. When charging, the sailpike can leap up to 10 feet out of the water to attack any creature within 15 feet of the water's surface.

Wind Sail (Ex) A sailpike can use its winglike fins to catch strong winds and carry it to safety. As a swift action after using its leaping skewer ability, a sailpike can move 1d4×10 feet in a random direction. This movement provokes attacks of opportunity. A sailpike can use this ability only in winds that are severe or stronger.

SUBTIER 3-4 (CR 3)

SAILPIKES (2)

CR 1

hp 20 each (see above)

TACTICS

Use the tactics from Subtier 1-2.

D. EVENT 4: BATTLE FOR THE PILLAR (CR 3 OR CR 5)

The crash of white-capped waves against the base of the basalt pillar punctuates the steady howl of Wealdriad's omnipresent gales. Overhead, a shimmering, multicolor ribbon of light dances among the stars as the aurora approaches its peak brilliance. Red warning lights flicker ominously at the base of the stone column as several crude explosive charges are primed for detonation.

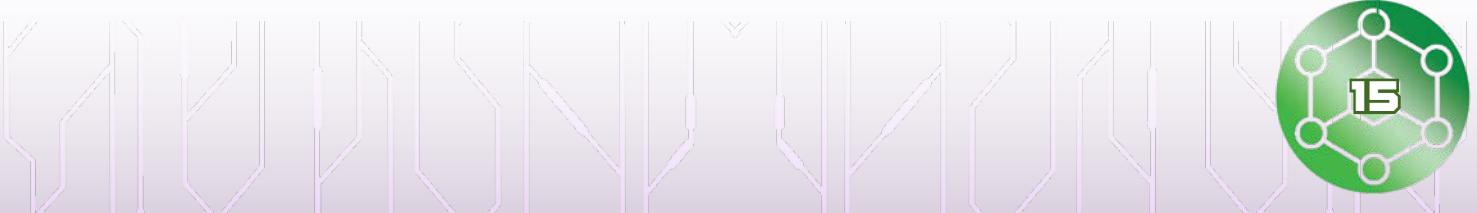
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C. EVENT 3: OCEAN RACERS



1 SQUARE = 5 FEET

PATHFINDER FLIP-MAT CLASSICS: SHIP



SCALING ENCOUNTER C

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

Both Subtiers: The sailpikes have the sickened condition from chasing prey when they attack the PCs, but they can still use their leaping skewer and wind sail abilities.

The sea around the second pillar targeted by the Groetans features two small islets and a shallow slope rising above the water, left after a chunk of stone cleaved off the column and fell into the sea. Balancing on the slippery stone requires a PC to succeed at an Easy Acrobatics check. Creatures in the ocean must succeed at an Average Athletics check to swim in the choppy waters. If a creature fails its Athletics check, the surf moves it 10 feet in a random direction in addition to the normal consequences of failing to swim. Hover vehicles, such as CHERAV vehicles, can move over the stone and the water without difficulty.

Creatures: Four Groetan solarians, paired up on two variant hovertrikes (Starfinder Adventure Path #7: *The Reach of Empire*), make their way around the base of the pillar while setting explosive charges. The Groetans don't appreciate interference, and they quickly resort to violence if the PCs interrupt their work. Their leader, a zealot named Tasuss, speeds ahead on his own hoverstrike to scout out locations to place additional explosives. The vandals use their comm units to contact Tasuss before combat breaks out, and he returns to join the fray the round after two vandals have been defeated.

Hazard: The windstorm and churning surf described in **Event 3** remain in effect during this encounter.

SUBTIER 1-2 (CR 3)

GROETAN VANDALS (4)

CR 1/2

Human solarians

CN Medium humanoid (human)

Init +1; **Perception** +4

DEFENSE

HP 13 EACH

EAC 10; **KAC** 12

Fort +2; **Ref** +2; **Will** +2

OFFENSE

Speed 30 ft.

Melee solar weapon +6 (1d6+3 B)

Ranged azimuth laser pistol +3 (1d4 F; critical burn 1d4)

Offensive Abilities stellar revelations (black hole [20-ft. radius, pull 10 ft., DC 11])

TACTICS

During Combat The Groetan vandals use their black hole stellar revelations to pull PCs out of their vehicle and into the ocean, striking PCs with their solar weapons if in range or shooting with their pistols if not. If they struggle to damage the PCs, the vandals piloting the hovertrikes attempt to ram into the PCs' vehicle.

Morale The Groetan vandals fight to the death as long as Tasuss survives. They flee the pillars if their leader falls or surrenders.

STATISTICS

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

Skills Acrobatics +4, Athletics +9, Intimidate +4, Mysticism +4, Piloting +4

Languages Common

Other Abilities solar manifestation (solar weapon), stellar alignment

Gear second skin, azimuth laser pistol with 1 battery (20 charges)

TASUSS

CR 2

Male korasha lashunta mystic

CN Medium humanoid (lashunta)

Init +1; **Perception** +7

DEFENSE

HP 21

EAC 12; **KAC** 13

Fort +3; **Ref** +1; **Will** +5

Immunities vacuum

OFFENSE

Speed 30 ft., fly 20 ft. (Su, average; in space only)

Melee survival knife +4 (1d4+2 S)

Ranged azimuth laser pistol +6 (1d4+1 F; critical burn 1d4)

Lashunta Spell-Like Abilities (CL 2nd)

1/day—detect thoughts (DC 13)

At will—daze (DC 12), psychokinetic hand

Mystic Spell-Like Abilities (CL 2nd)

At will—mindlink

Mystic Spells Known (CL 2nd; ranged +6)

1st (3/day)—shooting stars (as *magic missile*), wisp ally

0 (at will)—stabilize, telekinetic projectile

Connection star shaman

TACTICS

During Combat Tasuss casts daze, shooting stars, and wisp ally to harass PCs who are attacking his allies.

Morale Tasuss fights to the death and surrenders only if the PCs destroy all the hovertrikes.

STATISTICS

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

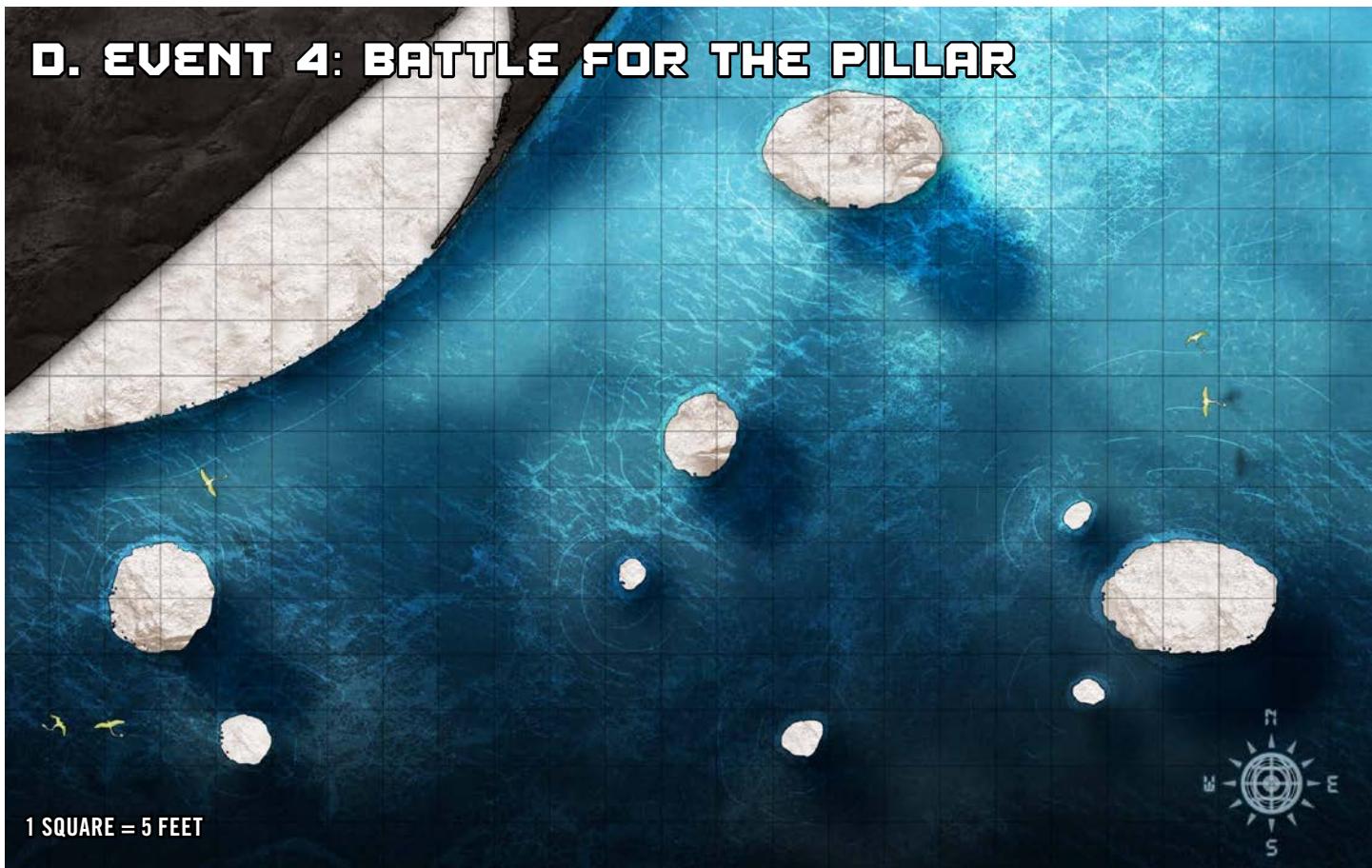
Skills Athletics +7, Mysticism +12, Piloting +12

Languages Common; limited telepathy 30 ft.

Other Abilities walk the void

Gear second skin, azimuth laser pistol with 1 battery (20 charges), survival knife

D. EVENT 4: BATTLE FOR THE PILLAR



1 SQUARE = 5 FEET

SUBTIER 3-4 (CR 5)

GROETAN DEVOTEES (4)

CR 1

Human solarians

CN Medium humanoid (human)

Init +1; Perception +5

DEFENSE HP 20 EACH

EAC 11; KAC 13

Fort +3; Ref +3; Will +3

OFFENSE

Speed 30 ft.

Melee solar weapon +8 (1d6+5 B)

Ranged azimuth laser pistol +5 (1d4 F; critical burn 1d4)

Ranged frag grenade I +5 (explode [15 ft., 1d6 P, DC 10])

Offensive Abilities stellar revelations (black hole [20-ft. radius, pull 10 ft., DC 12])

TACTICS

During Combat The Groetan devotees use their black hole stellar revelations to pull PCs out of their vehicle and into the ocean, striking PCs with their solar weapons if in range or shooting with their pistols if not. If they struggle to damage the PCs, the devotees throw frag grenades and pilot their hovertrikes attempt to ram into the PCs' vehicle.

Morale The Groetan devotees fight to the death as long as Tasuss survives. They flee if their leader falls or surrenders.

OPTIONAL ENCOUNTER

Event 3 is an optional encounter. If fewer than 60 minutes remain to complete the adventure, the sailpikes do not attack the PCs. Alternatively, you can introduce this encounter earlier to spice up the investigation phase of this adventure.

STATISTICS

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

Skills Acrobatics +5, Athletics +10, Intimidate +5, Mysticism +5, Piloting +5

Languages Common

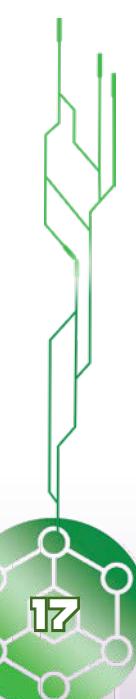
Other Abilities solar manifestation (solar weapon), stellar alignment

Gear second skin, azimuth laser pistol with 1 battery (20 charges), frag grenade I

TASUSS

CR 3

Male korasha lashunta mystic



STARFINDER SOCIETY SCENARIO

SCALING ENCOUNTER D

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

Subtier 1-2: Remove one Groetan vandal.

Subtier 3-4: Remove one Groetan devotee.



TASUSS

CN Medium humanoid (lashunta)

Init +1; Perception +8

DEFENSE

HP 32

EAC 13; KAC 14

Fort +4; Ref +2; Will +6

Immunities vacuum

OFFENSE

Speed 30 ft., fly 20 ft. (Su, average; in space only)

Melee tactical dueling sword +5 (1d6+2 S)

Ranged static arc pistol +7 (1d6+1 E; critical arc 2)

Lashunta Spell-Like Abilities (CL 3rd)

1/day—*detect thoughts* (DC 13)

At will—*daze* (DC 12), *psychokinetic hand*

Mystic Spell-Like Abilities (CL 3rd)

At will—*mindlink*

Mystic Spells Known (CL 3rd; ranged +7)

1st (3/day)—*shooting stars* (as *magic missile*), *wisp ally*

0 (at will)—*stabilize*, *telekinetic projectile*

Connection

star shaman

TACTICS

Before Combat Tasuss activates his starlight form shortly before entering combat.

During Combat Tasuss casts *daze*, *shooting stars*, and *wisp ally* to harass PCs who are attacking his allies.

Morale Tasuss fights to the death and only surrenders if the PCs destroy all the hovertrikes.

STATISTICS

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

Skills Athletics +8, Mysticism +13, Piloting +13

Languages Common, limited telepathy 30 ft.

Other Abilities starlight form (3 minutes, DC 13), walk the void

Gear graphite carbon skin, static arc pistol with battery (20 charges), tactical dueling sword

Development: After the PCs defeat the Groetans, the faction occupying the targeted pillar arrives to thank the PCs and offer their Recording and Favor if the PCs have not already earned them. The PCs still have 1 setup period remaining to wrap up any final projects before they need to return to their own site to record the aurora at its zenith.

Rewards: If the PCs fail to defeat the Groetans, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 149.

Out of Subtier: Reduce each PC's credits earned by 165.

Subtier 3-4: Reduce each PC's credits earned by 281.

CONCLUSION

After the PCs finish spending their final setup period, the aurora crescendos in a stunning display that outlines several star clusters in the night sky. The spectators, including any PCs watching the event, can deduce that the aurora seems to have traced out three



star systems before dissipating. The significance of these systems, and how Wealdriad's stone pillars caused the aurora to highlight them, remains unknown. If any PCs played *Starfinder Society Scenario #1-08: Sanctuary of Drowned Delight*, or are mormlamaws, they recognize that one of the highlighted star clusters contains the mormlamaw home world of Arniselle.

Regardless of how the PCs interpret this mysterious event, the other factions pledge to visit these star systems, while the shatoris intend to return to their homeland with records of this momentous occasion. If the PCs succeeded in thwarting the Groetans, the shatori scientists state that it's possible Wealdriad could manifest another aurora in the future and suggest the Society maintain their probe network to watch for signs of future phenomena. The shatoris also allow the PCs to keep the CHERAV as thanks for preserving the pillars.

After the aurora fully dissipates, the PCs return to Absalom Station where Venture-Captain Arvin thanks them for their efforts to preserve the aurora and collaborate with the other spectators to better document the incredible natural event. Arvin admits that the Society has been stretched thin recently, but he promises to personally petition for additional missions to explore the mysterious star systems highlighted by Wealdriad's aurora, and that he hopes to assign the PCs to one or more of those missions. Arvin confides that the Society has neglected the mormlamaw home world for too long if presented with information on its presence among the highlighted star systems.

Rewards: If the PCs fail to earn 5 Recordings, 2 Favors, and 2 Findings, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 110.

Out of Subtier: Reduce each PC's credits earned by 160.

Subtier 3-4: Reduce each PC's credits earned by 210.

REPORTING NOTES

If the PCs stop the Groetans from destroying additional pillars beyond the first, check box A. If the Groetans succeed in destroying more than one pillar, check box B.

VEHICLE: VARIANT HOVERTRIKE

The Groetans pilot hovertrikes similar to those on Nakondis in *Starfinder Adventure Path #7: The Reach of Empire*. Their statistics are reprinted here for your convenience.

VARIANT HOVERTRIKE

LEVEL 2

Price 1,850

Large land vehicle (5 ft. wide, 10 ft. long, 3 ft. high)

Speed 20 ft., full 200 ft., 22 mph (hover)

EAC 13; **KAC** 15; **Cover** partial cover

HP 28 (14); **Hardness** 5

Attack (Collision) 5d4 B (DC 11)

Modifiers -1 Piloting, -2 attack (-4 at full speed)

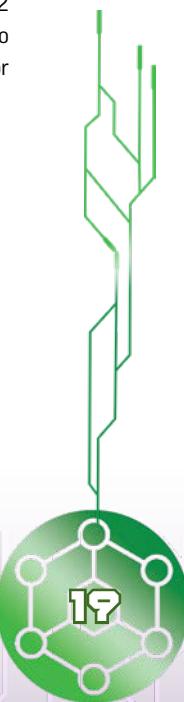
Systems planetary comm unit; **Passengers** 2

PRIMARY SUCCESS CONDITIONS

If the PCs successfully acquire 3 Recordings and stop the Groetans from destroying more than one pillar, they succeed at their primary success condition and each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon. In addition, as long as the PCs befriended the shatoris (mainly by not attacking them), each PC gains the Allies in the Aeon Empire boon on their Chronicle sheet.

SECONDARY SUCCESS CONDITIONS

If the PCs successfully acquire 5 Recordings, 2 Favors, and 2 Findings, they bring a trove of information and resources back to the Lorespire Complex and each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon.



APPENDIX 1: ALIEN ARCHIVE

FERROFLUID OOZE

CR 2

Starfinder Alien Archive 3 34

N Medium ooze

Init +2; **Senses** blindsight (magnetism 60 ft., sightless);

Perception +7

Aura magnetic field (30 ft., Strength DC 11)

DEFENSE

HP 25

EAC 13; **KAC** 15

Fort +6; **Ref** +2; **Will** -1

DR 5/piercing or slashing; **Immunities** ooze immunities;

Resistances electricity 5

Weaknesses demagnetization

OFFENSE

Speed 20 ft., climb 20 ft. (magnetic surfaces only)

Melee pseudopod +10 (1d6+6 B)

Offensive Abilities magnetic leap (attach)

STATISTICS

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

Skills Stealth +12

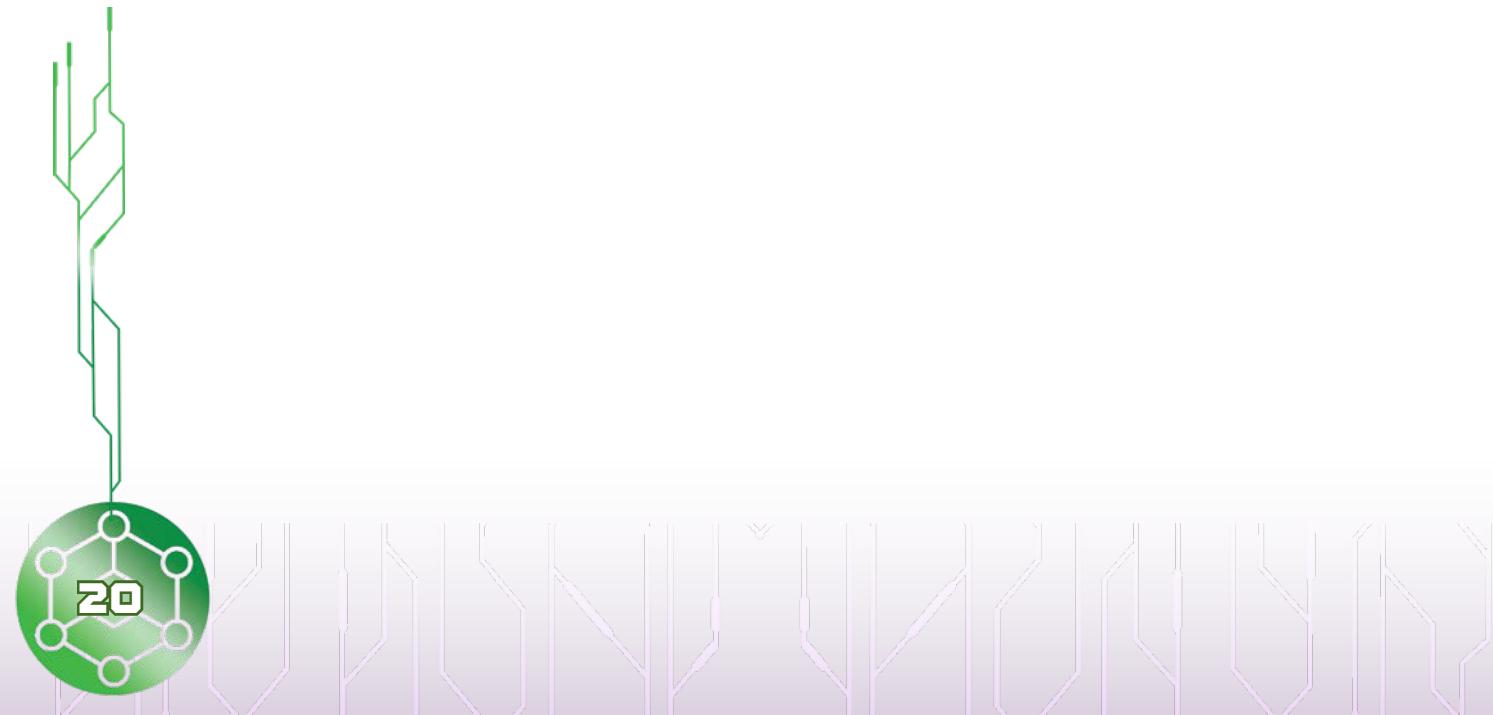
Other Abilities mindless

SPECIAL ABILITIES

Demagnetization (Ex) If a ferrofluid ooze takes fire damage, any creature to which the ooze is attached is released. In addition, until the end of the ooze's next turn, its magnetic field aura has no effect, and it can't use magnetic leap.

Magnetic Field (Ex) A ferrofluid ooze is surrounded by a constant magnetic field that interferes with nearby technological equipment. Each time a creature within the field attacks with a technological weapon, it must succeed at a DC 11 Strength check or take a -2 penalty to the attack.

Magnetic Leap (Ex) As a move action every 1d4 rounds, a ferrofluid ooze can move adjacent to a creature within its magnetic field that is either a technological construct or wearing or wielding technological equipment. This movement does not provoke attacks of opportunity. The ooze then automatically attaches to that creature, as per the attach universal creature rule.



APPENDIX 2: TIMELINE AND FACTION TRACKING SHEET

TIMELINE

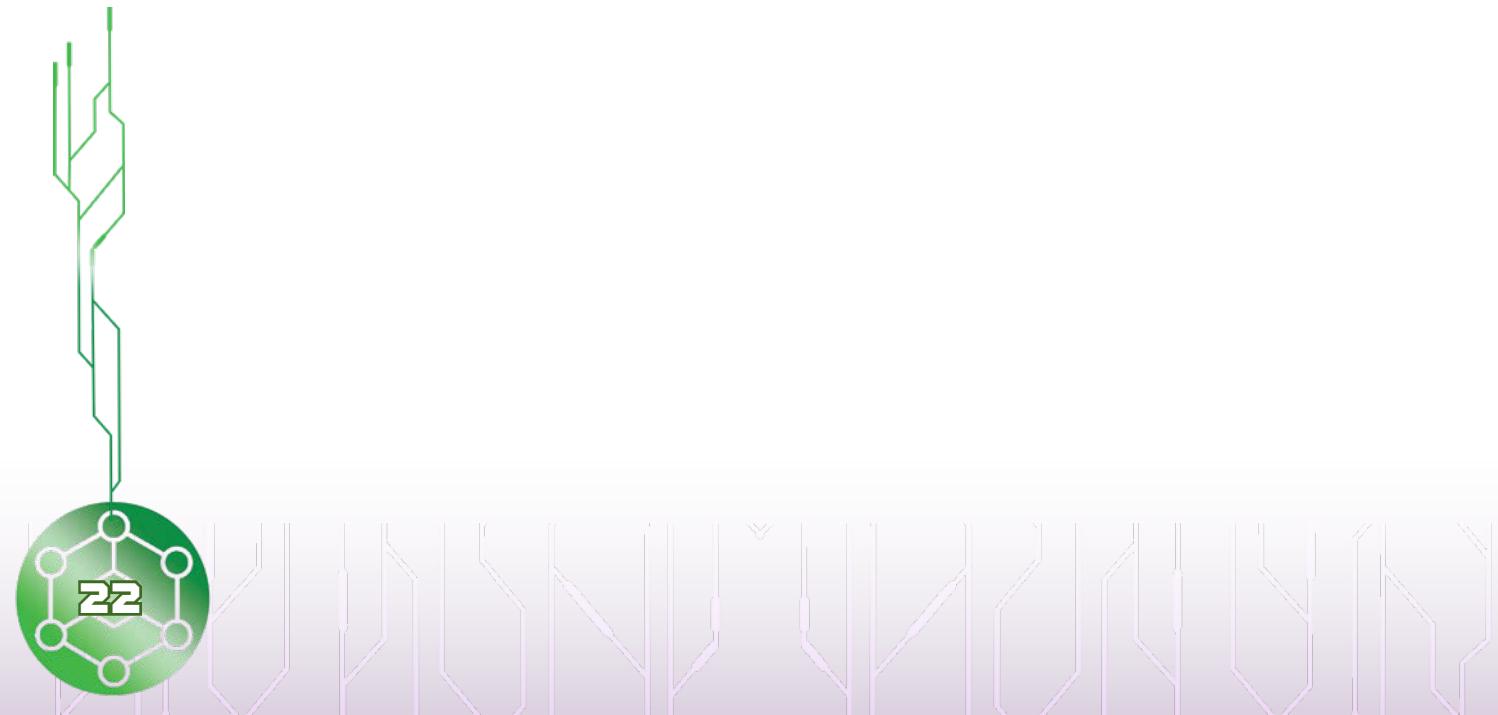
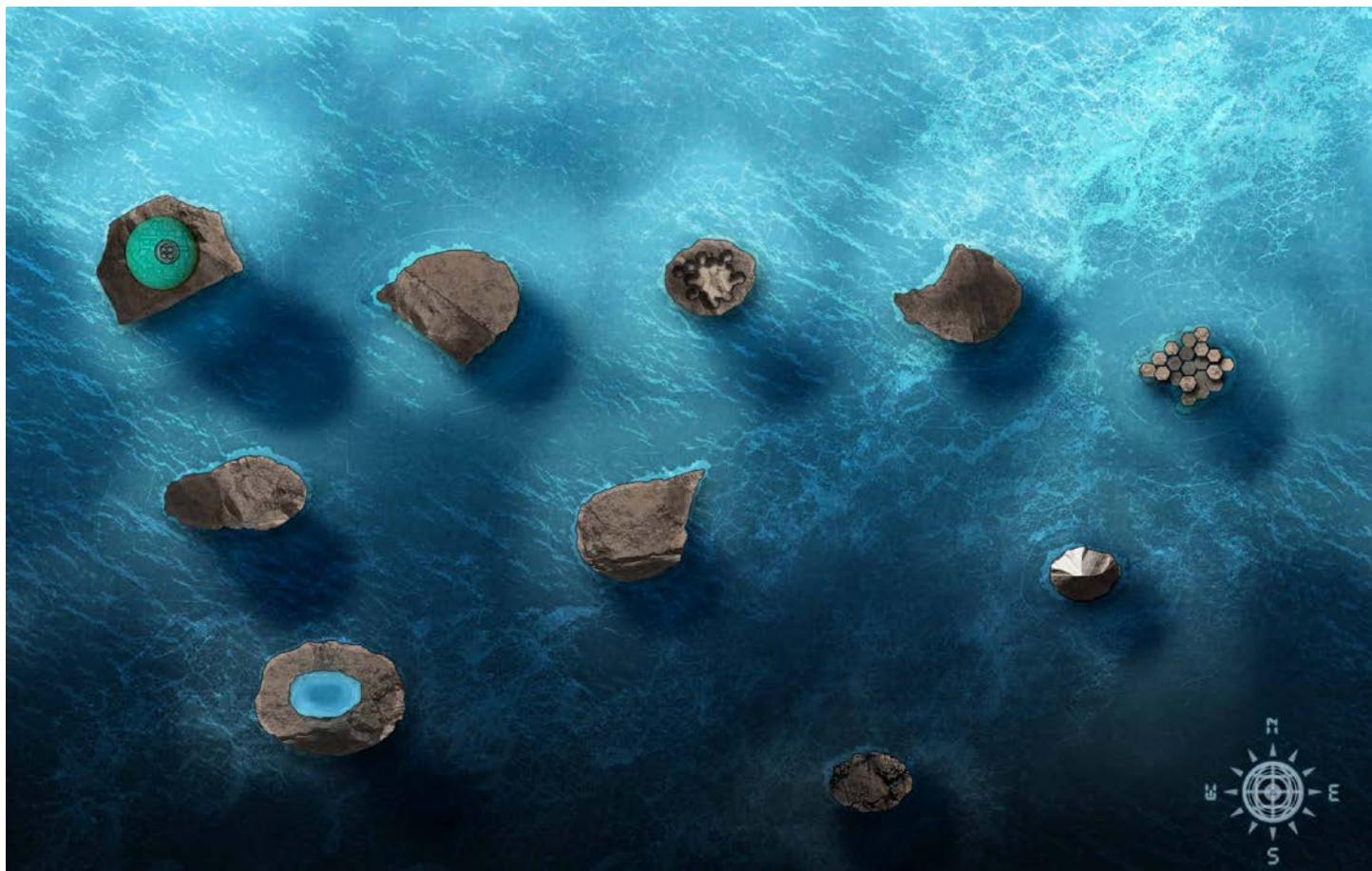
Setup Period	Events
1	Event 1
2	Random arrival 1
3	—
4	Random arrival 2
5	Random arrival 3
6	Rain stops
7	Random arrival 4
8	Random arrival 5
9	Random arrival 6
10	Groetans arrive
11	Event 2, Event 3, Event 4
12	Aurora reaches zenith

FACTION TRACKING SHEET

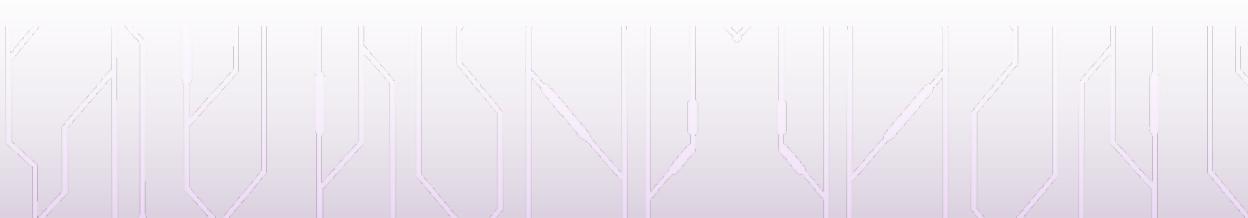
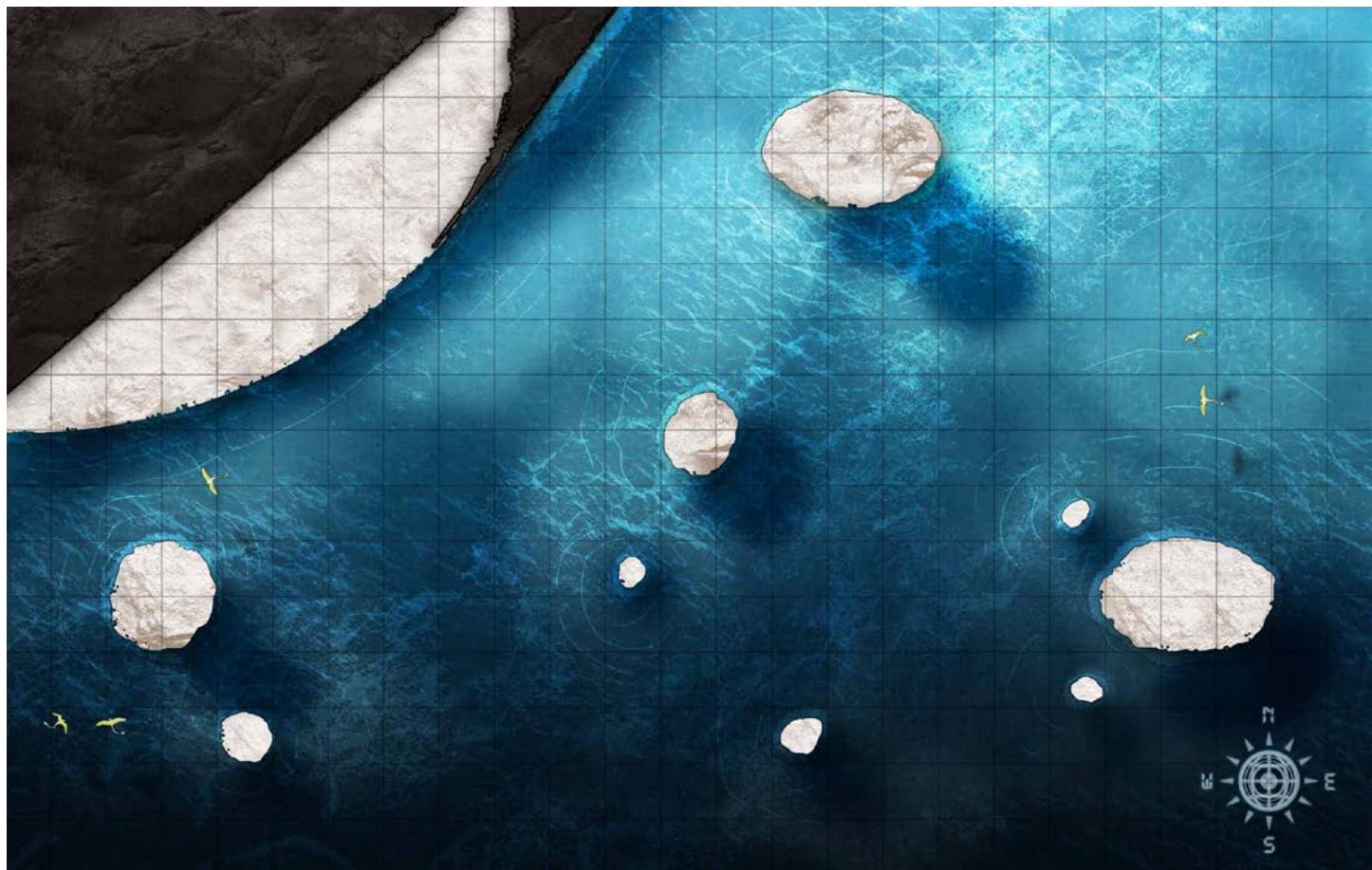
Name (Leader)	Recording	Favor	Location
Church of Desna (Estrima)	<input type="checkbox"/>	<input type="checkbox"/>	
CPBN (Makkaran)	<input type="checkbox"/>	<input type="checkbox"/>	
Groetans (Tasuss)	N/A	N/A	
Kreiholm Freehold (Tsisitra)	<input type="checkbox"/>	<input type="checkbox"/>	
Land-Hoard Holdings Inc. (Peraxecon)	<input type="checkbox"/>	<input type="checkbox"/>	
Shatoris (Orvoll)	<input type="checkbox"/>	<input type="checkbox"/>	A1
Starfinder Society (PCs)	<input type="checkbox"/>	N/A	
Weydanite Pilgrims (Jeven)	<input type="checkbox"/>	<input type="checkbox"/>	
Whispered Wish Ibrans (Jinra)	<input type="checkbox"/>	<input type="checkbox"/>	
Xenowardens (Izzmit)	<input type="checkbox"/>	<input type="checkbox"/>	



STARFINDER SOCIETY SCENARIO



STORM OF THE END TIMES



STARFINDER SOCIETY SCENARIO



Event Reporting Form

Date _____ Event Code: _____
Location _____

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

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

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

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

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

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

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



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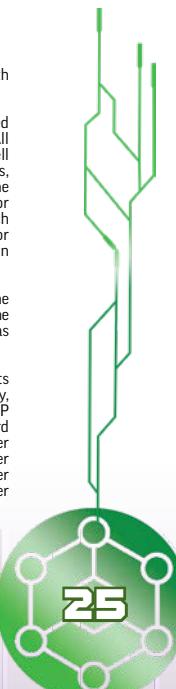
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Starfinder Society Scenario

#2-13: Storm of the End Times

Character Chronicle #

A.K.A.		7																						
Player Name	Character Name	Organized Play #	Character #	Faction																				
Items Found During This Scenario																								
<p>Allies in the Aeon Empire (Ally Boon): During your mission to Wealdriad, you met with a group of shatoris from the Azlanti Star Empire. This group performed research outside of the Empire's purview, but they regularly operate within the Empire's borders. You can slot this boon at any point while operating with the Azlanti Star Empire to be able to make purchases following all of the normal rules for purchasing items. In addition, this boon might have other benefits in scenarios related to the Azlanti Star Empire, which your GM will make you aware of prior to slotting boons.</p>																								
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For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #
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