

YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-10, TIER 3-6

STARFINDER SOCIETY

CORPORATE INTERESTS

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How to Play

Corporate Interests is a series of 1-hour quests designed for 3rd- through 6th-level characters (Tier 3-6; Subtiers 3-4 and 5-6). It is designed for play in the Starfinder Society Organized Play campaign, but can easily be adapted for use with any world. For more information on the Starfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at StarfinderSociety.club.

GM Resources

Corporate Interests makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive*, and *Starfinder Alien Archive 2*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at sfrd.info.

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*.


QUEST

REPEATABLE

STARSHIP

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CORPORATE INTERESTS

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Where does the Starfinder Society get its money from? This is a question with many answers, from the Society's discovery of relics belonging to lost civilizations that they put on display or sell to interested parties, to their discovery of priceless technologies on which they make residuals by sharing. The Society also contracts agents out to various corporate interests for temporary assignment in experimental tests or as advisors in various fields. Through its galactic-spanning network of experienced agents, the Starfinder Society has positioned itself as a useful ally to corporations in the Pact Worlds and beyond.

This quest pack details a series of five unique interactions that the Society has with various corporate entities within the Pact Worlds. Unlike other quest packs, the events of these quests are unrelated, except for their loose connection as missions the Society undertakes to earn additional credits.

RUNNING CORPORATE INTERESTS

Starfinder Society Scenario #2-10:

Corporate Interests is a group of five quests, each a short adventure designed to take about 45 minutes to 1 hour apiece. Venture-Captain Naiaj's missives to the PCs appear on pages 26-27; each one corresponds to one of five of the quests.

CHARACTERS

Each player must use one of the 4th-level Starfinder Society pregenerated characters, which are available at paizo.com **StarfinderSociety/GMResources**, or a 3rd- through 6th-level character of the player's own creation using the rules set forth in the *Starfinder Society Roleplaying Guild Guide*.

BOON SLOTS

No boon slots, except for personal boons, are available for *Corporate Interests*, but you should explain that PCs acquire boons as they play adventures.



VENTURE-CAPTAIN NAIAJ

WHERE IN THE UNIVERSE?

Corporate Interests takes place throughout the Pact Worlds, including such locales as Aballion, Absalom Station, the Diaspora, and distant Apostae. For more information on the Pact Worlds and these worlds, see *Starfinder Pact Worlds*, available at bookstores and hobby shops everywhere and online at paizo.com.

RECEIVING CREDIT

A player who plays through one or more of the quests receives a Chronicle sheet for *Corporate Interests*, nothing which specific quests they played. They can later play the rest of the quests in the series, earning greater rewards (see the Variable Rewards boon on the Chronicle sheet at the end of this series). For more information on applying credit to characters by playing pregenerated characters, see the Pregenerated Characters section of the *Starfinder Society Roleplaying Guild Guide*. The player must decide when to apply the rewards from this Chronicle to their character and can wait to complete all the quests or apply the Chronicle sheet with whatever quests have been completed. Once they apply the Chronicle sheet, the player cannot continue to play the remaining quests with that character.

Corporate Interests can be replayed for credit, but the credit must be applied to a different character each time. When a GM runs a quest, they also gets credit applied to a character. However, each time they run one, they can check off any one of the quest boxes on their Chronicle sheet. In this way, a GM can continue to earn credit toward a character even if they run the same quest several times for different groups.

ABADARCORP BY SAM PHELAN

The organization known as AbadarCorp is headquartered in the Golden Vault on Absalom Station. AbadarCorp is the center of business in the Pact Worlds, as well as much of the broader galaxy. Looking to expand, improve, and standardize trade under Abadar's name, the corporation often reaches out to commerce leaders to offer their expertise. One of AbadarCorp's most recent recruits is Tharsa, a trade leader from the *Idari*—the massive kasathan starship in the Pact Worlds—who philosophizes the role of lucrative weapons trade in a law abiding and peaceful society.

Tharsa's ideologies would establish a strong regulated market that improves production and distribution within the weapons industry, consequently disadvantaging black market sellers. AbadarCorp is eager to entice Tharsa with offers of business deals, but fears that Tharsa's ideologies have already made her a target among dangerous groups. Tharsa concurs, recognizing her platform in the industry could be misused to promote contrary practices that benefit the underground circulation of arms. She is undoubtedly a target of criminal groups.

All involved agree that Tharsa must make her way to the Golden Vault immediately and as discreetly as possible. Knowing that its own security detail would be too conspicuous, AbadarCorp has turned to the Starfinder Society to ensure Tharsa's safe transfer from Absalom Station's spaceport to the Golden Vault. The Society sends a group of agents to receive Tharsa subtly at the spaceport.

SUMMARY

Before sending the Starfinders to Tharsa's gate at Absalom Station's spaceport, a recording from Venture-Captain Naiaj provides the PCs with information on Tharsa and the exact arrival time of her starliner. The starliner's gate at the designated spaceport is unexpectedly busy and contains several suspicious individuals. The Starfinders can take measures to mitigate any threats they can identify in preparation for Tharsa's arrival.

Once Tharsa arrives, the Starfinders have but a moment to greet their charge before a group of mercenaries scattered through the crowd descends upon them. The ensuing combat varies depending on the measures taken before the ship's arrival, and AbadarCorp praises the PCs for their forward thinking if they swiftly subdue the ambush, protect Tharsa, and prevent port-wide panic.

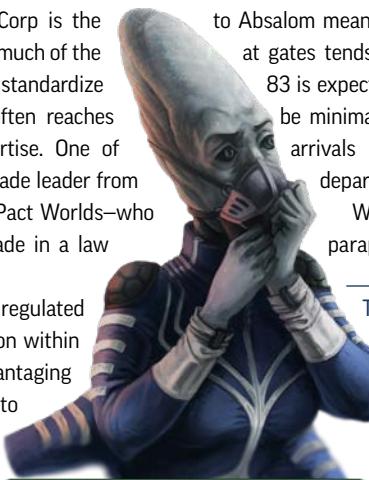
GETTING STARTED

The PCs assembled a few hours before Tharsa's arrival to receive a briefing of the expectations for the mission from Venture-Captain Naiaj. Provide the PCs with **Handout #1** and allow them to discuss their mission together. Once the PCs are ready, they can proceed to Gate 83 and await Tharsa's arrival.

A. GATE 83 (CR 6 OR CR 8)

Absalom Station has a several bustling spaceport gates that constantly receive and launch starships. The ease of Drift travel to Absalom means that ports are always active, but the density at gates tends to be highest just prior to boarding. As Gate 83 is expecting the arrival of Tharsa's liner, the area should be minimally populated aside from others also receiving arrivals at the gate. For a gate with no imminent departures, Gate 83 is bustling.

When the PCs arrive to the gate, read or paraphrase the following.



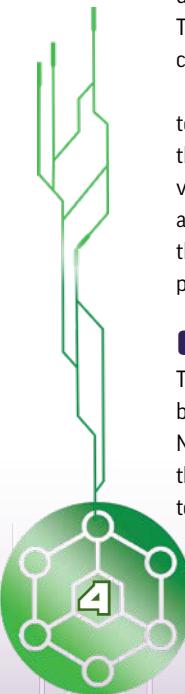
THARSA

The constant hum of chatter surrounds Gate 83, which is located between two other gates at the end of a long terminal corridor. Passengers sprawl across seats near the gate, perusing nearby kiosks, or leaning idly against the decorative plants surrounding a holo-statue of a starliner. Passengers from other starliners pass back and forth along the walkways. Two gate attendants stand at the computers in front of the gate while employees dressed in dark-blue uniforms with insignia of Absalom Station walk purposefully throughout the port.

Until Tharsa's starliner arrives, the PCs have a limited amount of time to secure the area, assess possible threats, and interact with identified targets. The PCs can take time to explore each area and observe the individuals gathered at the seating area, the kiosks, the holo-statue, and in front of the gate. Allow the PCs to observe each location and identify people of interest freely. Once a PC begins to interact with one of the suspicious individuals, the attendants at the gate announce that the liner has just docked, and the passengers will be disembarking shortly. At this point, begin a time limit of a number of rounds equal to 2 times the number of players at the table for the PCs to use their skills to dissuade or sabotage the identified threats. Unless otherwise stated, each skill check requires a PC spend 1 round to perform.

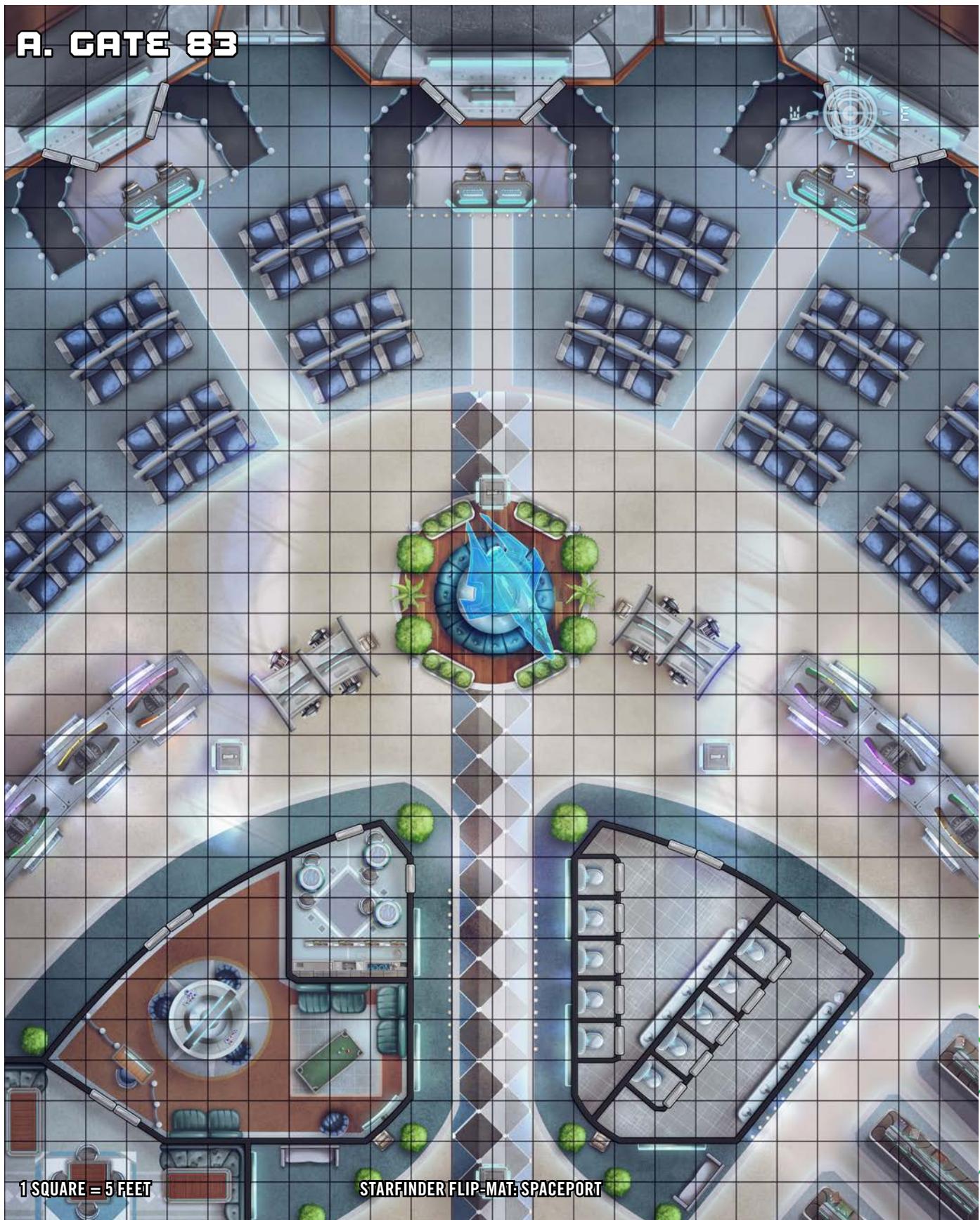
Seating Area: The rows of seats are back to back, with half facing the gate. The seats are half filled with passengers and mostly in small clustered groups. A few people sit on their own, likely waiting for an arrival from the incoming starliner.

A PC who succeeds at a DC 15 Perception check notes a human man wearing some peculiar headgear among the smattering of civilians. The man's mask covers his eyes, but he appears to be dozing based on how his head droops and snaps up. A successful DC 16 Engineering check reveals that the mask is a low quality vision aid and a gas mask that provides sense through (vision [smoke only]). A PC who succeeds at this check notes that they can disable fraying wiring at the back with some engineering knowledge. The man does not wake if approached with a successful DC 15 Stealth check. A PC who then succeeds at a



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A. GATE 83



MERCENARY ALTERATIONS

Make the following adjustments if the PCs are successful on the previous skill checks.

Seating Area Mercenary: Visor is disabled and does not receive sense through (vision [smoke only]) during the first 4 rounds of combat.

Information Kiosk Mercenary: Staggered for 1d4 rounds.

Holo-Statue Mercenary: Has the sickened condition.

Gate Desk Mercenary: Has no pistol.

DC 18 Engineering check disables the visor while the mercenary dozes, preventing him from using it in the subsequent combat.

Information Kiosk: The kiosk contains travel advertisements and informational pamphlets about Absalom Station.

There are two humans, one female and one male, standing at the kiosk. One is looking at a guidebook for Bretheda and the other has a pamphlet for shopping locales on Absalom Station. They both speak to one another. The PCs can spend round to listen to the group. The woman looking at the Bretheda guidebook is muttering a low chant under her breath. A successful DC 23 Mysticism check identifies the muttering as a religious blessing. If asked about it, the woman mentions that she is extremely nervous about Drift travel and believes in little superstitions whenever she or her family travels. She is not a mercenary.

The man is muttering while reading, but is actually whispering into an earpiece. A PC who succeeds at a DC 20 Perception check notes that the man keeps asking, "What's the plan?" or "Anyone there? Who am I meeting?" and he mutters that his communicator is not working when approached by others. A PC who succeeds at a DC 22 Bluff check can convince the man that they are one of his fellow mercenaries and can be further convinced that the group is abandoning the mission. Though the man doesn't leave in time, he is staggered for the first 1d4 rounds of combat as he tries to assess what's happening.

Holo-Statue: The pedestal is projecting a blue holographic image of the newest starship models. Decorative plants surround the holo-statue.

There are several passengers leaning against the planters around the holo-statue, and one human employee. The employee is tending to the plants around the holo-statue. A PC who succeeds at a DC 18 Life Science check reveals that the man is incorrectly trimming the plants, while a PC who succeeds at a DC 18 Culture check identifies that his uniform is makeshift and inauthentic. If confronted about his plant care or sketchy uniform, the man becomes extremely nervous. A subsequent successful DC 18 Intimidate check scares the man now that the

PCs have seen through the disguise, and he moves away from the PCs and then gains the sickened condition for the duration of the subsequent fight.

Gate Desk: Two port employees stand at the desk in front of a large holographic screen that displays the gate's schedule.

A passenger is attempting to get assistance from the human male gate attendant. The other gate attendant is scribbling notes next to a dossier of flight information in a non-Common language. A PC who spends 1d4 rounds deciphering the writing and succeeds at a DC 20 Culture check reveals that the language is Akitonian, and that the notes are benign specs about shifts and crew on flights, along with her own snide commentary about the annoying parts of her job, which reveals that she is not a mercenary. A human woman standing in front of the desk claims she is just getting a better look at the gate schedule when the gate attendants ask if they can assist her. A PC who succeeds at a DC 18 Sense Motive check reveals that this is a lie and that the woman's true focus is on the nearby gate doors. At the back of her waist is an obvious small firearm, which can be removed with a successful DC 23 Sleight of Hand check.

Creatures: Once the time limit is up, passengers disembark the ship, and begin coming through the gate doors. Tharsa moves to meet with the PCs. Just as the two groups are about to meet, the mercenaries set upon them.

By making a ranged attack into any unoccupied space, any of the hired mercenaries can cause a panic that makes it harder to aim through the chaos of fleeing bystanders for 1 round. If this chaos is triggered, anyone taking the time to ensure their ranged attack doesn't hit bystanders if they miss takes a -2 penalty to their attack roll. The mercenaries and anyone else who does not care if they hit bystanders don't take this penalty. Whenever anyone who ignores this penalty misses an attack with a ranged weapon, they have a 50% chance of striking a bystander.

SUBTIER 3-4 (CR 6)

MERCENARY AGENTS (4)

CR 2

NE Medium humanoid (human)

Init +4; **Perception** +7

DEFENSE

HP 25 EACH

EAC 13; **KAC** 15

Fort +4; **Ref** +4; **Will** +1

OFFENSE

Speed 30 ft.

Melee ember flame doshko +7 (1d6+4 F; critical wound)

Ranged static arc pistol +10 (1d6+1 E; critical arc 2) or

smoke grenade +10 (explode [20 ft., smoke cloud 1 minute, DC 12])

TACTICS

During Combat In the first round, two of the mercenaries

move up and throws a smoke grenade to create a wall for the mercenary with the visor to see through. The remaining

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mercenaries fire into the crowd to create chaos. Afterward, the mercenaries try to pin down the PCs with gunfire, while one mercenary moves to get close to Tharsa.

Morale The mercenaries are persistent in capturing Tharsa, and surrender only if they are reduced below 5 Hit Points.

STATISTICS

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

Skills Acrobatics +12, Athletics +7, Disguise +7, Sense Motive +4

Languages Brethadan, Common, Drow

Gear freebooter armor I, ember flame doshko with 1 battery (20 charges), static arc pistol with 1 battery (20 charges), smoke grenades (2); one of the mercenaries has a unique visor and rebreather that grants sense through (vision [smoke only]) that is faulty. The helmet breaks after 4 rounds of combat, removing the sense through effect.

SUBTIER 5-6 (CR 8)

MERCENARY AGENTS (4)

CR 4

NE Medium humanoid (human)

Init +5; Perception +10

DEFENSE **HP 50 EACH**

EAC 16; KAC 18

Fort +6; Ref +6; Will +3

OFFENSE

Speed 30 ft.

Melee carbon steel curve blade +9 (1d10+7 S; critical bleed 1d6)

Ranged thunderstrike sonic pistol +12 (1d8+2 So; critical deafen) or smoke grenade +10 (explode [20 ft., smoke cloud 1 minute, DC 13])

TACTICS

Use the tactics from Subtier 3-4.

STATISTICS

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

Skills Acrobatics +15, Athletics +10, Disguise +10, Sense Motive +7

Languages Brethadan, Common, Drow

Gear defrex hide, carbon steel curve blade, thunderstrike sonic pistol with 1 battery (20 charges), smoke grenades (2); one of the mercenaries has a unique visor and rebreather that grants sense through (vision [smoke only]) that is faulty. The helmet breaks after 4 rounds of combat and stops granting the sense through ability.

Infamy: If a PC fires without aiming carefully and strikes a bystander, they gain 1 Infamy.

Development: AbadarCorp is pleased to have Tharsa safely escorted into the Golden Vault, and they pay the Society for the PCs' efforts in protecting their VIP. If the PCs were able to resolve the combat in 15 rounds or less, AbadarCorp is confident that the scuffle shouldn't bring unwanted attention to Tharsa's arrival at the Golden Vault and sends a personalized congratulatory note to each of the PCs for their individual efforts.

SCALING ENCOUNTER A

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

All Subtiers: The dozing mercenary doesn't wake when Tharsa arrives and takes 2 rounds to rouse and join the combat. These rounds count toward the mercenary's total rounds of visor usage.

CONCLUSION

With any degree of success, the PCs can briskly escort Tharsa out of the port and through Absalom Station, to the Golden Vault. AbadarCorp not only starts making strides in the weapons trade industry, but the Starfinders have reassured them that the Society can be an ongoing ally to their interests. If the Starfinders cannot overcome the abductors, the mercenaries successfully abduct Tharsa. Underground weapons trade could soon be more prevalent than ever.

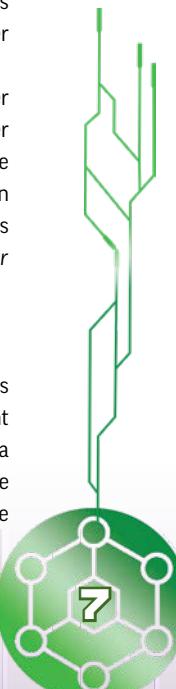
FROZEN TROVE BY JOSEPH BLOMQUIST

Indentured into work for Frozen Trove for his entire adult life, Karezen wants nothing more than a respectable position in a research field. Instead, he's been relegated to data collation in a hidden outpost in the Diaspora. In his solitude, Karezen has created dozens of cybernetic augmentations to complement Frozen Trove Lab's product line with varying levels of success. Recently, he's perfected a project called K-BLD, a cybernetic implant allowing a user to control implanted creatures from any computer running K-BLD 6.0 software. He intends to show his K-BLD-augmented Triaxian drakecats to his superiors, if he's ever given a meeting.

Karezen's work is of little interest to the Starfinders, however a rival dragoncorp has hired the Starfinder Society to help gather information on Frozen Trove's dealings in the vast. Since the Society's had past altercations with Frozen Trove, the organization is eager to extract further vengeance for prior slights (such as those detailed in *Starfinder Society Scenario #1-19: To Conquer the Dragon*).

SUMMARY

After receiving instructions from Venture-Captain Naiaj, the PCs travel to Asteroid KV-441F. Naiaj has come to an agreement with an old ally to send representatives to act as his crew in a scheduled delivery to the asteroid outpost. The station's lone occupant, Karezen, is eager to show off his newest creations to the



newcomers. The PCs must find a way past the asteroid station's defenses and into Karezen's workspace to retrieve Frozen Trove's reports. However, if Karezen realizes the PCs' true objective, he activates all the tools he has on hand to repel the invaders.

GETTING STARTED

The PCs receive their mission from Venture-Captain Naiaj in the form of a brief message. Provide the players with **Handout #2**, and allow them time to review the information. Naiaj sends the PCs to an asteroid in the Diaspora onboard Captain Argente's ship, the *Ercinee*. Naiaj's plan is for the PCs to load crates marked for the station on pallet carts and use their coded badges to get through the force field and inside the former mining station. From there, Naiaj expects they'll have little trouble blending in with the crew.

CULTURE (RECALL KNOWLEDGE) OR PROFESSION (CORPORATE PROFESSIONAL)

Based on the result of a Culture or Profession (corporate professional) check, the PCs might know more about Frozen Trove. They learn all the information whose DC is equal to or less than the result of their check.

10+: Frozen Trove Labs is a Triaxian megacorporation that develops genetic modifications.

15+: Working for the company in research and development is considered a prestigious and lucrative scientific career.

20+: Frozen Trove has made enemies of several other Triaxian dragoncorps, and corporate espionage has become the norm on Triaxus. Frozen Trove has a few "deep cover" stations in distant parts of the Pact Worlds and elsewhere in the Vast to gather and collate information for Frozen Trove's use. These outposts act independently, but rely on similar security protocols and usually have automated or small crews running them.

25+: In these remote outposts, Frozen Trove frequently employs out of favor research or security personnel with extra training to watch for spies or other types of espionage. For a scientist looking for a promotion, these postings are the death knell of potential career growth. Acquiring this information grants the PCs a +2 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks made with Karezen.

B. WHITESCALE OUTPOST

This adventure takes place on a small asteroid in the Diaspora, nearly anonymous amongst the multitude of neighboring subplanetary bodies. Asteroids in this region often act as mining facilities or remote hideaways for those with something to hide. Whitescale Outpost is a small, seemingly abandoned mining site on the asteroid bearing the designation KV-441F.

Whitescale would be almost unnoticeable on its tiny asteroid if not for the light bleeding out from a handful of thick translucent windows and the faint shimmer of the force field protecting the only obvious entrance, a loading bay in a cavern entrance too small for the *Ercinee* to dock directly.

The interior of the facility has 12-foot-high ceilings and is well lit. Exterior stone walls are carved from the iron-rich stone of the asteroid itself. Interior walls and doors have hardness 20 and 60 HP. Every room has a camera hidden in a ceiling recess. A PC can find an individual camera with a successful DC 12 Perception check and disable it with a successful DC 18 Computers or Engineering check (DC 21 in Subtier 5-6). Most doors are unlocked unless Karezen puts the station on lockdown. When locked, the doors can be opened with a successful DC 15 Computers or Engineering check (DC 19 in Subtier 5-6).

Traps: Locked doors have silent alarm traps that contact the console in Karezen's chambers to announce any activity. On doors that are otherwise trapped, the traps are independent. When checking for traps, a successful Perception check could detect both traps—if the result exceeds the Perception DC of the silent alarm, the PCs find both traps. It is possible for the PCs to disarm any defensive traps on a door and not realize they've set off the alarm. The traps must otherwise be disabled independently from each other and any locks. There is no auditory or visual event if the PCs trigger the silent alarm, but if they disarm it, they should realize that the door had some sort of alarm.

SUBTIER 3-4 (CR 2)

SILENT ALARM TRAP

CR 2

Type technological; **Perception** DC 24; **Disable** Computers DC 19 (change alarm parameters) or Engineering DC 19 (reroute sensors)

Trigger touch; **Reset** 1 minute

Effect Karezen becomes aware of activity on the door. See area **B1** for more details.

SUBTIER 5-6 (CR 4)

SILENT ALARM TRAP

CR 4

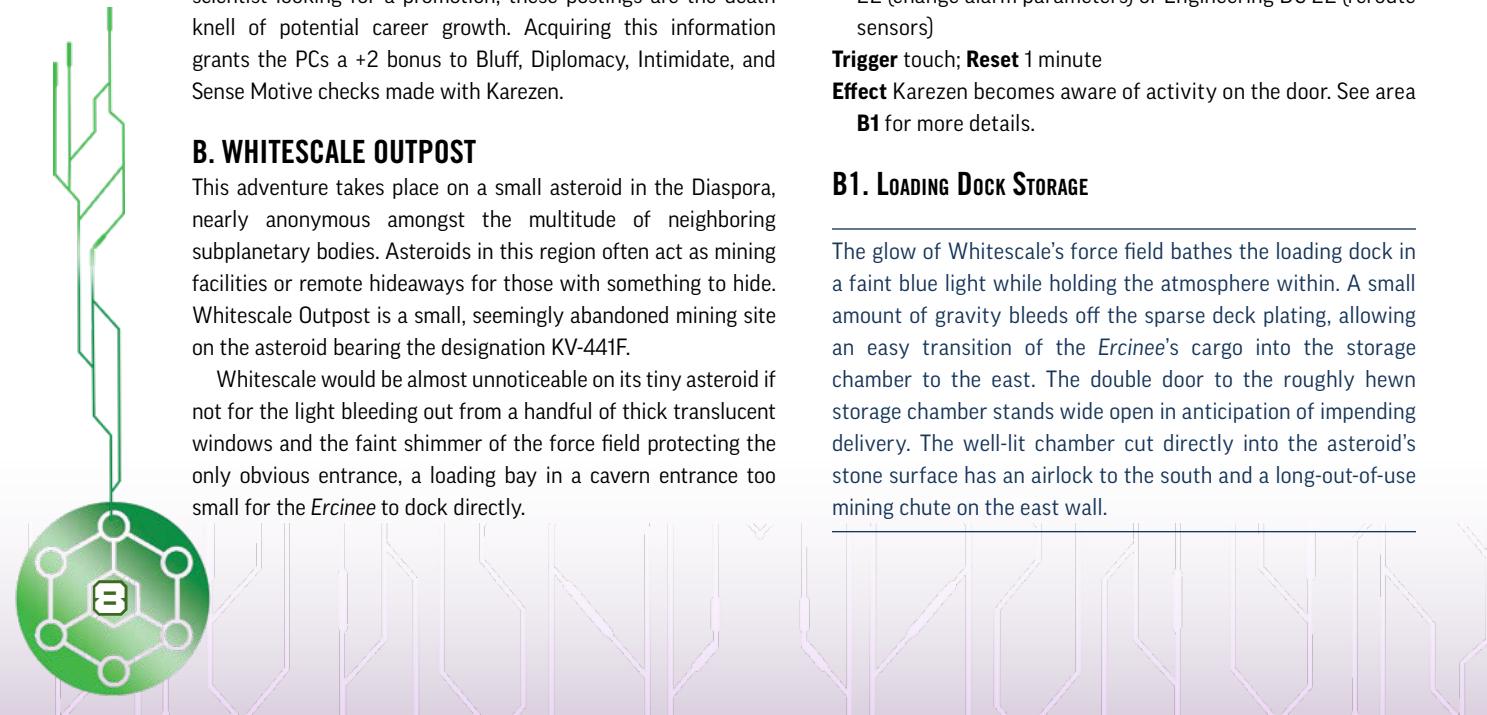
Type technological; **Perception** DC 27; **Disable** Computers DC 22 (change alarm parameters) or Engineering DC 22 (reroute sensors)

Trigger touch; **Reset** 1 minute

Effect Karezen becomes aware of activity on the door. See area **B1** for more details.

B1. LOADING DOCK STORAGE

The glow of Whitescale's force field bathes the loading dock in a faint blue light while holding the atmosphere within. A small amount of gravity bleeds off the sparse deck plating, allowing an easy transition of the *Ercinee*'s cargo into the storage chamber to the east. The double door to the roughly hewn storage chamber stands wide open in anticipation of impending delivery. The well-lit chamber cut directly into the asteroid's stone surface has an airlock to the south and a long-out-of-use mining chute on the east wall.



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B. WHITESCALE OUTPOST



TALKING TO KAREZEN

Karezen was informed that the *Ercinee* has a new crew, so he's hoping to have the chance to show off his new projects to prepare for his upcoming review. He's been trained to be apprehensive of newcomers and the potential for espionage, but years left alone have made him lax in that role.

The ryphorian scientist has an initial attitude of indifferent. The PC's can roll up to five checks to attempt to influence him before he falls back on his training and locks the facility down. A PC can shift his attitude one step closer to helpful with a successful DC 18 Bluff, Diplomacy, or Intimidate check (DC 21 in Subtier 5-6), though Bluff requires more than just the *Ercinee* badges for deception. Use of spells like *charm person* can work if the PCs meet Karezen in person, but if he succeeds at his Will save, he realizes the PCs are not in fact new friends and he locks the station down. If the PCs admit they are anything other than the crew of the *Ercinee*, or try to enter the facility, access computers or locked doors without permission before making him at least friendly, Karezen puts the station on lockdown. Likewise, any act of violence forces Karezen to defend the station. However, if made helpful, Karezen could be convinced to betray his superiors and help the PCs gather the data they were sent for.

While the airlock door is locked, the mining tunnel is unsecured but it has caved-in at some points and requires Medium and larger creatures to squeeze in to get to area **B3**. The crates are filled with a 3-month supply of foodstuffs and other necessities to keep Whitescale in operation, but nothing of any real value.

Karezen welcomes the PCs through use of the station's open comm channel. He attempts to break the ice by asking questions like how long they've crewed *Ercinee*, whether they prefer milk runs like this to piracy, etc. A PC who succeeds at a DC 18 Bluff or Diplomacy check (DC 21 in Subtier 5-6) can convince Karezen to open the airlock and invite them inside. Karezen's eager to talk about his projects and especially show off the K-BLD software. He's sarcastic with a self-deprecating sense of humor, but for someone with only drakecats for company, he's surprisingly witty and social.

B2. DECONTAMINATION CHAMBER (CR 4 OR CR 6)

This lavatory doubles as a decontamination chamber in order to keep biological hitchhikers from entering the outpost's environment. If Karezen invites the PCs to enter, he explains that visitors are required to submit to a painless biometric scan

and collection swab. This sampling checks the PCs for pathogens while a high-resolution scan does the same for the chamber. If the PCs enter this room without permission or refuse the scanning process, the system engages a decontamination protocol (see below). If the PCs allow the scans, Karezen unlocks the door for them to enter.

Traps: The room's lighting shifts to red, and nozzles extend from alcoves along each wall. Each one prepares to fill the chamber with scorching flame to destroy any living organism within.

SUBTIER 3-4 (CR 4)

DECONTAMINATION PROTOCOL

CR 4

Type technological; **Perception** DC 26 (notice nozzle activation); **Disable** Computers DC 21 (trick scanning program)

Trigger location; **Init** +9; **Duration** 4 rounds; **Reset** 20 minutes

Effect flame jet (4d6 F); Reflex DC 15 half; multiple targets (all targets in area **B2**)

SUBTIER 5-6 (CR 6)

DECONTAMINATION PROTOCOL

CR 6

Type technological; **Perception** DC 29 (notice nozzle activation); **Disable** Computers DC 24 (trick scanning program)

Trigger location; **Init** +11; **Duration** 4 rounds; **Reset** 20 minutes

Effect flame jet (6d6 F); Reflex DC 16 half; multiple targets (all targets in area **B2**)

B3. MINES

These mines haven't been in use since Frozen Trove took over this facility. The double door between the mine and the station's living areas is locked.

B4. KITCHEN (CR 2 OR CR 4)

This kitchen area seems to be alive with grime accumulated over years of misuse. A door to the south bears the word "Medical" in Common. The two doors to the east have similarly say "Karezen" and "Recreation" respectively.

This kitchen is unkempt but functional. Unless the outpost is on lockdown, only the door to Karezen's quarters is locked.

Trap: Karezen installed a trap under the threshold to electrify anyone that opens the doors to his quarters when locked.

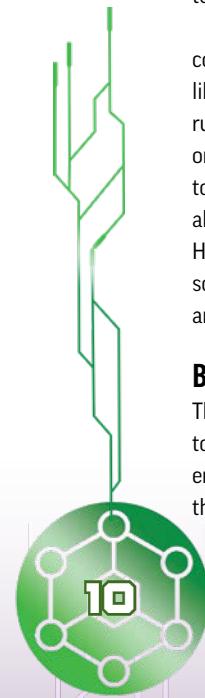
SUBTIER 3-4 (CR 2)

ELECTRIFIED DOOR

CR 2

Type technological; **Perception** DC 23; **Disable** Engineering DC 18 (reroute power)

Trigger touch; **Reset** 1 minute



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Effect electric arc (4d6 E); Reflex DC 13 half; multiple targets (all targets in a 10-foot-square area in front of the door)

SUBTIER 5-6 (CR 4)

ELECTRIFIED DOOR

CR 4

Type technological; **Perception** DC 26; **Disable** Engineering DC 21 (reroute power)

Trigger touch; **Reset** 1 minute

Effect electric arc (4d10+2 E); Reflex DC 15 half; multiple targets (all targets in a 10-foot-square area in front of the door)

B5. INFIRMARY

Unlike the rest of the outpost, this area is nearly sterile. Karezen has removed most of the medical equipment to use in experiments, leaving only the computer, bio-bed, and recovery rooms. The PCs can use the computer to access the medical database and Karezen's notes on the K-BLD process without a check—though this is not enough information to appease the Society's contractor.

B6. REC ROOM (CR 4 OR CR 6)

This large room has a wall of enormous windows overlooking a vista of rock and ash. Several tables are covered with discarded datapads. A gravball court is the room's most prominent feature with the gravity plates turned off below the spongy green surface.

There is a tier 2 computer on-network down the hall that requires two successful DC 21 Computers checks (DC 24 in Subtier 5-6) to bypass the firewall and allow access to the K-BLD program. Another successful check is required to find the communication data for Naiaj. Three failed Computers checks causes the system to lock the user out and sends an alarm to Karezen's terminal.

Creatures: If Karezen is friendly, he greets the PCs in this room and offers them refreshments while he regales them with his recent projects (see area B9 for more information on Karezen). He makes a point to exhibit the drakecat (drakecats in Subtier 5-6), a large feline with draconic features and leathery wings, using holographic battle simulations on the zero-g gravball court to show off their combat capabilities. During lockdown, he commands the drakecat to attack the PCs when they enter this room.

SCALING ENCOUNTER AS

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

Both Subtiers: Karezen has been working with the drakecats' breath weapons, so they are unable to use them in combat.

SUBTIER 3-4 (CR 4)

TRIAXIAN DRAKECAT

CR 4

N Medium animal



STARFINDER SOCIETY SCENARIO

Init +5; Senses low-light vision; Perception +10

DEFENSE

HP 50

EAC 16; KAC 18

Fort +6; Ref +6; Will +3

OFFENSE

Speed 40 ft., fly 25 ft. (Ex, average)

Melee claws +11 (1d6+7 S)

Space 10 ft.; Reach 10 ft.

Offensive Abilities breath weapon (15-ft. cone, 1d6+4 C, Reflex DC 13, usable every 2d4 rounds)

TACTICS

During Combat The drakecat targets as many enemies as it can with its breath weapon first, then focuses on spellcasters and lightly armored foes.

Morale The drakecat fights to the death.

STATISTICS

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

Skills Acrobatics +15, Athletics +10, Stealth +10

SUBTIER 3-4 (CR 4)

TRIAXIAN DRAKECATS (2)

CR 4

HP 50 each (page 11)

TACTICS

Use the tactics from Subtier 3-4.

B7. BARRACKS

The barracks are unlocked and are reserved for Frozen Trove staff visiting the facility. Currently the rooms are bereft of anything of note or value.

B8. DRAKECAT PEN

This unlocked chamber has been repurposed as a pen for Karezen's Triaxian drakecats and as a research theater for some of his experiments. There's nothing of interest in this area.

B9. KAREZEN'S QUARTERS (CR 4 OR CR 6)

Unlike the rest of the station, Karezen's quarters are immaculate. Doors into the quarters are locked (see area B4), but internal doors do not lock.

Creatures: Karezen hides here if the PCs try to break in and activates the drakecats to defend him while watching through the outpost's cameras.

Hazard: Karezen recognizes the threat of the PCs getting his data, and he activates a self-destruct sequence in his computer on the east side of the computer room in the northern portion of his quarters. Once the computer is set to explode, the PCs have 5 rounds to disarm the computer before it self-destructs. PCs seeking to disarm the computer must succeed at two consecutive DC 20 Computers or Engineering checks (DC 22 in Subtier 5-6) as a standard action. If they fail to disarm the computer within the time limit, it explodes, dealing 2d6 piercing damage to all creatures within 10 feet (4d6 piercing damage in Subtier 5-6).

SUBTIER 3-4 (CR 4)

KAREZEN

CR 4

Male summerborn ryphorian technomancer (Starfinder Alien Archive 96)

NE Medium humanoid (ryphorian)

Init +3; Senses low-light vision; Perception +10

DEFENSE

HP 43

EAC 15; KAC 16

Fort +3; Ref +3; Will +7

Resistances fire 5

OFFENSE

Speed 30 ft.

Ranged frostbite-class zero pistol +8 (1d6+4 C; critical stagger)

Technomancer Spells Known (CL 4th; melee +6, ranged +8)

2nd (3/day)–caustic conversion, logic bomb (DC 17)

1st (6/day)–holographic image (DC 16), jolting surge, magic missile

0 (at will)–daze (DC 15), detect affliction

TACTICS

Before Combat If the PCs break into his quarters, Karezen activates the computer's self-destruct in his workspace. If forewarned to the PCs' arrival, Karezen casts *logic bomb* on his computer, which triggers if the PCs disable the self-destruct.

During Combat Karezen casts *holographic image* on himself on his first turn, then stays back and casts spells at his foes until forced to use his pistol. He casts *magic missile* in support of his drakecats.

Morale Karezen is a coward, but fights to the death to defend his drakecat. If reduced to 10 or fewer HP and his drakecat is out of combat, he tries to bargain for his life.

STATISTICS

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

Skills Computers +15, Engineering +10, Mysticism +10

Languages Common, Draconic, Triaxian

Other Abilities magic hacks (selective targeting), spell cache (item type)

Gear casual stationwear, frostbite-class zero pistol with 1 battery (20 charges)

SUBTIER 5-6 (CR 6)

KAREZEN

CR 6

Male summerborn ryphorian technomancer (Starfinder Alien Archive 96)

NE Medium humanoid (ryphorian)

Init +3; Senses low-light vision; Perception +13

DEFENSE

HP 75

EAC 17; KAC 18

Fort +5; Ref +5; Will +9

Resistances fire 5

OFFENSE

Speed 30 ft.

Ranged red star plasma pistol +12 (1d8+6 E; critical burn 1d8)

Technomancer Spells Known (CL 6th; melee +10; ranged +12)

2nd (3/day)– *caustic conversion, logic bomb* (DC 18)

1st (6/day)– *holographic image* (DC 17), *jolting surge, magic missile*

0 (at will)– *daze* (DC 16), *detect affliction*

TACTICS

Use the tactics from Subtier 3-4.

STATISTICS

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

Skills Computers +18, Engineering +13, Mysticism +13

Languages Common, Draconic, Triaxian

Other Abilities magic hacks (harmful spells, selective targeting), spell cache (item type)

Gear elite stationwear, red star plasma pistol with 1 battery (20 charges)

Development: If the PCs prevent Karezen's computer from exploding, they discover the terminal has been left online, so no check is needed to obtain the data they require. If the computer exploded, they'll need to access a different terminal. There is another computer in the desk in the office on the east side that operates the same as the computer in area **B6**.

CONCLUSION

With Karezen's data, the PCs are free to return to the *Ercinee* and report back to Naaj. If they convinced Karezen to lend his talents to the Starfinders or left him without knowledge of their mission, she is impressed with their solutions. Otherwise, Naaj is pleased if they obtain the data, and she requests a copy for Celita to research independently of the Society's mysterious employer.

RESURGENT TECHNOLOGIES BY EMILY PARKS

Resurgent Technologies, an Aballon-based corporation, has recently tested a weapon prototype that incorporated summoning extraplanar creatures. Unfortunately, during the test, one of the prototypes imploded, created a rift in space that sucked in a lab tech and the head researcher's arm before closing. The nature of the tech's death attracted the attention of a venedaemon—a fiend that represents death by magic—which entered the Material Plane while the rift was open, a fact that went initially unnoticed by the researchers.

When brutalized bodies began turning up in a nearby Resurgent Technologies employee-housing neighborhood, the head researcher suspected the events were related and reported her suspicions. Rather than take direct responsibility for the fiend, Resurgent Technologies thought it better to hire an outside team and so called on the Starfinder Society.

SUMMARY

The PCs investigate various leads to track down a murderous

daemon. But before they reach its lair, they must contend with hazards leaking from the nearby research facility.

GETTING STARTED

The PCs receive instructions from Venture-Captain Naaj in the form of **Handout #3**. Once the PCs have had time to review the document, they take a shuttle to Aballon and the megaplex settlement of Endeavor. There, a guide directs them to a Resurgent Technologies research campus. The guide then escorts the PCs to a spacious office.

Read or paraphrase the following to get the adventure underway.

A woman with ash-colored skin and hair that resembles a plume of blue fire sits behind a desk while a drone hovers around her left side taking measurements for a prosthetic arm. She looks up and offers a strained smile. “Being such an eclectic group, I suspect you must be the Starfinders. I’m Eshazi Seza, a researcher for Resurgent Technologies, and I’m ashamed to say you’re here to clean up my mess. As I’m sure you know, we pride ourselves on creating the best hybrid technologies in the Pact Worlds, but a little over a week ago, a test went horribly wrong and briefly opened a rift in the planar fabric, which pulled in everything nearby before closing.” She gestures wryly to her missing limb.

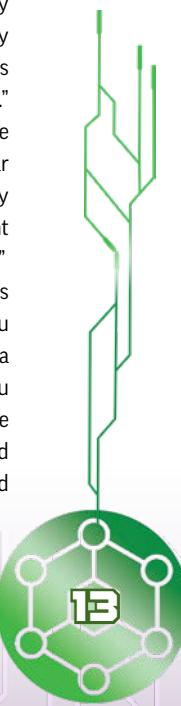
“However, at the time, we didn’t realize the rift also allowed something else to cross to the Material Plane. Only days after the accident, bodies started turning up in one of the company housing districts nearby, and we suspect the incidents are related. We contacted the Society in the hopes that this can be taken care of discretely, as the higher-ups naturally worry about our image should news of something like this come to light. I have a few suggestions as to where you can start investigating, but if you have questions before we get into that, feel free to ask.”

Possible questions the PCs may have and associated answers include the following.

What was the nature of this test? “Mostly classified, unfortunately. I’m contractually obligated not to discuss my research, though I don’t believe the specifics will have any bearing on dealing with this problem. What I will say is that it’s possible something was unleashed from... somewhere far away.”

How many victims have there been? “It’s been ten days since the lab accident. Since then, six bodies have turned up with similar injuries. Reports state the cause of death appears to be energy damage, perhaps from a weapon. The body of the most recent victim is still in the morgue, if you wish to inspect it yourselves.”

Are there any witnesses? “It’s been difficult to tell who’s actually seen something and who’s just making a scene. You could try talking to Ex-Maintenance-22, an anacite who runs a food stall in Mystic Hearth and may have seen something. You could also try the Mystic Hearth online message boards and see if anyone’s discussing these events. I’m not a member, so you’d have to procure an invitation from someone or see if you can find a back door to the infosphere site.”



What are you? "A doctor." If pressed, Eshazi can explain she's an ifrit, a planar scion with heritage from the Plane of Fire.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture or Diplomacy check, the PCs might know more about Aballon, its inhabitants, Resurgent Technologies, or the megaplex Endeavour. They learn all the information whose DC is equal to or less than the result of their check.

15+: Aballon is the closest Pact World to the sun, making its natural environment unsuitable for most organic creatures. Anacites, intelligent, self-improving machines said to have been left behind by the mysterious First Ones, are the most common species on the planet, though many other constructs also reside there. Aballon is a center of industry and manufacturing, which are centered in the megaplexes—country-sized cities run with machine efficiency. These megaplexes are some of the only locations on Aballon's surface that have an artificial atmosphere that allows organic creatures to survive.

20+: Endeavour is one of Aballon's megaplexes. It gets its power from the Sun Basin, a massive solar array. Endeavour is a place where magic and technology meet in spectacular ways, such as the collection of interplanar and interplanetary portals maintained and operated by the Resurgent Technologies corporation. As such, it's an interplanar travel hub, meaning visitors may rub shoulders with any kind of outsider alongside the more common settled races of Aballon.

25+: Resurgent Technologies is a Pact World-wide corporation based in Endeavour. The company has operated since before the Gap, specializing in magical and technological hybridization. Today it remains at the forefront of such innovation. The corporation's mysterious director is known only by the name, "the Last One," and is frequently at odds with anacite leadership.

ROUTES OF INVESTIGATION

Eshazi can suggest the following leads if the PCs are unsure of how to proceed.

The Body: The most recent victim was a male android named Version-12 whose body was found in an alley the day before the PCs' arrival. If they wish to examine the body, the PCs are led to a spartan, chrome-colored, frigid room where the body lies on a table covered with a cloth. Upon inspection, it's clear the body suffered severe energy damage of some kind. A PC who succeeds at a DC 16 Physical Science check (DC 18 in Subtier 5-6) identifies some of the damage as electrical burns and the rest as acidic erosion. A successful DC 18 Medicine check (DC 20 in Subtier 5-6) identifies evidence of blunt-force trauma and constriction, as well as signs the body was dragged across a rough surface. Finally, a successful DC 21 Mysticism check (DC 23 in Subtier 5-6) allows a PC to identify the energy damage as the result of magic, rather than technological weapons.

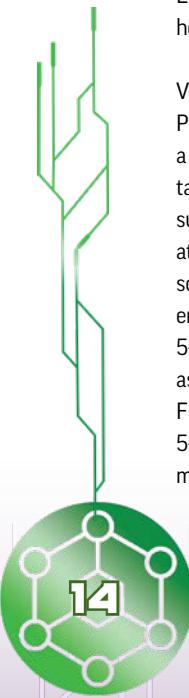
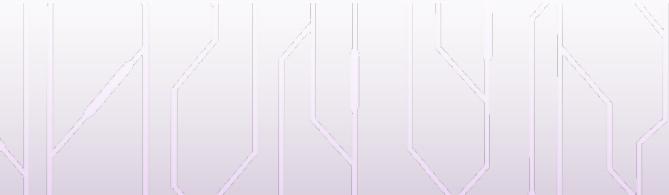
The Infosphere: To gain access to the local message boards,

the PCs can attempt to persuade a resident on the street to send them an invite with a successful DC 23 Diplomacy check (DC 25 in Subtier 5-6), a successful DC 19 Intimidate check (DC 21 in Subtier 5-6), or a successful DC 21 Bluff check (DC 23 in Subtier 5-6). Most residents are indoors given the ongoing current events, but there is a damaya lashunta jogger that the PCs could flag down and talk to. Alternatively, they can hack into the message boards with a successful DC 21 Computers check (DC 23 in Subtier 5-6). Once they have access, they find several threads discussing working for Resurgent Technologies and living in Mystic Hearth, discussions of workplace safety and benefits, and finally a thread where residents compare their creature sightings. Several users state that they saw a cloaked shape roughly the size of a human that floated instead of walked roughly around the time of the murders. One person claims to have seen the creature vanish into thin air. A PC who succeeds at a DC 19 Mysticism check (DC 21 in Subtier 5-6) can confirm the creature can likely fly, turn invisible through magical means, and is some form of outsider.

The Street: Ex-Maintenance-22 is at their usual corner maintaining their food stand. A few years ago, the anacite opted to experiment with their own interests and start a business catering to the organic residents of Endeavour. Unfortunately, Ex-Maintenance-22 still struggles to find recipes that are agreeable to organic digestive systems. They have information about the murders but requests that the PCs perform a service in exchange. If at least one PC tries their new creation—a noodle dish with murky broth that smells reminiscent of an electrical fire—they'll happily share what they know. However, any PC that eats the food must succeed at a DC 14 Fortitude save (DC 16 in Subtier 5-6) or be sickened for the next hour. After the anacite is satisfied by the tasting, they inform the PCs they heard a sound like metal scraping on metal, then a dragging noise. They investigated and discovered Version-12's body near a service maintenance tunnel. When they initially arrived on the scene, they also noticed the door to an out-of-service maintenance tunnel slam shut, though they didn't see any other creatures in the area. If more than half the PCs try the dish, Ex-Maintenance-22 is exceptionally pleased and also informs them that the tunnels aren't used anymore because dangerous fumes and other runoff from Resurgent Technologies' activities occasionally leak into the space.

If the PCs fail to get Ex-Maintenance-22's assistance, they can attempt a DC 19 Survival check (DC 21 in Subtier 5-6) to examine the area where the body was found to notice a blood trail that leads to the maintenance tunnel door. After the PCs find the tunnel entrance, they can unlock it with a DC 17 Engineering check (DC 20 in Subtier 5-6) or force it open with a DC 16 Strength check.

If the PCs still fail to learn the information, eventually they receive a panicked message from Eshazi that indicates a new body has been found by a service maintenance tunnel and while the body has already been brought back for investigation, Eshazi wants the PCs to investigate the nearby tunnels to find the culprit.



THE TUNNELS

The tunnel smells of stale air mixed with something acrid. The walls and low ceiling are shot through with rusted pipes littered with corrosive holes. Small patches of a plant with pale blue glowing fronds dot the way, growing straight from the exposures in the metal.

The plants are a result of magical energy suffusing the area from Resurgent Technologies experiments. They're harmless, though PCs must succeed at a DC 15 Life Science check to recognize this fact (DC 17 in Subtier 5-6). The tunnels are very confusing and require three successful DC 18 Survival checks (DC 20 in Subtier 5-6) before three failures to quickly navigate to the murderer's lair. Otherwise, the PCs have to frequently double back and retrace their steps in the confusing tunnel matrix, leaving them exposed to dangerous vapors that have been leaking from the labs, forcing them to succeed a DC 15 Fortitude save (DC 16 in Subtier 5-6) or be sickened for the duration of their time in the tunnels.

Hazard: Immense machinery operated by Resurgent Technologies occasionally vents superheated air through the tunnels. After the PCs have accrued at least two successes or two failures on their Survival checks, a rush of steam flies through the vents, dealing 6d6 fire damage (4d12 in Subtier 5-6) to each of the PCs in the tunnel. Characters may attempt a successful DC 15 Reflex save (DC 16 in Subtier 5-6) for half damage. One round before the air sweeps through the area, the PCs can notice a subtle hissing sound and deduce the danger with a successful DC 24 Perception check (DC 26 in Subtier 5-6) or a DC 19 Physical Science check (DC 21 in Subtier 5-6). Any PC who succeeds at one of these two checks gains a +2 bonus to the Reflex save to halve the damage.

C. THE DAEMON'S LAIR (CR 5 OR CR 7)

The cramped tunnels suddenly open into a what looks to have been a shuttle station at some point long ago before it was buried by newer construction. The remains of eviscerated rats and other pests lay scattered about the floor, staining it a dark and rusty crimson.

A raspy voice resonates from within your mind, saying, "Finally. It's been too long since I've snuffed out the life of a living, breathing creature. These machines just aren't the same."

The ceiling in this area is 15 feet high. The PCs enter at the north side of the map.

Creatures: The cause of the murders is a venedaemon accidentally summoned from the depths of Abaddon, and the creature meanders in this area. Venedaemons are daemonic outsiders typically formed from evil souls killed by magic. This outsider has found itself trapped on the Material Plane and has taken to killing nearby creatures, though it's become bored with terminating robotic life-forms. By the time the PCs arrive, the

venedaemon is acting erratically (even for its kind) and it lashes out at newcomers in hopes of sating its bloodlust.

SUBTIER 3-4 (CR 5)

FERAL VENEDAEMON

CR 5

NE Medium outsider (daemon, evil, extraplanar)

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

DEFENSE

HP 60

EAC 16; **KAC** 17

Fort +4; **Ref** +6; **Will** +8

Resistances cold, fire, and electricity 5; **Immunities** acid, death effects, disease, poison

OFFENSE

Speed 30 ft., fly 30 ft. (Su, average)

Melee tentacles +11 (1d6+7 B)

Spell-Like Abilities (CL 5th; ranged +9)

1/day—*caustic conversion, invisibility*

3/day—*jolting surge, magic missile, supercharge weapon*

At will—*daze* (DC 15), *ghost sound*

TACTICS

Before Combat Unless the PCs took measures to be stealthy in their approach, the venedaemon notices their presence and casts *invisibility* immediately before they arrive.

During Combat The venedaemon casts *supercharge weapon* on its tentacles and ambushes the frailest-looking opponent. It favors ranged spells but uses *jolting surge* when in melee.

Morale Full of bloodlust, the venedaemon fights to the death.

STATISTICS

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

Skills Acrobatics +11, Mysticism +16, Stealth +16

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Death-Fueled Magic (Su) Whenever a venedaemon reduces a creature to 0 Hit Points with a spell or spell-like ability, the next damaging spell it casts before the end of its next turn deals 1 additional damage per damage die.

SUBTIER 5-6 (CR 7)

VICIOUS VENEDAEMON

CR 7

NE Medium outsider (daemon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE

HP 90

EAC 18; **KAC** 19

Fort +6; **Ref** +8; **Will** +10

Resistances fire, cold, electricity 5; **Immunities** acid, death effects, disease, poison

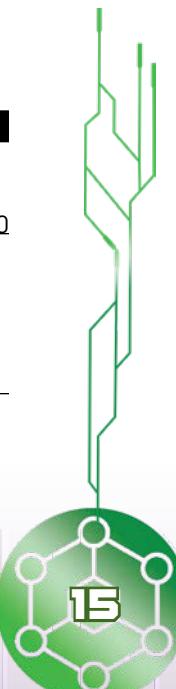
OFFENSE

Speed 30 ft., fly 30 ft. (average)

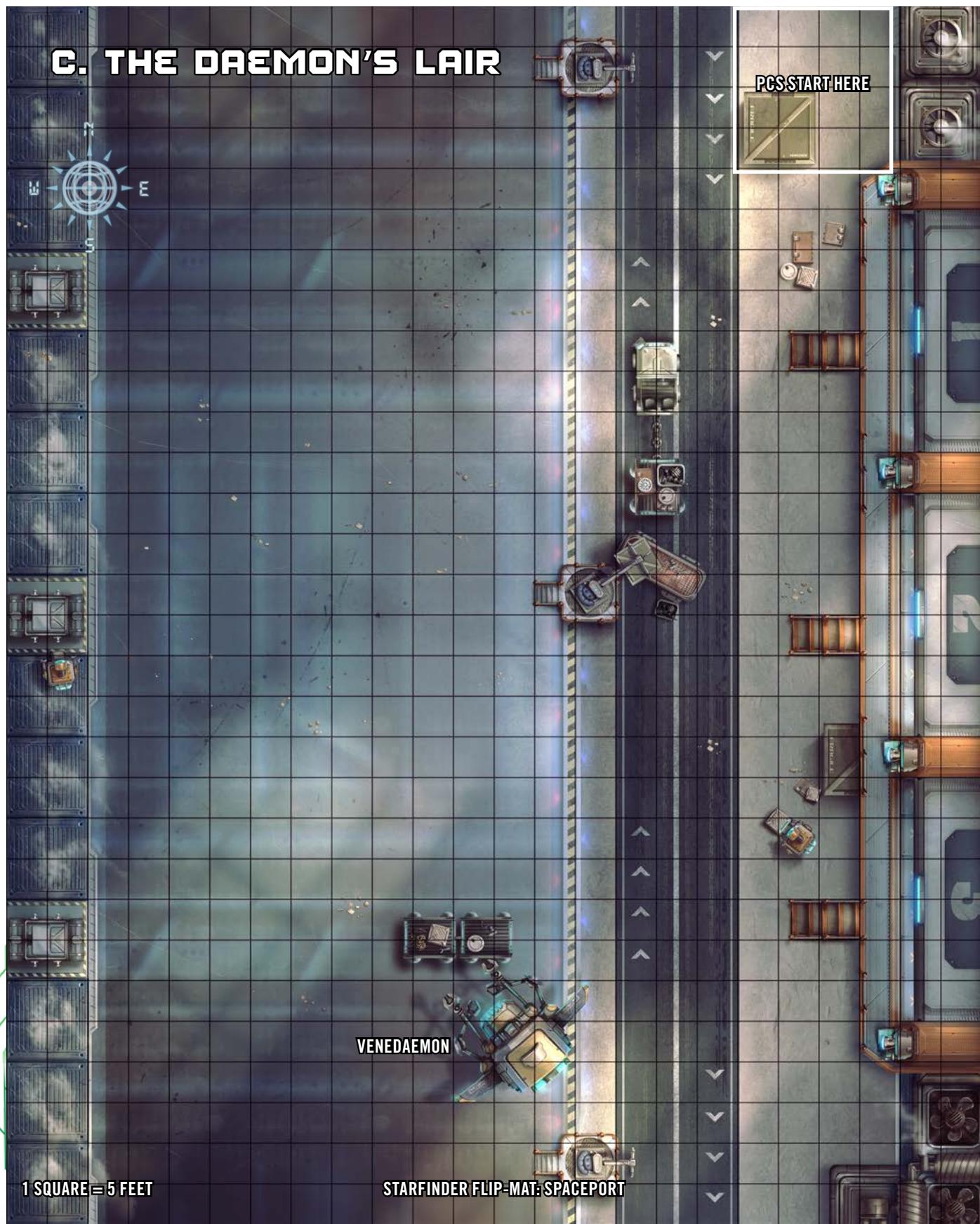
Melee tentacles +14 (1d12+9 B)

Spell-Like Abilities (CL 7th; ranged +12)

1/day—*arcing surge* (DC 20), *explosive blast* (DC 20)



STARFINDER SOCIETY SCENARIO



CORPORATE INTERESTS

3/day—caustic conversion, daze monster (DC 19), invisibility, mirror image
At will—jolting surge, supercharge weapon

TACTICS

Use the tactics from Subtier 3-4.

STATISTICS

Str +2; Dex +4; Con +2; Int +5; Wis +2; Cha +2

Skills Acrobatics +14, Mysticism +19, Stealth +19

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Death-Fueled Magic (Su) Whenever a venedaemon reduces a creature to 0 Hit Points with a spell or spell-like ability, the next damaging spell it casts before the end of its next turn deals 1 additional damage per damage die.

Development: With the daemon slain, Eshazi thanks the PCs for dealing with the creature before any more employees lost their lives. If during the adventure the PCs somehow publicly revealed Resurgent Technologies is responsible for the incident and associated murders, Eshazi quips she's glad she's not in the PR department as she authorizes the Society's pay.

CONCLUSION

When the PCs report back to Venture-Captain Naiaj, she irritably snaps that Resurgent Technologies should have disclosed the danger of the mission in their initial request, so her agents knew what they were getting into. Before being drawn back to her myriad communication devices, she commends the PCs for defeating such a dangerous foe.

SANJAVAL SPACEFLIGHT SYSTEMS BY DIEGO VALDEZ

The Starfinder Society is often able to procure equipment, services, and information for its members from the accounts and relationships the organization has with many of the corporations throughout the Pact Worlds. One such corporation is Sanjaval Spaceflight Systems. Sanjaval is the starship design and manufacturing company responsible for the original design of many ubiquitous Society starships, like the Pegasus and the Drake.

Prior to the Scoured Stars incident, the Starfinder Society maintained accounts with several starship manufacturing companies. The incident left the Society perilously low on resources, including ships and funds to procure replacement ships. Sanjaval, sensing an opportunity for what they believed was an investment that would pay out well in the future, offered an exceptionally good deal to the Society on replacement ships. It was an offer other companies were unable or unwilling to match, and that the Society could not pass up. This has allowed Sanjaval to position itself as the Society's premier partner for starships and starship equipment.

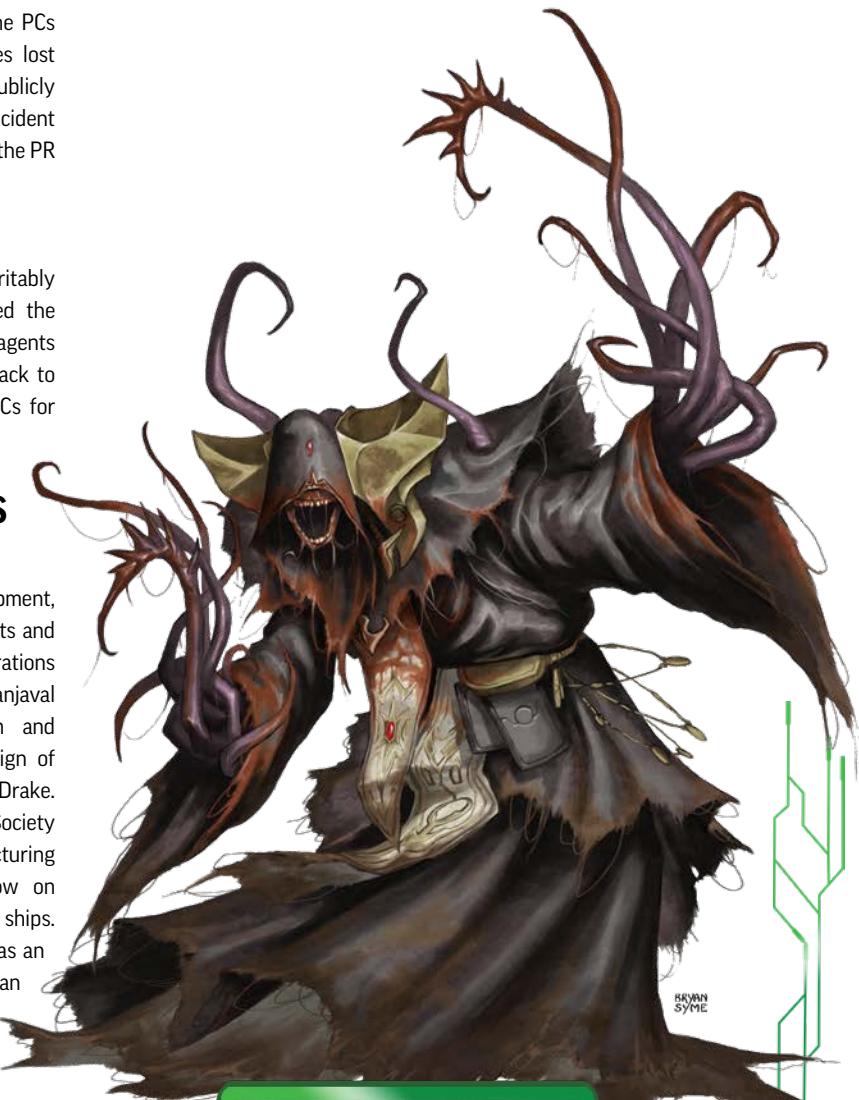
Experimental craft testing is inherently dangerous, and as such, good test pilots are expensive. Sanjaval works with the

SCALING ENCOUNTER C

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

Subtier 3-4: The venedaemon has suffered the negative effects of dwelling in these tunnels. It's currently sickened and has 43 Hit Points.

Subtier 5-6: The venedaemon is sickened and currently has 75 Hit Points.



VENEDAEMON



STARFINDER SOCIETY SCENARIO

Society to reduce the overall costs of their ships by allowing the Society to shoulder that risk and provide their own test crews. The Starfinder Society has been invited to provide a test crew for one of Sanjaval's newest experimental ships. This offer represents not only a substantial discount on the ship should the Society decide to commission one or more, but also a great opportunity to strengthen the business relationship with Sanjaval.

SUMMARY

Venture-Captain Naiaj sends the PCs to the Lucent Shipyards, in the Sun's Burning Archipelago, to participate in a test flight of Sanjaval's newest starship. The PCs are expected to strengthen the Society's relationship with Sanjaval and provide the Society with a recommendation on the purchase of a new starship frame. When the PCs arrive, a Sanjaval representative assigned to the Society's account greets them and explains what the test flight entails. The PCs receive a tour of the test ship and an explanation of its systems. Once they are comfortable with their vessel, the test commences.

The test flight begins according to plan, but part way into the mock combat, the drone the PCs are flying against switches to live rounds and begins attacking in earnest. The PCs must work together to switch their ship's systems to live fire, and disable the drone. Once the drone is no longer a threat the PCs can investigate what went wrong, possibly discovering sabotage!

GETTING STARTED

The PCs receive instructions from Venture-Captain Naiaj in the form of **Handout #4**. Once the PCs have had time to review the document, they travel to the station. A vibrantly colored dragonkin dressed in a smart, business casual suit greets the PCs when they arrive.

Read or paraphrase the following.

"Hello, Starfinders! Welcome to the Burning Archipelago! My name is Akrodo. I manage your organization's account here at Sanjaval. We're all

very excited about the ship you'll be flying today! Our analysis of the combat data the Society sent us has been interesting, and we think you will be quite pleased with what we have designed. Now, if you'll follow me, please."

THE TOUR

Akrodo leads the PCs through the station and happily answers any of the questions the PCs may have regarding the history and relationship between the Starfinder Society and Sanjaval Spaceflight Systems as well as the ship itself. The dragonkin gives the PCs a short briefing on the ship's capabilities as they walk. Use this interaction to allow the players to familiarize themselves with the *Remorhaz*'s stat block (page 28). The *Remorhaz* is a short walk away in a large hangar bay with numerous other ships in various states of assembly.

Read or paraphrase the following.

"Our analysis of many of the Starfinder Society's armed conflicts suggested a very clear pattern: most starships try to get behind the enemy as most are more lightly armed in the aft. We have designed the *Remorhaz* to appear to share armament design and layout with most other vessels, but most of the forward facing equipment are dummies. Not all mind you, there are some live weapons fore. However, the ship's heaviest armament is in the rear. So you WANT the enemy to try to get behind you!"

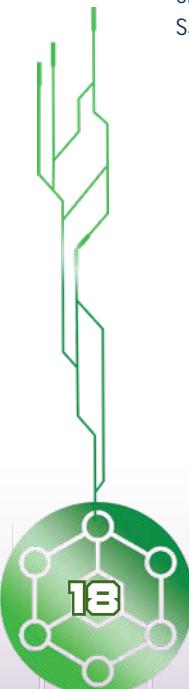
Akrodo then leads the PCs on a tour of the ship's interior, from engineering to crew quarters and finally to the bridge.

When they enter engineering, read or paraphrase the following.

"This is main engineering. Access to the engines and the power core is here. From these consoles you will be able to divert power between systems and affect any necessary repairs. This specification manual covers all of the power needs and regulations. I understand that Society engineers have a propensity for overclocking power to various systems. Please keep in mind that doing so voids the warranty."



**REMORHAZ
STARSHIP**



On the bridge, Akrodo moves around as he discusses each of the consoles. As the dragonkin approaches each console, read or paraphrase the following.

"This is the science station. From this computer bank your science officer has full access to the ship's computer and sensor suite. Running scans; detecting, studying, and navigating hazards; and analyzing other ships and creatures can all be done from here. Shield adjustments are also done here.

"This is the gunnery station. This console controls all of the ship's weaponry. All weapons can be controlled from this single console, or dispersed out among any combination of these consoles. So one person can control them if necessary, but there remains easy access for multiple gunners.

"Here is the ship's helm. The ship's computer system can aid in several tasks when needed, and as such we have designed the helm to allow for some computer assistance but also to allow a pilot to spread their wings, as it were. Your combat data suggests that Society pilots enjoy a more... aggressive piloting stance.

"And this is the big chair! It's positioned centrally so the captain has quick and unimpeded line of sight and access to all the other stations. Intercom, tactical readouts, everything a captain needs to make the split second decisions they'll be making is all right here in the arm rests."

The PCs now have an opportunity to ask any questions they may have about the ship, their roles on the ship, or starship combat. Provide the PCs with the statistics for the *Remorhaz* and allow the players to familiarize themselves with the ship and decide on roles for a starship combat test. Once the PCs are ready to continue, Akrodo can begin the test flight.

D. INTERRUPTED TEST FLIGHT

Akrodo keeps an open comms channel to the PCs as they launch and begin the test combat. They encourage the PCs to discuss their thoughts, concerns, and feedback as the mock combat unfolds. The dragonkin explains that both ships use simulated weaponry for the exercise. Akrodo explains that the concept for this ship is to pretend to run, and catch an enemy off-guard with the aft weaponry when they try to pursue. But that the PCs should execute the combat in the way that feels best to them and Sanjaval can use that data to refine the ship.

Starship Combat: The trial begins with the PCs' starship set up 3d6+5 hexes away from the training drone. Both ships begin facing a random direction.

Initially the combat should go smoothly; the first round of the combat is entirely simulated. The two ships begin the combat using non-live weapons, so the first round doesn't deal any damage to either starship. During this round, Akrodo banters with the PCs, asking them questions about the combat and the feel and handling of the ship.

On the second combat round, the drone switches to live fire weaponry and attacks. Since this was a mock combat

the *Remorhaz*'s shields are down, so a hit deals Hull Point damage. The PCs and Akrodo don't realize the drone is using live weapons until the first time the *Remorhaz* is hit by a drone shot. It serves to alert the PCs to the live fire, as well as to create some tension.

When the *Remorhaz* takes a live hit, read or paraphrase the following.

The ship shakes violently from a real weapons impact! The lights flicker and the comms channel with Akrodo bursts with static. As the static clears Akrodo's frantic voice comes through, "That was live ammunition! It shouldn't even have live ammunition aboard! It's not responding to my commands! You can switch to live ammunition by..." Another impact shakes the ship, and the comms flood with static once more.

An engineer who succeeds at a DC 10 Engineering check can bring the weapons online as their action. A science officer who succeeds a DC 10 Computers check brings the shields online from a temporarily dormant state. Until the PCs bring the weapons back online, they cannot damage the drone. Luckily, the drone is programmed to treat the simulated fire as live fire for purposes of its actions, so it always takes evasive maneuvers as a Pilot action whether the PCs' weapons are functioning or not.

The drone has been programmed to pursue the *Remorhaz* and try to attack from behind. It follows its programming until it is defeated in combat.

SUBTIER 3-4

MALFUNCTIONING DRONE

TIER 3

Small shuttle

Speed 10; **Maneuverability** perfect (+2 Piloting, turn 0)

AC 14; **TL** 14

HP 35; **DT** –; **CT** 7

Shields light 80 (forward 20, port 20, starboard 20, aft 20)

Attack (Forward) light plasma cannon (2d12; 5 hexes)

Attack (Turret) tactical nuclear missile launcher (5d8; 10 hexes)

Power Core Pulse Green (150 PCU); **Drift Engine** none; **Systems** advanced long-range sensors, mk 4 armor, mk 4 defenses, mk 1 duonode computer; **Expansion Bays** none

Modifiers +1 to any two checks per round; Piloting +1;

Complement automated

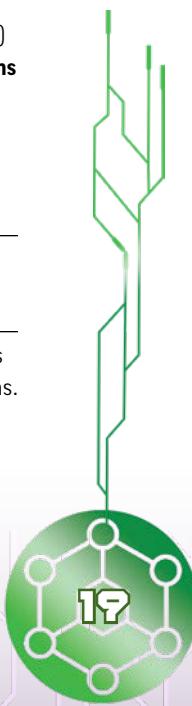
CREW

On-Board Computer gunnery +8 (3rd level), Piloting +13

(3 ranks)

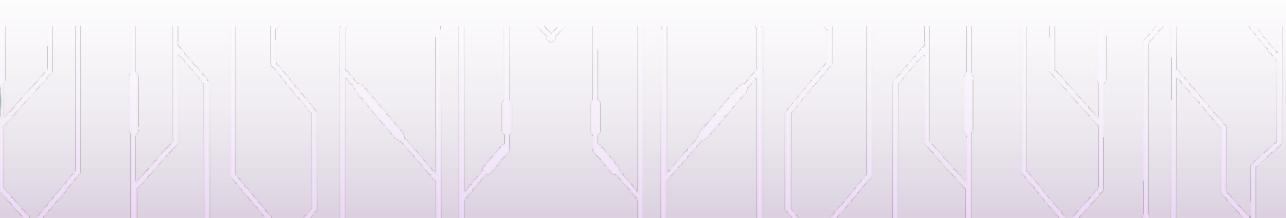
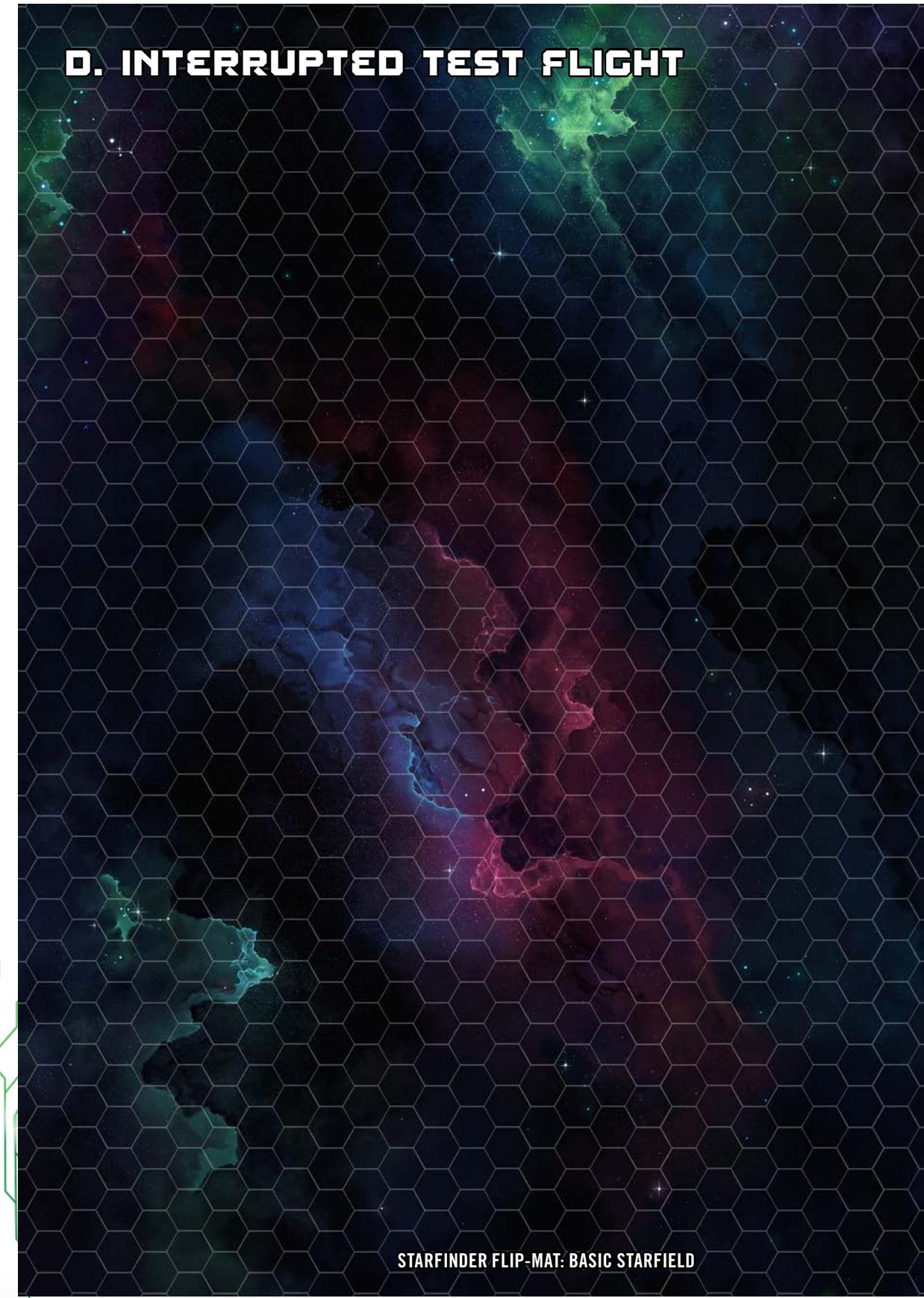
SPECIAL ABILITIES

Automated (Ex) A drone fighter has no crew, although it has an on-board computer that can perform most crew actions. The on-board computer can perform pilot and gunnery actions as if it has a crew of two. When a drone fighter would take a critical damage effect, it instead loses 2 Hull Points.



D. INTERRUPTED TEST FLIGHT

STARFINDER FLIP-MAT: BASIC STARFIELD



SUBTIER 5-6

MALFUNCTIONING DRONE

TIER 5

Small shuttle

Speed 10; Maneuverability perfect (+2 Piloting, turn 0)

AC 15; TL 14

HP 40; DT –; CT 8

Shields medium 120 (forward 30, port 30, starboard 30, aft 30)

Attack (Forward) light plasma cannon (2d12; 5 hexes), high explosive missile launcher (4d8; 20 hexes)

Attack (Turret) tactical nuclear missile launcher (5d8; 10 hexes)

Power Core Pulse Green (150 PCU); **Drift Engine** none; **Systems** advanced long-range sensors, mk 5 armor, mk 5 defenses, mk 1 duonode computer; **Expansion Bays** none

Modifiers +1 to any two checks per round; Piloting +1;

Complement automated

CREW

On-Board Computer gunnery +10 (5th level), Piloting +15

(5 ranks)

SPECIAL ABILITIES

Automated (Ex) A drone fighter has no crew, although it has an on-board computer that can perform most crew actions. The on-board computer can perform pilot and gunnery actions as if it has a crew of two. When a drone fighter would take a critical damage effect, it instead loses 2 Hull Points.

Development: When the drone is brought to 0 Hull Points, it ceases attacking and powers down. When the drone powers down, read or paraphrase the following.

The comms crackle back to life, “Is everyone all right? It looks like the drone is powerless. Don’t destroy it please. If you have injured crew please return to the hangar, I’ll have medical personnel waiting for you. If everyone is well, please examine the drone to see if you can determine what happened.”

The pilot can maneuver the *Remorhaz* close enough that the drone can be properly inspected. A PC succeeding at a DC 15 Engineering check determines that the drone didn’t glitch, but has been sabotaged. A subsequent successful DC 20 Computers check reveals the access codes of the person who sabotaged the drone, pointing to a member of the Frozen Trove dragoncorp.

CONCLUSION

Akrodo apologizes profusely when the PCs are back aboard the station. Test flights can be dangerous, but something like this should not have happened. If the PCs were able to discover the access codes of the person that tampered with the drone, Akrodo recognizes them as belonging to a disgruntled ex-employee with ties to the Frozen Trove dragoncorp. That employee’s access codes should have been invalidated when they were removed from Sanjaval though, which suggests they must have a contact or contacts within Sanjaval. The dragonkin assures the PCs that

Sanjaval is going to fully investigate and resolve the matter. Akrodo walks the PCs back to the hangar they arrived in and shakes each PC’s hand before they go.

Read or paraphrase the following.

“Thank you for all of your work today. We hope that when you make your report to your superiors that it will focus on the ship and its capabilities rather than on today’s mishap. Please pass along that should the Society choose to commission the *Remorhaz*, in addition to the discount for providing test crew we will be extending an additional hazard discount due to the circumstances of today’s test flight. Please accept our apologies. We hope to hear from you soon.”

Venture-Captain Naiaj is delighted with the PCs report in at the Lorespire Complex. Not only did the PC comport themselves well and make a good impression on an important partner, they gained the Society better standing in the business relationship with Sanjaval.

ARABANI ARMS BY THURSTON HILLMAN

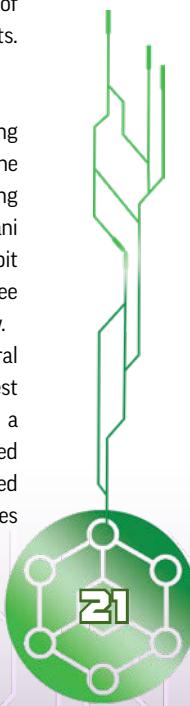
The drow household of Arabani maintains a corporate wing known as Arabani Arms Limited. This drow weapons manufacturer is known throughout the Pact Worlds, as well as other interstellar societies, including the militaristic Gideron Authority in Near Space. Arabani Arms’ most notorious innovation is an exclusive ranged-weapon line called the Karkaken—high-impact weapons modified to cause maximum pain. This unique line of weaponry, as well as countless other threatening advances, come from the Karkaken Testing Grounds on the Pact World of Apostae.

In recent months, Arabani Arms has reached out to the Starfinder Society in hopes of procuring the use of tried field agents for use in testing new Arabani innovations. Due to an ongoing multimedia smear campaign against the Society that has made securing funds difficult, Starfinder leadership has agreed to hire out a group of agents to assist in the drow corporation’s upcoming round of tests.

SUMMARY

Venture-Captain Naiaj provides the PCs with a digital briefing that they can review on the trip to Apostae. Upon arrival on the drow-occupied world, the PCs venture to the Karkaken Testing Grounds where they meet with an official dignitary from Arabani Arms: the half-orc Crax Geshki. Geshki provides the PCs with a bit more background on their tests, as well as an overview of the three specific areas that Arabani Arms wants the Starfinders to review.

The first encounter is a simple range-fire test using several experimental weapons provided by Arabani Arms. The PCs test each weapon, providing feedback after live-fire exercises in a range. The next test involves reviewing some recently developed force field technology that the PCs can wear against automated turrets or bring with them into the final test. The final test involves



the PCs squaring off against a group of newly developed combat robots, which Arabani Arms wants the Starfinders to battle in order to analyze and develop new combat data to improve their designs.

GETTING STARTED

The PCs receive instructions from Venture-Captain Naiaj in the form of **Handout #5** and board a shuttle bound for distant Apostae. Allow the PCs to read the handout and discuss their upcoming mission. Following this, the PCs arrive at Apostae and land near the Karkaken Testing Grounds.

Read or paraphrase the following.

The shuttle descends over the drab gray rock of Apostae, diving between two impressive starships smeared with spatters of red paint resembling bloody handprints. Veering from the impressive settlement of Nightharch, the shuttle makes its way to a section of the rocky surface covered in standalone structures, many of which glisten with active power tools in the midst of assembling massive starship components or producing long-lines of smaller personal scale equipment.

With a sudden lurch, the shuttle touches down on an open platform, and the pilot ushers to exit out the back hatch.

As the PCs exit the shuttle, a smiling half-orc in construction-worker attire stands at the platform to greet them. **Crax Geshki** (LN male half-orc) is Arabani Arms' representative in this set of tests, and he takes his job very seriously. The large-tusked half-orc always seems to smile and not fret over any issues that come up—a trait he picked up from years of working hard labor on the drow-occupied world.

Crax introduces himself and asks the PCs to accompany him to the nearby testing area. As the group moves through the factories and other testing sites of the Karkaken Testing Grounds, Crax provides some background on the upcoming tests. Read or paraphrase the following.

"All right, this should all be simple enough. You fine folks are going to be handling some experimental weaponry in a short live-fire demonstration—I'll need your feedback on the guns afterward. Next, we have some new personal force fields that the R&D division have been dying to test, so you'll get to inspect those and take some shots while wearing them. Finally, and probably where you'll all shine the most, is a live combat against some new robots that we've developed and plan to sell to some mercenary outfits. We just need your combat experience to review these gadgets and gizmos before we can slap the old Arabani logo on them and put 'em out in the market!"

The PCs may have questions for Crax, and he does his best to answer them. Crax answers any questions about the trials based on the information he's listed as providing in the following encounters. Soon after the first few questions, the PCs arrive at the testing site: a long rectangular range to test weapons.

WEAPON TEST

Arabani Arms maintains hundreds of weapon ranges at the Karkaken Testing Grounds, and the PCs and Crax arrive at one designated for their use. Two copies of four different weapons and several extra ammo clips and batteries are arrayed on a table beside the shooting point for the range, each noted with a holographic display. Crax ushers the PCs over to the weapons and provides basic overviews on each piece of equipment, though doesn't know about any of the malfunctions as listed in the weapon descriptions. Instead, the PCs can attempt a DC 22 Engineering check (DC 24 in Subtier 5-6) to uncover the malfunction for an inspected weapon.

Babau's Kiss (Small Arm): This is a 4th-level projectile small arm that deals 2d4 piercing damage and has the bleed 1d4 critical hit effect. It has a range increment of 20 feet and holds 4 small arm rounds. It has the analog special property and is light bulk.

Malfunction: If the wielder fires the weapon and rolls a natural 1, the weapon instead backfires and automatically scores a critical hit on the wielder.

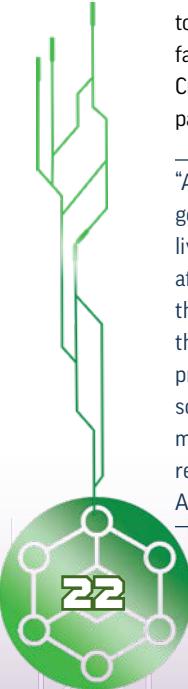
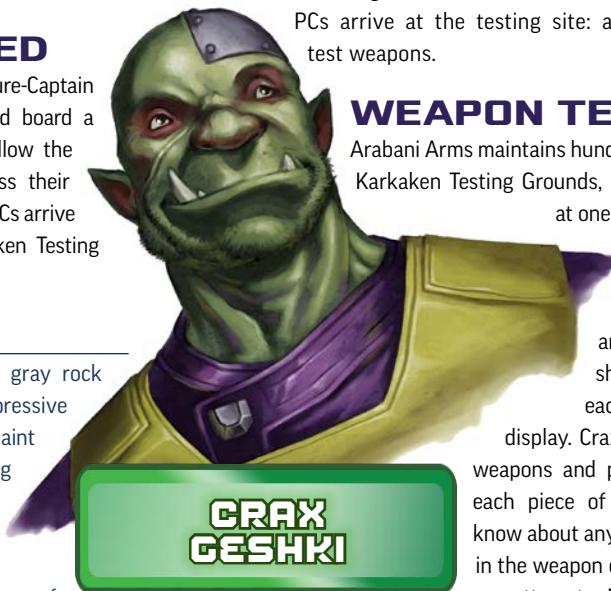
Matron's Wail (Longarm): This is a 4th-level cryo longarm that deals 2d6 cold damage and has the deafen critical hit effect. It has a range increment of 30 feet, uses a battery, has a usage of 2, and is 1 bulk.

Malfunction: When fired, this weapon deals 1 cold damage to the wielder. For every round the weapon is fired consecutively, increase the cold damage by 1 to a maximum of 5. If the damage reaches 5, then the wielder must succeed a DC 15 Fortitude save (DC 17 in Subtier 5-6) or take 1d4 Dexterity damage from the numbing effect of the chill.

Apostae's Ire (Heavy Weapon): This is a 4th-level laser heavy weapon that deals 1d12 fire damage and has the burn 1d6 critical hit effect. It has a range increment of 50 feet, uses a high-capacity battery (40 charges), has a usage of 4, and is 2 bulk.

Malfunction: When fired, this weapon's shot arcs to all creatures within 10 feet of the original target for one-quarter damage from the initial shot. For every additional target hit, the weapon consumes an additional 2 charges from its battery. When firing this weapon in the range, there is a 30% chance that a successful hit strikes an additional 1d4 target dummies from this arcing effect.

Swarm Zapper (Sniper Weapon): This is a 4th-level, shock



sniper weapon that deals 2d6 electricity damage. It has a range increment of 120 feet, the sniper (500 ft.) and penetrating qualities, uses a battery (20 charges), has a usage of 10, and is 1 bulk.

Malfunction: When the last shot is fired, there's a 20% chance the battery ejects and immediately explodes, dealing 4d8 electricity damage to the wielder (6d8 in Subtier 5-6).

LIVE-FIRE EXERCISE

Once the PCs have had a chance to inspect the weapons, Crax requests they participate in a live-fire exercise. To appease his superiors, Crax needs the PCs to fire each weapon no less than five times. In many cases there's the potential for repeated fire to cause a malfunction.

Target Fire: The firing range uses robotic arms to move its targets. Targets appear in 10-foot increments, from 10 feet away to 100 feet away, with another set of targets 300 feet away. Crax informs the PCs that the range of the weapons, from shortest to longest, is babau's kiss, matron's wail, Apostae's ire, and swarm zapper, with swarm zapper having a sniper feature. Each target has a base EAC and KAC of 19 (21 in Subtier 5-6). He asks them to try out targets at different distances to get a sense of each weapon's ideal range.

Development: As long as the PCs successfully fire all of the weapons five times, regardless of whether they actually hit any targets, their testing is considered a success. Crax takes any feedback on the weapons, including noted deficiencies and information learned about the weapon malfunctions, from either successful Engineering checks or firsthand experience. Once this is done, the half-orc representative escorts the PCs to a small adjoining meeting room for the next test.

FORCE FIELD TEST

The meeting room that adjoins the range includes a couch where the PCs can rest, as well as a table littered with wrist-badge devices. Crax introduces the bands as a new personal force field device that he would like the PCs to test out. Crax says the PCs can forgo the test against the turret, as long as at least two of the PCs wear and activate the force fields in the live fire test that he has planned next. Otherwise, Crax indicates Arabani Arms requires that each of the PCs test the force fields and return to the range, where an automated turret will shoot at them to test the defensive capabilities of the field.

A PC can inspect the devices to learn their basic properties, however, they must succeed at a DC 23 Engineering check (DC 25 in Subtier 5-6) to determine its malfunction.

Arabani Personal Force Field: This item functions as a force field armor upgrade (*Starfinder Core Rulebook* 206) that can be activated or deactivated with a standard action and does not occupy an armor upgrade slot. This field uses a battery and has a usage of 1 charge per round. It provides 20 temporary Hit Points and fast healing 2.

Malfunction: Anytime the force field absorbs damage, the

wearer and creatures within 10 feet must succeed a DC 16 Fortitude save (DC 17 in Subtier 5-6) or be blinded for 1d3 rounds. If the creature succeeds at the Fortitude save, it is instead dazzled for 1 round. If an attack completely discharges the field's temporary Hit Points, then the blinded condition increases to 1 hour on a failed save.

TURRET TEST

If the PCs opt not to use the untested force fields in the following combat encounter, then they must each wear the device and take a shot from an automated turret to test the shield's absorptive properties. This test comes in the form of a single turret attack against the PC—who sits down range in the range of the prior chamber—that automatically hits its target. The shot deals 5d6 piercing damage, which immediately applies against the shield's temporary Hit Points. This triggers the need for a save described in the malfunction above, and depending on damage might impart a longer-lasting blinded condition. Each PC must take one of these shots before Crax can conclude this test.

Development: Once the PCs either conclude this test or agree to wear the shields in the subsequent combat encounter, Crax begins ushering them outside to a live-fire arena. If any of the PCs were blinded for 1 hour, Crax apologizes, but indicates the PC still need to participate in the following encounter and that they can't wait for the effect to dissipate—Arabani Arms Limited works on strict timetables. However, he does begrudgingly give the PCs 10 minutes to regain Stamina Points if they ask.

E. ARABANI ROBOT TEST (CR 6 OR CR 8)

Crax shows the PCs to an airlock that leads into a crater on the exterior of Apostae that Arabani Arms uses to test its combat robots. Arabani Arms has set-up several gravity generators to ensure the gravity in the area is standard levels, but otherwise cleared the area of anything that could be used for cover in combat. Crax informs the PCs that the Arabani Arms test robots will activate as soon as they enter the testing area. For accurate combat data, the robots use live-fire weapons, though they're programmed only to knock their target unconscious and not attack fallen combatants.

Creatures: A pair of Arabani Arms test robots wait in the south-eastern corner of the crater zone, springing to activation as the PCs arrive from the opposite corner. The robots have basic programming to attack and overwhelm their opponents.

SUBTIER 3-4 (CR 6)

TYRANT-CLASS SUPREMACY ROBOTS (2) CR 4

N Large construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

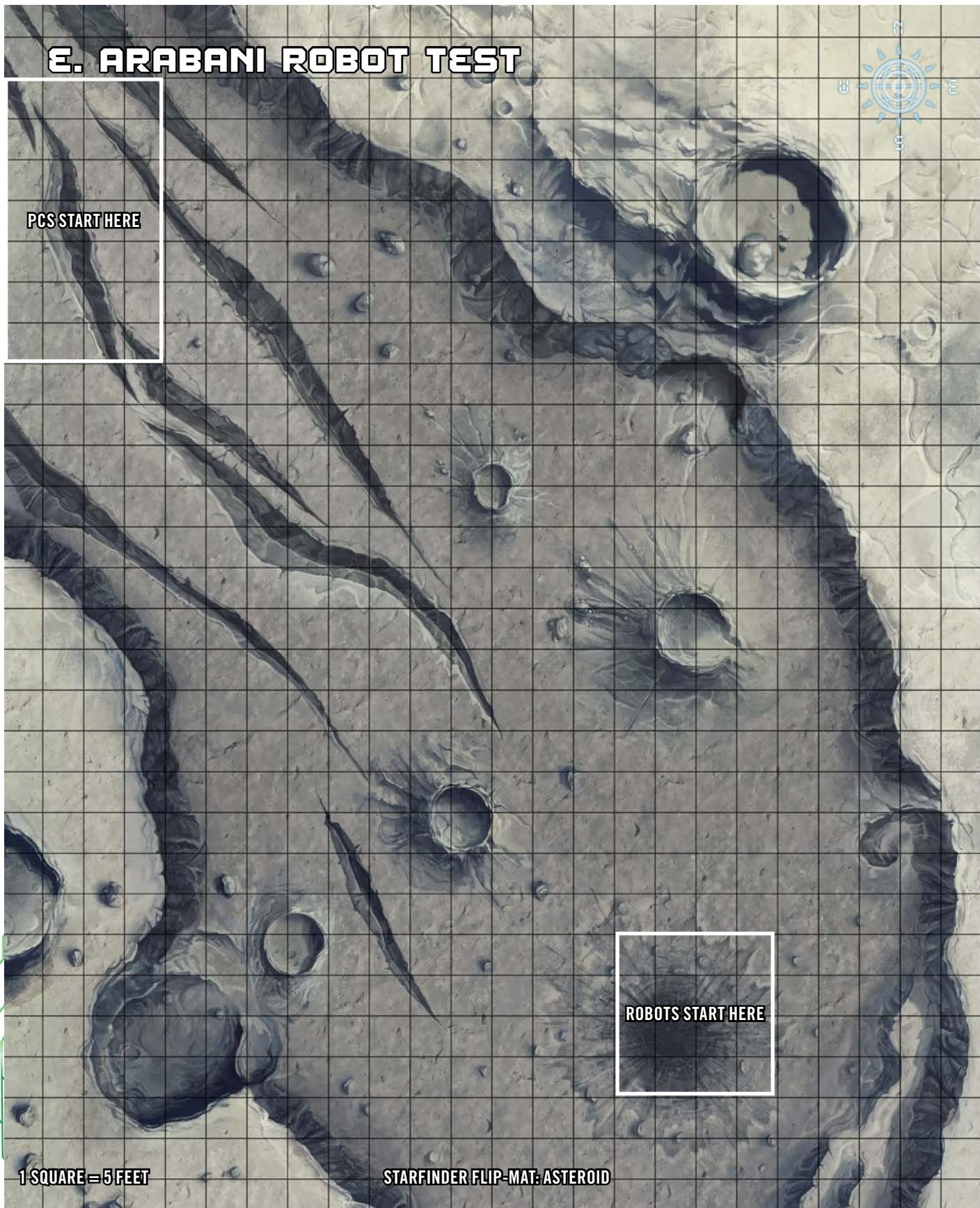
DEFENSE

HP 50 EACH

EAC 17; **KAC** 19

Fort +4; **Ref** +4; **Will** +1





CORPORATE INTERESTS

Defensive Abilities integrated weapons, repulsor field;
Immunities construct immunities
Weaknesses vulnerable to critical hits, vulnerable to electricity
Offense

Speed 20 ft.

Melee slam +10 (1d6+8 B)

Ranged corona artillery laser +13 (2d8+4 F; critical burn 1d6)

TACTICS

During Combat The robot commences combat by their weapons at range against the closest PC. If any PCs use the Arabani force fields in this encounter, the robots have been instructed focus on those targets at range to see the effectiveness of the force fields. Otherwise, the robots split up in combat and try to suppress their opponents with hails of fire.

Morale The robots use lethal attacks and fight until destroyed.

STATISTICS

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

Skills Acrobatics +10, Computers +10, Intimidate +15

Languages Common

Other Abilities unliving

Gear integrated corona artillery laser

SPECIAL ABILITIES

Integrated Weapons (Ex) A supremacy robot's weapons are integrated into its frame and can't be disarmed. The laser on these robots is powered by the robot's core components and thus doesn't require ammo while the robot is active.

Repulsor Field (Ex) The tyrant-class supremacy robot can, as a move action, activate a repulsor field that pushes creatures away. The field targets creatures within 10 feet with a bull rush combat maneuver with a +15 bonus to hit. Using this ability does not provoke attacks of opportunity.

SUBTIER 5-6 (CR 8)

TYRANT-CLASS SUPREMACY ROBOTS (4) CR 4

HP 50 each (page 23)

SCALING ENCOUNTER E

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

Subtier 3-4: The robots haven't had their tracking properly calibrated and take a -2 penalty to attack rolls. The robots also reduce the bonus to their repulsor field's bull rush by 2.

Subtier 5-6: Remove one robot from the encounter.

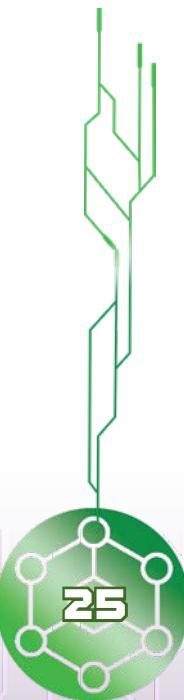
TACTICS

Use the tactics from Subtier 3-4.

Development: Once the PCs defeat the robots, or find themselves defeated by the robots, the test is over. Crax comes out to congratulate the PCs on their test and quickly escorts them back to their shuttle. During the trip back to the shuttle, Crax continues to pester the PCs for any last thoughts on the tests they've performed and where Arabani Arms may improve their designs for future tests and eventual production.

CONCLUSION

A shuttle takes the PCs immediately back to the Lorespire Complex, where they have a chance to meet Venture-Captain Naiaj and discuss their recent tests. Naiaj apologizes for any particularly impeding malfunctions that the PCs endured, but is grateful that she had such staunch agents taking the lead on this assignment. Naiaj hopes that in the future, the Society can arrange better trade agreements with Arabani Arms and perhaps get the improved (and fixed) versions of all these Arabani tech items in the hands of Starfinders.



HANDOUT #1: ABADARCORP

"AbadarCorp has placed its faith in the Society to ensure that a potential ally safely reaches the Golden Vault. The target, Tharsa (image file attached), promotes weapons-trade philosophies that conflict directly with the interests of criminal weapons dealers. Tharsa is unquestionably a target of black-market merchants who may attempt to intercept her before she reaches AbadarCorp.

"In order to avoid unwanted attention, Tharsa is arriving on a commercial starliner. While this keeps his arrival time a mystery to others, it leaves her vulnerable from the moment she steps out the gate. You'll retrieve Tharsa at her gate as she arrives at Absalom Station and escort her to the Golden Vault. Keep a low profile while doing so, and do not draw any attention to Tharsa's arrival. Try to address threats before they become a problem. If you must protect Tharsa, avoid an extended engagement. Remember that the gate is a public space, and anyone present could be there to intercept Tharsa. AbadarCorp is relying on your foresight and discretion, Starfinders—do not fail them."

—Venture-Captain Naiaj

HANDOUT #2: FROZEN TROVE

"I've selected you for a secretive mission. A rival dragoncorp, who wishes to remain nameless, has enlisted the Society to gather data acquired by Frozen Trove Labs in one of their hidden communication outposts. Through contact with an old ally of mine, Captain Argente, we've discovered a small outpost in the Diaspora that Frozen Trove calls Whitescale. Your mission is to act as part of Argente's crew and deliver supplies to the outpost. While there, download the data acquired by the long-range communication network; the data is going to be located with the station's sole occupant. We expect there to be significant security measures in place to keep Frozen Trove's adversaries out, so be prepared for anything."

—Venture-Captain Naiaj

HANDOUT #3: RESURGENT TECHNOLOGIES

"Resurgent Technologies has requested our services at one of their R&D departments on Aballon. They've been vague about what the job entails; the most I've been able to tell is that there's been some, as they've put it, 'unexpected results' from one of their experiments that needs to be discreetly cleaned up. As I'm sure you know, reputation is vital for any organization. Be sure to keep ours in mind during your mission. Best of luck, Starfinders. And be careful."

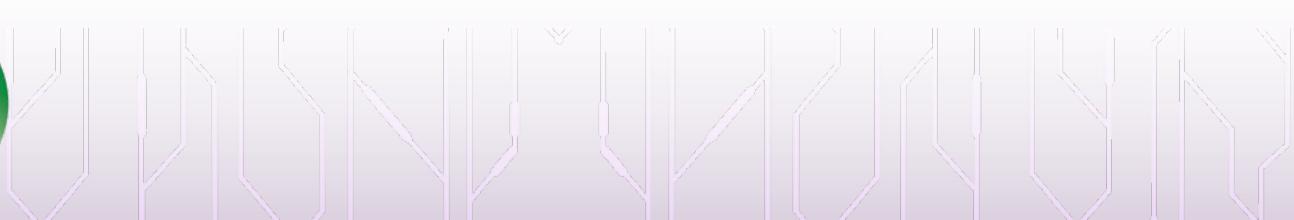
—Venture-Captain Naiaj

HANDOUT #4: SANJAVAL SPACEFLIGHT SYSTEMS

"Sanjaval Spaceflight Systems is one of our oldest and most important corporate associates. They provide us with a number of services ranging from starship construction to analysis of the combat data. The financial arrangements we have with them are considerable. Part of our deal with Sanjaval is providing personnel to test experimental equipment. They have designed a new starship model, and I would like for you to put it through its paces. I'd like to hear your thoughts on its performance before we decide whether to put in an order.

"Again, this is one of our more important business partners. We want them to continue to work with us. Make a good impression."

—Venture-Captain Naiaj



HANDOUT #5: ARABANI ARMS

"Your assignment should be less stressful than most. You'll be traveling to the Pact World of Apostae to meet with a representative of Arabani Arms Limited at their Karkaken Testing Grounds. This representative is going to provide an overview for some tests that Arabani Arms would like our field agents to perform on their most recent technological developments. In essence, you'll have a chance to test out some new technology and provide feedback on it. Not only does the Society make some credits off this arrangement, but it also positions our agents to provide feedback on weapons they may well be using in the future.

-Venture-Captain Naiaj



APPENDIX: SANJAVAL TEST SHIPS

SUBTIER 3-4

REMORHAZ

Medium transport

Speed 6; Maneuverability average (turn 2); **Drift 1**

AC 14; TL 14

HP 85; DT -; CT 17

Shields light 60 (forward 15, port 15, starboard 15, aft 15)

Attack (Forward) light laser cannon (2d4; 5 hexes)

Attack (Aft) heavy plasma torpedo launcher (5d10; 20 hexes), light plasma cannon (2d12; 5 hexes)

Attack (Turret) light laser cannon (2d4; 5 hexes), light plasma torpedo launcher (3d8; 20 hexes)

Power Core Pulse Blue (200 PCU); **Drift Engine** signal basic;

Systems basic short-range sensors, crew quarters (good) mk 4 armor, mk 4 defenses, mk 1 tetranode computer;

Expansion Bays cargo hold, escape pods, passenger seating, guest quarters

Modifiers +1 any 3 checks per round, Piloting +1; **Complement** 1-7

SPECIAL ABILITIES

Reversed Mount (Ex) Unlike a standard transport base frame, the Remorhaz has been engineered to move its forward heavy weapon mount to its aft.

TIER 4

SUBTIER 5-6

REMORHAZ

TIER 6

Medium transport

Speed 6; Maneuverability average (turn 2); **Drift 1**

AC 14; TL 14

HP 85; DT -; CT 17

Shields medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward) light plasma cannon (2d12; 5 hexes)

Attack (Aft) heavy plasma torpedo launcher (5d10; 20 hexes), light plasma cannon (2d12; 5 hexes)

Attack (Turret) light particle beam (3d6; 10 hexes), light plasma torpedo launcher (3d8; 20 hexes)

Power Core Pulse Orange (250 PCU); **Drift Engine** signal basic;

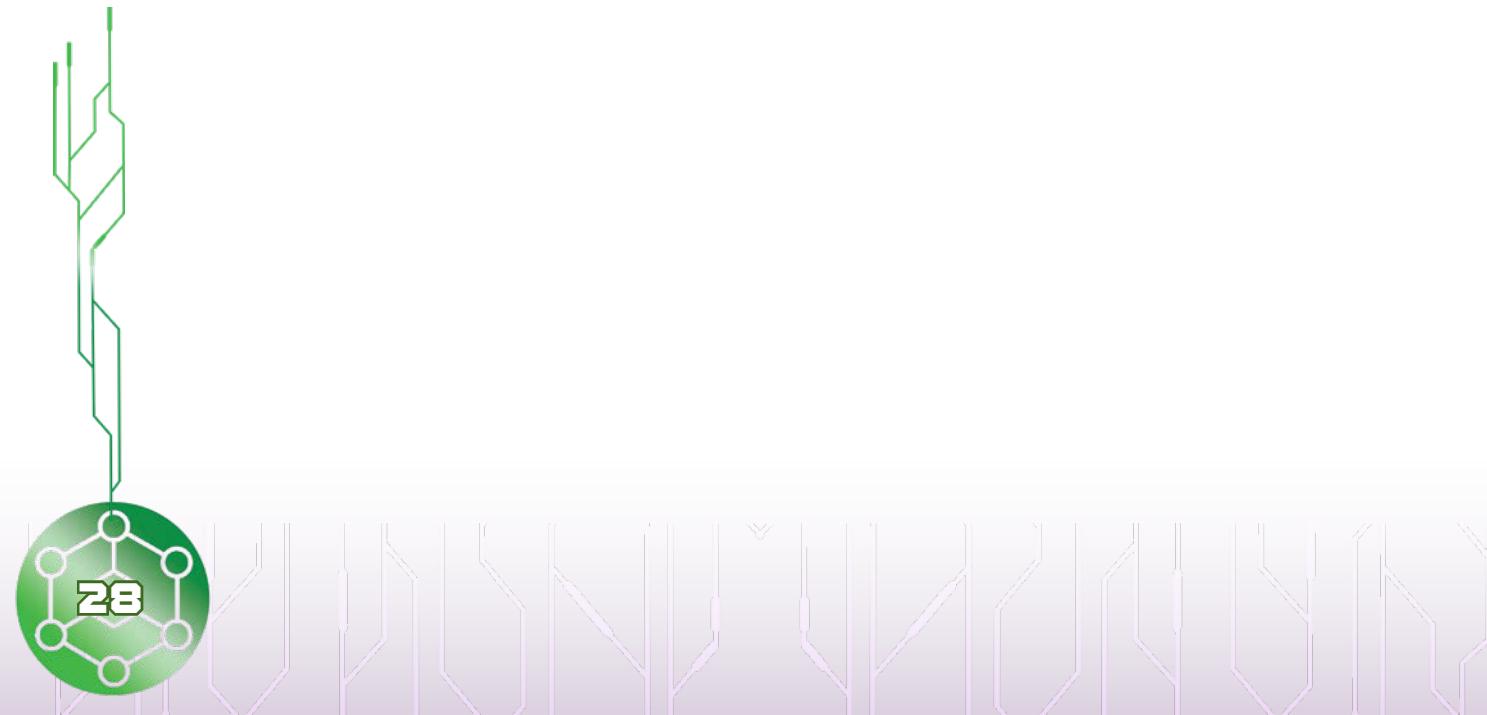
Systems basic medium-range sensors, crew quarters (good) mk 4 armor, mk 4 defenses, mk 2 tetranode computer;

Expansion Bays cargo hold, escape pods, passenger seating, guest quarters

Modifiers +2 any 3 checks per round, Piloting +1; **Complement** 1-7

SPECIAL ABILITIES

Reversed Mount (Ex) Unlike a standard transport base frame, the Remorhaz has been engineered to move its forward heavy weapon mount to its aft.



CORPORATE INTERESTS



JOIN OUR COMMUNITY

Are you looking for more adventures? Check out Starfinder Society Organized Play! In the organized play campaign, your character exists in a common setting shared by thousands of other gamers. You can take your character to any public Starfinder Society event anywhere in the world. Starfinder Society Organized Play includes adventures for the Starfinder Roleplaying Game. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth to the campaign world. It's also a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

STARFINDER ROLEPLAYING GAME

The Starfinder Society Organized Play Campaign is a worldwide science fantasy roleplaying campaign that puts you in the role of an agent of the Starfinder Society, a galaxy-spanning league of explorers and adventurers dedicated to discovering this history and treasures of a vast galaxy. A Starfinder's adventures explore the seedy dives and political intrigues of Absalom Station between thrilling starship dogfights and exploration of the most interesting places in the galaxy.

While the Game Master and your companions might change every time you play, your character advances and gains rewards as normal.

For more 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.

PATHFINDER ROLEPLAYING GAME

The Pathfinder Society Organized Play Campaign is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest wonders of an ancient world beset by magic and evil. A Pathfinder's adventures explore the dark alleys and political intrigues of the city of Absalom between far-flung travels to the most interesting locales in the world of Golarion.

For more on the Pathfinder Society Organized Play campaign and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.



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

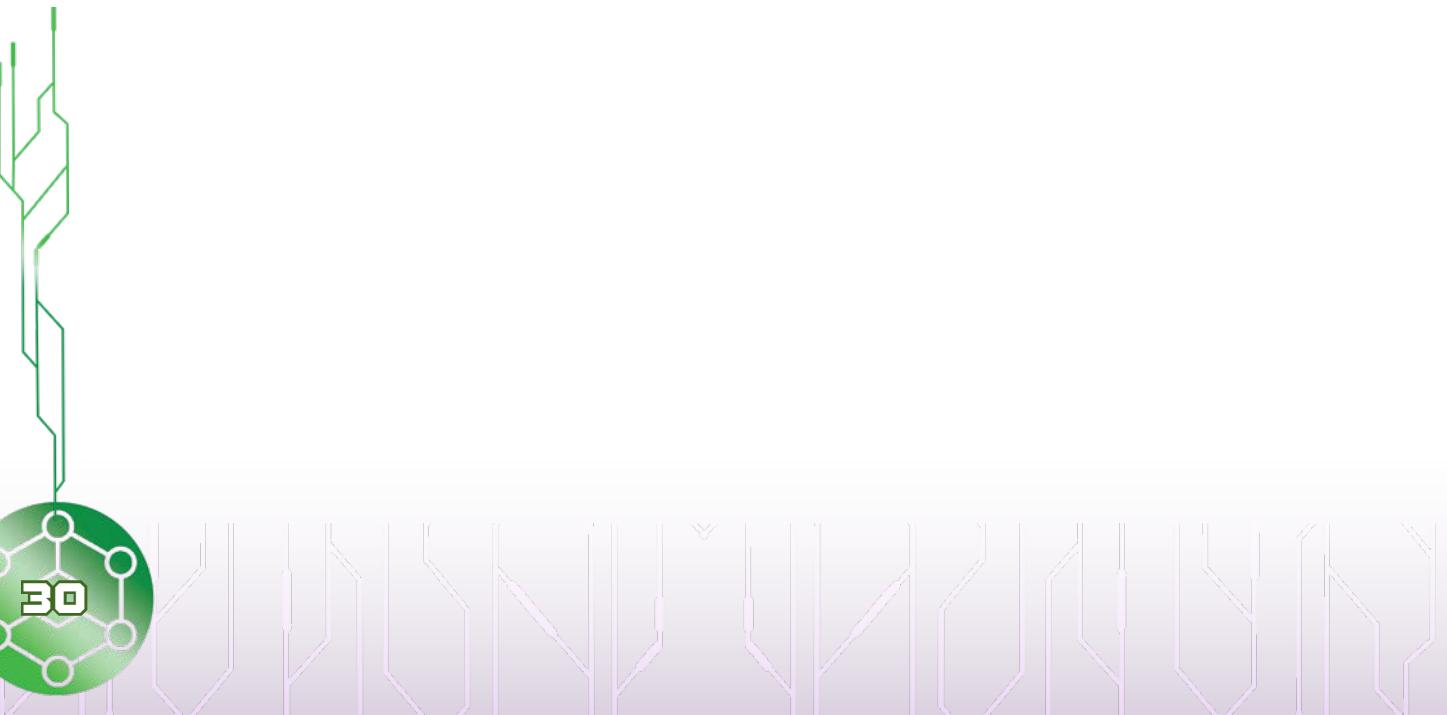
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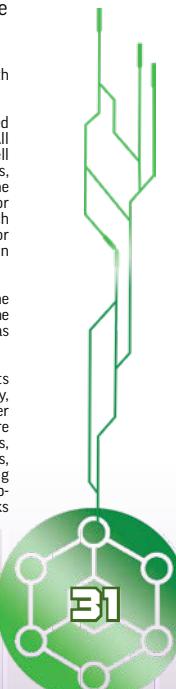
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Starfinder Society Scenario #2-10: Corporate Interests

Character Chronicle #

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<p>Variable Rewards: The credits, XP, Fame, and Reputation you earn on this Chronicle sheet are based on your level and how many of the quests you complete. Until you play an adventure other than <i>Starfinder Society Scenario #2-10: Corporate Interests</i>, you can continue to play the other quests and earn greater rewards—even over multiple sessions. Circle the number of the quests you have completed, and check off the quests completed using the boxes below. Before beginning a different adventure, calculate your rewards for this Chronicle sheet based on the table below. You can assign the Reputation to any faction that you have a Champion boon for.</p>																																																																																																																																																																									
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Quests</th> <th>Credits (3-4)</th> <th>(00\$*)</th> <th>(5-6)</th> <th>XP</th> <th>Fame & Reputation</th> <th>Other</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>300</td> <td>500</td> <td>820</td> <td>0</td> <td>1</td> <td></td> </tr> <tr> <td>2</td> <td>600</td> <td>1,000</td> <td>1,640</td> <td>0</td> <td>1</td> <td>Purchasing Power</td> </tr> <tr> <td>3</td> <td>900</td> <td>1,500</td> <td>2,460</td> <td>0</td> <td>1</td> <td></td> </tr> <tr> <td>4</td> <td>1,200</td> <td>2,000</td> <td>3,280</td> <td>1</td> <td>2</td> <td>Improved Purchasing Power</td> </tr> <tr> <td>5</td> <td>1,500</td> <td>2,500</td> <td>4,100</td> <td>1</td> <td>2</td> <td>One-Time Stipend</td> </tr> </tbody> </table>						Quests	Credits (3-4)	(00\$*)	(5-6)	XP	Fame & Reputation	Other	1	300	500	820	0	1		2	600	1,000	1,640	0	1	Purchasing Power	3	900	1,500	2,460	0	1		4	1,200	2,000	3,280	1	2	Improved Purchasing Power	5	1,500	2,500	4,100	1	2	One-Time Stipend																																																																																																																										
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<p>One-Time Stipend (Slotless Boon; Limited-Use): You helped the Society make a large sum of credits with various corporations, and the Society shared the received payments. You must immediately use this boon when you earn it. You gain a number of credits depending on the subtier that you earned credit for this scenario with. Record these on your character sheet, and cross this boon off this Chronicle sheet.</p>																																																																																																																																																																									
<p>The value of extra credits earned is as follows:</p> <p>Subtier 3-4: 310 credits.</p> <p>Subtier 5-6: 830 credits.</p>																																																																																																																																																																									
<p>Purchasing Power (Social Boon; Limited-Use): You can slot this boon during an adventure to gain a 15% discount when purchasing any grenades listed in the <i>Starfinder Core Rulebook</i> or any mark of serum of healing. At the end of an adventure or prior to the start of an adventure, you can—without needing to slot this boon—check one of the following boxes. When you check a box, you can immediately purchase a grenade from the <i>Starfinder Core Rulebook</i> with an item level of 8 or less, or any mark of serum of healing, at 50% of the item's value.</p>																																																																																																																																																																									
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