

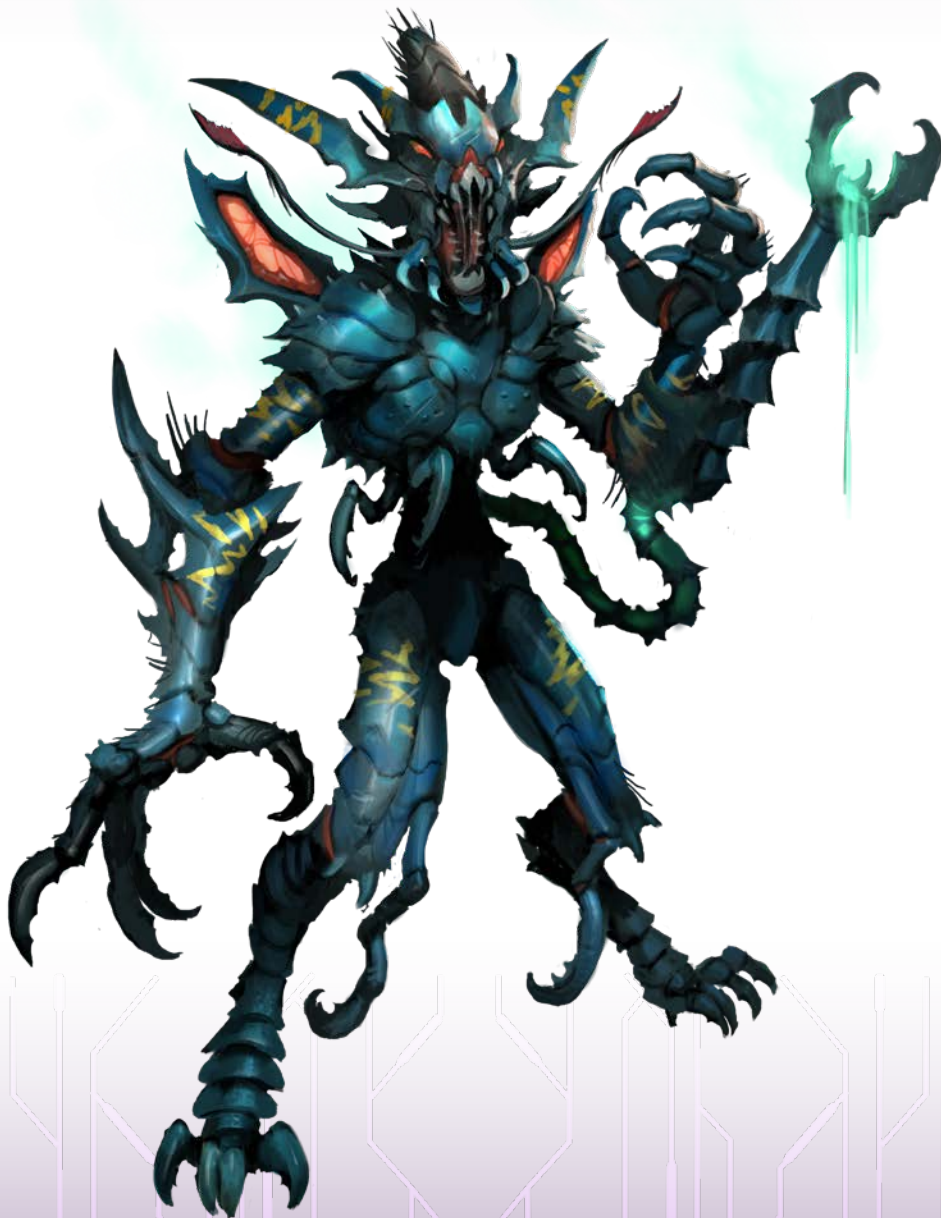
YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-21, TIER 1-4



ILLEGAL SHIPMENT

BY JOSEPH BLOMQUIST





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How to Play

Starfinder Society #2–21: Illegal Shipment is a Starfinder Society Scenario designed for 1st-through 4th-level characters (Tier 1–4; Subtiers 1–2 and 3–4). 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

Illegal Shipment makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive*, *Starfinder Armory*, *Starfinder Pact Worlds*, *Starfinder Adventure Path #19: Fate of the Fifth*, *Starfinder Adventure Path #20: The Last Refuge*, and *Starfinder Adventure Path #24: The God-Host Ascends*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at paizo.com/sfrd

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*.

FACTION (EXO-GUARDIANS)

FACTION (WAYFINDERS)



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ILLEGAL SHIPMENT

BY JOSEPH BLOMQUIST



Zelrai Impressium (LN female ferran [Starfinder Adventure Path #2: *Temple of the Twelve* 55]) has earned a modest amount of notoriety throughout the Pact Worlds and Veskarium for her business: Impressium's Humble Menagerie. Importing a variety of creatures for viewing and sale in civilized space, Zelrai has become something of a procurer of interesting goods for the Pact Worlds' social elite. She's captured rare specimens throughout Near Space and the Vast, then put them on public viewing before selling these specimens to interested buyers on different Pact Worlds, most notably Triaxus and Verces.

Recently, Zelrai's activities took her into the contested Suskillon system, a star system located in the Vast (further detailed in the *Attack of the Swarm!* Adventure Path). While in Suskillon, Zelrai managed to secure several specimens of the invading Swarm life-forms, placing them in cryogenic stasis onboard her starship, the *Stoic Refuge*. Once she'd filled her cargo bays full of Swarm creatures that she'd captured at the fringes of the ongoing Swarm battlefield, Zelrai took her ship out of the Suskillon system and made her way back to Absalom Station.

Zelrai's notoriety and ample bribes allowed her to bypass normal restrictions and dock with the station, where she promptly left her crew to manage the ongoing stasis-locked Swarm creatures and went off to meet with interested buyers onboard the station. Unfortunately, one of Zelrai's crew had an idea of their own and invited an envoy from one of the station's less reputable factions: the Six Tip Gang. The gang came onboard Zelrai's ship in force, never having any intention of paying for a Swarm creature, but instead intent on claiming the cryogenically frozen beasts to use in attacking the station's government and sowing unrest to pressure the station's prime executive to release their imprisoned leader. More information on the Six Tip Gang can be found on page 40 of *Starfinder Pact Worlds*.

As the Six Tip Gang members overtook the docked vessel, one of Zelrai's crew members panicked and deactivated the cryogenic systems, hoping to use some of the Swarm creatures to drive off the attackers. Instead, the Swarm creatures in stasis quickly awoke and promptly, not to mention gruesomely, murdered most of the attacking gangers and crew. Following the bloodbath, the surviving Swarm creatures departed the *Stoic Refuge* by entering into some of the nearby hangar maintenance ducts.

WHERE IN THE UNIVERSE?

Illegal Shipment takes place aboard Absalom Station, the current home of humanity and other peoples from lost Golarion. After receiving their briefing on the orbiting *Master of Stars*, the PCs conduct their investigation in the Arms neighborhoods of Little Akiton and Fogtown. Run by organized crime syndicates and local gangs, Little Akiton is one of the more dangerous neighborhoods in the Arms. Though less dangerous than its neighbor, Fogtown features climate and air scrubbers that have been modified to replicate the gaseous atmospheres of Bretheda and Liavara, requiring air breathers to wear gas masks or environmental suits to simply converse with residents in the thick, multicolored gases of the neighborhood. For more information on Absalom Station, see *Starfinder Pact Worlds*.

When Zelrai discovered what happened after returning to her starship, she panicked. Luckily, station security hadn't come down to the private hangar, so Zelrai had some time to hire some locals to clean up the mess. Rather than contact station security, Zelrai has instead reached out to the only person who she believes can help her: Fitch, leader of the Wayfinders faction. The two have worked together off and on, as Zelrai's expeditions into the Vast have often occurred following Wayfinders-led Starfinder Society missions.

Fitch's response to Zelrai's pleas for help in tracking down the Swarm creatures was to immediately summon the Society's resident expert in galactic threats and known opponent of the Swarm: Zigvigix, leader of the Exo-Guardians faction. The two faction leaders quickly grilled Zelrai on exactly what she'd brought onboard. They then assembled a team of ready agents to help track down the missing Swarm creatures before they caused a major incident.

SUMMARY

The adventure begins onboard the *Master of Stars*, the Society's largest starship, in orbit around Absalom Station. Both Fitch and Zigvigix along with a dismayed Captain Zelrai provide the PCs with a detailed briefing, where they explain the recent developments on Absalom Station and the potential for violent Swarm life-forms to be on the loose. Though tracking the creatures from the ship is nearly impossible, Zelrai informs the PCs that a member of her crew had been in contact with a Six Tip Gang member named Del Shara, and she suggests they should find him in a local cantina in Little Akiton to see if there were any survivors from the gang who might have more information on where the escaped Swarm creatures ran off to.

Acting on Zelrai's information, the PCs travel to Nurkops's Rich Pick, where they meet with the Six Tip Gang contact. One of the survivors from the starship attack, Toressa, is resting in the back room for her own protection. If the PCs convince Del Shara to let them speak with the Toressa, or if the PCs defeat the Six Tip Gang members present, they can learn that several Swarm creatures attacked the gang after the deal broke down and then escaped into a maintenance hatch. The surviving Six Tip Gang members followed the Swarm creatures remotely, using Toressa's drone, tracking them down to a section of Fogtown.

With a specific maintenance hatch and route to follow the PCs can make their way into the corridors of Fogtown, which is an area of Absalom Station that uses heavy gases to replicate the environments of the Pact Worlds' gas giants (such as Bretheda and Liavara). The PCs armor protections should keep them safe from any adverse effects in this area. Deep in the mists the PCs may find themselves conversing with local barathus and other creatures that thrive in gaseous environments as they try to find any sign of the Swarm creatures. Eventually, the PCs meet their first Swarm creature in this area, a flying monstrosity that attacks them out of the swirling mists above.

Following the defeat of the Swarm creature, the PCs track the rest of the escaped Swarm life-forms to an abandoned warehouse owned by Dreamways Inc. This warehouse structure has been partly converted into a Swarm nest, filled with eggs. The PCs are left to stalk through the warehouse and eliminate a veritable menagerie of Swarm creatures, including wandering patrols, a giant creature in the loading bay already dealing with some Six Tip gangers that followed the PCs, and a brood chamber full of eggs, egg tending creatures, and biological traps.

Once the PCs finish clearing out the Swarm creatures and the eggs in the warehouse, they can return to the *Master of Stars* and report their success. Zigvigix sends in a cleanup crew to remove

any remaining traces of the Swarm incursion on Absalom Station, while Fitch congratulates the PCs on a mission well done and asks for their opinion as to how to deal with Zelrai in light of recent events.

GETTING STARTED

The leader of the Wayfinders faction, a ysoki named **Fitch** (CN female ysoki technomancer), summons the PCs to the *Master of Stars*, the faction's flagship and the largest starship in the Society's fleet. A shuttle carries the PCs from Absalom Station to the vessel through the station's orbiting Armada.

Though a veteran of several bloody battles in the Scoured Stars system, the enormous *Master of Stars* looms defensively over Absalom Station as if daring anyone to face it and the Armada in Pact World space. Even the scars of battles past only beckon threateningly as repair crews repair hardpoints for massive laser cannons mounted on the vessel's starboard side. The shuttle lands in a spacious hangar bay, and a drone leads the PCs to a briefing room on

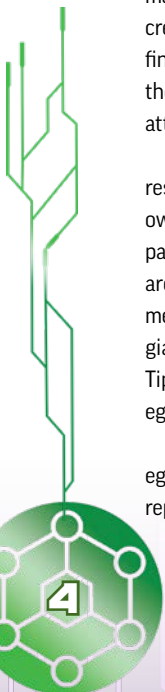
an upper deck of the ship.

When the PCs arrive, Fitch gestures for them to be seated and turns off the recording devices situated around the room. A heavily augmented and exhausted looking host shirren—**Zigvigix** (LG host shirren soldier), leader of the Exo-Guardians faction—nods at the newcomers and clicks impatiently without acknowledging the briefing room's other occupant, a stocky female ferran. Once the PCs reach the briefing room, read or paraphrase the following.

"Thank you for coming," Fitch begins as she turns off the last of the recorders and climbs up onto the briefing room table. "We've got a big problem." Zigvigix gives an audible chitter, earning them a scolding glare from the ysoki faction leader. "There are Swarm components loose on Absalom Station." Fitch taps the console below her with the tip of her tail, and her red eyes take in the holographic schematic of Absalom Station that appears in the center of the room over the table's projector. The image zooms into one of the station's extended Arms. "For those new to the station, this is Little Akiton, a neighborhood in the Arms. If you want to smuggle a shipment into the station but don't want station security to take notice, you pay ridiculous 'docking fees' to dock here and help in the importing process.



FITCH



"And this is the *Stoic Refuge*." The holographic image begins to highlight a tramp freighter docked on the periphery of Little Akiton. "And its captain, Zelrai Impressium," Fitch gestures to the ferran woman. "I'll be gentle and say that sometimes Zelrai makes bad choices in cargo."

Her voice takes on a motherly tone. "But this time—"

"SWARM!" Zigvigix's telepathic voice interrupts Fitch's speech earning them another glare from the Wayfinders leader.

Uncharacteristically agitated, the shirren looks once more at Zelrai before turning back to the rest of the assemblage. "I'm sorry, Fitch, but you know how I feel about the Swarm!" Fitch nods, allowing Zigvigix to continue. "This time, the *Stoic Refuge*'s inventory included several cryogenically frozen Swarm. And what happened, Zelrai?"

"They got away," Zelrai responds in a voice like grinding rock. Zelrai looks from Zigvigix's cold glare to Fitch's encouraging nod before continuing, "We'd managed to acquire some of the creatures from the Suskillon system. I went to meet with a buyer after we landed, but when I got back to the ship, everyone aboard was dead—members of the Six Tip Gang, my crew, everyone. None of the creatures we'd found were still in stasis. It looked like some died in a gunfight, but others... well, it seems they got out. So, I did the only thing I could think to do—I called Fitch."

Fitch gestures to the area around the *Stoic Refuge*. "Due to the number of maintenance exits from the hangar bay, we've no idea where the Swarm creatures went. But the *Stoic Refuge*'s computer recorded a couple Six Tip making it out of the battle after several Swarm creatures made it off the ship. Zelrai managed to dig into the communication logs to find her crew member's contact—someone named Del Shara. According to the comm logs, he can usually be found in a Little Akiton cantina called Nurkops's Rich Pick. Go there and find out if the survivors saw or somehow tracked where the Swarm went."

"I don't need to tell you how dangerous the Swarm is," Zigvigix comments with emphasis. "Track them down and destroy them before they have a chance to make a foothold on the station! Whatever you do, don't let any of them escape!"

Fitch and Zigvigix are willing to answer any questions before getting the PCs get underway, but they encourage them to be quick, as the longer their investigation takes, the more dangerous the Swarm could become.

What do we know about the Del Shara and Six Tip Gang? Fitch answers, "The Six Tip Gang usually operates out of the Arms and has their hands in smuggling operations throughout the station. Their leader has been imprisoned for the last few years, but station security hasn't been able to make any headway into dispersing the gang."

The holographic image changes to show a cantina in Little Akiton. "As far as Del Shara, all we know is that he operates out of Nurkops's Rich Pick. It's a spacer bar, so it isn't too likely that the gang will be there alone and without heavy support."

Who were your buyers? Zelrai sighs.

I had some prospective buyers, mostly scientists and weapons dealers and the like. I knew keeping the creatures in stasis was the safest bet, so I didn't even consider putting them up for display like normal. I paid the deck officer to look the other way, like always, and went into my meetings.

Everything should have been fine." Zelrai looks longingly at the holographic image of her vessel. "But it wasn't. My gunner seems to have made a deal behind my back with some local gang called the Six Tip Gang, but I don't think they ever intended to deal. They drew on my crew instead."

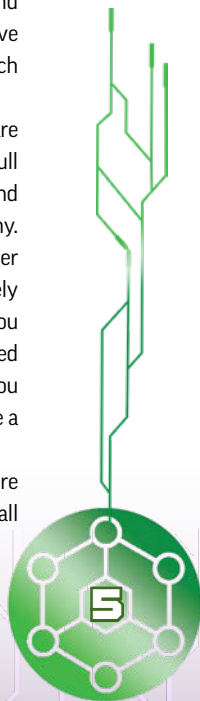
Why would the Society work with someone like Zelrai? Fitch looks affectionately at her charges. "From time to time, the Society makes use of some lesser-known methods to get people and certain important items on and off station. And one ship we've used on occasion is the *Stoic Refuge* and its captain, Zelrai Impressium. Zelrai deals in rare creatures and curios from Near Space and the Vast, usually selling them to the highest bidder. It's not exactly an altruistic business, but Zelrai's helped us out and kept me in the loop when important or interesting creatures have come to the station on the *Stoic Refuge*. We've come to trust each other over a great deal over the years."

What can you tell us about the Swarm creatures? "They are never the same enemy twice!" Ziggy's antennae twitch as they pull up records on the Swarm. "Most variants are immune to any kind of acids. They do seem to act similarly when they create a colony. They'll send out hunters if they have them to search for biomatter to fuel their breeding. It's only been a few hours, so it's unlikely they've been able to breed and form a proper colony. But if you can find any stragglers, follow them! The Swarm will have moved together to a singular location to form a hive. Once you find it, you should be able to exterminate them all! Just remember, they have a hive mind. If one knows where you are, they all could!"

How many creatures were in stasis? Zelrai's responds. "There were only fifteen or so in stasis when we left Suskillon. Not all



ZIGVIGIX



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of them made it off the ship. I don't know enough about their physiology to make sense of the remains on the Refuge."

Why aren't we bringing station security into this? Fitch shakes her head. "If we can't find and destroy the existing creatures before they form a subcolony, we may have to. But bringing security in at this point will cause needless panic, hinder our investigation, and make it impossible for normal life to continue on the station. But if it we can't contain this threat, we'll have to bring in security, the Stewards, and anyone else we can think of to help cleanse the station. Until then, the less that know, the better."

As the PCs leave to board their shuttle back to the station, Fitch follows for a private word.

"I have one more task for you. Ziggy and I are at odds as to what to do with Zelrai." A matronly mask falls over the ysoki's face. "Zelrai is a good kid, misguided and profiteering at times, but a good kid. There's no way anything like this could have been remotely intentional. But Ziggy's got their mandibles in a riot over her bringing the Swarm here. They want her imprisoned or worse. That's where you come in. We can't come to an agreement, and before we bring in the First Seeker or station security on this, we agreed to go with our cleaner team's recommendation. If we turn her over to the Stewards or station security, the lockdown that will follow on the station's docks could make things difficult for the Society, not to mention what will happen to Zelrai. But if we don't turn her in... well, she already owes me. Now she'll owe the Society much, much more. As you hunt these Swarm monsters, consider what she did and how that may have affected the station compared to what the repercussions would be if it's all revealed. Then get back to us."

Boon Allocations: Have the PCs finalize their boon slots for the session after completing their briefing with Fitch. This scenario is of high importance to both the Wayfinders and Exo-Guardians factions, so the PCs should be encouraged to slot one of those factions in their Faction boon slot. Otherwise, this scenario requires no specific boons be slotted for the duration.

CULTURE, DIPLOMACY (GATHER INFORMATION), PROFESSION (BOUNTY HUNTER OR SMUGGLER)

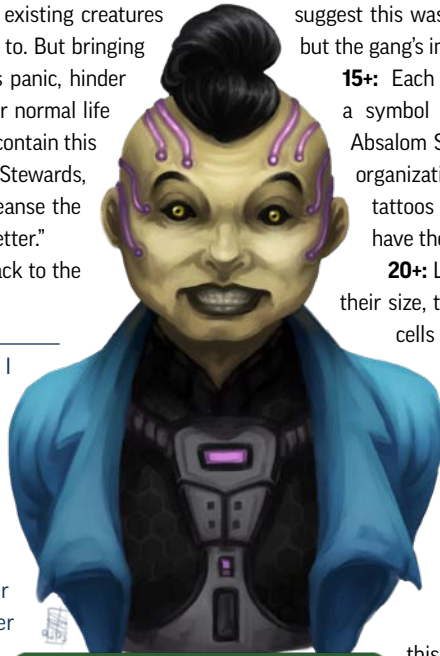
Based on the result of a Diplomacy Check to gather information or a Culture, Profession (bounty hunter), or Profession (smuggler) check, the PCs might know more about the Six Tip Gang. They learn all of the information whose DC is equal to or less than the result of their check.

10+: Recently the Six Tip Gang has gained some notoriety after claiming responsibility for a failed assassination attempt on Absalom Station's Prime Executive, Kumara Melacruz. Rumors suggest this was in retaliation for the arrest of their leader, but the gang's involvement is still not proven.

15+: Each Six Tip Gang member is tattooed with a symbol not unlike a top-down representation of Absalom Station. The more important they are to the organization, the more intricate the tattoo. No two tattoos are identical, and different gang members have them placed on different parts of the body.

20+: Like the Downside Kings and other gangs of their size, the Six Tip Gang is made up of independent cells and sees itself as the unofficial lifeblood of the station. Each cell is autonomous (with exception to sharing the same overall leader) and controls its own area.

25+: A cell that has been depleted, like the one that boarded the *Stoic Refuge*, is likely to go into hiding until it can merge with another cell or replenish its numbers. If confronted, a smaller cell would prefer to avoid a confrontation if possible. Acquiring this information grants the PCs a +2 bonus to Diplomacy, Intimidate, and Sense Motive checks made with members of the Six Tip Gang.



ZELRAI IMPRESSIUM

LIFE SCIENCE OR PROFESSION (MERCENARY)

Based on the result of a Life Science or Profession (mercenary) check, the PCs might know more about the struggles that Suskillon has been dealing with and the Swarm that has caused their problems.

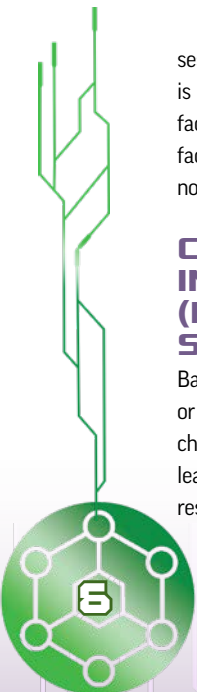
10+: The armed forces of the Suskillon system have been fighting back against Swarm invasion for several months. They have reached out to the Pact Worlds for help with detailed information on the Swarm invading their system.

15+: The Swarm creatures on Suskillon seem particularly intelligent. Their hive mind makes it so that other Swarm creatures within a short range are aware of not only attacks, but also where to find their enemies.

20+: From Zelrai's descriptions and knowledge of the Swarm on Suskillon, flying creatures called antecursors, guardian creatures with acid weapons called corrovoxes, tiny creatures dedicated to making a hive efficient called programmers, and giant armored convocytes are likely. But with their low numbers, they could have created a small hive in a single location and a handful of eggs in the time they've had.

LITTLE AKITON

Little Akiton isn't the most dangerous neighborhood in the Absalom Station, but it's not exactly a place most visitors seek out. The region is made up of dark back alleys, shady characters, and



even shadier deals. Most of the people on the dark, wet streets are resident gang members, mercenaries, dock workers, and crew waiting to ship out or looking to spend their credits. These folks go about their own business, trying to avoid potential crime or actively looking for it. Station security has a presence in this neighborhood, but most suspect the local authorities are on the take.

Inhabitants on Little Akiton's streets have no interest in the PCs and don't engage in idle chatter if approached. The PCs' first task is to find Del Shara, and their recommendation from Fitch and Zelrai lead them to a cantina called Nurkops's Rich Pick. Despite the potential for dark deeds in Little Akiton, the cantina is surprisingly easy to find, and no one bothers the PCs along the way.

A. NURKOPS'S RICH PICK

Nurkops's Rich Pick is a single-story establishment nestled between and under large, multistory tenements. When it was constructed, it likely had the charm of sculpted design elements and neon lights, but now most of its more attractive features are lost beneath layers of dirt and grime. The only windows are so covered in grime that they've become nearly as opaque as the walls, but mounted lights make them gleam and shine into Little Akiton's dim streets alongside the digital sign depicting a wealthy yoski on a golden hoard.

The front entrance is a large double door that passes by a security station before descending into the cantina's common room. Usually a Six Tip Gang member or hired bouncers staff this station if the cantina has a live show. The rear door has an obvious locking mechanism that seems to open from the inside. The lock requires a successful DC 22 Engineering check (DC 25 in Subtier 3-4) to open. The door is otherwise made of a thick steel (hardness 15, 45 Hit Points). The ceilings in Nurkops's Rich Pick are 15 feet high and have recessed lighting in the early stages of disrepair that provide dim light throughout the cantina.

A1. Common Room (CR 3 or CR 5)

Despite the reputation of the area, Nurkops's Rich Pick is surprisingly busy. A long bar stretches from the north wall where signs indicate kitchens and restrooms. To the west of the bar are a handful of tables arranged in front of an empty stage, while booths line the wall next to the stage and along the east wall. The decor has callbacks to Akiton with reddish tints to the windows to imply the red planet's surface, while deep browns and brass accents add to the effect.

Several locals occupy the cantina and spend most of their time enjoying their drinks while making small talk and relaxing in the familiar company. A large, six-armed robot called **Senton** (N robot) serves drinks with deft skill and makes preprogrammed small talk that seems off putting to new clientele. Most of the regulars consider Senton to be a humorous part of their drinking plans.

A PC who succeeds at a DC 18 Perception check notices two individuals talking in low tones together in a booth near the

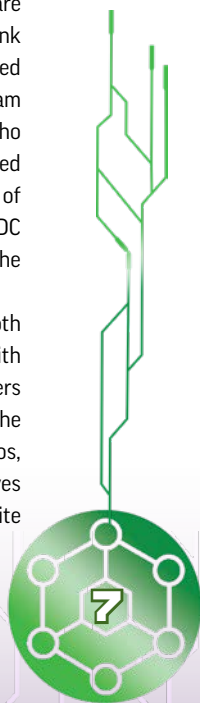
WOULD YOU LIKE TO KNOW MORE?

The interstellar insectile threat known as the Swarm is driven by nothing but the desire to consume and expand. But when it strikes at the peaceful Suskillon system in the Vast, the Swarm's behavior indicates it has a secondary motive beyond simple destruction. Can the heroes survive the invasion and discover the reason behind the Swarm's attack on their home system? Or will Suskillon fall like so many others? That is the premise for the *Attack of the Swarm!* Adventure Path, which directly relates to this adventure thanks to Zelrai procuring her ill-omened cargo on Suskillon in the early days of this invasion. But the links don't have to stop there. If you are planning to run the *Attack of the Swarm!* Adventure Path, then this adventure can easily act as a prelude or side mission for your heroes with little or no modification. Suskillon has a friendly relationship with the Pact Worlds, so after hunting down the Swarm on Absalom Station, the PCs could easily be among those who answered Suskillon's call for help from the Pact Worlds in the months leading up to the first adventure, *Starfinder Adventure Path #19: Fate of the Fifth*. Or this adventure could even be used as an interlude for your *Attack of the Swarm!* players to show how the events on Suskillon can affect even the distant Pact Worlds. Time is running out for Suskillon, and it needs all the help it can get!

stage with similar tattoos. The tattoos resemble a top-down view of Absalom Station. While they are not acting in any way to intimidate the other customers, they are both well-armed and are given a wide berth by the clientele.

Questioning the Customers: Customers in the cantina are friendly if approached. They're willing to share stories and drink with newcomers but otherwise keep to themselves. If asked about the Six Tip Gang or Del Shara specifically, the locals clam up and don't offer much in the way of information. A PC who succeeds at a DC 15 Sense Motive notices that a patron asked about the Six Tip Gang gives furtive glances in the direction of the tattooed individuals seated near the stage. A successful DC 18 Diplomacy check gets the local to respond with a nod in the gang members' direction.

Creatures: Two human Six Tip Gang members sit at a booth near the stage. Both are lean from a life on the streets with tattoos and weapons equally visible. If the PCs ask these gangers about Del Shara or if combat ensues, Del comes out from the restroom into the common room. Without his identifying tattoos, Del could easily be mistaken for one of the corporate executives from the Bluerise Tower. His hair is closely shaved, and the white



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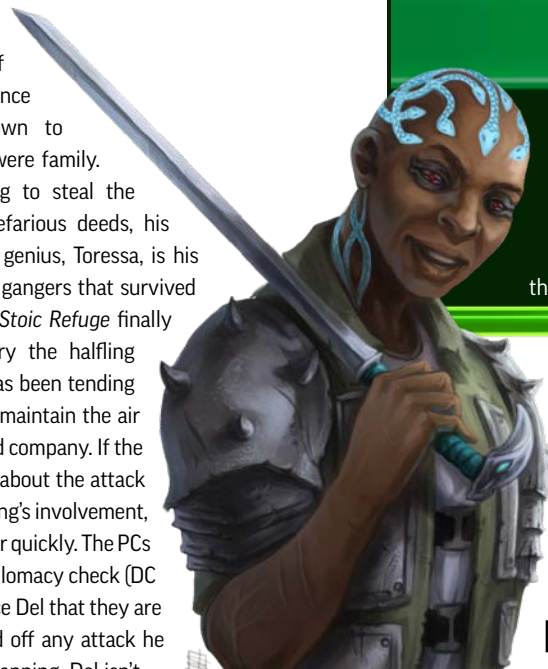
A. NURKOPS'S RICH PICK



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Six Tip tattoo stands out on the dark skin on side of his head. He wears an exquisitely tailored armored business suit that barely hides the weapons bulging from within.

Del has been a part of the Six Tip organization since adolescence and has grown to care for his cell as if they were family. Despite his greed in trying to steal the creatures for the gang's nefarious deeds, his concern for his crew's tech genius, Toressa, is his first priority. When the few gangers that survived the attempted raid on the *Stoic Refuge* finally returned, they had to carry the halfling mechanic. Since then, Del has been tending her wounds while trying to maintain the air of nonchalance among mixed company. If the PCs try to talk to Del Shara about the attack on the *Stoic Refuge* or the gang's involvement, he drops the charming veneer quickly. The PCs must succeed at a DC 23 Diplomacy check (DC 25 in Subtier 3-4) to convince Del that they are there peacefully and to hold off any attack he and the gangers might be planning. Del isn't willing to risk the life and freedom of Toressa without some assurances, so the PCs need to succeed at another DC 23 Diplomacy or Intimidate check (DC 25 in Subtier 3-4) or offer medical assistance to the Six Tip Gang's wounded to keep them from attacking.



DEL SHARA

SUBTIER 1-2 (CR 3)

DEL SHARA **CR 2**

Male human envoy
CN Medium humanoid (human)
Init +2; **Perception** +5

DEFENSE **HP 17**

EAC 11; **KAC** 12
Fort +1; **Ref** +3; **Will** +4

OFFENSE

Speed 30 ft.
Melee tactical sword cane +4 (1d4+1 P; critical bleed 1d3)
Ranged static arc pistol +6 (1d6+1 E; critical arc 2)

TACTICS

During Combat Del Shara tries to stay out of melee range and supports the other Six Tip members with his envoy abilities.
Morale As long as he feels the PCs are a threat to Toressa, Del Shara fights to the death.

STATISTICS

Str +0; **Dex** +2; **Con** +0; **Int** +1; **Wis** +0; **Cha** +4
Skills Acrobatics +5, Bluff +10, Culture +5, Diplomacy +5, Intimidate +10, Perception +5, Sense Motive +10

SCALING ENCOUNTER A

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

Both Subtiers: Remove one Six Tip ganger from the encounter. In addition, Del Shara's concern for Toressa gives him the shaken condition for the encounter.

Feats Diversion
Languages Common, Ysoki
Other Abilities envoy improvisations (fire support)
Gear flight freebooter armor I, tactical sword cane^{PW}, static arc pistol with 2 batteries (20 charges each), datapad

SIX TIP GANGERS (2) CR 1/2

Gang toughs (*Starfinder Pact Worlds* 178; page 20)
HP 13 each
TACTICS

During Combat The Six Tip gangers try to limit firearms use in the cantina they call home, so they move to obvious casters and engage them first with melee. They team up when appropriate.
Morale Each ganger drops their weapons and attempts to flee if reduced to 5 Hit Points or fewer.

SUBTIER 3-4 (CR 5)

DEL SHARA **CR 3**

Male human envoy
CN Medium humanoid (human)
Init +3; **Perception** +7

DEFENSE **HP 23**

EAC 131; **KAC** 14
Fort +1; **Ref** +3; **Will** +5

OFFENSE

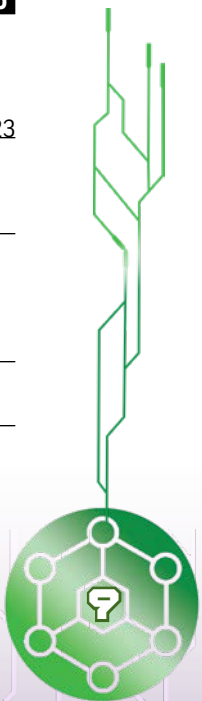
Speed 30 ft.
Melee tactical dueling sword +6 (1d6+2 S)
Ranged explorer handcoil +8 (1d6+2 E; critical arc 1d6)

TACTICS

Use the tactics from Subtier 1-2.

STATISTICS

Str +0; **Dex** +3; **Con** +0; **Int** +1; **Wis** +0; **Cha** +4
Skills Acrobatics +7, Bluff +12, Culture +7, Diplomacy +7, Intimidate +12, Perception +7, Sense Motive +12



Feats Diversion

Languages Common, Ysoki

Other Abilities envoy improvisations (fire support, not in the face)

Gear flight graphite carbon skin, tactical dueling sword, explorer handcoil^{AR} with 2 batteries (20 charges each), datapad

SIX TIP GANGERS (2)

CR 1

CN Medium humanoid (human)

Init +4; **Perception** +5

DEFENSE **HP** 24 EACH

EAC 11; **KAC** 13

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

OFFENSE

Speed 30 ft.

Melee cestus battleglove +5 (1d4+4 B)

Ranged static arc pistol +8 (1d6 E; critical arc 2)

TACTICS

Use the tactics from Subtier 1-2.

STATISTICS

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

Skills Bluff +5, Intimidate +10, Sense Motive +5, Stealth +5

Feats Deadly Aim, Quick Draw

Languages Common

Gear freebooter armor I, cestus battleglove, static arc pistol with 1 battery (20 charges)

Development: If the PCs successfully negotiate with Del Shara or force him to surrender in combat, the remaining Six Tip gangers escort the PCs back to Del's quarters to speak with Toressa. If they defeated the gang in combat, the rest of the patrons clear out, and Senton doesn't stop the PCs from investigating the bar further.

Rewards: If the PCs do not negotiate with or defeat the Six Tip gangers, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 140 credits.

Out of Subtier: Reduce each PC's credits earned by 220 credits.

Subtier 3-4: Reduce each PC's credits earned by 300 credits.

A2. Six Tip Gang Office

On the table in this room, a small hover drone is hooked up to a datapad. If the PCs succeed at a DC 17 Computers check (DC 21 in Subtier 3-4), the datapad plays the drone's video feed on a loop. The vidfeed seems to follow a flying insectoid creature as it escapes into a maintenance hatch. With a successful DC 18 Life Science check, the PCs can recognize the creature as a Swarm antecursor. The maintenance hatch is numbered, indicating an entrance into the Fogtown neighborhood. Del Shara had been watching the feed over and over trying to decide whether to contact someone about the escaping creatures or to rally up his gang to follow.

Treasure: Hidden behind the refrigeration unit in the corner of the office is a secret compartment with weapons and medical supplies. With a successful DC 16 Perception check (DC 18 in Subtier 3-4), a PC notices the small streaks on the wall from where the fridge had been moved to access the supplies behind it. The

compartment contains a tactical arc emitter, two basic medkits, and a tremor boomer rifle (*Starfinder Armory* 20). In Subtier 3-4, the rifle is instead a pulse staccato rifle (*Starfinder Armory* 20).

Rewards: If the PCs fail to discover the cache or fail to befriend the Six Tipps gangers, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 80 credits.

Out of Subtier: Reduce each PC's credits earned by 100 credits.

Subtier 3-4: Reduce each PC's credits earned by 120 credits.

A3. Del's Quarters

On the quarter's lone bed, **Toressa** (N female halfling mechanic) rests while recovering from the wounds she received while escaping the *Stoic Refuge*. If Del Shara is with the PCs or if they offer medical attention (DC 15 Medicine check to administer first aid), Toressa offers information freely. Otherwise, the PCs must succeed at a DC 21 Diplomacy or Intimidate check (DC 23 in Subtier 3-4) for Toressa to recount the events related to the *Stoic Refuge*. Toressa explains that several Swarm creatures attacked the gang after the deal broke down and that the creatures escaped into a maintenance hatch. The surviving Six Tip Gang members followed the Swarm creatures remotely, using Toressa's drone, tracking them down to a section of Fogtown in the Arms district.

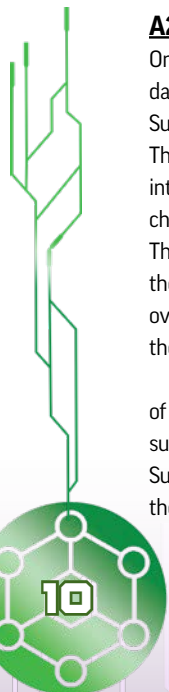
Development: Once the PCs retrieve the information from Toressa, or her drone, they're free to proceed to Fogtown in pursuit. If the PCs failed to find either piece of evidence, then it takes only a few hours for Zigvigix to contact the PCs with news of horrific creatures believed to be prowling Fogtown, though the extra time allows the Swarm creatures time to attack some of the locals increasing the panic on the station.

FOGTOWN

The multicolored gases and mists of Fogtown make it difficult to see, reducing visibility to 60 feet.

The air in Fogtown is not breathable by creatures that don't already breathe heavy gases, but the PCs' armor's environmental protections should keep them safe from any adverse effects from the area other than the difficulty in seeing through the manufactured gases. For those not wearing armor, environmental suits are readily available in every entrance to the neighborhood. The neighborhood is heavily populated with gas breathers like those native to Bretheda and Liavara. The maintenance hatch opens out into an open-air market, its streets teeming with barathu, bantrids, and the like.

Setting the Tone: Until now, the PCs have been aware of what to expect, just not the numbers or reach of their prey. In Fogtown, the colorful mists alter that immediately. Fogtown is not a small place, but the mists can make it almost claustrophobic. Most creatures can barely see their hand in front of their face in Fogtown, so everyone the PCs meet seems to just appear from the mists. Some, like late-stage barathus, can even appear to be a creation of the mists, as their individual components swirl together with color and movement similar to the noxious elements they breathe so easily.



Maybe, as they explore, the PCs hear heavy flaps of wings far above them, or hear the haunting song of a flock of voracs far that cease their call suddenly. The air recyclers might turn on as the PCs turn a corner; momentarily the gases get thicker, only to clear up after a few seconds, revealing a deceased creature encased in a slime sac along the PCs' path. Or a small swarm of empathnids might scurry into a vent and away from some danger that only they sense. Locals seem unfazed by these odd occurrences.

Investigation: The PCs' goal in Fogtown is to determine where the Swarm creatures might be hiding. This information can be obtained using various skill checks during their time in the region. Ask the PCs how they want to proceed in investigating the Swarm within Fogtown, and use the following skill checks as guidelines on how to proceed. While failure on these checks doesn't stop the adventure in its tracks, it affects future encounters, as detailed in the warehouse district encounter below.

DIPLOMACY (GATHER INFORMATION)

The PCs can speak with barathus and other gas dwellers in the market district to see if they've seen or heard anything unexplained or from the Swarm. Customers and merchants in the market are amenable to newcomers, especially if the PCs speak Brethedan or use a form of telepathy. If a PC succeeds at a DC 17 Diplomacy check (DC 20 in Subtier 3–4), they discover that some folks have reported the sounds of buzzing wings or seen creatures they didn't recognize in the courtyards near the older warehouses.

SURVIVAL

Several of the Swarm creatures were injured on the *Subtle Refuge*. The PCs might be able to find some remnants of their passing: blood, scat, or even shed wings and claws. If a PC succeeds at a DC 16 Survival check (DC 19 in Subtier 3–4), they can follow the trail with ease deep into the warehouse district of Fogtown.

B. WAREHOUSE DISTRICT

The thick gases coalesce in this area to a darker orange-pink mix than the hazy colors of the market district. Above, small scaffolding catwalks crisscross between the closed office buildings to the north and larger warehouses to the south. It's difficult to make out more in the dense gases that fill the district.

The multicolored gases of Fogtown are far thicker in this area of the neighborhood, reducing visibility to 30 feet. Creatures within 10 feet have concealment (attacks have a 20% miss chance) against their attacker. Creatures farther away have total concealment (50% miss chance) against their attacker.

B1. Courtyard (CR 3 or CR 5)

The "open-air" courtyard is far from it. Ceilings above the warehouses are high enough to be impossible to notice through the mists. Twenty feet above the courtyard, maintenance catwalks crisscross as they

SCALING ENCOUNTER B1

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

Subtier 1–2: The antecursor has been harried by Toressa's drone that followed it into the maintenance hatch, and it is still off-target for the duration of the encounter.

Subtier 3–4: One of the antecursors was injured during the fighting on the *Stoic Refuge*. While it has partly healed, one of its wings are broken so it cannot fly and it only has 25 Hit Points remaining.

connect various districts. On the north side of the courtyard, several office buildings loom in silence, closed for renovations with small air-reclamation offices hiding at their bases. A large warehouse with a logo for Dreamways Inc. has an entrance south of the courtyard. A long-closed line of market stalls runs east to west waiting to be demolished as the courtyard renovation continues.

Creatures: A Swarm antecursor (two in Subtier 3–4) has begun collecting DNA and biofuel for the nascent hive, just outside of the nearby Dreamways warehouse that the Swarm has begun converting to a hive. Antecursors often act as the first wave of Swarm attacks. Thus far, residents haven't noticed the antecursor due to the obscuring gases, but the antecursor's task makes it more aggressive and more likely to engage opponents than normal. If the PCs succeeded at either of their skill checks when entering Fogtown, they get a surprise round on the antecursor.

SUBTIER 1-2 (CR 3)

SWARM ANTECURSOR CR 3

HP 33 each (*Starfinder Adventure Path #20: The Last Refuge* 59; page 20)

TACTICS

During Combat The antecursor makes hit and run attacks on the PCs and tries to stay deep in the mists where it's difficult for them to target it. It tries to land only on the catwalks far above the PCs and attack from range, though it ferociously attacks in melee if cornered.

Morale The antecursor fights to the death.

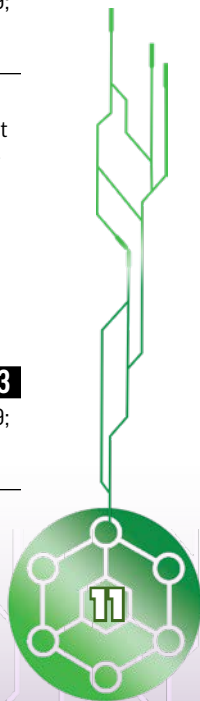
SUBTIER 3-4 (CR 5)

SWARM ANTECURSORS (2) CR 3

HP 33 each (*Starfinder Adventure Path #20: The Last Refuge* 59; page 20)

TACTICS

Use the tactics from Subtier 1–2.



STARFINDER SOCIETY SCENARIO

B. WAREHOUSE DISTRICT



1 SQUARE = 5 FEET

STARFINDER FLIP-MAT: UNDERCITY

ILLEGAL SHIPMENT

Treasure: Once the PCs defeat the antecursor, they can find the discarded equipment of several unfortunate victims the Swarm intruders came upon. These victims have since dissolved into a pile of rather terrifying bio-sludge that the Swarm entities have begun bringing back to their nascent nest. The pile of gear includes a set of graphite carbon skin armor (freebooter armor II in Subtier 3–4), two *mk 2 serums of healing*, and a *recovery aegis* (*Starfinder Armory* 115). In Subtier 3–4, the armor also comes with a pair of *mk 1 scrambler gloves* (*Starfinder Armory* 124).

Development: After dealing with the antecursor, the PCs have a chance to investigate the creature's hunting grounds. With a successful DC 15 Perception or Survival check (DC 17 in Subtier 3–4) they notice signs of the Swarm all around the Dreamways warehouse and blood trails from victims and creatures taken by the Swarm.

Rewards: If the PCs don't defeat the antecursor, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 120 credits.

Out of Subtier:
Reduce each PC's credits earned by 200 credits.

Subtier 3-4: Reduce each PC's credits earned by 280 credits.

B2. Air-Reclamation Office

These offices are locked (DC 21 Computers or Engineering to unlock) and have been closed for some time. If the PCs make it inside, they could make it difficult for the antecursor to attack from above. Even more importantly, each office houses a local air-quality control terminal. Each block and district in Fogtown has several of these offices to alter the makeup and density of the mists based on the needs of its residents. With a successful DC 17 Engineering check, a PC can alter the makeup of the air in the warehouse district courtyard. Activating the terminal takes a standard action, but its effects take a full round to kick in as the district's powerful turbines rumble to life.

After a terminal is activated, the mists in area **B1** thin out to the consistency of the market area of Fogtown that the PCs had just left, reducing the visibility to 60 feet. Creatures within 60 feet have concealment (attacks have a 20% miss chance) against their attacker. Creatures farther away have total concealment (50% miss chance) against their attacker.

C. FOGTOWN WAREHOUSE

The interior of the Dreamways warehouse is quickly being converted by the Swarm into a hive. In rooms not dedicated to

office space, this warehouse has 20-foot ceilings. Power has been restored to this building, allowing the air scrubbers to operate, but the lighting is still haphazard as the Swarm converts the warehouse. As a result, the entire structure is clear of Fogtown's mists, but the interior of the building is in dim light.

As the PCs move through the building, be sure to play up the conversion process. Under the flickering lights, some of the walls and floors look almost alive with accumulated biomass. The deeper into the maze that was once a warehouse the PCs delve, the hotter and more humid the atmosphere becomes. By the time the PCs reach area **C3**, there are only a few visible structural elements that could have been part of the original warehouse. Throughout the hallways and chambers, there are sacs with bodily fluids to promote the health of the eggs in the brood chamber and some filled with a greenish slime substance that acts as a biofuel for the entire hive.

Setting the Tone: In the warehouse, you have the chance to up the ick factor and turn that initial unease to a looming dread. To add to the imagery of a living warehouse, try adding detail on how the air scrubbers activating almost sounds like breathing, or have some of the biosacs along the walls turn toward the PCs as they pass. How long does



SWARM ANTECURSOR



it take for the PCs to realize that none of the cabling along the floor is mechanical and it all appears to be biological? Maybe around every corner, there seems to be a low buzzing, but no matter which way the PCs turn, they can't find the source.

However, there's also a need to know where to put on the brakes on the intensity of the portrayal of the warehouse. This proto-hive is in its earliest stage. There are only a couple dozen eggs at most, and any (probably very small) creatures that have been killed were already converted into biofuel so the PCs are unlikely to come across any Absalom Station residents wrapped up in cocoons. Remember these are low-level characters in the early days of adventuring, and adjust your dial accordingly.

WANDERING PATROL (CR 3 OR CR 5)

A wandering patrol of a single Swarm corrovox (two corrovoxes in Subtier 3-4) can be encountered in the area **C** for an extra challenge, especially if the security forces or gang members in the loading dock are friendly. This patrol moves slowly through the unmodified areas of the warehouse, so with some planning, the PCs might be able to take it out without alerting the rest of the warehouse.

SUBTIER 1-2 (CR 3)

SWARM CORROVOX **CR 3**

HP 40 (*Starfinder Alien Archive* 110; page 21)

TACTICS

During Combat The Swarm corrovox targets heavily armored foes first for its psychic assault, then splits ranged attacks on obvious spellcasters or lightly armored enemies.

Morale The Swarm corrovox fights to the death.

SUBTIER 3-4 (CR 5)

SWARM CORROVOXES (2) **CR 3**

HP 40 (*Starfinder Alien Archive* 110; page 21)

TACTICS

Use the tactics from Subtier 1-2.

C1. Offices (CR 1/3)

Dreamways' front of house has laid vacant for some time, so layers of dust have collected on the empty offices, storage rooms, restrooms, and meeting rooms near the western front of the warehouse. Since the Swarm have begun to build their nest, there are telltale signs of their residence—soot and dirt everywhere with small pods and sacs in corners or dead vermin attached to biological apparatus that draw their biological material away for use as biofuel.

Since the generator is on, the doors that remain slide open at a PC's proximity, though after a moment of hesitation. Items like tables, desks, chairs, and lockers were left behind when the warehouse closed its doors, so they can still be used for cover.

Creatures: A lone Swarm programmer single-mindedly collects DNA and biofuel from small pods attached to the walls in the corridor and continues deeper into the structure. If the PCs succeed at a DC 16 Stealth check (DC 18 in Subtier 3–4), they can follow the programmer deeper into the hive. If they instead engage it, use the stats from area **C3**.

C2. Loading Dock (CR 3 or CR 4)

This room is mostly intact from its time before the Swarm invasion. The cement and metal walls are largely barren, but a thick metal sectional roll-up door (hardness 20, 60 Hit Points) stretches 20 feet across the eastern entrance to this room. This door can be opened from the inside by simply pressing a large touchpad next to it. From the outside, it requires a successful DC 21 Computers or Engineering check (DC 23 in Subtier 3–4) to bypass the lock.

The west wall has a small office for security and management, with a single desk and chair inside and a window overlooking the loading dock. Internal cameras and monitoring systems have long since been removed when the warehouse closed. Next to the office are three forklift robots in their charging docks used to assist with loading and unloading shipments. Of the three, only one is operational—the other two have been damaged beyond immediate repair.

Ettercap Mk 2 (Forklift Robot): Since the generator had been powered on by the creatures, the remaining functional Ettercap robot has been gaining a charge. It can be activated with a simple push of its ignition button. The robot is still set in autolift mode, so after activation, it acts in the following manner: Every round at initiative count 5, the forklift robot walks 4 squares toward the loading dock door looking for a crate or pallet to load on its forks. When it reaches the door with nothing to move, it turns right, moves 1 square, turns right again to make its way back to the west wall before turning again to continue the process. The robot is an object with EAC 9, KAC 9, hardness 10, and 40 Hit Points. It automatically fails all saves and skill checks but cannot be knocked prone. Creatures can safely move through its space as though it were difficult terrain, but on its turn, the robot mindlessly barges through creatures as though it had the trample universal creature rule (2d6+4 B, DC 11). If the robot would end its movement in a space occupied by a creature, it automatically pushes that creature into the nearest open space.

Creatures: In this room, the Swarm creatures were preparing larger creatures to wreak havoc, some of which now roam around this area. If the PCs didn't defeat the Six Tip Gang in the cantina, then the gangers have tracked the PCs to the warehouse and come up behind them. If the gangers were made friendly in the earlier encounter, or if a PC succeeds at a DC 20 Diplomacy check (DC 23 in Subtier 3–4) with them now, the gangers offer to fight alongside the PCs for this encounter before ultimately deciding that it's not worth trying to gather some Swarm creatures of their own after all and leaving after the fight. If the Six Tip Gang members are hostile, the PCs have to fight on two fronts.

OPTIONAL ENCOUNTER: WANDERING PATROL

Don't include this encounter if there's only 1 hour left in the slot or if the PCs are hostile with the gang members.

If the Six Tip Gang had been defeated, the sound of gunfire from the loading docks can be heard before the PCs enter the room. The security staff of a nearby warehouse had been holed up in the security office near the loading bay after investigating the



**SWARM
CORROVOX**

SCALING ENCOUNTER C2

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

Subtier 1-2: Remove the Swarm vorphoma from the encounter.

Subtier 3-4: Replace the Swarm corrovox with a Swarm vorphoma.

creatures entering this warehouse. They had finally mustered an escape attempt when the PCs arrived. Use the same stats as the Six Tip Gang. They start indifferent to the PCs and fight the PCs as well if provoked, but they escape at their earliest opportunity and leave the Swarm to the PCs unless made friendly.

SUBTIER 1-2 (CR 3)

SWARM CONVECYTE CR 2

HP 30 (*Starfinder Adventure Path #19: Fate of the Fifth* 58; page 20)



SWARM CONVECYTE

TACTICS

During Combat The conveyyte attacks the closest enemy in range with melee attacks, and moves on to another target only after knocking out its target.

Morale The conveyyte fights to the death.

SWARM VORPHOMA CR 1

HP 16 (*Starfinder Adventure Path #19: Fate of the Fifth* 61; page 21)

TACTICS

During Combat The vorphoma flies above its enemies to stay at range and targets obvious spellcasters with its arm barb. It targets heavily armored enemies with *lesser confusion* and *fear* spells.

Morale The vorphoma fights to the death.

SIX TIP CREW (3) CR 1/2

Gang toughs (*Starfinder Pact Worlds* 178; page 20)

HP 13 each

TACTICS

During Combat The Six Tip gangers want to stay as far away from the Swarm creatures as possible at this point. They use their melee weapons against Swarm creatures only if necessary. They try to take down a PC with melee weapons in the hope they can use the PC's body as some sort of food to distract the Swarm creatures.

Morale The gangers want to get out of the warehouse at all costs. If the loading bay door is open, they'll escape as soon as all remaining gangers can escape. Otherwise, they try to escape back into the building and go for the front door only if they are reduced to 5 or fewer Hit Points.

SUBTIER 3-4 (CR 4)

SWARM CONVECYTE CR 2

HP 30 (*Starfinder Adventure Path #19: Fate of the Fifth* 58; page 20)

TACTICS

Use the tactics from Subtier 1-2.

SWARM CORROVOX CR 3

HP 40 (*Starfinder Alien Archive* 110; page 21)

TACTICS

During Combat The Swarm corrovox targets heavily

ILLEGAL SHIPMENT

armored foes first with its psychic assault, then splits ranged attacks on obvious spellcasters or lightly armored enemies.

Morale The Swarm corrovox fights to the death.

SIX TIP GANGERS (3)

CR 1

Gang Toughs (page 10)

HP 24 each

TACTICS

Use the tactics from Subtier 1-2.

Development: The moment the Swarm creatures in this room are defeated, any non-Swarm NPCs retreat. The surviving gangers or security members aren't interested in further conflict with the PCs. This gives the PCs time to rest and reload if necessary before heading deeper into the warehouse. You should allow the PCs to take a 10-minute rest and spend Resolve Points to regain Stamina Points.

Rewards: If the don't defeat the Swarm creatures in the loading dock, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 160 credits.

Out of Subtier: Reduce each PC's credits earned by 240 credits.

Subtier 3-4: Reduce each PC's credits earned by 310 credits.

C3. Brood Chamber (CR 3 or CR 5)

Biomass of some form or another covers the remaining shelves along the walls and forming aisles leading west to the office area. Dark, living coils of some sort of biocable stretch along the floors and walls, only interrupted by small yellowish-green sacs to the south, glowing pustules and large translucent pods along the walls, and two dozen yellow eggs huddle together near the northernmost wall. A fallen shelf has eliminated most of the hanging lighting in the area, so a greenish glow and humid haze permeates this open warehouse space.

Despite the difference in lighting, the glowing pustules along the walls give this room similarly dim lighting to the rest of the warehouse. The shelves that still stand reach 15 feet, just short of the 20-foot ceilings. Other than the new architecture created by the Swarm, these shelves house only a few boxes here and there. The fallen shelf and the rubble that sits on either side of it are

difficult terrain, as the loose refuse and metal beams still threaten to shift further.

The eggs in this chamber are fragile and easy to destroy (hardness 0, HP 3; break DC 10). Though disgusting, the fluids inside the eggs are not corrosive or otherwise damaging to anyone that encounters them.

Creatures: This brood chamber houses around two dozen egg sacs with several larger pods attached to the walls. The Swarm programmers in the room move from a large pod in the center of the room to the egg sacs, depositing genetic material and biofuel into the eggs using their long proboscis. In the center of the room, a larger Swarm creature tends to the largest pod, which seems to house the pupa of a Swarm creature waiting to hatch.

Traps: The west entrance to the brood chamber is covered with small translucent sacs filled with a yellowish-green liquid that acts as a highly corrosive digestive enzyme. These sacs cover the floor and walls of the chamber entrance and burst if a creature steps on them. Despite their immunity to acids, the Swarm programmers ignore the treacherous flooring by flying through the area so they can keep the enzymes where the hive requires.

SUBTIER 1-2 (CR 6)

DIGESTIVE ENZYME SAC

CR 2

Type biological; **Perception** DC 23; **Disable** Survival DC 18 (navigate route through sacs without disturbing them)

Trigger location; **Reset** manual

Effect digestive acid splash (4d6A); Reflex DC 13 half; multiple targets (all targets in a 10-ft.-square area)



SWARM
PROGRAMMER

SWARM CORROVOXES (2) CR 3

HP 40 each (*Starfinder Alien Archive* 110; page 21)

TACTICS

During Combat The Swarm corrovoxes target heavily armored foes first with their psychic assault, then split ranged attacks on obvious spellcasters or lightly armored enemies.

Morale The Swarm corrovoxes fight to the death.

SWARM PROGRAMMERS (3) CR 1/3

Variant Swarm programmer cloud (*Starfinder Adventure Path #24: The God-Host Ascends* 25)

CE Small monstrous humanoid

Init +3; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft.; **Perception** +3

DEFENSE HP 6 EACH

EAC 10; **KAC** 11

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

Defensive Abilities Swarm mind; **Immunities** acid, fear effects

OFFENSE

Speed 30 ft., fly 20 ft. (Ex, average)

Melee proboscis +3 (1d3+1 P plus venom)

TACTICS

During Combat The programmers engage individual targets in melee combat, making sure to place themselves between any enemies and the hive's egg sacs.

Morale The Swarm programmers fight to the death.

STATISTICS

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

Skills Acrobatics +7, Athletics +3, Life Science +7, Medicine +3, Survival +7

Languages Shirren; telepathy 100 ft.

SPECIAL ABILITIES

Swarm Mind (Ex) Members of the Swarm are bound together into a singular hive mind by a blend of exuded pheromones, imperceptible movements of antennae and limbs, electrostatic fields, and telepathic communication. All Swarm creatures within 30 feet of each other are in constant communication; if one is aware of a threat, all are. (Such awareness can spread along a "chain" of Swarm creatures under appropriate circumstances, potentially alerting distant Swarm creatures). In addition, once per round when within 30 feet of another Swarm creature, a Swarm creature can roll twice and take the better result on a saving throw against a mind-affecting effect.

Venom (Ex) A living creature that takes damage from a proboscis must succeed at a DC 10 Fortitude save or be sickened for 1 round.

SUBTIER 3-4 (CR 8)

DIGESTIVE ENZYME SAC CR 4

Type biological; **Perception** DC 26; **Disable** Survival DC 21 (navigate route through sacs without disturbing them)

Trigger location; **Reset** manual

Effect digestive acid splash (4d10+2A); Reflex DC 15 half; multiple targets (all targets in a 10-ft.-square area)

SWARM REVULSORS (2) CR 4

HP 50 each (*Starfinder Adventure Path #20: The Last Refuge* 61; page 21)

TACTICS

During Combat The revulsors places themselves between the eggs and any attackers. They try to get as many enemies in a cone ahead of them to use their ear-splitting shrieks as often as possible.

Morale The revulsors fight to the death.

SWARM PROGRAMMERS (4) CR 1/3

HP 6 each (page 18)

TACTICS

Use the tactics from Subtier 1-2.

Development: Defeating the Swarm creatures here gives the PCs enough time to destroy the eggs waiting to unleash their contents on an unsuspecting station. A PC who succeeds at a DC 20 Life Science check (DC 22 in Subtier 3-4) or succeeded in getting the information about how fast a Swarm hive can form from the beginning of the scenario recognizes that this would be the only amount of eggs this proto-hive would have had time to create in the time the Swarm creatures have been on Absalom Station. Starfinder follow-up teams later come to sanitize the site.

Rewards: If the PCs don't exterminate the Swarm creatures attending the proto-hive, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 220 credits.

Out of Subtier: Reduce each PC's credits earned by 335 credits.

Subtier 3-4: Reduce each PC's credits earned by 450 credits.

CONCLUSION

Once the PCs finish clearing out the Swarm creatures and the eggs in the warehouse, they can return to the *Master of Stars* and report their success. As soon as the PCs provide their report, a noticeably more relaxed Zigvigix gives their thanks and assigns a cleanup crew to remove any remaining traces of the Swarm incursion on Absalom Station, while Fitch congratulates the PCs on a mission well done.

The two faction leaders ask the PCs whether they should turn Zelrai into the authorities. Fitch says that doing so could needlessly hamper the Society's and other organizations' ability to come and go from Absalom Station, and implies that if the PCs don't hand Zelrai over to station security, the ferran owes the Society an enormous favor. On the other hand, Zigvigix is concerned that Zelrai's greed threatened so many lives and cost several, and worries that letting her get away with shipping Swarm creatures could merely embolden her toward more further dangerous activities.



ILLEGAL SHIPMENT

REPORTING NOTES

If the PCs sided with Fitch and spared Zelrai despite her poor judgement, check box A. If they instead agreed with Zigvigix and turned Zelrai over to the authorities, check box B.

PRIMARY SUCCESS CONDITIONS

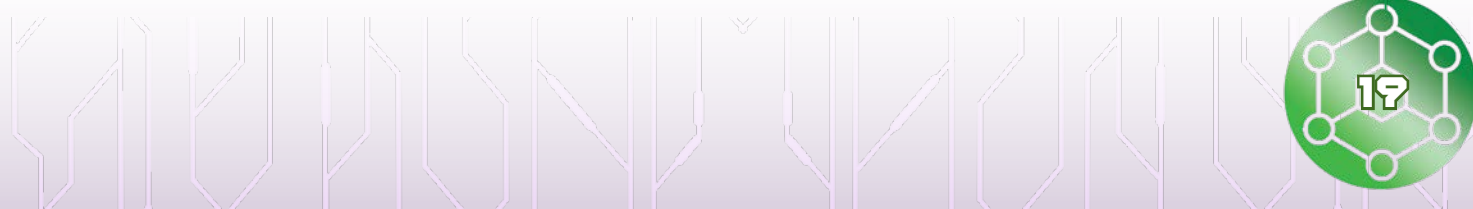
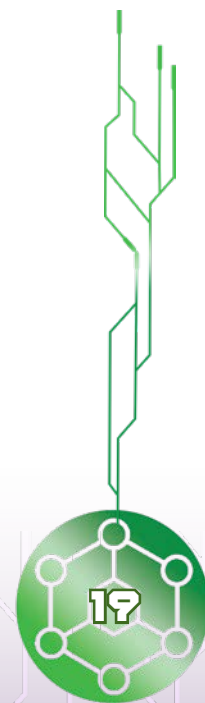
The PCs complete their main mission if they eliminate the Swarm threat in the warehouse in Fogtown. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their currently slotted Faction boon. In addition, each player earns the Swarm Foe boon on their Chronicle sheet.

SECONDARY SUCCESS CONDITIONS

If the PCs accomplish two or more of the following achievements, they earn 1 additional Fame and 1 Reputation for any factions associated with their currently slotted Faction boon: defeat the Six Tip Gang at the cantina, become friendly with Del Shara, give medical attention to Toressa, question locals without detailing Swarm activities on the station, activate the Ettercap Mk 2, or destroy the eggs in the brood chamber.

FACTION NOTES

This mission is of great importance to Zigvigix of the Exo-Guardians and Fitch of the Wayfinders. The PCs impress both faction leaders if they manage to complete their primary mission. Each PC earns 1 additional Reputation with the Exo-Guardians and Wayfinders factions, in addition to any other Reputation earned as a result of completing this scenario.



APPENDIX 1: STAT BLOCKS

GANG TOUGH

CR 1/2

Starfinder Pact Worlds 178
CN Medium humanoid (human)
Init +2; **Perception** +4

DEFENSE HP 13

EAC 10; **KAC** 12
Fort +4; **Ref** +2; **Will** +0

OFFENSE

Speed 30 ft.
Melee survival knife +5 (1d4+3 P) or
cestus battleglove +5 (1d4+3 B)
Ranged tactical semi-auto pistol +4 (1d6 P)

STATISTICS

Str +3; **Dex** +2; **Con** +1; **Int** +0; **Wis** +0; **Cha** +0
Skills Athletics +9, Culture +4, Intimidate +4, Stealth +4
Feats Deadly Aim, Quick Draw
Languages Common
Gear flight suit stationwear, cestus battleglove, survival knife,
tactical semi-auto pistol with 27 small arm rounds

SWARM ANTECURSOR

CR 3

Starfinder Adventure Path #20: The Last Refuge 59
CE Small monstrous humanoid
Init +4; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft.;
Perception +13

DEFENSE HP 33

EAC 14; **KAC** 15
Fort +2; **Ref** +4; **Will** +8
Defensive Abilities Swarm mind; **Immunities** acid, fear effects

OFFENSE

Speed 30 ft., fly 45 ft. (Ex, average)
Melee claw +8 (1d4+4 S)
Ranged stinger +10 (1d4+3 P plus paralytic neurotoxin)

STATISTICS

Str +1; **Dex** +4; **Con** +0; **Int** +1; **Wis** +2; **Cha** -2
Skills Acrobatics +13, Athletics +8, Life Science +8, Physical
Science +8, Stealth +13
Languages Shirren; telepathy 300 ft.
Other Abilities tracking (blindsense)

SPECIAL ABILITIES

Stinger (Ex) As a ranged attack, a Swarm antecursor can launch a poisoned stinger from its tail with a range increment of 50 feet. Each stinger is coated with a paralytic neurotoxin (see below).

Swarm Mind (Ex) Members of the Swarm are bound together into a singular hive mind by a blend of exuded pheromones, imperceptible movements of antennae and limbs, electrostatic fields, and telepathic communication. All Swarm creatures within 30 feet of each other are in constant communication; if one is aware of a threat, all are. (Such awareness can spread along a "chain" of Swarm creatures under appropriate circumstances, potentially alerting distant Swarm creatures).

In addition, once per round when within 30 feet of another Swarm creature, a Swarm creature can roll twice and take the better result on a saving throw against a mind-affecting effect.

PARALYTIC NEUROTOXIN

Type poison (injury); **Save** Fortitude DC 14
Track Dexterity; **Frequency** 1/round for 4 rounds
Cure 2 consecutive saves

SWARM CONVECYTE

CR 2

Starfinder Adventure Path #19: Fate of the Fifth 58
CE Large monstrous humanoid
Init +1; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft.;
Perception +7

DEFENSE HP 30

EAC 13; **KAC** 15
Fort +6; **Ref** +4; **Will** +3
Defensive Abilities Swarm mind; **Immunities** acid, fear effects

OFFENSE

Speed 30 ft.
Melee slam +11 (1d6+4 B) or
Space 10 ft.; **Reach** 5 ft.
Offensive Abilities acid burst (2d4+4 A, DC 11)

STATISTICS

Str +2; **Dex** +1; **Con** +4; **Int** +0; **Wis** +0; **Cha** +0
Skills Acrobatics +7, Athletics +12, Survival +7
Languages Shirren; telepathy 100 ft.

Other Abilities Swarm carrier

SPECIAL ABILITIES

Acid Burst (Ex) When a convecyte dies, its protective plates crack and explode, showering an area with their acidic contents. Every creature within a 20-foot burst (including those within the convecyte) takes 2d4+4 acid damage (Reflex DC 11 half).

Swarm Carrier (Ex) A convecyte can carry a number of creatures under its chitinous layers, giving each creature DR 10/– and full cover from attacks while they rest inside, though such creatures can't act while inside a convecyte. A convecyte can carry four Small or two Medium creatures this way and can deposit them in adjacent squares as a swift action.

Swarm Mind (Ex) Members of the Swarm are bound together into a singular hive mind by a blend of exuded pheromones, imperceptible movements of antennae and limbs, electrostatic fields, and telepathic communication. All Swarm creatures within 30 feet of each other are in constant communication; if one is aware of a threat, all are. (Such awareness can spread along a "chain" of Swarm creatures under appropriate circumstances, potentially alerting distant Swarm creatures). In addition, once per round when within 30 feet of another Swarm creature, a Swarm creature can roll twice and take the better result on a saving throw against a mind-affecting effect.

ILLEGAL SHIPMENT

SWARM CORROVOX

CR 3

Starfinder Alien Archive 110

CE Medium monstrous humanoid

Init +4; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft.;

Perception +13

DEFENSE

HP 40

EAC 14; **KAC** 16

Fort +5; **Ref** +7; **Will** +4

Defensive Abilities Swarm mind; **Immunities** acid, fear effects

OFFENSE

Speed 40 ft., climb 30 ft.

Melee claw +9 (1d6+5 S) or

Ranged acid cannon +12 (1d4+3 A; critical corrode 1d4)

Offensive Abilities psychic assault

STATISTICS

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

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

Languages Shirren; telepathy 100 ft.

SPECIAL ABILITIES

Acid Cannon (Ex) A corrovox has an organic acid cannon grafted onto its forearm that can fire blobs of organic acid at a range increment of 40 feet. This weapon can't be disarmed and produces its own ammunition, so it never runs out.

Psychic Assault (Su) A corrovox can unleash a burst of harmful mental chatter at a target within 30 feet as a standard action. The target takes an amount of damage equal to 1d4 x the corrovox's CR (3d4 damage for most corrovoxes). A successful DC 12 Will save halves this damage.

Swarm Mind (Ex) Members of the Swarm are bound together into a singular hive mind by a blend of exuded pheromones, imperceptible movements of antennae and limbs, electrostatic fields, and telepathic communication. All Swarm creatures within 30 feet of each other are in constant communication; if one is aware of a threat, all are. (Such awareness can spread along a "chain" of Swarm creatures under appropriate circumstances, potentially alerting distant Swarm creatures). In addition, once per round when within 30 feet of another Swarm creature, a Swarm creature can roll twice and take the better result on a saving throw against a mind-affecting effect.

SWARM REVULSOR

CR 4

Starfinder Adventure Path #20: The Last Refuge 61

CE Medium monstrous humanoid

Init +5; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft.;

Perception +10

DEFENSE

HP 50

EAC 16; **KAC** 18

Fort +6; **Ref** +8; **Will** +5

Defensive Abilities Swarm mind, regeneration 5 (fire);

Immunities acid, fear effects

OFFENSE

Speed 40 ft., climb 10 ft.

Melee claw +13 (1d6+7 S)

Offensive Abilities ear-splitting shriek (30ft. cone, 4d6 So plus deafen, DC 13), ferocity

STATISTICS

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

Skills Acrobatics +15, Athletics +10, Intimidate +10

Languages Shirren; telepathy 100 ft.

SPECIAL ABILITIES

Ear-Splitting Shriek (Ex) As a standard action, a Swarm revulsor can let out a shriek that can split eardrums and disrupt other auditory receptors. Each creature within a 30-foot cone takes 4d6 sonic damage (Reflex DC 13 half) and is deafened for 1d4 minutes (Fortitude DC 13 negates). This shriek also ignores 4 hardness when damaging objects.

Swarm Mind (Ex) Members of the Swarm are bound together into a singular hive mind by a blend of exuded pheromones, imperceptible movements of antennae and limbs, electrostatic fields, and telepathic communication. All Swarm creatures within 30 feet of each other are in constant communication; if one is aware of a threat, all are. (Such awareness can spread along a "chain" of Swarm creatures under appropriate circumstances, potentially alerting distant Swarm creatures). In addition, once per round when within 30 feet of another Swarm creature, a Swarm creature can roll twice and take the better result on a saving throw against a mind-affecting effect.

SWARM VORPHOMA

CR 1

Starfinder Adventure Path #19: Fate of the Fifth 61

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE

HP 16

EAC 10; **KAC** 11

Fort +3; **Ref** +3; **Will** +4

Defensive Abilities Swarm mind; **Immunities** acid, fear effects

OFFENSE

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

Melee bite +3 (1d4+2 P) or

claw +3 (1d6+2 S)

Ranged arm barb +5 (1d4+1 P plus venom)

Spell-Like Abilities (CL 1st)

1/day—*fear* (1st level, DC 14), *lesser confusion* (DC 14)

0 (at will)—*daze* (DC 13), *ghost sound* (DC 13)

STATISTICS

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

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

Languages Shirren; telepathy 100 ft.

SPECIAL ABILITIES

Arm Barb (Ex) As a ranged attack, a vorphoma can shoot a finger-sized barb from one of its arms with a range increment of 60 feet. A vorphoma can shoot a total of 8 barbs before it must take 10 minutes to regrow them.

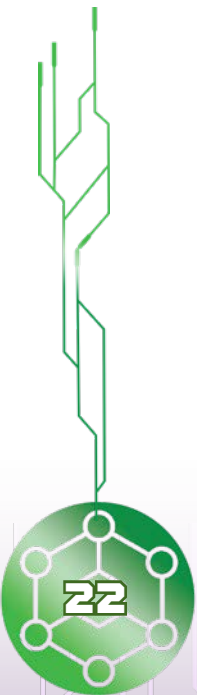
Swarm Mind (Ex) Members of the Swarm are bound together into a singular hive mind by a blend of exuded



STARFINDER SOCIETY SCENARIO

pheromones, imperceptible movements of antennae and limbs, electrostatic fields, and telepathic communication. All Swarm creatures within 30 feet of each other are in constant communication; if one is aware of a threat, all are. (Such awareness can spread along a "chain" of Swarm creatures under appropriate circumstances, potentially alerting distant Swarm creatures). In addition, once per round when within 30 feet of another Swarm creature, a Swarm creature can roll twice and take the better result on a saving throw against a mind-affecting effect.

Venom (Ex) A living creature that takes damage from an arm barb must succeed at a DC 12 Fortitude save or be sickened for 1d3 rounds.



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STARFINDER SOCIETY SCENARIO



Event Reporting Form

Date _____ Event Code: _____

Location _____

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

Character Name:		Faction:		<input type="checkbox"/> Dead
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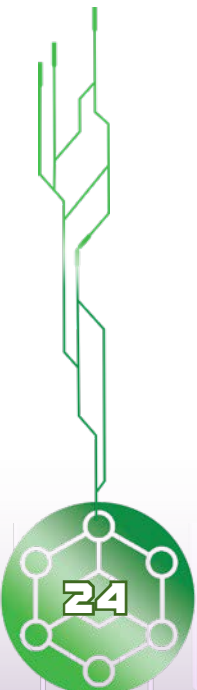
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Starfinder Society Scenario #2-21: Illegal Shipment

Character Chronicle #

A.K.A.				
Player Name	Character Name	Organized Play #	Character #	Faction

Items Found During This Scenario

Swarm Foe (Social Boon): You managed to assist in stopping a Swarm incursion onto Absalom Station. While the Swarm were prevented a foothold, you fought only the nascent stages of a Swarm attack. When you slot this boon, you gain a +1 bonus to attack and damage rolls made against Swarm creatures. In addition, once per session when you have this boon slotted, you can reroll a single saving throw made to resist any effects caused by a Swarm creature.

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal Max Credits
	1-2	720
	SUBTIER	<input type="checkbox"/> Normal
	Out of Subtier	1,090
EXPERIENCE	SUBTIER	<input type="checkbox"/> Normal
	3-4	1,460
	SUBTIER	<input type="checkbox"/> Normal
-	-	
FAME	Starting XP	
	+	<small>GM's Initials</small>
	XP Gained (GM ONLY)	
	=	
	Final XP Total	
CREDITS	Initial Fame	
	+	<small>GM's Initials</small>
	Fame Gained (GM ONLY)	
	-	
	Fame Spent	
Final Fame		
CREDITS	Starting Credits	
	+	<small>GM's Initials</small>
	Credits Garnered (GM ONLY)	
	+	<small>GM's Initials</small>
	Day Job (GM ONLY)	
-		
Credits Spent		
=		
Total		

All Subtiers

graphite carbon skin (1,220; item level 3)
 mk 2 serum of healing (425; item level 5; limit 2)
 recovery aegis (1,350; item level 3; Starfinder Armory 115)
 tactical arc emitter (750; item level 2)
 tremor boomer rifle (520; item level 2; Armory 20)

Subtier 3-4

freebooter armor II (4,720; item level 6)
 mk 1 scrambler gloves (4,500; item level 6; Starfinder Armory 124)
 pulse staccato rifle (2,000; item level 4; Armory 20)

Reputation

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #