

YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-24, TIER 9-12



CORNERED RAT

BY MIKKO KALLIO





AUTHOR

Mikko Kallio

DEVELOPMENT LEAD

Thurston Hillman

EDITING LEAD

Leo Glass

EDITORS

Lu Pellazar

CONTRIBUTING ARTISTS

Mark Molnar, Miroslav Petrov, Sebastian Rodriguez

CARTOGRAPHY

Jason Engle and Rob Lazzaretti

ART DIRECTORS

Tony Barnett and Adam Vick

ORGANIZED PLAY LEAD DEVELOPER

Linda Zayas-Palmer

ORGANIZED PLAY MANAGER

Tonya Woldridge

CREATIVE DIRECTOR

Robert G. McCreary

MANAGING DEVELOPER

Amanda Hamon

PUBLISHER

Erik Mona



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How to Play

Starfinder Society #2-24: Cornered Rat is a *Starfinder Society* Scenario designed for 9th-through 12th-level characters (Tier 9-12; Subtiers 9-10 and 11-12). 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

Cornered Rat makes use of *Starfinder Core Rulebook*, *Starfinder Armory* (AR), and *Starfinder Pact Worlds* (PW). 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

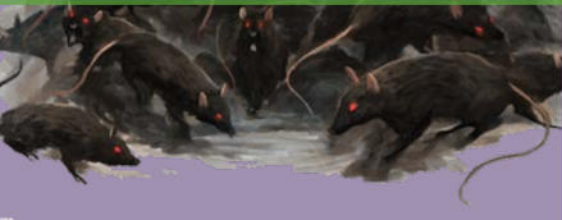
Scenario tags provide additional information about an adventure's contents. For more information on scenario tags see Chapter 1 of the *Starfinder Society Guide*.



FACTION (SECOND SEEKERS [LUWAZI ELSEBO])



STARSHIP



CORNERED RAT

BY MIKKO KALLIO



For the past year, a nefarious ysoki named **Datch** (female ysoki) has engaged in a multimedia smear campaign against the Starfinder Society. Months ago, Datch escalated her attacks by installing spyware into the Lorespire Complex's server system, supplying pre-Drift civilizations with stolen Starfinder weapons, and even outright trying to kill a group of agents by activating the defenses of a high-security office. Most recently, Datch has taken on the position of director in AbadarCorp, handling the massive organization's security within the Pact Worlds. But who is Datch and why has she positioned herself against the Starfinder Society?

At a young age, Datch's family selected her for training under one of Lao Shu Po's mysterious master assassins, **Dispassion** (NE male ysoki). He was a cruel instructor who trained dozens of ysoki in the arts of merciless assassination. Among the group of students, Datch faltered in almost every physical trial, but she remained in Dispassion's training through not only perseverance, but because of her unique ability to play other trainees against one another to make herself look better.

As the training reached its end, Dispassion assigned his initiates a seemingly impossible task: assassinate one of AbadarCorp's most prestigious archdirectors. All of Dispassion's trainees began preparing an arsenal of equipment and weapons to use in their effort—except for Datch. Datch meanwhile promptly sat down at a computer and began plodding around various Pact Worlds social-media spheres. While others began making assassination attempts, Datch continued to attend her social media accounts. After a month of failed assassination attempts, half of the trainees had failed in their mission to slay the well-protected archdirector. Unexpectedly, a sudden riot occurred on Verces when the targeted archdirector's motorcade was re-directed into an area experiencing an ongoing energy crisis, resulting in the tragic death of the archdirector.

Datch took full credit for the assassination, offering Dispassion proof of not only her involvement in fomenting unrest in the region for weeks and inciting the riot that ultimately led to the archdirector's demise, but also of her repeated use of social media and other digital tools to undermine her fellow assassins' efforts, giving her own plan time to succeed. Datch also managed to position herself to take on a role within AbadarCorp as a result of the unrest, joining the massive corporation as a community outreach subdirector. Dispassion was immensely proud of his

WHERE IN THE UNIVERSE?

THE DIASPORA

The Lost Ones

Diameter: varies; **Mass:** ×2 (total); **Gravity:** varies

Atmosphere: special; **Day:** varies; **Year:** varies

The Diaspora is an asteroid belt located roughly between the orbits of Verces and Eox in the Pact Worlds system. The asteroids formed when the twin planets Damiar and Iovo were destroyed in a cataclysmic event many millennia before the Gap. Of the millions of asteroids that make up the Diaspora, more than a million have a diameter of at least a mile, but only a relatively small number of the asteroids are larger than 100 miles across. In addition to native inhabitants known as Sarcesians, small pockets of civilization exist within the otherwise lifeless asteroid belt. These include mining companies, space pirates, smugglers, cultists, and groups of outcasts and ascetics.

unexpected victor, and rewarded Datch by allowing her to select and train a host of similar "character assassins" for use throughout the Pact Worlds.

Since then, Datch has progressed of her own accord, rising through the ranks of AbadarCorp while secretly continuing to use her select host of Laoite character assassins to further her various agendas. Recently, Datch's foremost concern has been to further establish her political influence within the Pact Worlds, specifically in AbadarCorp. Datch intends to corrupt the organization from within, turning it into a greater tool for Lao Shu Po. By subverting Abadar's most important institution to a tool of Grandmother Rat, Datch believes she can earn her divine matron's favor.

While the Starfinder Society has combated Datch's actions, she has enacted a long game of political maneuvering to work to remove AbadarCorp's current executive archdirector, **Iseki-Okaibo** (LN male human). Much of Datch's ploy has revolved around setting

SKILL CHECK DCs

Cornered Rat uses many skill checks in several encounters. Instead of all skill check DCs being listed individually, the skill checks are each assigned a difficulty—Easy, Average, or Hard—that determines their DC.

SKILL CHECK DCs

Subtier	Easy	Average	Hard
9-10 (4 players)	19	22	28
9-10 (5 players)	20	23	29
9-10 (6+ players)	21	24	30
11-12 (4 players)	22	25	31
11-12 (5 players)	23	26	32
11-12 (6+ players)	24	27	33

the Starfinder Society up as an antagonist for her to use to catapult herself to fame. Datch's schemes have so far worked smoothly, and while the Society has finally begun to unravel her schemes, Datch has already received enough momentum to put her into the role of director, setting her in a position within AbadarCorp to establish the vote of no-confidence in Iseki-Okaibo and create a massive power vacuum in AbadarCorp and the religion of Abadar itself.

During the events of *Starfinder Society #2-20: Shades of Spite*, a devout worshipper of Lao Shu Po contacted the Society, promising information that would lead them to uncover Datch's scheme. This ysoki master assassin, known only as Silent Strike, had trained Dispassion, and he sought to punish his wayward student for breaking protocol and training additional students. Silent Strike went on to inform the Society about the location of a hidden Laoite installation in the Diaspora established by Datch and currently inhabited by various Laoite servants.

Since First Seeker Luwazi Elsebo received this information, she has initiated several stealth missions to examine the area. These missions have confirmed the presence of the Laoite installation, as well as various drones patrolling the space around the perimeter. Not wanting to risk a high-profile mission, Luwazi waited and conferred with senior Starfinder Society leaders to determine the next step of action.

Just before the start of this adventure, Datch has triggered her endgame: AbadarCorp's board is preparing a vote of no-confidence in Iseki-Okaibo. Knowing Datch has some personal vendetta against the Society, Luwazi and the Forum met and agreed to begin immediate action against the Laoite compound in order to retrieve as much information as possible for use against Datch in the coming corporate election.

SUMMARY

First Seeker Luwazi Elsebo sends the PCs to the Diaspora to infiltrate Datch's secret facility and find information on the dangerous Laoite sect within. The First Seeker believes the misinformation campaign has caused a lot of trouble for the Starfinder Society and wants to put it to an end. When the Starfinder strike fleet approaches Datch's base amid the asteroid belt, a fleet of drone ships emerges to defend the base. After leading the Starfinder fleet to destroy the drones, the PCs must land their ship on the asteroid and navigate across the surface to find an entrance to the hidden base.

Inside the asteroid, the PCs must negotiate a dangerous maze of corridors and deal with traps, hazards, and Laoite assassins. The PCs find a group of "character assassins" whom the PCs can coerce to help them. Finally, in a vast shadowy chamber at the center of the facility, the PCs encounter Dispassion, the ysoki assassin master who trained Datch. Dispassion agrees to give the PCs information on Datch if they can defeat him in combat. After the fight, a self-destruct countdown initiates, and the PCs must escape before the asteroid base explodes. The PCs' ship is too far for them to reach it, but luckily, an ally arrives just in time to rescue the PCs.

GETTING STARTED

The PCs begin on Absalom Station, where First Seeker Luwazi Elsebo contacts them, requesting their presence in the Lorespire Complex. Luwazi informs the PCs that she wants to discuss an important upcoming mission in the Diaspora. Read or paraphrase the following to get the adventure underway.

In the briefing room, Luwazi Elsebo rises from her chair and nods in greeting. "Starfinders, you've proven to be invaluable as field agents many times over, and I require your expertise once again. I want you to lead an important mission to obtain information about Datch, a dangerous individual who has been causing us no end of trouble since our return from the Scoured Stars." As Luwazi mentions Datch's name, she pulls up a photo of her appears on a large screen on the wall. "As you probably know, the nefarious ysoki has engaged in a multimedia smear campaign against the Starfinder Society. Most recently, Datch has taken on the position of director within AbadarCorp, handling the massive organization's security within the Pact Worlds.

"She's not going to stop there. While we have begun to unravel her schemes, Datch has initiated some initiative to oust AbadarCorp's current executive archdirector, Iseki-Okaibo, in a vote of no-confidence. AbadarCorp's board is preparing the vote as we speak. If she is successful, Datch could create a massive power vacuum in AbadarCorp and the religion of Abadar, enabling her to continue to corrupt the corporation from within.

"Thankfully, we now know where we can find information that we can use against her in the coming vote." Luwazi presses a button on her datapad, and a three-dimensional image of a cluster of asteroids replaces Datch's picture on the screen. Luwazi continues, "During a recent mission, a group of Starfinder agents found information about the location of

a hidden installation in the Diaspora established by Datch and currently inhabited by various Laoite servants.

"I've sent a task force in advance to examine the area who have returned intel on the exact location of the Laoite installation. Due to your positions as some of the Society's most senior agents, I want you to take the spearhead on the attack against the Laoite facility. We're expecting heavy resistance, so I'm sending a fleet of combat-ready ships to go with you. You'll be leading the Prime squadron of the First wing, which is the vanguard of our attack force.

"One more thing. As you may already know, my term as First Seeker is coming to an end. The Forum is preparing to elect a new First Seeker, and Starfinders have been integral in our selection process. This may be the last mission that I will assign, so I want to use the opportunity to thank you for your hard work during the last two years. You are the best of the best that we have, and it has been an honor to work with you." She pauses for a moment and smiles. "Make me proud once again."

Luwazi indicates that due to the nature of the mission, the PCs should choose which starship frame they want to take, likely the Drake or the Pegasus. Luwazi doesn't recommend one or the other; she expects the PCs already know what the strengths of each frame are and trusts their judgement.

Luwazi does her best to answer any questions the PCs may have about the mission.

What can you tell about the asteroid base? "It's located in a part of the Diaspora we hadn't really explored much. According to our intelligence reports, the asteroid the base is built inside is about 1,000 feet across. The asteroid is covered in a strange basalt mineral, which makes it impervious to our sensor scans. The region of space is swarming with small asteroids ranging from small rocks to the size of the asteroid base, so fly carefully out there."

What kind of defenses can we expect to face? "Our scout missions revealed the presence of various drones patrolling the space around the base. They greatly resemble drone ships our agents encountered near Stabrisis-14, but our sensors revealed they are different; more advanced. Inside the facility, you're likely to face Laoite cultists and assassins."

Why is Datch targeting the Starfinder Society? "I wish I knew. I hope you'll find some answers in the asteroid base."

What are you planning to do after your term as First Seeker ends? "I'll continue to work closely with the Starfinder Society and our factions, though I'll be doing something... different. I'm sure you'll see me around." If the PCs ask more about her retirement, she says she'll announce her plans later.

Boon Allocation: At this point, the PCs should finalize their boon slots for the session. PCs with the Data Stalker boon from *Starfinder Society* #2-20: *Shades of Spite* should be encouraged to slot this boon. As this is Luwazi Elsebo's last official mission assignment, PCs should be strongly encouraged to slot the Second Seekers (Luwazi Elsebo) faction boon for this mission.

In addition, for players who've been invested in the Starfinder Society Year of a Thousand Bites story line, check if PCs have Chronicle sheets for *Starfinder Society* #1-36: *Enter the Ashen Asteroid*, *Starfinder Society* #2-05: *Meeting of Queens*, *Starfinder Society* #2-06: *The Stumbling Society, Part 1: Sangoro's Lament*, *Starfinder Society* #2-08: *The Stumbling Society, Part 2: Sangoro's Gifts*, *Starfinder Society* #2-10: *Bluerise Breakout*, and *Starfinder*



**LUWAZI
ELSEBO**



STARFINDER SOCIETY SCENARIO

Society #2-18: Forbidden Tides; each of these scenarios receives some measure of follow-up as detailed in this adventure. Note which of these players have played and call upon these facts as the PCs discover them during the scenario—otherwise ignore them so as not to confuse or spoil players who have not yet played the listed scenarios.

CULTURE OR MYSTICISM (RECALL KNOWLEDGE)

Based on the result of the Culture or Mysticism check, the PCs might remember some details about ysoki or the religion of Lao Shu Po. They learn all of the information whose DC is equal to or less than the result of their check.

15+: The goddess Lao Shu Po, who is also known as Grandmother Rat, is considered the patron deity of ysoki. Being good-natured people for the most part, most ysoki who worship the evil Lao Shu Po do so only out of fear. She is also the patron of creatures concealing themselves in darkness: assassins, rats, spies, and thieves.

25+: Lao Shu Po teaches her followers to take whatever they can get away with, to turn everything they learn into an advantage, to trust no one but themselves, and to work from the shadows rather than facing their enemies directly. She encourages her followers to forge new and innovative paths to defeat their foes.

30+: According to legend, Lao Shu Po started her life as an ordinary rat who ascended to divinity by eating the flesh of a slain god. The rat is her sacred animal, and her unholy symbol depicts a rat curled into a circle. Understanding Lao Shu Po's humble origins and close connection with rats grants the PCs a +2 circumstance bonus to checks to influence rats, ysoki, or worshippers of Lao Shu Po until the end of the scenario.

35+: Because of Laoite cultists' proclivity for espionage, murder, and theft, the religion is outlawed in many communities. Befitting Lao Shu Po's tenets and agenda, the few Laoite temples that exist are hidden from sight or otherwise difficult to find. Rumor has it that rats are a common sight in and near her temples and following them might reveal an entrance to a Laoite temple. Within Laoite holy sites, shadows may seem unnaturally deep and vibrant, almost as though they were alive. Knowing these details about the secretive religion allows each PC to reroll one saving throw during the scenario.

A. STELLAR DEFENSES

One by one, the ships of the Starfinder fleet exit the Drift, appearing in a neat formation near a large cluster of asteroids within the Diaspora. Moments later, First Seeker Luwazi Elsebo sends a message to all ships in the fleet: "Stay alert! According to our intel, the Laoite base is directly ahead within that cluster of asteroids. Our sensors cannot detect any enemy ships, but don't be fooled—they're out there, hiding and waiting in ambush. Stay in formation. Prime squadron, lead us closer to the cluster at a steady speed."

This is a cue for the PCs to lead the fleet closer to the base. As the fleet advances, the ships' sensors start picking up signals. Soon after, Luwazi sends a message to the PCs: "Turrets ahead. Take the Prime flight with you and destroy them!"

Hazards: The following hazards complicate this encounter.

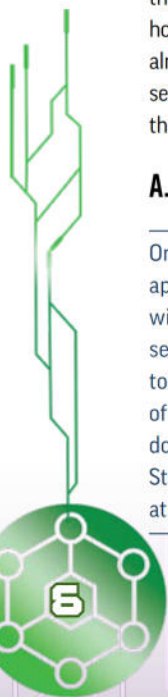
Asteroids: Hexes with asteroids are dangerous for starships to enter. The pilot of the ship entering the hex can attempt an Average Piloting check as part of a pilot action (but not a stunt) to avoid taking damage while entering the hex, provided that the pilot does not attempt any other stunts on the same turn. This damage targets the front quadrant and is 4d8 in Subtier 9–10 and 4d10 in Subtier 11–12. If a starship ends its movement in an asteroid hex, it gains a +2 bonus to AC and a +4 bonus to TL. Firing through hexes with asteroids does not affect the attack, however. If a starship starts the round in a hex with asteroids, the ship does not take damage from asteroids unless the ship later enters another hex with asteroids.

Turrets: These stationary enemies have 60 HP each. They take no actions except to fire a particle beam (8d6; 20 hexes) during the gunnery phase. They have no facing and can fire in any direction. In Subtier 9–10, a turret has AC 20, TL 20, and gunnery +10. In Subtier 11–12, a turret has AC 24, TL 24, and gunnery +13. A scan of these turrets automatically reveals all the information on them.

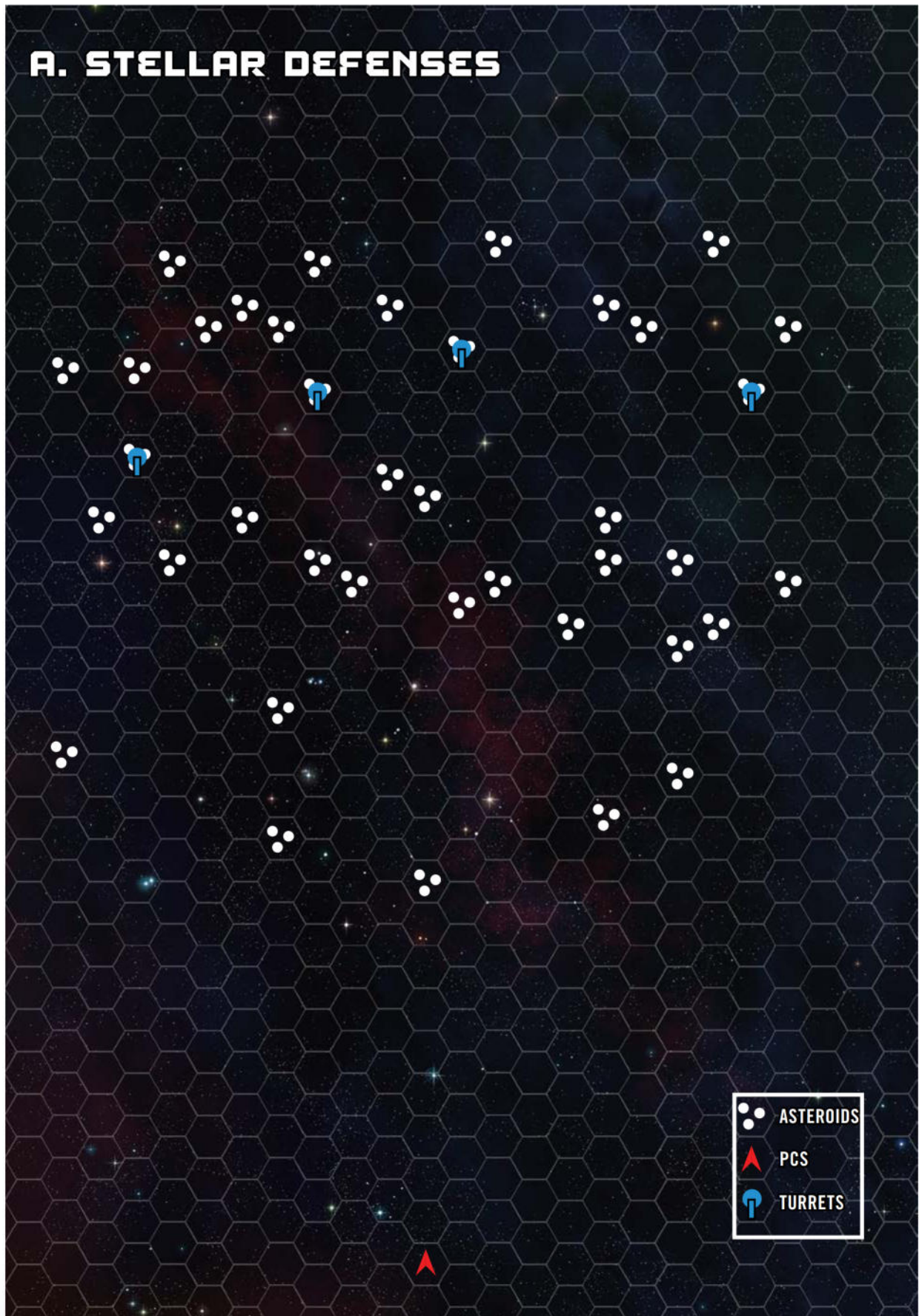
Starship Combat: Starship combat begins immediately after receiving Luwazi Elsebo's orders. As the Prime squadron leader, the PCs' ship is accompanied by three other ships—Prime Two, Three, and Four (these ships are not tracked on the map). Initially, the PCs' fleet knows the location of the four turrets, but the drones remain hidden. Because the turrets do not move, there's no need to roll initiative until the drones enter the fight. During the helm phase, the PCs can move their ship as normal but also assign other turrets on the map as targets for the other ships in their squadron. During the gunnery phase, the three allied ships fire at their assigned targets, automatically dealing 20 damage to each targeted turret (damage to a random quadrant if targeting a drone). One of the turrets fires at the PCs' ship on the first round. This continues for one additional round.

Before third round begins, drone ships suddenly emerge from hidden hangars built inside asteroids and from launch platforms emerging from the other side of the asteroid. Luwazi reacts by announcing: "Prime squadron, keep the center! All other squadrons, attack!" The PCs allied vessels then break-off to engage other drone ships that are not tracked on the map during this encounter.

From the third round onward, the encounter runs just as any normal starship combat, with the PCs forced to contend with any remaining turrets and two drone fighters. The drones begin 5d6 hexes away from the PCs' ship, facing towards them. Five rounds after the drones appeared, one of the allied ships informs the PCs that they have destroyed their targets and may engage one of the PCs active targets, adding their automatic damage during the gunnery phase.



A. STELLAR DEFENSES



STARFINDER SOCIETY SCENARIO

SCALING ENCOUNTER A

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

Both Subtiers: The drone ships and turrets were undergoing maintenance when the Starfinder fleet arrived and had to be deployed hastily. As a consequence, their control algorithms have some unfortunate bugs. If there are five PCs, the computers that control the crew actions of turrets and drone ships take a -2 penalty to all skill checks made during the starship combat. If there are only four PCs, the drone's plasma cannons deal only 4d12 damage and the persistent particle beams deal only 8d6 damage.

Each drone ship performs a pilot action and a gunnery action each round. A drone ship typically uses the evade action during the helm phase. During the gunnery phase, it alternates between single shots and the fire at will action.

SUBTIER 9-10

SUPERIOR DRONE FIGHTERS (2)

TIER 8

Tiny starship drone

Speed 10; **Maneuverability** good (turn 1)

AC 28; **TL** 28

HP 45; **DT** -; **CT** 9

Shields medium 200 (forward 50, port 50, starboard 50, aft 50)

Attack (Forward) plasma cannon (5d12; 10 hexes), high explosive missile launcher (4d8; 20 hexes)

Attack (Turret) persistent particle beam (10d6; 20 hexes)

Power Core Arcus Maximum (200 PCU); **Drift Engine** none;

Systems advanced medium-range sensors, mk 8 armor, mk 9 defenses, mk 5 duonode computer; **Expansion Bays** none

Modifiers +5 any two checks per round, Computers +4,

Piloting +1; **Complement** automated

CREW

On-Board Computer gunnery +13 (8th level), Piloting +18 (8 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 takes a critical damage effect, it instead loses 2 additional hull points.

SUBTIER 11-12

ULTRA-ADVANCED DRONE FIGHTERS (2)

TIER 10

Tiny starship drone

Speed 10; **Maneuverability** good (turn 1)

AC 30; **TL** 32

HP 45; **DT** -; **CT** 9

Shields medium 280 (forward 70, port 70, starboard 70, aft 70)

Attack (Forward) plasma cannon (5d12; 10 hexes), tactical nuclear missile launcher (5d8; 20 hexes)

Attack (Turret) persistent particle beam (10d6; 20 hexes)

Power Core Arcus Maximum (200 PCU); **Drift Engine** none;

Systems advanced medium-range sensors, mk 8 armor, mk 11 defenses, mk 7 duonode computer; **Expansion Bays** none

Modifiers +7 any two checks per round, Computers +4,

Piloting +1; **Complement** automated

CREW

On-Board Computer gunnery +15 (10th level), Piloting +20 (10 ranks)

SPECIAL ABILITIES

Automated (Ex) See Subtier 11-12.

Development: If the PCs succeed, the Starfinder fleet quickly gains the upper hand in the battle. More than a third of the drones are destroyed, and the rest of them hide amid the asteroid belt.

If the PCs' ship is rendered inoperative or they have to withdraw from the fight, the other Starfinder starships quickly come to their aid, forcing the drone ships to withdraw. The PCs may proceed to the next encounter, though they do not receive the rewards for this encounter.

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

Subtier 9-10: Reduce each PC's credits earned by 3,656.

Out of Subtier: Reduce each PC's credits earned by 6,110.

Subtier 11-12: Reduce each PC's credits earned by 8,564.

A WALK ON THE RAT ROCK

Lights on the surviving drone ships go dark as they disengage from battle, fleeing to disappear behind distant asteroids to avoid further fire. Burnt and sparking bits of metal debris from destroyed ships float in the spaces between asteroids. Starfinder vessels take defensive positions near the asteroid base, and a soon after, First Seeker Luwazi Elsebo sends a message over comms. "We managed to drive the facility's drone defenders away. We must stay on guard to make sure the remaining drone ships won't try to attack us again. That means you have to go in to the Laoite base alone—but I'm sure you're better equipped than anyone else to take care of that. Unfortunately, the facility's staff has concealed the entrances to the base, and the asteroid is coated in a basalt mineral that blocks even the most powerful of our fleet's sensors. This means you must land your ship on the asteroid's surface and continue on foot to locate an entrance. Proceed as soon as you're ready."

In this encounter, the PCs must land their ship on the asteroid and then disembark to continue on foot to find an entrance to



CORNERED RAT

the hidden Laoite base. The encounter is divided into steps, each of which requires the PCs to attempt various types of checks (including skill checks, attack rolls, or other types of checks) as described in the Checks section of each step. At the GM's discretion, PCs can substitute relevant Profession skills for checks. In steps that require making attack rolls or dealing damage, the PCs can use weapons, spells, or any other means of dealing damage. At the GM's discretion, the PCs can also use particularly well-suited spells and abilities instead of skills.

Before rolling, the PCs must decide how they divide their efforts between the various checks noted in each step. If the PCs as a group fail to meet the conditions listed in the Success section of a step, they all take the effects listed in the step's Failure section.

Between steps, the PCs have a minute's worth of actions to heal themselves and use other spells and effects.

STEP 1: TOUCHDOWN

The PCs must land their ship safely on the asteroid's surface.

Because the basalt mineral interferes with the ship's sensors, the PCs must rely on their wits and instincts to ensure the ship's velocity and angle are optimal for landing.

Checks: One PC must attempt a Hard Piloting check. Other PCs must each attempt an Average Engineering, Perception, or Physical Science check to estimate the ship's trajectory relative to the asteroid.

Success: The PCs land the ship without a hitch if they succeed at the Piloting check and at least two of the other checks listed.

Failure: Each PC takes 5d6 bludgeoning damage in Subtier 9–10 or 7d6 bludgeoning damage in Subtier 11–12.

STEP 2: FLYING DEBRIS

Shortly after the PCs disembark, they see massive chunks of metal and ceramic debris from the earlier starship combat falling straight toward them.

Checks: Each PC can attempt two rounds worth of ranged attacks against incoming debris (range increment penalties do not apply). There are three pieces of debris in total: one small, one medium, and one large; with AC's equal to the DCs of Hard, Average, and Easy skill checks, respectively. The pieces have 20, 40, and 60 HP in Subtier 9–10 or 35, 45, and 80 HP in Subtier 11–12. An area attack can target any two pieces of debris simultaneously. PCs may also use melee attacks in the second round, but such PCs can't attempt Reflex saves as described in Failure.

Success: If the PCs destroy all three pieces of debris, they can walk away unscathed.

Failure: Any pieces of debris that the PCs aren't able to destroy plummet toward the asteroid's surface, pummeling the area around the PCs with explosions. Each explosion deals 2d6 piercing damage in Subtier 9–10 and 3d6 piercing damage in Subtier 11–12. Each PC can attempt a Reflex save (DC equal to an Average skill check) to take half damage from an explosion.



STARFINDER SOCIETY SCENARIO

STEP 3: NAVIGATING THE ASTEROID

Having survived storm of debris, the PCs must now determine where the Laoite base's entrance is hidden. If they tarry too long, maneuvering in the harsh environment starts to wear them down.

Checks: A PC must succeed at an Average Survival check to determine the location of the entrance. Other PCs must attempt a Hard Computers or Perception check to calculate or visually estimate what would be the optimal route across the terrain. A PC attempting a Computers check must be carrying a computer of at least tier 1.

Success: The PCs are able to find the location of the base entrance if at least one Survival check is successful and if they succeed at two or more of the Computers or Perception skill checks.

Failure: The PCs waste a lot of time wandering around in the harsh environment until they find the entrance. Each PC must succeed at a Fortitude save (DC equal to an Average skill check) or become fatigued.

Special PCs with Chronicle sheets for *Starfinder Society* #2-18: *Forbidden Tides* recognize the basalt layering on the asteroid as the same mineral mined out by AbadarCorp in that scenario.

STEP 4: MANEUVER IN ZERO GRAVITY

With visuals on the Laoite base's entrance, the PCs must now traverse across particularly dangerous terrain, including sharp rocks and deep chasms, to get to it—all in zero gravity.

Checks: Each PC must attempt an Average Acrobatics or Athletics check. Before attempting the check, PCs may activate abilities that grant them a climb or fly speed. Having a climb speed grants a +5 circumstance bonus on a PC's Athletics check, while having a fly speed grants a +5 circumstance bonus on a PC's Acrobatics check. During this step, the PCs can help one another navigate the treacherous terrain. Any one PC can pair up with one other, both attempting the same type of skill check, but one PC must attempt a Hard check instead of the Average one. If successful, the PC attempting the Average check DC for the check is lowered to 10. If they fail, the other PC's DC remains Average.

Success: Each PC succeeds or fails individually, but for the purpose of calculating the PCs' success as a group (see Development), at least 3 PCs must succeed at the check.

Failure: PCs who failed their checks take painful falls on the unforgiving asteroid surface, taking 5d6 bludgeoning damage in Subtier 9-10 and 5d10 bludgeoning damage in Subtier 11-12.

STEP 5: GET INSIDE

After traversing the dangerous terrain to reach the entrance, the PCs must find a way to open the door, which is protected by mechanical barriers, locks, and electronic defenses.

Checks: The PCs must divide their efforts between attempting to open the locks with Average Computers and Engineering checks and dealing damage to physical barriers. The physical barriers have an AC equal to the DC of an Easy check, and they break if they take a total 80 damage in Subtier 9-10 and 100 damage in Subtier 11-12. The PCs trying to damage the barriers can use area attacks, which deal double damage to barriers, but they also deal damage to PCs who are close to the door, such as those attacking the physical barriers in melee range, or those using Computers or Engineering to open the locks.

Success: The PCs succeed and take no damage if they destroy the physical barriers and at least one of their Computers checks and one of their Engineering checks is successful. If there are only four PCs in the party, the PCs need only succeed at either a Computers check or Engineering check, not both.

Failure: The PCs are unable to force the door open quickly enough. They activate automated defenses, which blast them with plasma weapons. Each PC takes electricity and fire damage (5d8 in Subtier 9-10 and 8d8 in Subtier 11-12).

Development: Regardless of the PCs' successes and failures, they are eventually able to enter the asteroid base. The PCs arrive in the landing bay (area B1). If the PCs succeeded at at least three of the steps, they're able to make it inside without attracting too much attention. Otherwise, the PCs gain 1 Alarm Point, which should be tracked for the duration of the adventure. The PCs receive one last transmission from Luwazi: "You found the entrance? Great! Please try to finish the job within 60 minutes—I worry that the drones will return if we tarry too much. In any event, 90 minutes is the absolute maximum I can give you."

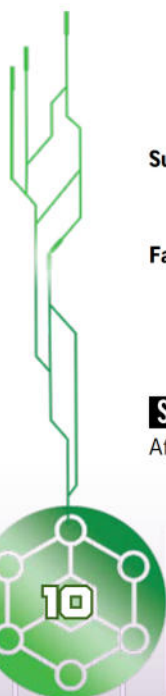
B. A MAZE FOR RATS

The interior of the asteroid base is a claustrophobic maze of narrow tunnels with a number of larger chambers. If the PCs study the walls and succeed at an Average Engineering check, they deduce that long ago, the asteroid was mined for minerals, but some tunnels have since collapsed. The entire complex has a mazelike interior. Unless otherwise stated, the walls of the interior are composed of rough-hewn rock surfaces.

The ceiling in the maze is approximately 15 feet high except where described otherwise. Bioluminescent organisms and light-emitting crystals on the walls provide dim light. The interior of the base has artificially generated low gravity.

NAVIGATING THE MAZE

The following rules apply while the PCs explore the maze. The PCs navigate the maze without a tactical map. Ask the players to pick a marching order—some encounters within the maze affect the PCs in different ways depending on their position. Place the PCs' miniatures on a 2×6-square grid representing a section of a tunnel. Using *Pathfinder Flip-Tiles: Darklands Starter Set* is recommended,



B. A MAZE FOR RATS



(see Maps on page 22 for the diagrams associated with these tunnels). Whenever the PCs arrive in an area where positioning matters, connect the flip-tiles indicated in that encounter to the one on which the PCs' miniatures are to create a tactical map.

As the PCs explore the maze, they find intersections, which are marked on the map, and encounter areas (**B1-B10**), which are described below. At each intersection, the PCs must choose to turn left or right. Each time, one of the options takes the PCs closer to the center of the maze and the other is a dead end. In either case, describe the twists and turns of the tunnel they choose in your own words (or quickly draw a rough sketch of it), and follow the tunnel to see where they end up. If the next marked location is an intersection, the PCs get to choose a path again; if it's an encounter area, go to that area description. Some of the encounter areas contain hints about dangers that loom ahead. If the PCs interpret the hints, they can turn back to the previous intersection without wasting time (see below).

For the purpose of spell and effect durations as well as secondary success conditions (see page 21), each leg of the journey takes 5 minutes. For example, each of the following takes 5 minutes: moving from the landing bay (area **B1**) to the first intersection, moving from area **B3** to the next intersection, or moving from area **B10** to the inner sanctum (area **C**). Note that the intersection at area **B8** leads to a dead end at both directions, this is because the end of **B8**'s leftmost path ends in a secret door that connects to area **B10** and requires a successful Average Perception check to notice.

Each dead end wastes only 5 minutes of time (such as turning left at the first intersection, arriving at area **B2**, and returning to the intersection), not 10 minutes. Taking a 10-minute rest is possible in virtually any part of the maze, except where creatures or environmental hazards would make it difficult.

B1. LANDING BAY

This spacious cavern is largely empty, though the floor is scattered with miscellaneous junk, including three heavily damaged drone ships and other bulky machinery. A calm female voice echoes on a PA system throughout the cavern, speaking a few phrases in ysoki. After she delivers her message, the only sound that can be heard is an ambient hum.

As the PCs enter the cavern, the entrance doorway closes behind them. The air inside is breathable, and the PCs can easily tell that an artificial gravity generator is making their bodies feel slightly heavier than outside, where gravity it was nearly zero-G.

If any PCs speak Ysoki, they understand the voice and what it says "Please remain calm and resume your work. Enemy fleet is nearby, but they cannot see us. Our ships will soon strike back." If the PCs use a long-distance communication device to contact the Starfinder fleet, they receive a garbled response: "Cannot <radio noise> you. Repeat, unintelligible, corrupted sounds> read. Proceed <buzzing noise> mission. Over."



ALARM POINTS

A group of Laoite assassins is responsible for killing any intruders that approach the central parts of the asteroid base. Keep a tally of Alarm Points that the PCs accrue. These points determine whether the assassins surprise the PCs when they enter area **B8**, as detailed in that encounter.

PCs with Chronicle sheets for *Starfinders Society #1-03: Yesteryear's Truth* or *Starfinder Society #2-08: The Stumbling Society, Part 2: Sangoro's Gifts*, recognize the exposed internal workings of the drones as matching those of the drones fought in those scenarios. If a PC succeeds at an Average Engineering check or has both Chronicle Sheets, they can quickly surmise that the technology of the Ghibrani drones has been modified and made to work for Datch and her minions.

Development: As the PCs proceed deeper into the maze, the loud hum fades away, and only a deep silence remains. From this point onward, use the rules for navigating the maze as detailed above. The PCs have 90 minutes at most to reach the inner sanctum—they fail the mission and must evacuate if it takes longer than that. Despite the time limit, encourage the PCs to take a 10-minute rest whenever they need, provided they still have enough time left.

B2. SHAPED CHARGE TRAP (CR 8 OR CR 10)

This section of the maze comprises old mining tunnels with drill marks still evident on the walls. Broken mining tools, abandoned crates, and other useless junk litter the area. If the PCs succeed at a Hard Culture or Sense Motive check, they notice that the items in the area are conspicuously neatly arranged for an abandoned place.

Trap: In one of the narrow tunnels, Laoite cultists have created a trap from abandoned explosives and detonators. When the trap detects a Small or larger living creature within 5 feet, it explodes.

SHAPED CHARGE CR 8 OR CR 10

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

Engineering DC Average (defuse explosive)

Trigger proximity (thermal, 5 feet); **Reset** none

Effect shaped charge (8d12 F); Reflex DC Easy half; multiple targets (all targets within 30-ft. line)

Development: This section of the maze is a dead end, so the PCs must return to the previous intersection.

B3. RAT SWARM

Dozens of tiny eyes gleam in the half-light of the crooked tunnel. Tiny whiskers frantically move up and down as the creatures

smell the air, and their bodies, about the size of small dogs, twitch in anticipation. Rats—lots of them!

Holes litter the walls of this area, ranging in size from an inch across to ones just big enough for Tiny creatures to crawl in.

Creatures: Over a hundred common rats inhabit this area, though many of them hide within wall holes. With a successful Easy Mysticism check, the PCs can deduce that the ysoki inhabitants allow the rats to live here due to their religious significance. If a PC manages to succeed at an Average skill check DC, she also remembers that some fringe followers of Lao Shu Po believe devout followers of the faith are sometimes reborn as rats. A PC succeeding at a Hard Culture check can offer a more cynical view of the situation: the Laoites probably coaxed the rats to lair here so that they would act as watchdogs of sorts.

Though the rats hiss menacingly, they are not a threat physically. Any PC succeeding at an Average Life Science or Sense Motive check can see that the rats are afraid and if attacked are much more likely to run away than fight. A PC who succeeds at an Average Survival check manages to placate the rats so that they let the PCs pass through the area without scaring them into a frenzy. The rats to panic and stampede away in terror if the Survival check fails by 5 or more or if the PCs approach the rats or take any obviously threatening actions, such as firing warning shots. Finally, the PCs can use any area attacks that deal a total of 50 damage to obliterate the rats so completely that only a lucky few survive because they were hiding in the walls.

Development: If the PCs scare the rats away, they cause a terrible racket and the PCs gain 1 Alarm Point. The rats scurry off to their secondary lair (area **B7**), and if the PCs follow them (Easy Survival check to track), taking the same turns at intersections, the PCs can avoid the dangerous encounters in areas **B4** and **B5**. In area **B6**, the rats don't trigger the trap.

If the PCs slaughter the rats, they gain 1 Alarm Point unless they take care to use silent attacks.

B4. TOXIC SPORES (CR 8 OR CR 10)

As the PCs explore this section of the maze, they find the long-dead bodies of four dwarven miners, shriveled but mostly intact. If the PCs succeed at a Hard Life Science check, they realize that the relative scarcity of microbial life inside the base has left the bodies in a mummified state, and as such, a medical examination might still reveal the cause of death. A PC succeeding at a Hard Medicine check deduces that the victims died of exposure to something that caused the dwarves to suffocate. If the PCs succeeded at either of the previous checks, they deduce that the bodies are decades old despite their relatively fresh appearance.

Hazard: If the PCs continue deeper into this section of the maze, they are subjected to dangerous spores emanating from fungi living in cracked walls of the tunnels. The spores are corrosive and bypasses the typical environmental protections offered by armor. Any PCs in squares marked with an exclamation point on the map are affected.

CHOKING SPORES

Level 8 (10 in Subtier 11–12)

Type poison (inhaled); **Save** Fortitude (DC equal to Easy skill check)

Track Wisdom; **Frequency** 1/round for 4 rounds

Cure 1 save

Development: This section of the maze is a dead end, so the PCs must return to the previous intersection.

B5. MEDICAL SUPPLIES

Long ago, dwarven miners used this section of the tunnels for storage. A PC succeeding at a Hard Engineering or a Hard Survival check notices that the structures in this area look old, suggesting this part of the tunnels was probably abandoned long ago.

Treasure: If the PCs continue deeper into the tunnels in this area, they find a crate with four *mk 3 serums of healing* inside, each of which is inscribed with an iron hammer symbol. A PC who succeeds at an Easy Mysticism check can recognize the symbol as belonging to the missing dwarven deity, Torag.

Development: This section of the maze is a dead end, so the PCs must return to the previous intersection.

B6. THE ROOM OF ONE THOUSAND DAGGERS (CR 10 OR CR 12)

The PCs enter a chamber with a few niches carved in the walls and doors.

Trap: When sensors detect movement in the chamber, both doors seal, and five eye-shaped wall apertures open on the trap's initiative count to launch shadowy daggers at everyone in the room. The trap fires daggers for 7 rounds, unless all the eyes have been closed or destroyed. An eye has EAC 23, KAC 25, Fort +12, Ref +10, hardness 10, and 25 HP (or 40 HP in Subtier 11–12). Disabling or destroying one eye reduces the damage dealt by 1d10.

SHADOW DAGGERS

Type hybrid; **Notice** Hard

Perception; **Disable** Average Engineering (disable one eye) or Hard Engineering (open door)

Trigger location; **Init** +17; **Duration** 7 rounds; **Reset** 1 hour

Effect daggers +22 ranged (5d10 P); multiple targets (all targets in room)

Development: If the PCs survive the trap, both doors open and the PCs can continue onwards.

SCALING ENCOUNTER B8

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

Both Subtiers: Remove one spy from the encounter.

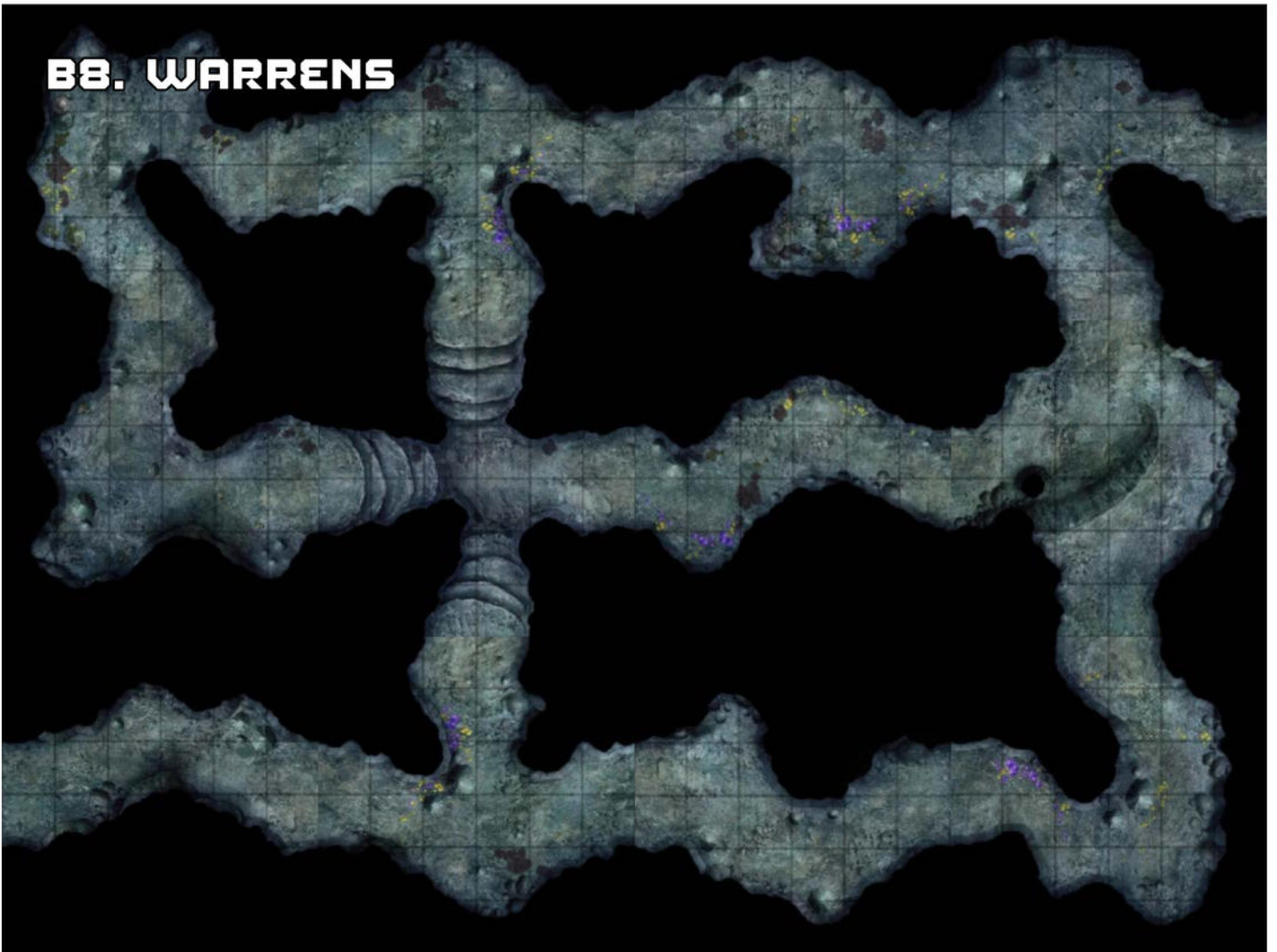
B7. FALLING ROCKS (CR 8 OR CR 10)

Once heavily mined for minerals, this tunnel was abandoned by mine workers when the structural integrity was compromised, and the risk of cave-ins increased with the instability. Deeper into these corridors, the PCs notice rubble on the floor, and a PC who succeeds at a Hard Engineering check realizes the rubble is a sign



RAT SWARM

B8. WARRENS



B6. THE ROOM OF A THOUSAND DAGGERS



that collapses might still happen in this area, and it's unlikely this section of the corridors sees much modern use.

Hazard: If the PCs don't turn back upon seeing the rubble, they soon walk into an unstable corridor, which collapses on the PCs. Any PCs in squares marked with an exclamation point on the map take bludgeoning damage (5d6 in Subtier 9–10 and 8d6 in Subtier 11–12). The collapse is loud, giving the PCs 1 Alarm Point.

Development: The PCs find the crushed skeletal remains of three dwarves. However, this section of the maze is a dead end, so the PCs must return to the previous intersection.

B8. THE WARRENS (CR 11 OR CR 13)

The PCs enter a section of the maze that consists of many crisscrossing tunnels.

Creatures: Three Laoite followers guard this area from intruders. These disciples are some of Dispassion's more recent recruits, and they wish to impress their master. If the PCs have 1 or no Alarm Points, they gain a surprise round upon entering the area. If the PCs have exactly 2 Alarm Points, neither side is surprised. If the PCs have 3 or more Alarm Points, the assassins gain a surprise round. Surprised or not, the assassins quickly emerge and attack without hesitation.

If any PCs have the Data Stalker boon from *Starfinder Society* #2–20: *Shades of Spite*, the Laoites comment in Ysoki: "Are these the ones who defeated Breeze, Fang, and Biter? Pathetic!" Despite the ysokis' statements, they remain somewhat off-balance while fighting the notorious PCs. PCs with the slotted boon gains a +2 circumstance bonus on all attacks against the cultists. In addition, that PC also increases the DCs of all effects they use against the cultists by 2.

SUBTIER 9–10 (CR 11)

LAOITE CULTIST	CR 8
Female ysoki mystic NE Small humanoid (ysoki)	
Init +7; Senses darkvision 60 ft.; Perception +16	
DEFENSE	HP 105
EAC 19; KAC 20	
Fort +7; Ref +7; Will +11	
OFFENSE	
Speed 60 ft.	
Melee buzzblade dueling sword +15 (2d6+8 S)	
Ranged hailstorm-class zero rifle +17 (2d8+8 C; critical staggered)	
Offensive Abilities echoes of obedience, forced amity (DC 18), inexplicable commands	
Mystic Spell-Like Abilities (CL 10th) At will— <i>mindlink</i>	
Mystic Spells Known (CL 8th; ranged +13) 3rd (3/day)— <i>mind thrust</i> (DC 20), <i>suggestion</i> (DC 20) 2nd (6/day)— <i>hold person</i> (DC 19), <i>remove condition</i> (DC 19), <i>see invisibility</i> (DC 19) 1st (at will)— <i>command</i> (DC 18), <i>mystic cure</i> (DC 18)	
Connection overlord	

TACTICS

Before Combat The cultist uses her *haste circuit*.

During Combat The cultist uses *hold person*, *mind thrust*, and other attacks to target whichever foe seems most dangerous. She coordinates with the spies to try to incapacitate or kill one PC at a time. Preferring to stay out of melee, the cultist usually moves either before or after attacking or casting a spell. If she cannot safely cast a spell, she instead uses *Shot on the Run* to attack with her rifle.

Morale The cultist flees if both of the halflings are defeated and she has been reduced to fewer than 40 HP.

Base Statistics Without her *haste circuit*, she has **Speed** 30 ft.

STATISTICS

Str +0; **Dex** +3; **Con** +4; **Int** +1; **Wis** +6; **Cha** +2

Skills Acrobatics +21, Bluff +21, Diplomacy +21, Engineering +21, Intimidate +21, Mysticism +21, Sense Motive +16, Stealth +21, Survival +16

Feats *Shot on the Run*

Languages Abyssal, Common, Ysoki

Other Abilities cheek pouches, *moxie*

Gear zeizerer diffractor III^{FW} (*haste circuit*), buzzblade dueling sword and hailstorm-class zero rifle with a high-capacity battery (40 charges)

LAOITE SPIES (2)

CR 8

Female and male halfling operatives

NE Small humanoid (halfling)

Init +12; **Senses** darkvision 60 ft.; **Perception** +22

DEFENSE **HP** 115 EACH

EAC 20; **KAC** 21

Fort +8; **Ref** +11; **Will** +12; +2 vs. fear

Defensive Abilities evasion, uncanny agility

OFFENSE

Speed 40 ft.

Melee tactical knife +15 (2d4+8 S)

Ranged aphelion laser pistol +17 (3d4+8 F; critical burn 1d4)

Offensive Abilities debilitating trick, trick attack +4d8, triple attack

TACTICS

During Combat The halflings use trick attack with *Shot on the Run* to move to a safe distance from PCs who specialize in melee combat.

Morale Fanatic Laoites, the halflings fight to the death.

STATISTICS

Str +0; **Dex** +6; **Con** +1; **Int** +4; **Wis** +2; **Cha** +2

Skills Acrobatics +17, Athletics +17, Bluff +22, Culture +22, Diplomacy +22, Disguise +22, Medicine +17, Mysticism +22, Perception +22, Sense Motive +17, Stealth +22

Feats *Shot on the Run*

Languages Common, Halfling, Ysoki

Other Abilities operative exploits (knee shot^{AR}, master of disguise [2/day, 80 minutes or 8 minutes, DC 18]), sneaky, specialization (spy)



STARFINDER SOCIETY SCENARIO

Gear zeizerer diffractor III^{PW} (infrared sensors), aphelion laser pistol with a high-capacity battery (40 charges), tactical knife

SUBTIER 11-12 (CR 13)

LAOITE CULTIST

CR 10

Female ysoki mystic

NE Small humanoid (ysoki)

Init +8; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE HP 140

EAC 22; **KAC** 23

Fort +9; **Ref** +9; **Will** +13

OFFENSE

Speed 60 ft.

Melee sintered scythe +18 (4d6+10 S)

Ranged decimator disintegrator rifle +20 (3d10+10 A; critical corrode 2d6)

Offensive Abilities echoes of obedience, greater forced amity [DC 19], inexplicable commands

Mystic Spell-Like Abilities (CL 10th)

At will—*mindlink*

Mystic Spells Known (CL 10th; ranged +16)

4th (3/day)—*confusion* (DC 22), *mind thrust* (DC 22)

3rd (6/day)—*bestow curse* (DC 21), *dispel magic*, *ray of exhaustion* (DC 21), *suggestion* (DC 21)

2nd (at will)—*hold person* (DC 20), *mystic cure* (DC 20)

Connection overlord

TACTICS

As Subtier 9-10 except the cultist begins combat by casting *confusion*.

STATISTICS

Str +0; **Dex** +4; **Con** +5; **Int** +1; **Wis** +8; **Cha** +3

Skills Acrobatics +24, Bluff +24, Diplomacy +24, Engineering +24, Intimidate +24, Mysticism +24, Sense Motive +19, Stealth +24, Survival +19

Feats Shot on the Run

Languages Abyssal, Common, Ysoki

Other Abilities cheek pouches, moxie

Gear zeizerer diffractor III^{PW} (*haste circuit*), sintered scythe^{AR}, decimator disintegrator rifle^{AR} with a high-capacity battery (40 charges)

LAOITE SPIES (2)

CR 10

Female and male halfling operatives

NE Small humanoid (halfling)

Init +14; **Senses** darkvision 60 ft.; **Perception** +25

DEFENSE HP 150 EACH

EAC 23; **KAC** 24

Fort +10; **Ref** +13; **Will** +14; +2 vs. fear

Defensive Abilities evasion, uncanny agility

OFFENSE

Speed 50 ft.

Melee ultrathin dagger +18 (2d6+10 S)

Ranged LFD sonic pistol +20 (2d8+10 So; critical deafen)

Offensive Abilities debilitating trick, trick attack +5d8, triple attack

TACTICS

As Subtier 9-10.

STATISTICS

Str +0; **Dex** +8; **Con** +1; **Int** +5; **Wis** +3; **Cha** +2

Skills Acrobatics +20, Athletics +20, Bluff +25, Culture +25, Diplomacy +25, Disguise +25, Medicine +20, Mysticism +25, Perception +25, Sense Motive +20, Stealth +25

Feats Shot on the Run

Languages Common, Halfling, Ysoki

Other Abilities operative exploits (stunning shot, master of disguise [3/day, 100 minutes or 10 minutes, DC 19]), sneaky, specialization (spy)

Gear lashunta mind mail II^{AR} (infrared sensors), ultrathin dagger, LFD sonic pistol with 2 high-capacity batteries (40 charges each)

Development: Other than Dispassion himself, there are no remaining Laoite combatants in the facility, and the GM should encourage the PCs to take a short rest before proceeding to the remaining encounters. This is also a good opportunity to update the PCs on how long they've spent within the facility.

Note, that from here the right path leads to area **B9** (a dead end), while the left path leads to a seemingly dead end. The PCs must succeed an Average Perception check to notice the secret door that connects to area **B10** after taking the left path from this area. If the PCs fail to find the door, then reduce their total time remaining by 15 minutes, as they spend increased time finding the connection point.

Rewards: If the PCs do not defeat the assassins, reduce each PC's credits earned by the following amount.

Subtier 9-10: Reduce each PC's credits earned by 3,600.

Out of Subtier: Reduce each PC's credits earned by 6,350.

Subtier 11-12: Reduce each PC's credits earned by 9,100.

B9. DWARVEN CATACOMBS

This section of tunnels contains many tombs carved into the walls of the tunnels. When the PCs arrive here, they can attempt a Hard Survival check; a PC who succeeds can tell nobody has entered this area in decades. If the PCs continue deeper into the catacombs, they notice some of the tombs contain dwarf skeletons, while others are curiously empty. The path onwards is blocked by a collapse. There are no valuables within the tombs: other inhabitants looted them long ago. However, PCs who have a Chronicle sheet for *Starfinder Society* #1-36: *Enter the Ashen Asteroid* notice similarities between the architecture in this area and that of the dwarven asteroid. A PC who makes this connection and who succeeds at an Average Culture check can surmise that the duergar likely used this asteroid as a hiding place before their departure from the Pact Worlds.

Development: This section of the maze is a dead end, so the PCs must return to the previous intersection.

B10. THE TROLL FACTORY

Numerous computer screens on the walls illuminate this otherwise dimly lit room. A dozen or more creatures, mostly ysoki with some smattering of other common Pact Worlds species, sit behind computer terminals with their eyes fixated on streams of social media messages and screens full of program code. Each table bears a pristine red apple set to the side. One of the ysoki operators lifts her glazed eyes from his screen, initially only muttering a confused "What?" She then jumps up and shouts, "Oh sweet grandmother of all rats, they're here!" Everyone in the room puts their hands up to surrender.

This room is a center of operations for character assassins trained personally by Datch. If the PCs peruse the equipment and the code and messages on the screens and succeed an Average Computers or Hard Culture check, they realize that this room is intended for professional social-media trolls and abusive hackers who work to spread false information, cause infosphere arguments to distract people from real issues, and affect the public opinion about various political matters.

Creatures: Fifteen character assassins work here, eight of them ysoki and the rest of them of various Pact Worlds races. They carry no weapons and make it very clear they won't fight the PCs. The PCs can attempt to get information about the following topics. As masters of misinformation, the Laoites try to lie and tell half-truths. Each question has associated skills and DCs indicated in parentheses. If the skill check is successful, the PCs get the first (truthful) answer. Otherwise, they get the second (false) answer. Only one PC can attempt the skill check per question and no more than one other PC can attempt to aid another on this attempt—too many people involved causes the character assassins to clam up out of fear.

If the PCs ask about anything that's not directly related to the trolls' work, they respond "Ask Dispassion! He lives in the central chamber." Killing or seriously harming one of the character assassins gives the PCs a +10 circumstance bonus to any further checks to question the surviving hackers, and the PCs may re-roll any previously attempted skill checks; see Infamy below for the consequences of such actions.

What is the purpose of that program code? (Hard Computers or Sense Motive) "We create bots that say bad things on social media about people like you." / "We write games people can play on social media for free!"

What are those messages on the screens? (Average Culture or Hard Sense Motive) "They're captured messages that our machine learning algorithms analyze and automatically respond to, to create havoc." / "We're doing sentiment analysis on social media posts and selling the results to advertisers."

What do you need all this high-end equipment for? (Average Engineering or Sense Motive) "Ah, well, it's for bypassing security measures and stealing information. Borrowing information, I mean." / "Oh it's just for processing data and playing back videos so we don't get bored here."

Do you work for Datch? (Hard Bluff, Culture, or Intimidate) "Hmm, yes, yes I suppose we do. But she told us it's all done for a good purpose!" / "Umm, we work for ourselves. Freelancers, you see. Does anyone here remember anyone named Datch? No, nope, nope."

Have you been working against the Starfinder Society? (Average Culture or Hard Intimidate) "Uhh, well, yes. But we do only what are told to do!" / "What? No! Of course not."

Where can we find information on Datch? (Hard Bluff, Diplomacy, or Intimidate) "Well, our master Dispassion trained her. No one knows her better than him!" / "No one named Datch is here, so how should we know?"

What can you tell us about Dispassion? (Hard Intimidate or Mysticism) "He has many shadows and he can strike you through them. He's scary! He's going to kill you. Sorry!" / "He's a pacifist contemplative who mostly just drinks tea and talks nonsense about living shadows."

Computer: A PC who succeeds at a Hard Computers check can access the information available through the server connected to all of the character assassins' desktop computers. The information provides several links to Datch's previous activities, including: the chartering of the *Better Days* (a starship encountered in *Starfinder Society #2-05: Meeting of Queens*), the withdrawal of six credits for an unnamed expense related to the location of Sangoro's Bulwark (Datch's "reward" provided to the PCs in *Starfinder Society #2-06: The Stumbling Society, Part 1: Sangoro's Lament*), the override of AbadarCorp security measures and the hiring of mercenaries on Absalom Station (events from *Starfinder Society #2-10: Bluerise Breakout*).

Treasure: The hackers have credsticks, lots of portable computer accessories, and different kinds of collectible art items such as miniatures depicting actual trolls from pre-Gap Golarion and rare albums from the underground drow band Abysshead and Naughti Whiska, an up-and-coming ysoki rat-hop duo. The total value of these items is 15,000 credits in Subtier 9-10 and 35,000 credits in Subtier 11-12.

In addition, if the PCs learn at least two truthful answers from the trolls without harming or killing any, then one of the less loyal Laoites provides the PCs with the necessary equipment for a *mk 3 mnemonic editor*. In Subtier 11-12, the Laoite also provides the PCs with 3 red nanite hypopans (*Starfinder Armory* 106).

Infamy: Although the character assassins work for evil Laoite masters, killing, harming, or humiliating these defenseless people is considered evil. Any PC partaking in attacking them gains 1 Infamy.

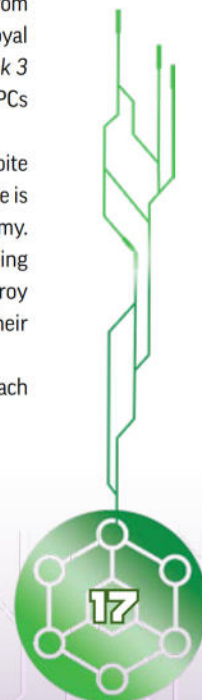
Development: After collecting drives, and otherwise recording information about the Laoites activities, the PCs can destroy the computers here so that the Laoites cannot continue their nefarious work.

Rewards: If the PCs do not enter the troll factory, reduce each PC's credits earned by the following amount.

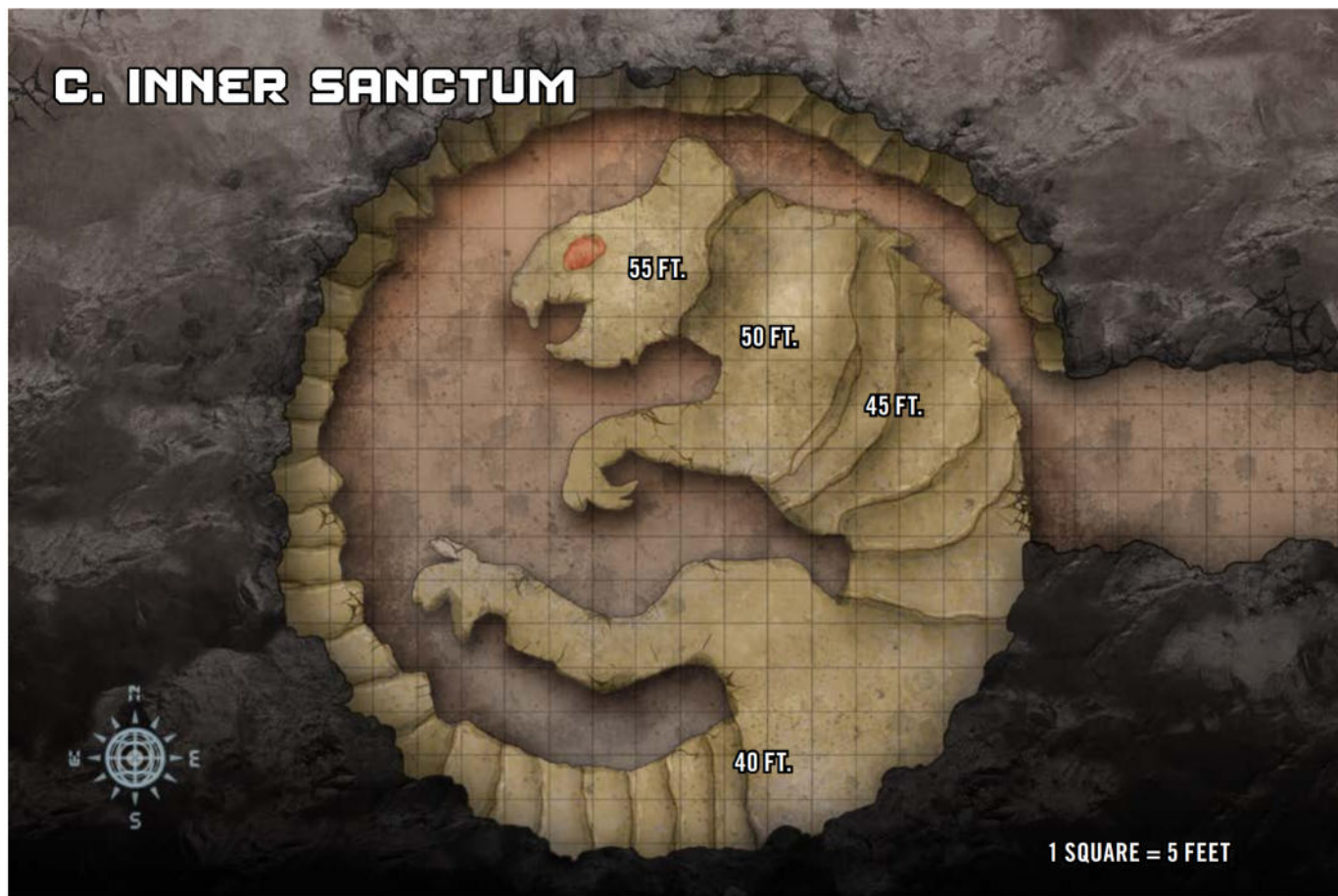
Subtier 9-10: Reduce each PC's credits earned by 3,340.

Out of Subtier: Reduce each PC's credits earned by 5,950.

Subtier 11-12: Reduce each PC's credits earned by 8,560.



C. INNER SANCTUM



C. INNER SANCTUM (CR 13 OR CR 15)

The narrow tunnel widens and opens into a shadow-shrouded, roughly cylindrical chamber. An enormous rock formation looms ahead, rising to a height of fifty five feet. A set of uneven stairs carved into the jagged walls of the chamber gradually winds upward, leading to the top of the stone platform.

This area is the asteroid base's central chamber, where the master assassin Dispassion resides and trains his followers. The ceiling is 70 feet high in the room. Climbing the sides of the rat-shaped platform or the walls of the chamber require a successful Average Athletics check. The stairs gradually move upwards, increasing the DC of Acrobatics checks made on them by 4 but otherwise not affecting movement. Some unholy unlight emanates from the central rock, bathing the room in dim light and preventing light sources from bringing the lighting higher.

As the PCs make their way up the stairs (or when they fly up), they notice that the large platform in the chamber is shaped like a rat with its tail coiled around it. If the PCs succeed at an Average Mysticism check, they realize its shape resembles that of Lao Shu Po's unholy symbol.

Creature: Master assassin Dispassion waits for the PCs to arrive. A disembodied voice starts speaking soon after the PCs enter the chamber, "Why are you here? Is this about Datch?" Assuming the PCs answer truthfully, he replies: "Very well. Come up the stairs

and we shall discuss my student." When the PCs arrive at the base of the rat-shaped stone platform's tail (or fly up to the platform's edge), Dispassion speaks again, "I'll tell you about my student if you can defeat me in combat. Fight!"

As Dispassion issues his challenge, he steps out of shadows to fight the PCs, seemingly appearing out of thin air. If the PCs are at the base of the stone rat's tail, he appears on the stone rat's eye. If the PCs spread out or flew straight up, he appears in a different location that is preferably at least 40 feet from the closest PC. Dispassion's umbral puppets appear within 30 feet of him.

SUBTIER 9-10 (CR 13)

DISPASSION

CR 13

Male ysoki operative

NE Small humanoid (ysoki)

Init +12; **Senses** blindsense (scent) 30 ft., darkvision 60 ft.;

Perception +29

DEFENSE

HP 210 RP 6

EAC 27; **KAC** 28

Fort +12; **Ref** +15; **Will** +16

Defensive Abilities improved evasion, shadow sacrifice, uncanny agility

OFFENSE

Speed 50 ft., fly 50 ft. (Su)

Melee zero-edge dagger +24 (6d4+14 S)

CORNERED RAT

Ranged zero-edge dagger +22 (6d4+14 S)

Offensive Abilities blade mastery, debilitating trick, quad attack, shadow swap, tail strike, terrain attack, trick attack +7d8

TACTICS

Before Combat Dispassion summons three umbral puppets.

During Combat Dispassion directs the puppets to strategic positions to hinder enemy movement and set up opportunities for shadow swap. Most of the time, he alternates between spending Resolve Points to attack together with the puppets and making trick attacks. If harassed by a strong melee combatant, Dispassion uses shadow swap to get away and attack a weaker foe. If the PCs manage to gang up on him, he uses tail strike to thin the crowd and to push foes without a fly speed off the platform, so they take falling damage.

Morale Dispassion fights without hesitation. However, if the PCs reduce him to 20 HP or fewer, he willingly gives the PCs the information they want.

STATISTICS

Str +1; **Dex** +8; **Con** +2; **Int** +6; **Wis** +4; **Cha** +3

Skills Acrobatics +29, Athletics +29, Bluff +29, Culture +24, Disguise +29, Engineering +29, Mysticism +24, Stealth +29, Survival +24

Languages Abyssal, Common, Ysoki

Other Abilities cheek pouches, moxie, specialization (daredevil), umbral puppets

Gear estex suit IV, zero-edge dagger

SPECIAL ABILITIES

Blade Mastery (Su) Dispassion can throw his dagger as though it had the thrown (50 ft.) property. After the attack, the thrown dagger dissipates into wispy shadows, automatically rematerializing in his hand at the end of his turn. If Dispassion is disarmed, he can return the dagger to his hand as a move action regardless of distance.

Shadow Sacrifice (Su) As a reaction, Dispassion can spend 1 Resolve Point to swap places with one of his umbral puppets. Any attack or effect that would target Dispassion instead targets the umbral puppet and vice versa. Dispassion is sickened until the end of his next turn.

Shadow Swap (Su) When Dispassion attempts a trick attack, he can spend 1 Resolve Point to swap places with one of his umbral puppets instead of moving before the attack.

Tail Strike (Su) Once every 1d4 rounds as a full action, Dispassion can spend 1 Resolve Point to spin around very

SCALING ENCOUNTER C

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

Both Subtiers: Due to ritual fasting, Dispassion and his umbral puppets have the sickened condition. Dispassion can create only two umbral puppets.



DISPASSION

STARFINDER SOCIETY SCENARIO

fast and lash out at his enemies with a shadowy tail. He can make one melee attack with his dagger against each foe within 30 feet as though he were adjacent to the creature. Each creature hit by the attack must succeed at a DC 21 Reflex save or be pushed 10 feet away from Dispassion.

Umbral Puppets (Su) Once per day as a full action, Dispassion can summon three umbral puppets, which look like emaciated, shadowy versions of himself. Each puppet has the same statistics as Dispassion, except they are mindless, have only 70 HP each, and cannot use ranged attacks or any of Dispassion's operative abilities or special abilities. Their daggers and armor are part of their shadowy bodies rather than being real. Furthermore, unless Dispassion directs them, they take no actions other than attacks of opportunity. Whenever Dispassion uses a move action to move, he can also command each puppet to move as though it had used a move action. Whenever Dispassion uses a standard action to attack, he can spend 1 Resolve Point to command each puppet to also attack as though it had used a standard action.

SUBTIER 11-12 (CR 15)

DISPASSION

CR 15

Male ysoki operative

NE Small humanoid (ysoki)

Init +14; **Senses** blindsense (scent) 30 ft., darkvision 60 ft.;

Perception +32

DEFENSE

HP 255 RP 7

EAC 29; **KAC** 30

Fort +13; **Ref** +16; **Will** +18

Defensive Abilities improved evasion, shadow sacrifice, uncanny agility

OFFENSE

Speed 60 ft., fly 60 ft. (Su)

Melee molecular rift dagger +26 (10d4+17 S)

Ranged molecular rift dagger +24 (10d4+17 S)

Offensive Abilities blade mastery, debilitating trick, quad attack, shadow swap, tail strike, terrain attack, trick attack +8d8

TACTICS

As Subtier 9-10.

STATISTICS

Str +2; **Dex** +9; **Con** +3; **Int** +7; **Wis** +5; **Cha** +4

Skills Acrobatics +32, Athletics +32, Bluff +32, Culture +27, Disguise +32, Engineering +32, Mysticism +27, Stealth +32, Survival +27

Languages Abyssal, Common, Ysoki

Other Abilities cheek pouches, moxie, specialization (daredevil), umbral puppets

Gear elite hardlight series, molecular rift dagger

SPECIAL ABILITIES

As Subtier 9-10 except the umbral puppets have 85 HP each and the tail strike's Reflex save DC is 23.

Development: Once the PCs manage to nonlethally defeat Dispassion, the ysoki master backs off and turns into wispy shadows which vanish into the surrounding darkness, leaving only his clothes and equipment behind. Alternatively, if the PCs killed Dispassion, then his dead body begins to tremble and spasm as a shadowy shape escapes from his physical body. In either case, he provides the PCs with information on Datch as detailed in the adventure's conclusion. The PCs can use healing magic to recover from their wounds before talking to Dispassion.

Rewards: If the PCs do not defeat Dispassion, reduce each PC's credits earned by the following amount.

Subtier 9-10: Reduce each PC's credits earned by 3,582.

Out of Subtier: Reduce each PC's credits earned by 5,969.

Subtier 11-12: Reduce each PC's credits earned by 8,356.

THE TRUTH ABOUT DATCH

Dispassion's disembodied voice rattles the walls of the chamber once again: "You have defeated me in combat, and I intend to keep my promise. What do you want to know? Who Datch is? What she's going to do? Why she's doing all this? Get on with it, there isn't much time," he says, sounding obviously impatient.

Dispassion can answer the following questions about Datch. He is anxious to end the conversation, and angrily says "we don't have time to talk about that" if the PCs ask about something that's not directly about Datch.

Who is Datch and who is she to you? "She is one of my students. One of the best assassins I've known, though not in the conventional sense." If the PCs seem interested in knowing more about her history, Dispassion paraphrases information from the adventure background on page 3.

What is Datch planning to do next? "She moves in small ways to achieve great results. As you think she's moved to destroy you, her true goal is to remove the current executive Archdirector for AbadarCorp. She plans on taking advantage of the ensuing chaos to subvert Abadar's greatest institution to become a tool of Grandmother Rat."

Why did Datch target the Starfinder Society with her smear campaign? "To put it plainly, she simply needed a scapegoat to help her reach new levels of acclaim, and your organization was a suitable target. But that's not the whole truth—at the time she made her decision, your Society's relationship with Zo! media had led to Datch's favorite vidcast show being taken off prime-time television, which in turn led to the show's cancellation." Dispassion pauses for a moment and then exhales, sounding slightly amused, slightly annoyed. "Yes, that's exactly how petty she can be."

Why did you say there isn't much time? If the PCs are still likely to ask more questions, he says "I'll tell you soon. I suggest you ask your questions about Datch first." However, if Dispassion has already answered the three questions above or the PCs don't want to ask more questions, he reveals his endgame as detailed in the adventure's conclusion.

CONCLUSION

As soon as the conversation with Dispassion ends, the ysoki further explains, "Well, it's time for you to leave. I already triggered a self-destruct sequence." If Dispassion didn't die in the fight, he adds with obvious bitterness in his voice: "I do not intend to be captured by your Society, so I'm not expecting to get out of here alive. Goodbye." If Dispassion died during the fight, he instead adds: "You didn't have to kill me to get your answers, so consider this my parting gift—think of me when you die."

Moments later, the PCs hear an obvious beeping sound that starts getting louder and louder. Shortly after, a female ysoki voice coming from unseen loudspeakers announces: "Self-destruction imminent. Please evacuate the facility. Proceed toward the exit." Dispassion's terrifying, maniacal laughter echoes throughout the base as the PCs scramble toward the exit.

After a frantic escape through the winding corridors, the PCs make it back to the asteroid's surface only to realize that fiery explosions are already rocking the asteroid heavily, and it will be consumed in a massive fireball before the PCs can reach their starship. Unless the PCs rendered them unable to escape, Datch's character assassins follow the PCs, pleading for help. Suddenly, a starship emerges from behind the asteroid's shadowy horizon, making a skillful landing just in front of the entrance. First Seeker Luwazi Elsebo greets the PCs through their comms: "Get inside! Quick!"

Just in time, the ship with the PCs and any surviving character assassins inside escapes the explosion. Luwazi looks relieved that the PCs have once again made it back alive despite terrifying odds. She thanks and congratulates the party for the successful mission. If any PCs perished during the scenario, she expresses her heartfelt condolences and gratitude for the sacrifice.

Upon hearing about what the PCs learned from Dispassion, Luwazi notes that it's clear Datch's plans are about to reach fruition, and though the Starfinder Society lacks the concrete evidence needed to bring the authorities to stand against Datch, it remains the Starfinder Society's responsibility to stop Datch

from getting the requisite votes to oust AbadarCorp's current executive archdirector.

REPORTING NOTES

If the PCs did not kill Dispassion and he escaped during the self-destruct activation, check box A. If the PCs killed one or more of the character assassins, or left them to die on the asteroid, check box B.

PRIMARY SUCCESS CONDITIONS

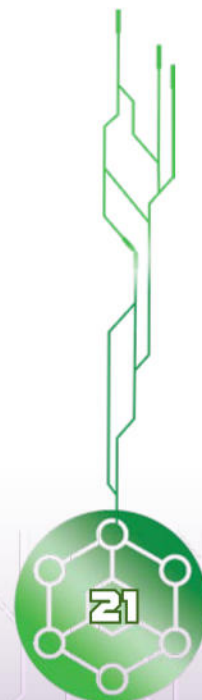
The PCs complete their main mission if they defeat Dispassion and gain information about Datch from him. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their currently slotted faction boon. In addition, each player earns the Datch's Dispassion boon on their Chronicle sheet.

SECONDARY SUCCESS CONDITIONS

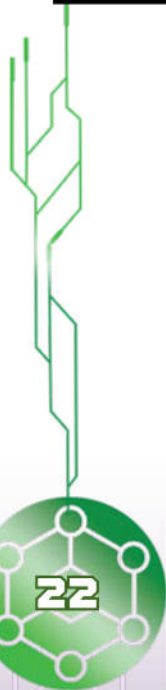
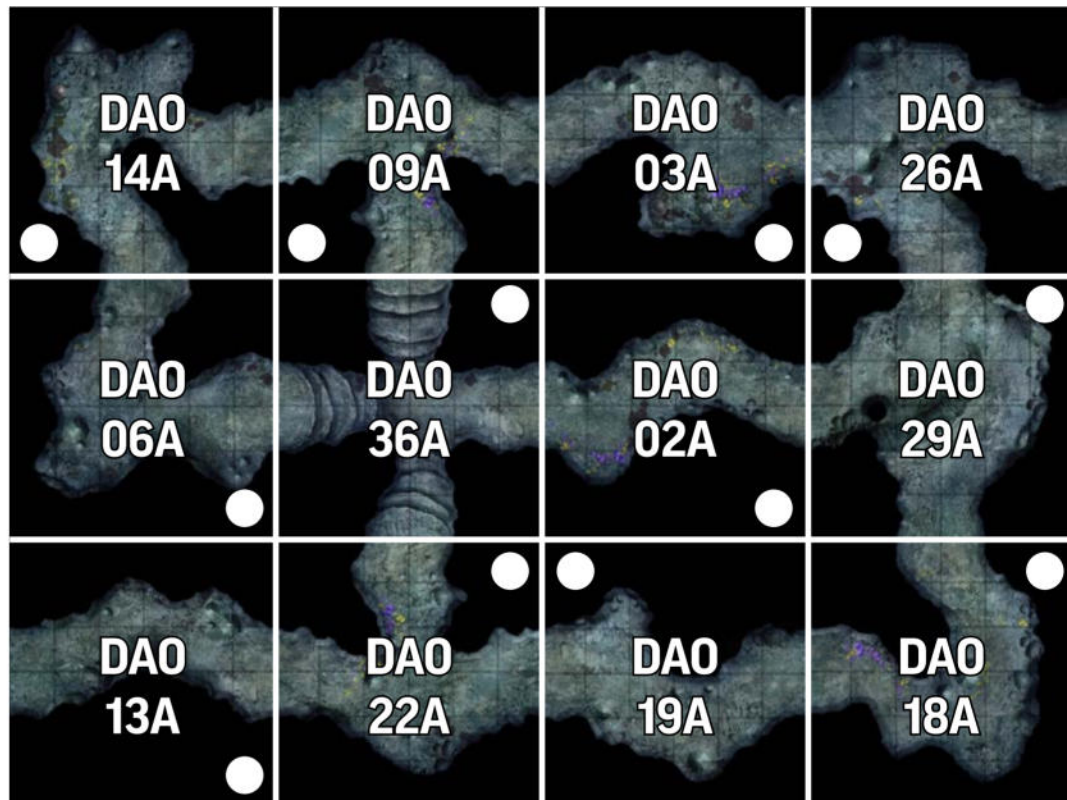
If the PCs complete at least three of the following, then they earn 1 additional Fame and 1 Reputation for any factions associated with their currently slotted Faction boon: defeat the drone ship defenders in starship combat, succeed at three or more steps when locating the entrance to the asteroid base, persuade the character assassins to confess at least three things about their operations or Datch, reach the inner sanctum of the asteroid base in 60 minutes or less, or defeat Dispassion without killing him.

FACTION NOTES

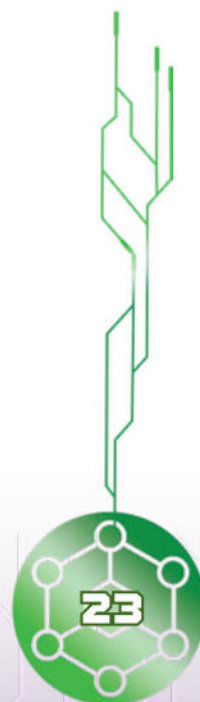
Completing this scenario contributes directly to First Seeker Luwazi Elsebo's goals. Each PC earns 1 additional Reputation with the Second Seekers (Luwazi Elsebo) faction, in addition to any other Reputation earned as a result of completing this scenario. In addition, any player with the Second Seekers (Luwazi Elsebo) faction slotted for this mission earns the First Seeker's Final Request boon on their Chronicle sheet.



STARFINDER SOCIETY SCENARIO



CORNERED RAT



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)		☐ A ☐ B ☐ C ☐ D
Bonus Faction Goal Achieved: ☐ Yes ☐ No ☐ N/A	Scenario-based Infamy earned? ☐ Yes ☐ No ☐ N/A	Fame Earned:

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

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

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

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

Faction:		
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Org Play #: -7	Level	

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



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Starfinder Society Scenario #2-24: Cornered Rat

Character Chronicle #

Player Name					A.K.A.	Character Name		Organized Play #	Character #	Faction
Items Found During This Scenario										
Datch's Dispassion (Slotless Boon): Your efforts in defeating Dispassion and ending Datch's character assassin training grounds have not gone unnoticed. Your notoriety in the Society (and beyond) ensures that Luwazi cannot employ you in her final mission against Datch, though your actions will resonate for those who finally confront the insidious ysoki. If you play <i>Starfinder Society #3-00: The Last Bite</i> with any of your characters, you can use this boon for an added effect during that scenario. First Seeker's Final Request (Slotless; Second Seekers [Luwazi Elsebo Tier 4]): While Luwazi Elsebo is standing down to allow a new First seeker to lead the Society, your actions in defining her tenure help to shape future First Seekers. Before using this boon, you must have a Reputation Tier of 4 or higher with the Second Seekers (Luwazi Elsebo) faction and spend an additional 8 Fame to check the box that precedes this boon; once you do so, this boon is active. You may select one boon available for purchase from the Second Seekers (Luwazi Elsebo) faction as listed in the <i>Starfinder Society Guide</i> that has a required Tier of 2 or less. Write the name of that boon below. Once the boon is written, all of your characters can count their Reputation with any Second Seekers faction as being Luwazi Elsebo for purposes of purchasing this boon. You may only ever earn the benefits of this boon once, regardless of replaying this scenario. _____										
All Subtiers					Subtier 11-12					
aphelion laser pistol (14,820; item level 9) buzzblade dueling sword (9,500; item level 8) estex suit IV (49,250; item level 13) hailstorm-class zero rifle (10,100; item level 8) haste circuit (9,250; item level 8) mnemonic editor mk 3 (20,000; item level 15) zeizerer diffractor III (12,500; item level 9; <i>Starfinder Pact Worlds</i> 196) zero-edge dagger (64,400; item level 14)					decimator disintegrator rifle (29,000; item level 11; <i>Starfinder Armory</i> 17) elite hardlight series (123,500; item level 15) freebooter armor IV (60,600; item level 14) lashunta mind mail II (24,800; item level 11; <i>Armory</i> 69) LFD Sonic Pistol (26,200; item level 11) molecular rift dagger (275,000; item level 17) red hypopen (11,500; item level 14; <i>Armory</i> 106; limit: 2) sintered scythe (23,200; item level 11; <i>Armory</i> 9) ultrathin dagger (32,800; item level 12)					
Reputation										
Faction _____		Reputation _____		Faction _____		Reputation _____				
Faction _____		Reputation _____		Infamy _____						

SUBTIER	☐ Normal Max Credits
9-10	14,178

SUBTIER	☐ Normal
Out of Subtier	24,379

SUBTIER	☐ Normal
11-12	34,580

SUBTIER	☐ Normal
-	-

EXPERIENCE	
Starting XP	
+	GM's Initial
XP Gained (GM ONLY)	
=	
Final XP Total	

FAME	
Initial Fame	
+	GM's Initial
Fame Gained (GM ONLY)	
-	
Fame Spent	
Final Fame	

CREDITS	
Starting Credits	
+	GM's Initial
Credits Garnered (GM ONLY)	
+	GM's Initial
Day Job (GM ONLY)	
-	
Credits Spent	
=	
Total	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #