

# STARFINDER

## SOCIETY



### YEAR OF EXPLORATION'S EDGE

SCENARIO #3-18

LEVELS 3-6

## SECRETS IN STILLNESS

BY JOSEPH BLOMQUIST



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## HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 3-6



PLAYERS: 3-6



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## SECRETS IN STILLNESS

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### GM RESOURCES

**Campaign Home Page:** [starfindersociety.club](http://starfindersociety.club)

**Books:** *Starfinder Core Rulebook*, *Starfinder Alien Archive* (AA), *Starfinder Alien Archive 4* (AA4), *Starfinder Armory* (AR), and *Starfinder Pact Worlds* (PW)

**Maps:** *Starfinder Flip-Mat: Hospital* and *Starfinder Flip-Tiles: Space Station Starter Set*

**Online Resource:** *Starfinder Reference Document* at [paizo.com/sfrd](http://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 *Guide to Organized Play: Starfinder Society*.



### FACTION (ACQUISITIVES)

### SUMMARY

At Radaszám's request, the PCs travel to the *Idari* to investigate the death of a promising young Acquisitives agent. The PCs follow several leads from meeting with the silent priests at the Temple of the Black Butterfly to investigating the Starfinder's cause of death at a local hospital. The PCs must track down the killer before it adds them to its grotesque collection. As they seek to discover the truth of what caused the agent's demise, the PCs embark on a grueling journey through the treacherous Red Corridors before facing the killer in its lair—an abandoned hospital deep within the colony ship.



# SECRETS IN STILLNESS

BY JOSEPH BLOMQUIST



The immense colony ship *Idari* is the only spacecraft recognized as a Pact World, having carried the kasathan species from their dying home world across the vastness of space. Locked in orbit around the Pact Worlds' sun, the *Idari* is a bastion of culture and a nexus of industry for the thousands of kasathas who dwell within it.

Among the many factions that coexist on the *Idari* is the Stillness, an order of warrior priests who venerate Black Butterfly, chaotic good goddess of the dark spaces between the stars. Adherents of the Stillness are dedicated to protecting their home from all evils that lurk in the void, a responsibility for which they train daily. In addition to their relentless training, all initiates take a vow of silence to better commune with their goddess.

In recent years, the Stillness adopted a more proactive stance on defense by collecting and studying evil or dangerous creatures. One such recent acquisition was a brain collector (*Starfinder Alien Archive* 416), a hideous and powerful aberration that stores their victims' brains in blisters on their back. The priests who studied this terrifying creature nicknamed them the Whispering One, for their tendency to project unnerving whispers into the minds of those around them. Brain collectors are as clever as they are cruel, however, and the imprisoned being waited patiently for months before seizing the perfect opportunity to break out of their enclosure and escape the Temple of the Black Butterfly.

Over the past week since this event, a string of unexplained deaths has plagued the *Idari*. The escaped aberration hunts for new additions to their brain collection, using their magic, shapeshifting abilities, and advanced intellect to avoid detection. One of the creature's first victims was Xada, a promising young Starfinder who gained prominence in the Acquisitives faction and who Radaszam thought of as a protege. After Xada's sudden death, Radaszam selected a trusted group of Starfinders to travel to the *Idari* and investigate this very personal matter.

## GETTING STARTED

PCs begin the adventure aboard the chartered shuttle *Ercinee*, bound for the *Idari* on a special mission for the Acquisitives faction. Despite *Ercinee*'s small size, Captain **Argente** (N female kasatha) accompanies the PCs to a secure conference room where they can review a prerecorded message from their contact, **Radaszam** (N male vesk operative). Once the PCs get situated in the conference room, read or paraphrase the following.

## WHERE IN THE UNIVERSE?

This adventure takes place on the *Idari*, a kasatha-built generation ship. The *Idari* is formally recognized as a Pact World and is considered the modern home of the kasatha species despite their origins on the distant world of Kasath. For more information about the *Idari*, see the *Starfinder Core Rulebook* and *Starfinder Pact Worlds*.

The secure communication channel fed to the briefing room sparks to life and a holographic image of Radaszam looks out on the assembled Starfinders. "You all know me," he begins in a quiet tone over the sound of muffled gunfire. "And you know that I treat every member of the Acquisitives like one of my brood. So, when I tell you that we lost one of our own, you understand why I've called on you to help."

He pauses to compose himself before continuing. "One of my lieutenants, a kasatha technomancer named Xada, had just returned to the *Idari* to visit family after a string of successful missions. She disappeared after visiting her brother at the Temple of the Black Butterfly. Xada's body was later discovered by a priest, sprawled lifeless across the steps of the temple with no visible signs of injury. Something about the whole situation feels wrong, and so close to home. I'm asking you to be my eyes inside the *Idari*. I need to know what really happened."

A series of distant explosions punctuate the vesk's pronouncement, but he continues, "Xada was strong and healthy, so there is likely something far worse going on than what we're being told. Find out what it is and report back. Stop it if you can."

Captain Argente, also an acquaintance of Xada's and affiliated with the Acquisitives faction, is authorized to answer questions in Radaszam's place.

**Who was Xada?** “Xada Trest Delor Nim Calif of Clan Ressim is her full given name. She was one of Radaszam’s proteges and a trusted lieutenant in the Obsidian Spiders. They worked together for six years, so her passing must be hard on him.”

**Why isn’t Radaszam leading this investigation?** “The Obsidian Spiders are on a mission in the Vast that demands his attention. He plans to return soon, but not in time to settle this business. He pulled some strings to get a group of Starfinders he can trust—that’d be you—to act in his place. Even though the Dealmaker is busy, doing right by Xada even now that she’s gone is important to him.”

**Have the Idari’s authorities investigated Xada’s death?** “The Doyenate made some initial inquiries and decided that Xada died from natural causes. But for some reason, she hasn’t been slated for a customary kasathan ritual called the adat. That gave Radaszam an opportunity to negotiate for the Doyenate to allow Starfinders to investigate Xada’s death unmolested by local authorities. You have necessary authorizations, but make sure you don’t push that deal to a breaking point.”

**Where should we start?** “There are two places he recommended, both in Brispex. Xada had been visiting with her brother Vesora at the Temple of the Black Butterfly when she passed. Radaszam provided a message of introduction for you if you choose to pursue that route. I also recommend visiting the local hospital, Obatbrispex-satu. That’s where Xada’s body is being stored while pending funerary rites. The surgeon that performed the autopsy is the head of surgery, named Doctor Teanso.”

**What if we need new gear?** “Anything you need, you can find in the Outland Markets. I’ll drop you off there so you can catch a lift from the Hub to any place on the *Idari*. Be quick and thorough, but whatever you do, don’t cause trouble for us there. My crew plans to spend some time on leave in the area, so you can use this ship’s systemwide comm unit to send Radaszam a message once you learn what happened to Xada. After your investigation, we’ll take you back to home to Absalom Station.”

After the PCs ask their questions, Captain Argente accepts a comm message from her pilot, who announces that they’re only an hour from docking at the *Idari*.

## CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture or Diplomacy check, the PCs can recall or discover more details about the *Idari*, including



RADASZAM

politics and destinations. They learn all the information listed for the DCs equal to or less than the result of their check.

**10+:** The *Idari* is a vast spaceship with a population of kasathas that rivals any other planet in the Pact Worlds, acting as the de facto home world for the spacefaring species. A representative council of respected citizens known as the Doyenate governs the ship. The PCs have a map of the *Idari* and a breakdown of major locations; give the PCs **Handout #1: The Idari**.

**15+:** Travel between population centers like Brispex and Khovi is swift, using interconnecting lifts and elevators. Brispex houses the Sholar Adat, an institution dedicated to maintaining the kasathan cultural memory through a process called the adat; the city also holds the largest number of religious and educational facilities on the *Idari*.

**20+:** The *Idari*’s hospitals are sprawling complexes with smaller satellite sites. Hospitals act independently from

Doyenate governance with civilian scientists, doctors, and priests answering only to the temples and universities. Population centers are numbered to facilitate traffic in emergency situations, from the massive satu complexes to the tiny street side sepuluh clinics.

**25+:** Recent urban reclamation projects in Khovi funded by the Delimar Gallery have begun encroaching on the Red Corridors, much to the chagrin of the *Idari*’s underworld denizens who have no interest in the area’s prospective gentrification.

## MYSTICISM (RECALL KNOWLEDGE)

Based on the result of a Mysticism check, the PCs might know more about the Temple of the Black Butterfly. They learn all the information listed for the DCs equal to or less than the result of their check.

**10+:** Worship of the Black Butterfly isn’t common on the *Idari*, but the priests of the Stillness that live at the temple their home are a proud and honorable sect of worshippers dedicated to protecting their home from any external threats.

**15+:** Without an invitation or familial connection to the Stillness, the process of obtaining access to the Temple of the Black Butterfly normally takes months.

**20+:** The ranks of the Stillness include some of the faith’s greatest minds and combatants. Rumors suggest that the vow of silence each adherent submits to allows their minds and bodies the peace to study with far more clarity than otherwise possible. Attempts to use magic, telepathy, or force to circumvent a Stillness priest’s vow quickly earns enmity. Members of the Stillness refer to their goddess as the Silence Between.

**25+:** Each priest carries a special datapad that allows them to communicate through text when absolutely necessary. The priests have found the need to use these devices only with outsiders, as they've trained to operate as a unit seamlessly without the need for conversation. Obtaining this information earns PCs a +2 bonus to all Diplomacy checks with Stillness priests.

## TEMPLE OF THE BLACK BUTTERFLY

The Temple of the Black Butterfly is a secluded structure with high-vaulted ceilings and long hallways that echo with every footstep. The dark, polished stone surfaces of the walls and floors display a reflected image of the stars beyond just beneath its surface. Despite this motif, the temple's entrance allows the light of Brispex to penetrate the inner sanctum, though no sound from the outside seems to permeate the hallowed halls. The absolute lack of conversation between temple attendants seem to intensify this silence, and any outside utterance resonates throughout the halls. The scores of priests who study and train within the temple's walls do so in complete quiet with only the susurrus of clothing and footfalls betraying their presence.

Xada's brother, **Vesora** (CG male kasatha solarian), is a young but respected priest in the Order of Stillness. Though distraught over the death of his beloved sister, Vesora has agreed to meet with the Starfinders at Radaszam's request. When the Starfinders arrive, Vesora awaits them in the Temple's vestibule. If the PCs attempt to force him to speak or initiate telepathic discourse, they incur a -4 penalty to all Bluff, Diplomacy, and Intimidate checks made within the Temple. Typing on his datapad, Vesora explains the Stillness's vow of silence and that he only communicates by using this device. If the PCs offer him the communique from Radaszam, he opens the file and reads through it solemnly. The message explains that Xada had requested leave to visit her brother with the intention of recruiting him to join her in working for Radaszam. Despite Vesora's meteoric rise in the ranks of the Temple of the Black Butterfly, Xada was convinced that the Order of Stillness were too insular and used their religious immunity to hide secrets that could prove dangerous not only to Vesora, but the *Idari* as a whole. Providing this message to Vesora prompts him to escort the PCs to speak with a high-ranking priest named Jarltu.

If asked, Vesora recounts his meeting with Xada on the day she died. As his only living family, Vesora communicated with Xada often. When she expressed interest in coming home, Vesora was overjoyed. Through most of the day they spent together, Xada seemed preoccupied and asked him questions about the Stillness's studies that he couldn't answer. The siblings spent their day together sharing meals that Vesora had learned to make from their father and recounting days gone by. Xada then bid her brother farewell with a promise to return the next day. She hadn't mentioned any injuries or illnesses recently, and she seemed genuinely excited about her work with the Starfinder Society.

## CLUES AND RED HERRINGS

During their investigation, each lead provides potential clues that can tip the PCs off onto the killer's true identity. But like all brain collectors, the Whispering One is a canny adversary. If they become aware of the Starfinders' investigation early on (such as in Obatbrispex-satu), they supply false information to hinder their search. This misinformation can include falsified evidence of bodysnatcher slime residue on Xada's autopsy reports, rumors of gray activity, or even an incursion of some extraplanar creature—so long as these rumors keep the Starfinders guessing. The GM should toe the line between the speculative and even outlandish red herrings that benefit the Whispering One while avoiding derailing the investigation entirely.

Feel free to include other clues that can lead the PCs to the brain collector's hospital if they get too far off course. For example, infosphere news updates might inform them about a rash of mysterious deaths in Khovi's seedier side that the Doyenate hasn't yet investigated, or a street doc that opened a new hospital in the Red Corridors can help get PCs back on track.

Not an hour later, high priest Elis discovered her body on the steps of the temple without a mark on her. From what the elder priest could tell, she had passed from a stroke, but he waited with Vesora while a medical team from the nearby Obatbrispex-satu came to retrieve the body.

If the PCs wish to speak with Elis or have questions about the inner workings of the Temple beyond Vesora's testimony about Xada, they're instructed that only Jarltu as the Temple's *utama*, or the highest-ranking priest, can provide those answers. Unless PCs gave Radaszam's message to Vesora, they must succeed at a DC 20 Bluff or Diplomacy check (DC 23 for Levels 5–6) to gain an audience with Jarltu without waiting months for a break in her busy schedule.

**Utama Jarltu** (CG female kasatha mystic) is an elderly kasatha, well-appointed in robes resplendent with the ever-changing night sky and in the bearing of one comfortable with her power and inner strength. Initially, she claims (using her datapad) to know nothing about Xada's apparent death on the steps of the temple. She enigmatically states that Elis isn't available. At first, she's indifferent to the Starfinders, but if the PCs improve her attitude to friendly with a successful Diplomacy check (DC 22 for Levels 3–4, DC 25 for Levels 5–6), she can answer any of the questions on page 6 but doesn't offer information that isn't requested. If Vesora accompanies the PCs, his presence grants a +2 circumstance bonus to checks made to influence her.



**Can we speak to Elis/the priest who found her?** "Elis has passed beyond the void. His remains were found in his study the same day that Xada died."

**How did he die?** "He died for his research, meant to keep us safe." If pressed for details, she continues wearily, "Though outwardly there was no sign of trauma, our investigations showed that his brain was completely missing. Without his brain, there was nothing to preserve through adat, so his body was offered to the void, as is our custom."

**How could this happen? What was his research about?** "He was studying a rare specimen known as a brain collector, an aberration that consumes the minds of thinking creatures. The Whispering One, as Elis named it, had been with us since one of our number acquired it from elsewhere in the Pact Worlds. It escaped, or perhaps someone let it out. In any case, it vanished without a trace, leaving Elis's body behind. I fear it may be responsible for Xada's death, too. I wish I had more information, but Elis's notes are missing."

**Why did you have a brain collector?** "We are sworn to protect the *Idari* from all dangers. When we acquired the being, Elis hoped to study it. Understanding evil is an important step in fighting it, and Elis convinced me that he had the means to safely restrain the creature. I was wrong to allow him to accept that burden."

**Why didn't you contact the Doyenate?** "At first we didn't realize what had occurred. Once we realized the creature had escaped, we hoped to recapture it and contain it ourselves without endangering outsiders. Until Radaszam contacted us requesting to send Starfinders to interview Vesora, we hadn't connected the lives lost. I'm afraid I have made a grave error."

If PCs request it, Stillness members escort them to an area in the Temple complex with a shattered glass enclosure near the study of the deceased high priest, Elis (art on page 7). Dozens of similar enclosures and sealed rooms line the halls near the study with

labels to inform their contents. Signs written in Kasatha warn that this area is off-limits to all but high-ranking Stillness priests.

At this point, a PC who succeeds at a DC 24 Life Science check (DC 27 for Levels 5–6) has enough information to recall knowledge about brain collectors. The PCs can each attempt one such check while investigating Xada's death. Jarltu recommends that the PCs visit the nearby hospital Obatbrispex-satu to confirm the similarities in Xada's autopsy to her description of what befell Elis, if they haven't done so already.

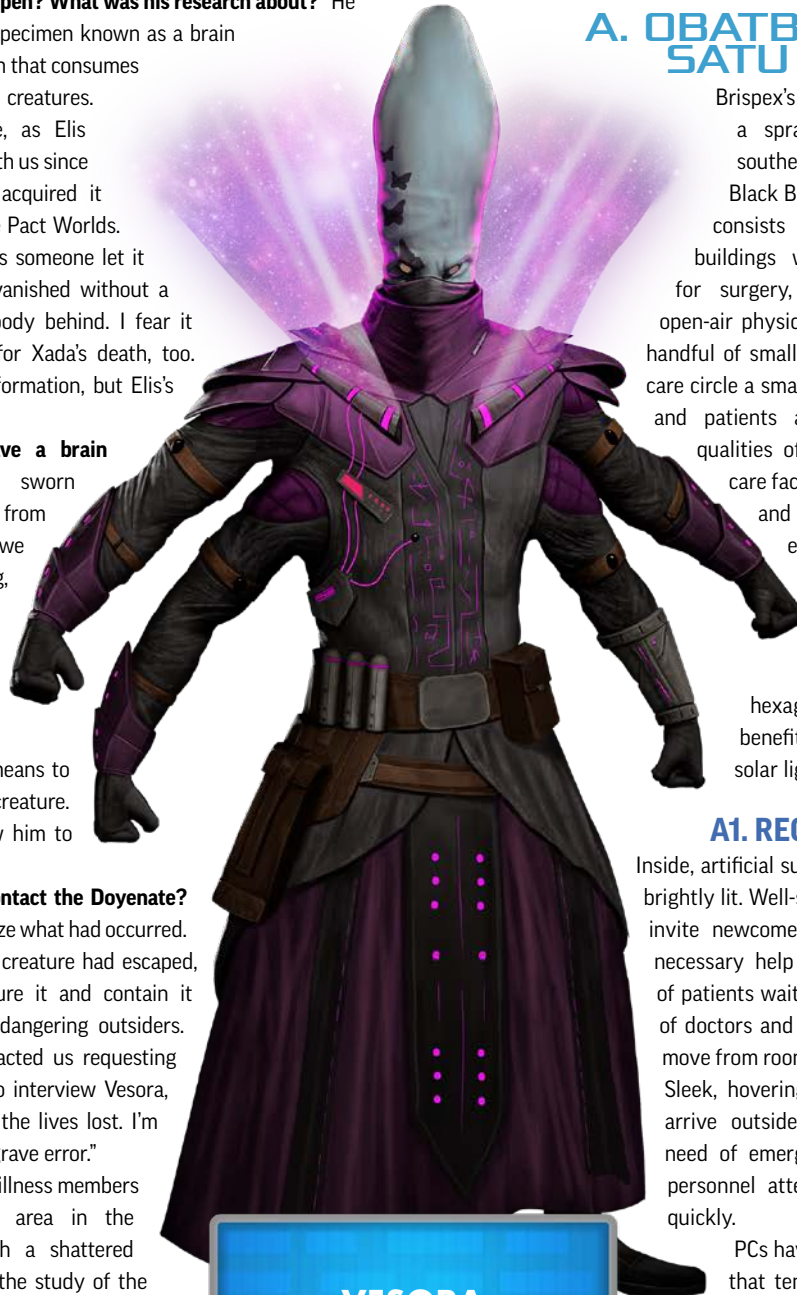
## A. OBATBRISPEX-SATU

Brispex's main medical facility is a sprawling hospital campus southeast of the Temple of the Black Butterfly. Obatbrispex-satu consists of over eight separate buildings with dedicated facilities for surgery, mystical healing, and open-air physical therapy courtyards. A handful of small bungalows for palliative care circle a small lake. Medical personnel and patients alike enjoy the restive qualities of healing in the primary care facility of the *Idari*'s spiritual and educational center. The emergency care building that received the deceased Starfinder is a single level, half-domed structure with hexagonal tiling on its roof to benefit from the *Idari*'s false solar lighting.

### A1. RECEPTION

Inside, artificial sunlight keeps the building brightly lit. Well-staffed receptionist desks invite newcomers to check in and get necessary help quickly. Only a handful of patients wait here while a small cadre of doctors and nurses, mostly kasathas, move from room to room to provide care. Sleek, hovering ambulances frequently arrive outside to deposit patients in need of emergency care, and medical personnel attend to the new arrivals quickly.

PCs have the name of the doctor that tended to Xada as soon as she was discovered: a surgical and emergency medicine resident at Obatbrispex-satu named Doctor Teanso.



VESORA

The PCs' investigation into Xada's death doesn't surprise the hospital staff; an official request predated their arrival. The staff had the body brought from the morgue where it was being prepared to be committed to space and prepared a private room for the Starfinders and Doctor Teanso to conduct their investigation and discussion.

**Development:** Once they check in at one of the reception desks, **Doctor Teanso** (CE male kasatha) introduces himself and walks with the PCs to area **A2**. If they don't check in, he continues making his rounds until they speak to him or make their presence known. Doctor Teanso conducts himself professionally with a cheerful demeanor. He speaks in hushed tones, regretting that someone as young as Xada died without the necessary brain matter to facilitate adat.

Doctor Teanso is not the benevolent man he appears to be. He is one of three faces the Whispering One wears during this adventure, thanks to the brain collector's *polymorph* ability. According to public record, Doctor Teanso was on the scene soon after the discovery of Xada's body on the temple's steps. He accompanied the body back to Obatbrispex-satu and performed the autopsy. The fact that her brain is no longer within her body means that slivers of her brain can't be culled in the technomagical adat process and added to kasathan ancestral knowledge. Even as Doctor Teanso laments this fact to the PCs, he takes particular interest in the most curious or intelligent among them.

## A2. PRIVATE SURGERY CONSULTATION

This room contains cryostorage to preserve cadavers as well as the necessary medical equipment for autopsy and examination. Doctor Teanso meets with the PCs in this room and, after briefly engaging them in conversation and answering their questions, allows them time to perform their examination of Xada's body.

**Development:** Teanso had plenty of time to prepare the body to stall the PCs from reaching the correct conclusion. He applied bodysnatcher slime residue, simulated rapid growth flesh-eating bacteria, or left evidence of a rare strain of virus. The Whispering One is

brilliant, and the scientific resources available on the *Idari* are nearly limitless. As a result, an accurate assessment of Xada's corpse requires a PC to succeed at a DC 24 (DC 27 for Levels 5–6) Life Science or Medicine check. Each PC can attempt one check. If they succeed, they determine that Xada's brain was sucked out premortem. On a failure, the PC reaches a false conclusion about her cause of death. If accused of planting false evidence, Teanso continues to lie, requiring a PC to succeed at a Sense Motive check against his Bluff skill to discern his falsehoods. If confronted outright, Doctor Teanso activates the remote in his pocket to set off an explosion in the southern part of area **A1** (see **Event 1: Heat Treatment** on page 9).

## A3. OPERATING ROOM

This room is nearly identical in appearance and contents to area **A2** and currently hosts a pair of doctors performing a delicate operation on an anesthetized patient.









## EVENT 1: HEAT TREATMENT (CR 6 OR CR 8)

After the PCs finish conversing with him, or sooner if he needs a quick diversion, Doctor Teanso initiates his gambit to stall the investigation by activating an incendiary device that explodes in the southern part of area **A1** and then causes a fire. As described in area **A2**, allow the PCs to each attempt one skill check to examine the body before Teanso activates the device. Immediately following this act, a shrieking alarm interrupts the PCs' investigation, and panicked staff begin evacuating the building.

**Creatures:** Fire elementals are drawn to the sudden and intense heat and cavort among the flames, beginning in the marked space on the map. They advance north toward area **A3**; the people in the operating room will likely perish unless the PCs defeat the elementals. The PCs notice that the building's automated fire suppression systems are fighting a losing battle against the rampaging elementals, which set two new fires for each one extinguished; the GM should mark the locations of these fires on the map as they appear (see Hazard below).

**Hazard:** The fire suppression system in the operating room doesn't work. Fire begins in the southeastern corner and spreads to an adjacent square each round, consuming the two doctors and patient inside within 10 rounds. If the PCs enter the room, they must succeed at a combination of three consecutive successful DC 15 Survival checks (DC 17 for Levels 5–6) to put out the fires or Athletics checks to get occupants out of the room safely. Each round a PC remains in the operating room, they risk catching fire (*Starfinder Core Rulebook* page 403).

### LEVELS 3–4 (CR 6)

#### MEDIUM FIRE ELEMENTALS (3) CR 3

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### LEVELS 5–6 (CR 8)

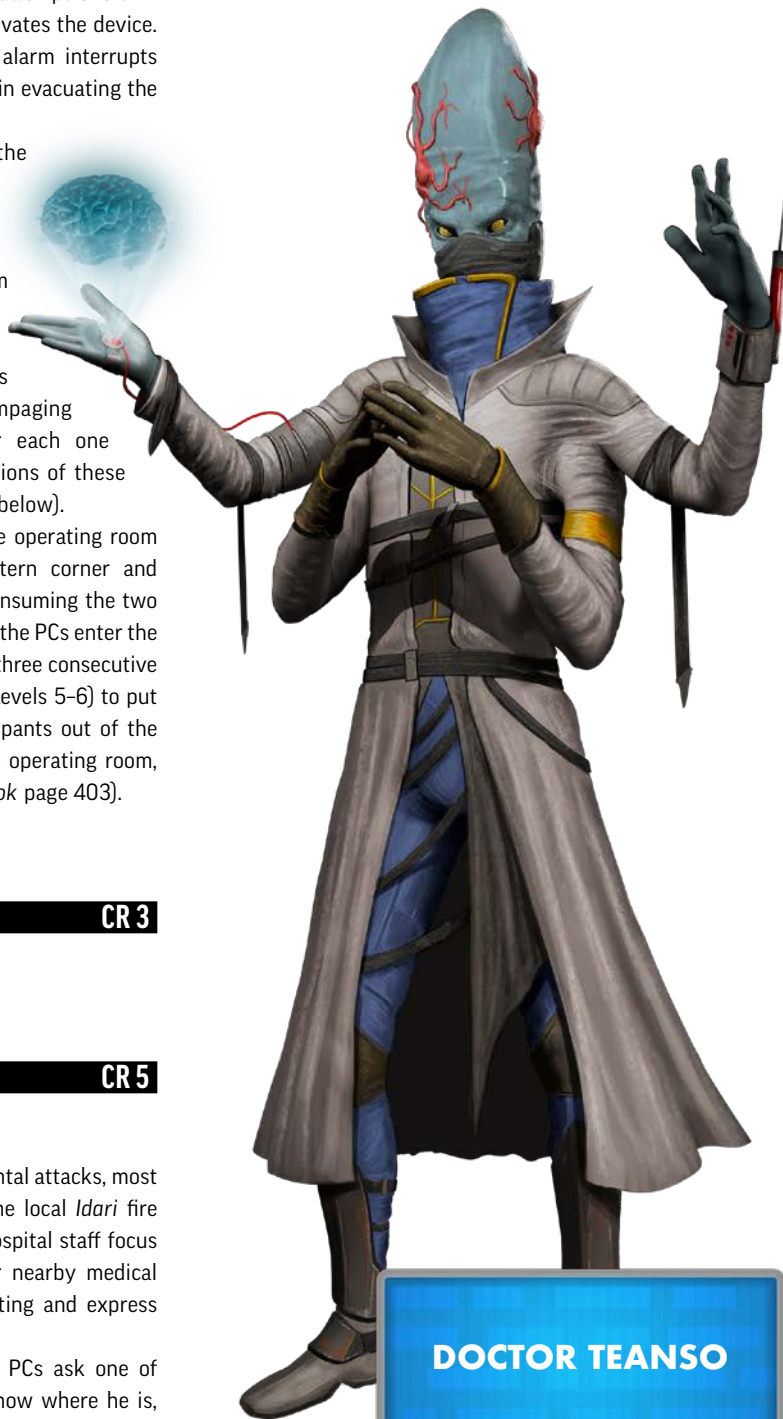
#### LARGE FIRE ELEMENTALS (3) CR 5

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**Development:** In the wake of the fire elemental attacks, most of the patients and staff have evacuated. The local *Idari* fire brigade arrives soon after the combat, and hospital staff focus on transporting evacuated patients to other nearby medical centers. Authorities thank the PCs for assisting and express concern about how the fire started.

By this time, Teanso is long gone. If the PCs ask one of the beleaguered staff, they say they don't know where he is, but they heard rumors that he recently transferred a few of

his critical patients to a hospital in Khovi run by one of his colleagues. The staff don't know the name of the hospital or the colleague. The staff attempts to find this information for the PCs, only to discover something odd: all of these patient's records have been purged from the hospital's servers.



## EVENT 2: INTO THE RED CORRIDORS

This event should happen soon after the Whispering One becomes aware of the PCs' investigation, possibly as the PCs leave the hospital and prepare to continue their investigation. Read or paraphrase the following.

Voices cry out in panic from a nearby courtyard. The shafts of artificial sunlight filtering through the greenspace's lush beds of flowers offer a stark contrast to the small crowd of onlookers gathered around a corpse sprawled in the middle of one of Brispe's most affluent neighborhoods.

The PCs can easily follow the screams, which lead to a grisly sight. A female kasatha dressed in a flight suit lies dead in a grassy, open-aired courtyard. With a successful DC 15 (DC 18 for Levels 5–6) Medicine check, a PC discovers that the victim's brain has been sucked out, but compared to Xada's body, the signs of brain removal appear less subtle, as though the process was rushed. None of the onlookers witnessed the attack and are eager to call the authorities. A trail of blood and viscera leads south to a cluster of nearby buildings. PCs who succeed at a DC 20 Perception check (DC 22 for Levels 5–6) glimpse a monstrous form disappearing around an alleyway, while PCs who succeed at a DC 18 Survival check (DC 20 for Levels 5–6) can follow the gruesome trail from the body to the entrance of the Red Corridors. If none of the PCs notice the trail, one of the onlookers eventually spots it for them.

### HOT PURSUIT

The Red Corridors are the nearly lawless creation of the Doyenate meant to keep the *Idari's* criminal element away from major population centers. While the journey through the outskirts of the Red Corridors barely touches the surface of the *Idari's* underworld, it should be treated as if every turn could be life-threatening. The Whispering One could easily escape pursuit, but they instead toy with the PCs, leading their prey on a suspenseful hunt through the crime-ridden corridors toward their lair.

The following obstacles each require skill checks to overcome, failure delays rather than impedes the PCs' ability to follow the Whispering One, who purposefully toys with their intended next victims. In regions that have more than one skill check listed, only one successful check is needed to overcome the obstacle. While following the creature's trail, the PCs have another chance to discover that the killer is a brain collector as long as they overcome at least one obstacle and succeed at a DC 24 Life Science check to identify the creature (DC 27 for Levels 5–6). If the PCs succeed at overcoming all obstacles in areas they travel through, the Whispering One doesn't have time to set up the trap in area **B2**. If players come up with ideas for unlisted skill checks to overcome these obstacles, allow them to attempt those checks but increase DCs by 2.

**Bhovi Alleyway:** These alleys and corridors are wide and well-traveled. PCs milling about the area can catch a glimpse of a

skittering, monstrous shadow on the wall with a successful DC 14 Perception or Survival check (DC 16 for Levels 5–6).

**Transit Shafts:** The bloody trail leads through steep transit shafts, mostly abandoned due to the Doyenate's travel restrictions. Traversing the steep inclines and smooth walls of these circular shafts is difficult without the magnetic lifts they were designed for, requiring PCs to succeed at a DC 17 Acrobatics check (DC 20 for Levels 5–6). Alternatively, PCs can overcome this obstacle using equipment, such as grappling hooks and cables, or by succeeding at a DC 17 Engineering check (DC 20 for Levels 5–6) to rig a helpful pulley system.

**Winding Corridors:** Some of the Red Corridors were little more than maintenance shafts on the *Idari*, and none of them in this area go more than a few feet without sharp turns and curves around large equipment and access panels. Since the corridors were originally meant for maintenance access, a PC who succeeds at a DC 17 Engineering check (DC 20 for Levels 5–6) can map out the likely paths ahead, while succeeding at a DC 17 Profession (Smuggler or Maintenance Worker) check (DC 20 for Levels 5–6) allows a PC to figure out the likely paths one might use to escape into the Red Corridors. From here, the PCs can choose to travel through the market or the sewers.

**The Market:** This market is one of many hidden throughout the Red Corridors. Local gangs vie for control of the stalls where weapons and illicit goods are offered openly for the right price. The press of the crowd creates an obstacle that PCs can overcome with a successful DC 16 Intimidate or Athletics check (DC 18 for Levels 5–6) to force their way through. PCs who succeed at a DC 21 Perception check (DC 24 for Levels 5–6) notice a glimpse of a kasatha dressed in traditional Stillness robes duck into an ally across the market—yet another guise worn by the Whispering One to lure the PCs to their lair. If the PCs don't spot the transformed brain collector, they can continue following the trail of blood with a DC 15 Survival check (DC 17 for Levels 5–6) out of the market. A group of corrupted Stillness priests lie in ambush here; proceed to **Event 3: Foolish Followers**.

**Sewers:** These labyrinthine tunnels link to Khovi's extensive sewer network. Many of the paths lead to dead ends with no outlet to the Khovi streets. Recent construction due to the Khovi Urban Renewal Project and government closures to and from the Red Corridors have made nearly all recent maps of the area inaccurate. PCs can connect to the local infosphere and access a Doyenate-sponsored urban planning server to locate a map with a successful DC 17 Computers check (DC 20 for Levels 5–6). Alternatively, PCs can overcome this obstacle by succeeding at a DC 17 Profession (Architect or General Contractor) check (DC 20 for Levels 5–6) to recall knowledge about common infrastructure layouts.

**Khovi Urban Renewal Project:** The subterranean corridors and sewage filtration system leads to an open passageway into an area of Khovi under heavy construction. A seemingly abandoned hospital stands across from this exit. Except for the light coming from within the hospital and the sign identifying it as Obatkhoi-enam, this rundown neighborhood is currently quiet.



## EVENT 3: FOOLISH FOLLOWERS (CR 5 OR CR 7)

If the PCs choose to travel through the market rather than the sewers, they face an ambush set up by the disguised brain collector's fanatical followers. Don't include this encounter if there's only 1 hour left in which to complete the adventure.

**Creatures:** Three Order of Stillness priests have all been tricked by telepathic messages from Elis, one of the Whispering One's current guises and the first of their victims on the *Idari*. As instructed, these priests wait for the PCs to approach and ambush the group in the cramped corridors outside the market. These combatants deal nonlethal damage and attempt to abduct one or more PCs alive, hoping to present them as offerings for the Whispering One's collection. The misguided priests team up on any spellcasters, preferring to stay in melee with their opponents. If given the chance, they position themselves where their supernova can do the most damage. Believing the Whispering One's lies, they fight ceaselessly to subdue the PCs.

### LEVELS 3-4 (CR 5)

#### STILLNESS PRIEST

CR 2

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#### STILLNESS CULTISTS (2)

CR 2

Page 17

### LEVELS 5-6 (CR 7)

#### STILLNESS PRIEST CR 4

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#### STILLNESS CULTISTS (2) CR 4

Page 21

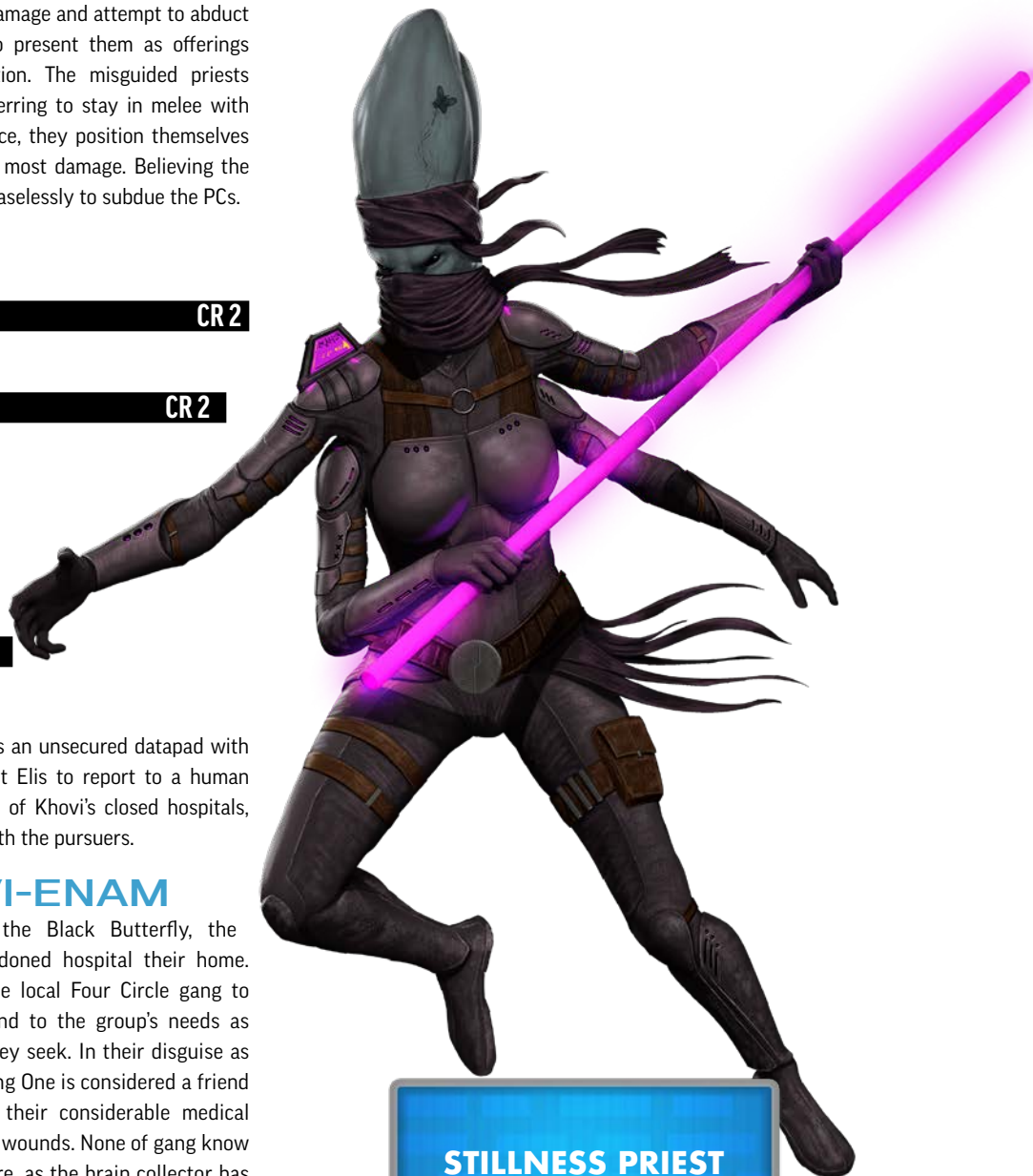
**Development:** Each cultist wears an unsecured datapad with orders in Kasatha from high priest Elis to report to a human doctor named Alem Vesent in one of Khovi's closed hospitals, Obatkhoi-enam, after they deal with the pursuers.

## B. OBATKHOI-ENAM

Since escaping the Temple of the Black Butterfly, the Whispering One made this abandoned hospital their home. The brain collector allied with the local Four Circle gang to reconfigure the structure to attend to the group's needs as the creature collects the brains they seek. In their disguise as Doctor Alem Vesent, the Whispering One is considered a friend to the gang members and uses their considerable medical knowledge to help them tend their wounds. None of gang know of the Whispering One's true nature, as the brain collector has taken great care to conceal their gruesome proclivities from their allies.

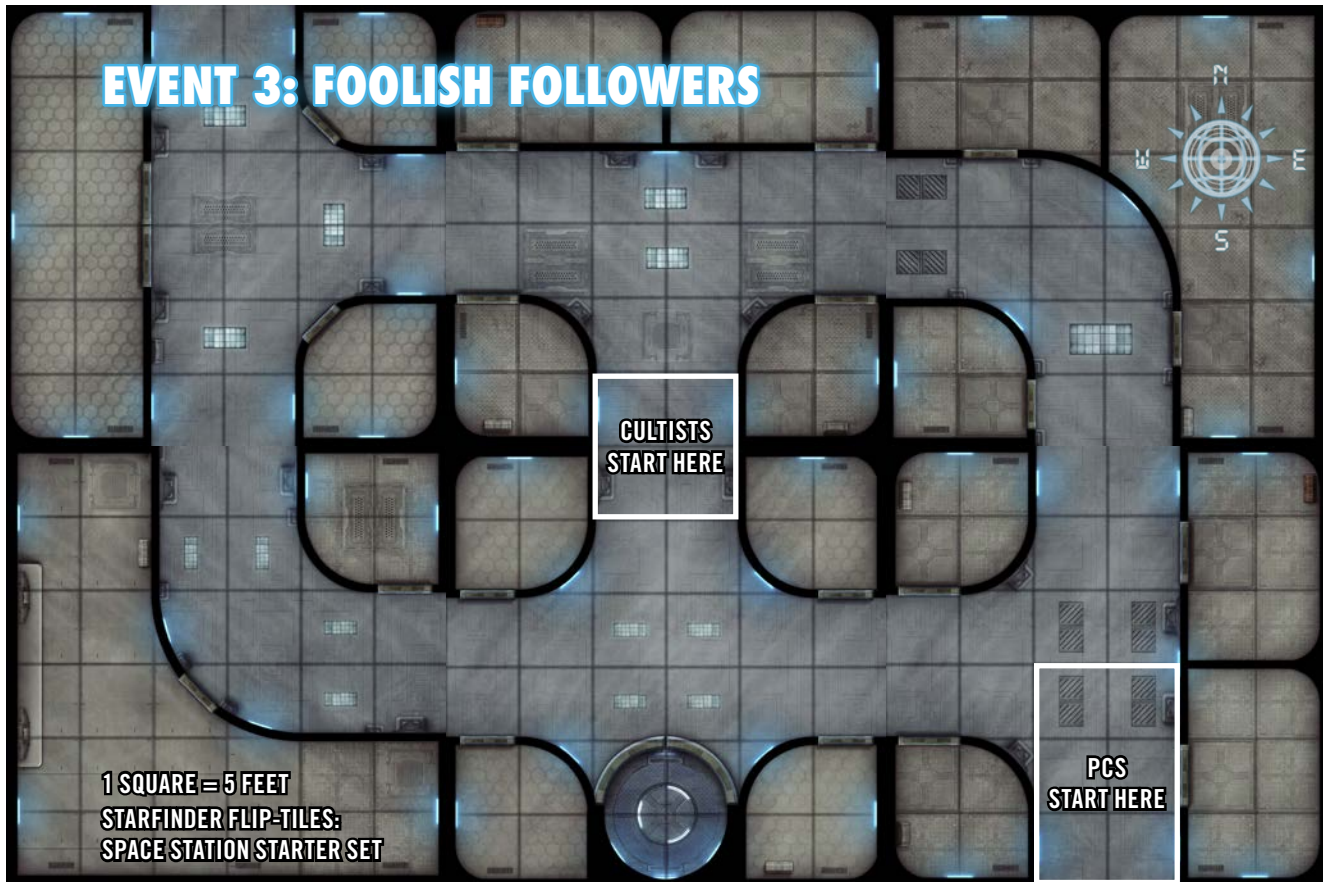
Most rooms in this hospital are vacant and only have power routed to them when needed. "Patients" brought through the decontamination chamber to the operating theater don't make it out alive after having their brains removed for the Whispering One's use. Currently, only areas **B1** and **B3** have active lighting.

Using their Four Circle allies as laborers, the Whispering One recently began converting their lair into a vessel they can use to leave the *Idari* in search of new victims. The conversion process involves a mixture of biological and technological elements the brain collector had learned from a past victim, and though PCs can glimpse the early stages of modification throughout the area, the process remains unfinished.



STILLNESS PRIEST

## EVENT 3: FOOLISH FOLLOWERS



### B1. WAITING ROOM (CR 4 OR CR 6)

This room beyond the sliding door entrance is well lit. Though not entirely clean, the waiting area appears tidy and organized. A holographic kasatha in scrubs materializes just past the open doors leading from the vestibule and repeats the same statement in several languages: “Doctor Vesent is helping another patient and will be with you shortly.”

The holographic receptionist is set to a passive message mode and does not interact with anyone until instructed to do so by the doctor. With a successful DC 17 (DC 20 for Levels 5–6) Computers to hack, a PC can access the projection and the database it inhabits. The database details Doctor Alem Vesent’s patient history in two categories: medical necessity and study. Both categories show a remarkable number of patients over the past week, along with the assistance of another staff member, Doctor Teanso.

**Creatures:** Several members of the Four Circle gang wait in this area in need of minor first aid. Initially, they have no interest in fighting the PCs, but they’re adamant that they’re next in line for the street doctor’s attention. If the PCs attempt to force their way deeper into the hospital, the gangers try to stop them. The PCs can avoid a fight by succeeding at a DC 17 (DC 20 for Levels 5–6) Diplomacy or Intimidate check or by providing the gang members with immediate medical attention, whether through the Medicine skill, healing items, or magic. If any PC fails a check to peacefully

deal with the gang members, accuses the doctor of nefarious deeds, or takes hostile action, the gang members attack.

### LEVELS 3–4 (CR 4)

**KASATHA GANG PUSHERS (2)** **CR 4**

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### LEVELS 5–6 (CR 6)

**FOUR CIRCLE GANGERS (3)** **CR 6**

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### B2. DECONTAMINATION CHAMBER (CR 4 OR CR 6)

A pink and purple light fills this chamber with the glow of microbe detectors and radioactive scrubbing agents. Hexagonal floor tiles emit bright light from between each tile. The spotless, shiny metal walls taper towards the operating theater doors to the north. Additional doors lead elsewhere in the hospital to a series of unoccupied recovery rooms and waiting areas.

**Traps:** The only entrance to the operating theater is equipped with several methods of decontamination, culminating in an array of scanners and radiation emitters to dispose of bacteria and other contaminants. In the week since their escape, the Whispering



## B. OBATKHOVI-ENAM





One made connections with local gangs willing to offer technical assistance for the help of a street doc. These allies have since replaced the decontamination elements with psychotropics that help to render a creature's mind more malleable.

If the PCs succeeded at overcoming all obstacles in the Red Corridors, this trap is currently inactive.

## LEVELS 3-4 (CR 4)

### PSYCHOTROPIC ARRAY CR 4

**Type** technological; **Perception** DC 26; **Disable** Computers DC 21 (override automated decontamination process) or Engineering DC 21 (disconnect array emitters)

**Trigger** location; **Reset** manual

**Effect** mind-altering gases and lighting effects (–4 penalty to Intelligence, Wisdom, and Charisma-based ability checks, skill checks, and saving throws for 1d4 hours; this is a mind-affecting effect); Will DC 15 negates; multiple targets (all targets in room)

## LEVELS 5-6 (CR 6)

### PSYCHOTROPIC ARRAY CR 6

**Type** technological; **Perception** DC 29; **Disable** Computers DC 24 (override automated decontamination process) or Engineering DC 24 (disconnect array emitters)

**Trigger** location; **Reset** manual

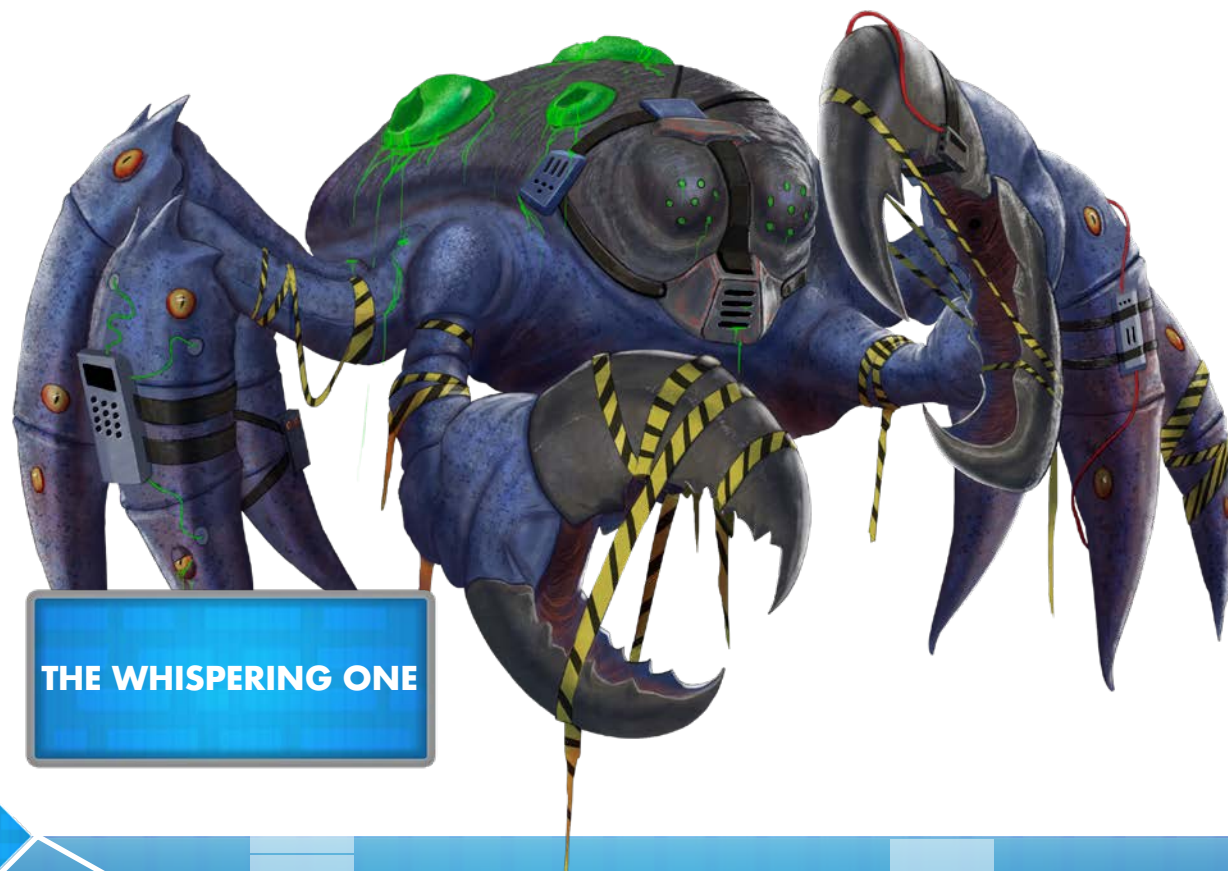
**Effect** mind-altering gases and lighting effects (–4 penalty to Intelligence, Wisdom, and Charisma-based ability checks, skill checks, and saving throws for 1d4 hours; this is a mind-affecting effect); Will DC 16 negates; multiple targets (all targets in room)

## B3. OPERATION THEATER (CR 6 OR CR 8)

This once pristine operating room now serves as a macabre testament to a killer's twisted designs. Biomatter culled from the bodies of unwilling donors coat the floor, walls, and ceiling of this circular room. Among the gore, portraits and datapads glimpsed here and there display images of various humanoid species connected by twisted metallic wires. Three visages appear most prominently in this tableau: a kasatha priest in dark robes along with two medical personnel, one kasatha and one human. A metal operating table stands in the middle of this chaos. Worn leather restraints hang limply from its sides.

This operating theater now functions as the Whispering One's home base, slowly being modified with repurposed biomatter to allow them to flee the *Idari*. Scattered throughout the unsettling contents of this room are notes recorded by Elis about the nature of the brain collector and its three known "faces"—Doctor Teanso, Doctor Alem Vesent, and a mimicry of Elis himself.

**Creatures:** If the Whispering One had time to activate the trap in the decontamination chamber, they try to convince the PCs





that they're imagining the gruesome scene in the room while disguised as the human **Doctor Alem Vesent** (CE male human). The Whispering One tries to talk their way out of any confrontation initially as they position to better attack the PCs. They once again focus their attention on the PC they judge to be most intelligent.

As Doctor Vesent, the Whispering One acts as an unassuming street doc with an altruistic desire to help the downtrodden citizens of the nearby Red Corridors. Despite the state of the operating room, the doctor's scrubs and tools look spotless. The Whispering One only maintains the charade until they can attack the PC whose brain they have the most interest in collecting. During combat, the Whispering One uses their offensive spells to keep opponents at bay while focusing their bite attack on a single target whose brain they wish to acquire (probably the PC with the highest Intelligence score). Unless prevented, the Whispering One renders this target helpless using their poison and extracts the creature's brain. After they successfully collect a brain, or if they're reduced to less than half Hit Points, the Whispering One attempts to flee into the Red Corridors.

### LEVELS 3-4 (CR 6)

#### THE WHISPERING ONE

**CR 6**

Page 19, art on page 25

### LEVELS 5-6 (CR 8)

#### THE WHISPERING ONE

**CR 8**

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**Treasure:** Once the PCs defeat the Whispering One, they can easily locate the datapad that belonged to Elis, the Stillness priest charged with studying the creature. Elis's notes mention that though the brain collector initially appeared catatonic, he believed that the Whispering One might have been reaching out to communicate with him. His records indicate that he originally obtained the creature from a traveling collector of oddities that trapped the monster on Verces. Elis convinced Temple leadership to allow him to confine the creature for study rather than

destroying them. Later in his notes, he refers to these decisions as "ill-omened."

Another datapad registered to Doctor Vesent contains writings composed by the Whispering One. The brain collector detailed plans to infiltrate the Sholar Adat and learn more about kasathan techniques for preserving brain matter. These notes also contain complex equations that PCs who succeed at a DC 24 Physical Science check can identify as theoretical plans for building a starship with both biotech and technomagical components. This information is accompanied by writings in a dead language that PCs can identify as sivr with a DC 28 Culture check.

## CONCLUSION

With the case solved, the PCs can turn over any information they learned to authorities within the Temple and the *Idari* before returning to the Lorespire Complex. Back on Absalom Station, Radaszam invites the PCs to attend a solemn memorial service for Xada. After the service, he thanks them sincerely for their help and indicates that he owes them a favor.

Vesora is disgusted with the failure of the Stillness to contain the brain collector and their part in the whole debacle. If the PCs gave him Radaszam's message, he accepts the invitation to take Xada's place within the Acquisitives while keeping his vow of silence and personal religious beliefs.

## PRIMARY OBJECTIVES

The PCs complete their primary objective if they discover what caused Xada's death. Doing so earns each PC 1 Fame and 1 Reputation for their selected faction.

## SECONDARY OBJECTIVES

If the PCs defeat the Whispering One, they earn 1 additional Fame and 1 Reputation for their current faction.

## FACTION NOTES

The Acquisitives faction takes particular interest in this adventure.

**Acquisitives:** This mission is of personal importance to Radaszam. If the PCs complete the Primary Success Condition, each PC earns 1 additional Reputation with the Acquisitives.

## APPENDIX 1: LEVEL 3–4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 3rd level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

### EVENT 1: HEAT TREATMENT (LEVELS 3–4)

#### FIRE ELEMENTALS (3) CR 3

N Medium outsider (elemental, extraplanar, fire)

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +8

**DEFENSE** HP 40 EACH

**EAC** 14; **KAC** 16

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

**Immunities** fire

**Vulnerability** cold

#### OFFENSE

**Speed** 50 ft.

**Melee** slam +12 (1d6+7 B & F; critical burn 1d4)

#### STATISTICS

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

**Skills** Acrobatics +8, Athletics +8

**Feat** Mobility

**Languages** Ignan

#### SPECIAL ABILITIES

**Burning Strikes (Ex)** A fire elemental's slams deal half fire damage and half bludgeoning damage. In addition, on a critical hit, the fire elemental's strikes deal an amount of burn damage based on the creature's CR.

### SCALING HEAT TREATMENT

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

Remove one fire elemental from this encounter.



## EVENT 3: FOOLISH FOLLOWERS (LEVELS 3-4)

### STILLNESS CULTISTS (2)

CR 2

Kasatha solarian

CN Medium humanoid (kasatha)

**Init** +2; **Perception** +7

**DEFENSE** HP 25 EACH

**EAC** 13; **KAC** 15

**Fort** +4; **Ref** +2; **Will** +3

#### OFFENSE

**Speed** 30 ft.

**Melee** solar weapon (least muon crystal) +7 (1d6+6 S; penetrating)

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

**Offensive Abilities** stellar revelations (black hole [20-ft. radius, pull 10 ft., DC 11], stellar rush [2d6 F, DC 11], supernova [10-ft. radius, 3d6 F, DC 11])

#### STATISTICS

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

**Skills** Acrobatics +12, Mysticism +7, Stealth +7

**Languages** Common, Kasatha

**Other Abilities** solar manifestation (solar weapon), stellar alignment

**Gear** kasatha microcord I, static arc pistol with 1 battery (20 charges), datapad

### STILLNESS PRIEST

CR 2

Kasatha mystic

CN Medium humanoid (kasatha)

**Init** +2; **Perception** +7

**DEFENSE** HP 21

**EAC** 12; **KAC** 13

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

#### OFFENSE

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

**Melee** cestus battleglove +4 (1d4+2 B; analog)

**Ranged** azimuth laser pistol +6 (1d4+2 F; critical burn 1d4)

**Spell-Like Abilities** (CL 2nd)

At will—*mindlink*

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

1st (3/day)—*shooting stars* (as *magic missile*), *mind thrust* (DC 15)

0 (at will)—*daze* (DC 14), *telekinetic projectile*

**Connection** star shaman

#### STATISTICS

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

**Skills** Acrobatics +7, Athletics +7, Mysticism +12

**Languages** Common, Kasatha

**Other Abilities** walk the void

**Gear** kasatha microcord I, azimuth laser pistol with 1 battery (20 charges), cestus battleglove, datapad

## SCALING FOOLISH FOLLOWERS

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

Remove one Stillness cultist from the encounter.

## ENCOUNTER B1 (LEVEL 3-4)

### KASATHA GANG PUSHERS (2)

CR 2

Kasatha operatives (*Pact Worlds* 178)

NE Medium humanoid (kasatha)

**Init** +9; **Perception** +13

#### DEFENSE

HP 23 EACH

**EAC** 13; **KAC** 14

**Fort** +1; **Ref** +4; **Will** +5

**Defensive Abilities** evasion

#### OFFENSE

**Speed** 30 ft.

**Melee** tactical baton +8 (1d4 B)

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

**Offensive Abilities** trick attack +1d8

#### STATISTICS

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

**Skills** Acrobatics +8, Bluff +13, Culture +8, Engineering +13, Intimidate +13, Sleight of Hand +13, Stealth +13, Survival +8

**Feats** Veiled Threat

**Languages** Common, Kasatha

**Other Abilities** desert stride, four-armed, operative exploit (uncanny mobility), specialization (thief)

**Gear** freebooter armor I, static arc pistol with 1 battery (20 charges), tactical baton

## SCALING ENCOUNTER B1

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

The gang pushers have the fatigued condition and take a -1 penalty to Armor Class, attack rolls, melee damage rolls, Reflex saving throws, initiative checks, and Strength- and Dexterity-based skill and ability checks.



## ENCOUNTER B3 (LEVELS 3-4)

### THE WHISPERING ONE

CR 6

Variant brain collector (*Alien Archive* 4 16)

CE Large aberration

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +13

#### DEFENSE

HP 75

**EAC** 17; **KAC** 18

**Fort** +5; **Ref** +5; **Will** +11

**DR** 10/magic; **Immunities** confused condition; **SR** 17

**Weaknesses** brain dependency

#### OFFENSE

**Speed** 10 ft., fly 40 ft. (Su, perfect)

**Melee** bite +12 (1d6+9 P plus brain collector venom) or claw +12 (1d4+9 S)

**Multiattack** bite +7 (1d6+9 P plus brain collector venom), 2 claws +7 (1d4+9 S)

**Space** 10 ft.; Reach 5 ft.

**Offensive Abilities** brain collection

**Spells Known** (CL 5th; ranged +11)

2nd (3/day)—*hold person* (DC 18), *polymorph*<sup>AA2</sup> (self only; three predetermined humanoid forms)

1st (6/day)—*magic missile*, *overheat*, *unseen servant*

0 (at will)—*daze*, *energy ray*

#### STATISTICS

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

**Skills** Acrobatics +2 (+10 to fly), Bluff +13, Culture +13, Life Science +18, Medicine +13, Mysticism +18, Physical Science +13; see strange knowledge

**Languages** Abyssal, Akitonian, Aklo, Castrovelian, Common, Kasatha, Shirren, Vercite, Veski; telepathy 100 ft.

#### SPECIAL ABILITIES

**Brain Collection (Ex)** A brain collector can store up to seven brains of Small or Medium creatures and use them to enhance their knowledge and power, learning a single language known by the former owner of each stored brain. A brain collector can extract a brain from a helpless opponent with a coup de grace action that kills the opponent, or they can do so as a standard action from a body that has been dead no longer than 1 minute.

**Brain Dependency (Ex)** A brain collector that has fewer than seven collected brains gains 1 negative level for each missing brain, and a brain collector with no collected brains can't cast any of their spells. These negative levels never become permanent and can be removed only by adding brains to the brain collector's collection. The statistics presented here assume a brain collector with a full collection.

## SCALING ENCOUNTER B3

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

Remove one brain from the Whispering One's collection, granting them a -1 penalty to ability checks, AC, attack rolls, saving throws, and skill checks. Reduce their total Hit Points by 5.

**Strange Knowledge (Ex)** A brain collector can access the collective knowledge of their stored brains. If they have at least one brain in their collection, they gain one of the following skills (with 6 ranks) in which the former owner was trained: Bluff +13, Computers +13, Culture +13, Engineering +13, Medicine +13, Piloting +13, Profession +13, or Sense Motive +13. For every three additional brains in their collection, the brain collector gains one additional skill from the list among the skills in which the former owners were trained.

### LESSER BRAIN COLLECTOR VENOM

**Type** poison (injury); **Save** Fortitude DC 16

**Track** Strength (special); **Frequency** 1/round for 6 rounds

**Effect** progression track is Healthy—Weakened—Staggered—Immobile

**Cure** 2 consecutive saves

## APPENDIX 2: LEVEL 5–6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 5th level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

### EVENT 1: HEAT TREATMENT (LEVELS 5–6)

#### FIRE ELEMENTALS (3) CR 5

N Large outsider (elemental, extraplanar)

**Init** +7; **Senses** darkvision 60 ft.; **Perception** +11

**DEFENSE** HP 70 EACH

**EAC** 17; **KAC** 19

**Fort** +9; **Ref** +7; **Will** +4; **DR** 5/–

**Immunities** fire

**Vulnerability** cold

#### OFFENSE

**Speed** 50 ft.

**Melee** slam +15 (1d6+10 B &F; critical burn 2d4)

#### STATISTICS

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

**Skills** Acrobatics +11, Athletics +11

**Feat** Mobility

**Languages** Ignan

#### SPECIAL ABILITIES

**Burning Strikes (Ex)** A fire elemental's slams deal half fire damage and half bludgeoning damage. In addition, on a critical hit, the fire elemental's strikes deal an amount of burn damage based on the creature's CR.

### SCALING HEAT TREATMENT

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

Replace one fire elemental with one Medium fire elementals from the Levels 3–4 encounter.



## EVENT 3: FOOLISH FOLLOWERS (LEVELS 5–6)

### STILLNESS CULTISTS (2)

CR 4

Kasatha solarians

CN Medium humanoid (kasatha)

**Init** +3; **Perception** +10

**DEFENSE** HP 50 EACH

**EAC** 16; **KAC** 18

**Fort** +6; **Ref** +4; **Will** +5

#### OFFENSE

**Speed** 30 ft.

**Melee** solar weapon (minor tauon crystal) +9 (1d6+9 S; staggered [DC 17]; critical stun)

**Ranged** pusher decoupler +12 (1d6+4 A; critical demoralize)

**Offensive Abilities** stellar revelations (black hole [20-ft. radius, pull 10 ft., DC 13], gravity boost, stellar rush [2d6 F, DC 13], supernova [10-ft. radius, 5d6 F, DC 13])

#### STATISTICS

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

**Skills** Acrobatics +15, Mysticism +10, Stealth +10

**Languages** Common, Kasathan

**Other Abilities** solar manifestation (solar weapon), stellar alignment

**Gear** basic lashunta tempweave, pusher decoupler<sup>AR</sup> with 1 high-capacity battery (40 charges), datapad

## SCALING FOOLISH FOLLOWERS

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

Remove one Stillness cultist from the encounter.

### STILLNESS PRIEST

CR 4

Kasatha mystic

CN Medium humanoid (kasatha)

**Init** +3; **Perception** +10

**DEFENSE** HP 43

**EAC** 15; **KAC** 16

**Fort** +3; **Ref** +3; **Will** +7

#### OFFENSE

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

**Melee** tactical dueling sword +6 (1d6+4 S; analog)

**Ranged** thunderstrike sonic pistol +8 (1d8+4 So; critical deafen [DC 15])

**Spell-Like Abilities** (CL 4th)

At will—*mindlink*

**Mystic Spells Known** (CL 4th; ranged +8)

2nd (3/day)—*darkvision*, *force blast* (DC 17)

1st (6/day)—*shooting stars* (as *magic missile*), *mind thrust* (DC 16), *reflecting armor* (DC 16)

0 (At will)—*daze* (DC 15), *telekinetic projectile*

**Connection** star shaman

#### STATISTICS

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

**Skills** Acrobatics +10, Athletics +10, Mysticism +15

**Languages** Common, Kasatha

**Other Abilities** starlight form (DC 15, 4 minutes), walk the void

**Gear** basic lashunta tempweave, tactical dueling sword, thunderstrike sonic pistol with 1 battery (20 charges), datapad

## ENCOUNTER B1 (LEVELS 5-6)

### FOUR CIRCLE GANGERS (3)

CR 3

Kasatha soldiers

NE Medium humanoid (kasatha)

**Init** +4; **Perception** +8

**DEFENSE** **HP 40 EACH**

**EAC** 14; **KAC** 16

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

### OFFENSE

**Speed** 30 ft.

**Melee** red star plasma lash +8 (1d4+5 E & F; critical knockdown; reach, powered, trip)

**Ranged** bravado handcannon +11 (1d8+3 P; critical knockdown; analog, free hands [1], unwieldy)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with red star plasma lash)

**Offensive Abilities** gear boosts (finesse striker<sup>COM</sup>), fighting styles (hit-and-run)

### STATISTICS

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

**Skills** Acrobatics +13, Athletics +13, Bluff +8, Culture +8, Sleight Of Hand +13, Stealth +8

**Feat** Opening Volley

**Languages** Common, Kasatha

**Other Abilities** desert stride, four-armed

**Gear** graphite carbon skin, bravado handcannon<sup>AR</sup> with 6 scattergun shells, red star plasma lash<sup>AR</sup> with 1 battery (20 charges)

## SCALING ENCOUNTER B1

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

The Four Circle gangers have the fatigued condition and take a -1 penalty to Armor Class, attack rolls, melee damage rolls, Reflex saving throws, initiative checks, and Strength- and Dexterity-based skill and ability checks.



## ENCOUNTER B3 (LEVELS 5–6)

### THE WHISPERING ONE

CR 8

Brain collector (*Alien Archive* 4 16)

CE Large aberration

**Init** +2; Senses darkvision 60 ft.; **Perception** +16

#### DEFENSE

HP 105

**EAC** 19; **KAC** 20

**Fort** +7; **Ref** +7; **Will** +13

**DR** 10/magic; **Immunities** confused condition; **SR** 19

**Weaknesses** brain dependency

#### OFFENSE

**Speed** 10 ft., fly 40 ft. (Su, perfect)

**Melee** bite +15 (1d12+12 P plus brain collector venom) or claw +15 (1d8+12 S)

**Multiattack** bite +9 (1d12+12 P plus brain collector venom), 2 claws +9 (1d8+12 S)

**Space** 10 ft.; **Reach** 5 ft.

**Offensive Abilities** brain collection

**Spells Known** (CL 7th; ranged +13)

3rd (3/day)—*arcing surge* (DC 20), *ray of exhaustion* (DC 20)

2nd (6/day)—*caustic conversion*, *hold person* (DC 19),

*invisibility*, *polymorph*<sup>AA2</sup> (self only; four predetermined humanoid forms)

#### STATISTICS

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

**Skills** Acrobatics +2 (+10 to fly), Bluff +16, Culture +16, Life Science +21, Medicine +16, Mysticism +21, Physical Science +16; see strange knowledge

**Languages** Abyssal, Akitonian, Aklo, Castrovelian, Common, Kasatha, Shirren, Vercite, Vesk; telepathy 100 ft.

#### SPECIAL ABILITIES

**Brain Collection (Ex)** A brain collector can store up to seven brains of Small or Medium creatures and use them to enhance their knowledge and power, learning a single language known by the former owner of each stored brain. A brain collector can extract a brain from a helpless opponent with a coup de grace action that kills the opponent, or they can do so as a standard action from a body that has been dead no longer than 1 minute.

**Brain Dependency (Ex)** A brain collector that has fewer than seven collected brains gains 1 negative level for each missing brain, and a brain collector with no collected brains can't cast any of their spells. These negative levels never become permanent and can be removed only by adding brains to the brain collector's collection. The statistics presented here assume a brain collector with a full collection.

## SCALING ENCOUNTER B3

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

Remove one brain from the Whispering One's collection, granting them a –1 penalty to ability checks, AC, attack rolls, saving throws, and skill checks. Reduce their total Hit Points by 5.

**Strange Knowledge (Ex)** A brain collector can access the collective knowledge of their stored brains. If they have at least one brain in their collection, they gain one of the following skills (with 8 ranks) in which the former owner was trained: Bluff +16, Computers +16, Culture +16, Engineering +16, Medicine +16, Piloting +16, Profession +16, or Sense Motive +16. For every three additional brains in their collection, the brain collector gains one additional skill from the list among the skills in which the former owners were trained.

### BRAIN COLLECTOR VENOM

**Type** poison (injury); **Save** Fortitude DC 18

**Track** Strength (special); **Frequency** 1/round for 6 rounds

**Effect** progression track is Healthy–Weakened–Staggered–Immobile

**Cure** 2 consecutive saves

## APPENDIX 3: GAME AIDS



**RADASZAM**



**TEANSO**

**VESORA**



**STILLNESS PRIEST**

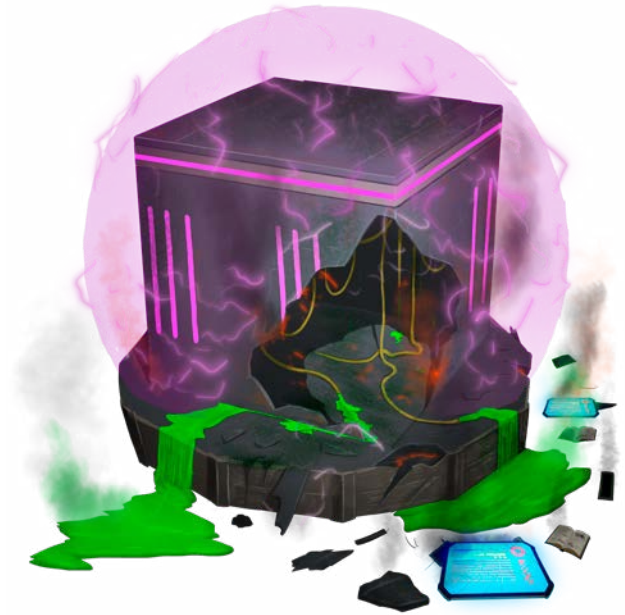




## APPENDIX 3: GAME AIDS



**THE WHISPERING  
ONE**

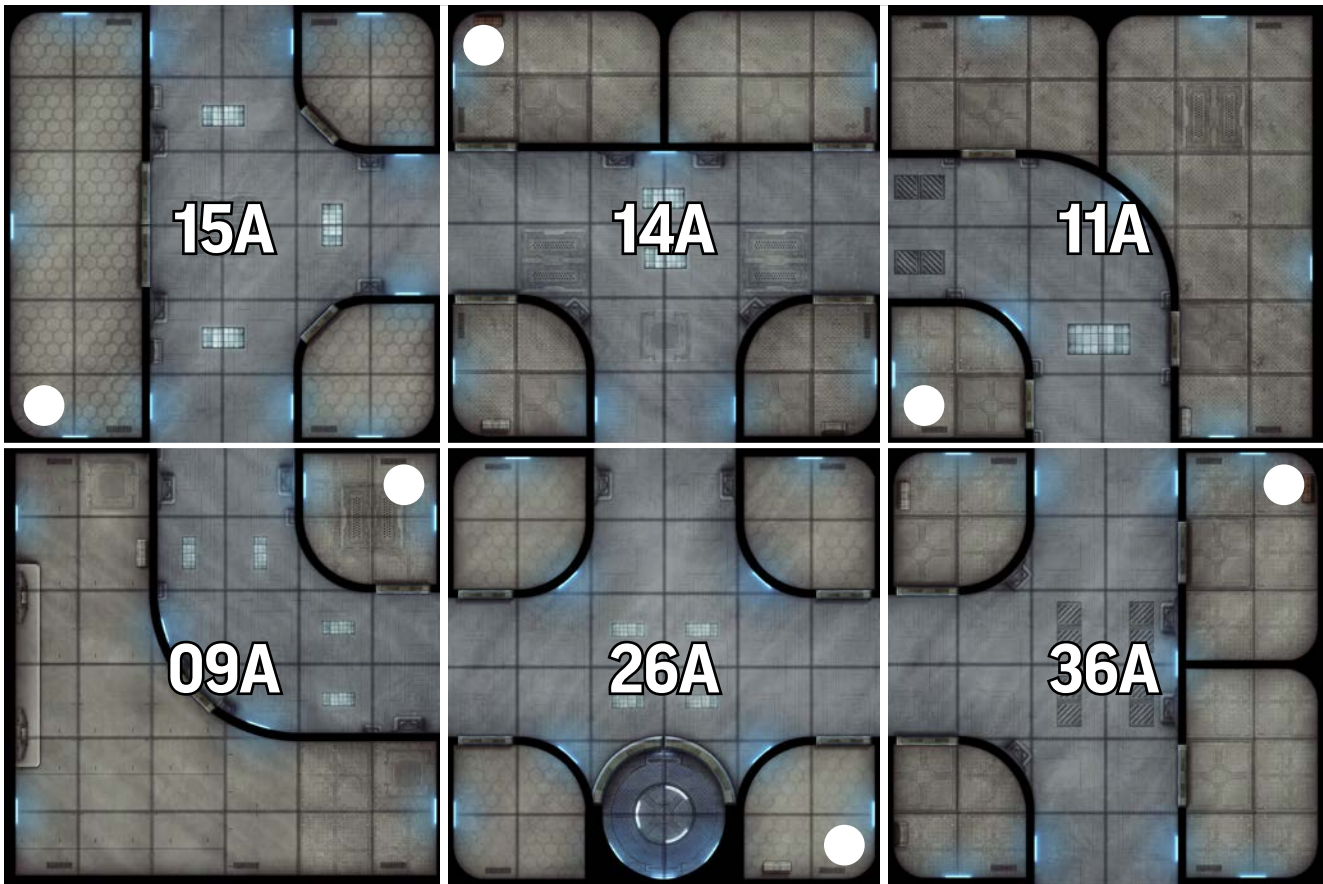


**BROKEN  
ENCLOSURE**

## HANDOUT #1: THE IDARI









## ORGANIZED PLAY

## REWARDS TABLE

ENCOUNTER	LEVEL 3-4 REWARD	OUT OF LEVEL REWARD	LEVEL 5-6 REWARD
Event 1 Credits	365 credits	693 credits	1,021 credits
Event 3 Credits	365 credits	693 credits	1,021 credits
Area B2 Credits	365 credits	693 credits	1,021 credits
B3 Credits	365 credits	693 credits	1,021 credits

## REWARD CONDITIONS

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

**Event 1:** The PCs keep these rewards if they defeat the fire elementals.

**Event 3:** The PCs keep these rewards if they defeat or avoid the Stillness cultists. When omitting this encounter because of time constraints, add these rewards to area **B3**.

**B2:** The PCs keep these rewards if they defeat or bargain with the Four Circle gangers.

**B3:** The PCs keep these rewards if they defeat the Whispering One.



## 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:

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

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# Scenario #3-18: Secrets in Stillness

Character Chronicle #

<div>A.K.A. _____</div> <div>Player Name _____ Character Name _____ Organized Play # _____ Character # _____ Faction _____</div>					<div>LEVELS <input type="checkbox"/> Normal Max Credits</div> <div>3-4 1,460</div>
<div>Adventure Summary</div> <p>You traveled to the <i>Idari</i> to investigate the mysterious death of one of Radaszam's close colleagues. After examining her corpse and speaking to priests of the Order of Stillness from the Temple of the Black Butterfly, you learned that a brain collector called the Whispering One killed the young kasatha and is responsible for a recent string of deaths on the <i>Idari</i>.</p>					<div>LEVELS <input type="checkbox"/> Normal</div> <div>Out of Level 2,772</div>
					<div>LEVELS <input type="checkbox"/> Normal</div> <div>5-6 4,084</div>
					<div>LEVELS <input type="checkbox"/> Normal</div> <div>- -</div>
					<div>EXPERIENCE</div> <div>Starting XP</div> <div>+ <input type="text"/> GM's Initials</div> <div>XP Gained (GM ONLY)</div> <div>=</div> <div>Final XP Total</div>
<div>All Levels</div> <div>Levels 5-6</div> <div>Kasatha microcord I (460 credits; item level 2; <i>Starfinder Core Rulebook</i> 197) Minor tauon crystal (1,850 credits; item level 4; <i>Starfinder Pact Worlds</i> 194) Red star plasma lash (1,550 credits; item level 3; <i>Starfinder Armory</i> 43)</div> <div>Lesser tauon crystal (6,000 credits; item level 7; <i>Starfinder Pact Worlds</i> 194) Pusher decoupler (2,300 credits; item level 4; <i>Starfinder Armory</i> 36) Swagger handcannon (4,350 credits; item level 6; <i>Starfinder Armory</i> 44)</div>					<div>FAME</div> <div>Initial Fame</div> <div>+ <input type="text"/> GM's Initials</div> <div>Fame Gained (GM ONLY)</div> <div>-</div> <div>Fame Spent</div> <div>Final Fame</div>
<div>Reputation</div> <div>Faction _____ Reputation _____</div> <div>Faction _____ Reputation _____</div> <div>Faction _____ Infamy _____</div>					<div>CREDITS</div> <div>Starting Credits</div> <div>+ <input type="text"/> GM's Initials</div> <div>Credits Garnered (GM ONLY)</div> <div>+ <input type="text"/> GM's Initials</div> <div>Day Job (GM ONLY)</div> <div>-</div> <div>Credits Spent</div> <div>=</div> <div>Total</div>

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #