

STARFINDER

SOCIETY



YEAR OF EXPLORATION'S EDGE

SCENARIO #3-19

LEVELS 1-4

RAT'S REPENTANCE

BY LAU BANNENBERG,
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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 1-4



PLAYERS: 3-6



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RAT'S REPENTANCE

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GM RESOURCES

Campaign Home Page: starfindersociety.club

Books: *Starfinder Core Rulebook*, *Starfinder Alien Archive 2* (AA2), *Starfinder Armory* (AR), *Starfinder Near Space* (NS), and *Starfinder Pact Worlds* (PW)

Maps: *Starfinder Flip-Mat: Dead World*, *Starfinder Flip-Mat: Stadium*, and *Starfinder Flip-Mat: Warship*

Online Resource: *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 *Guide to Organized Play: Starfinder Society*.



QUEST



REPEATABLE



VEHICLE

SUMMARY

Starfinder Society Scenario #3-19: Rat's Repentance contains four separate adventures, each of which takes place on a different planet.

Embroid Infiltrators: The PCs infiltrate a computer bank on Embroid to find a password hidden on a music file.

Shadow in the Field: The PCs must explore the dangerous shadowy wilderness of Nemenar to recover a lost artifact.

Digital Echoes: The PCs visit Pabaq's famed Grand Library to retrieve a passphrase from one of Datch's own stored memories.

Ride to Windowak: On Varturan, the PCs must grow a key from live coral, all while racing against the rising tides.

RAT'S REPENTANCE

BY LAU BANNENBERG, DAVE NELSON,
SHAY SNOW, DREW TAYLOR



Datch, a former nemesis of the Starfinder Society, recently tipped the organization off about a plan she previously set in motion to lock AbadarCorp out of its own Golden Vault, temporarily denying it access to its assets and potentially causing economic upheaval across the Pact Worlds. A team of Starfinder agents set off to retrieve four passwords Datch scattered across Near Space—each taking a unique form and hidden on a different world—to prevent her scheme from coming to fruition.

RUNNING RAT'S REPENTANCE

Starfinder Society #3-19: Rat's Repentance is a group of four distinct quests, each a short adventure designed to take about 45 minutes to 1 hour apiece. These quests can be played in any order. Unless your players have all already played a quest from *Rat's Repentance*, begin with the Getting Started section on this page. Datch's missives to the PCs appear on page 31; each one corresponds to one of the four quests. If you're planning to run a specific quest, give the players that quest's missive; otherwise, give the PCs all the missives and let them choose the order in which they complete the missions.

Once the PCs have completed all four missions, proceed to the adventure conclusion, which appears on page 20.

For details on how to run these quests for Starfinder Society Organized Play, including how to determine rewards for the adventure's Chronicle Sheet, see page 32.

GETTING STARTED

The PCs meet with **Datch** (NE female ysoki) outside her transparent cell in the Adamantine Bastille beneath the Lorespire Complex.

Read or paraphrase the following to get the adventure underway.

"Hello, Starfinders! Lovely to be working together again, don't you think? And I see some new faces, too. How exciting!" The white ysoki drums her nails on the steel desk in front of her and grins at her visitors. "For those I haven't met, I'm Datch, one of your Society's contacts. I hope you got the fruit basket I sent. That was harder to arrange from a holding cell, but I do hope we can put any old grudges aside and complete

this mission together. Essentially, a contingency plan I had set up in the past when we weren't on such good terms might cause trouble for AbadarCorp if we don't do something about it soon. Specifically, I left some nasty technomagic code in the Golden Vault's security mainframe that's going to lock them out entirely in a few weeks. You can override it, of course, but you'll need four separate passwords I've left across the galaxy to do it. I'm prepared to share that information with you as an act of repentance for my past actions."

Possible questions and their answers appear below.

Who are you? "I'm Datch, the former Archdirector of Security for AbadarCorp. Your Society made things rather difficult for me a while ago. That's all right, though, because it gave me a chance to pursue other goals, like helping you prevent mass confusion and economic damage in the Pact Worlds!"

What happens if we don't cooperate? Datch tilts her head thoughtfully. "Hmmm. Well, I suppose after word of the Golden Vault's lockdown, everyone with an account there will try to withdraw their credits at once. That could have ramifications for the system's economy, and cause chaos on Absalom Station. AbadarCorp has deep pockets, and I'm sure they'll find a way to break my code and remedy the situation, but that will take time and cost a lot of credits. Then, if AbadarCorp figures out the Starfinder Society knew about the problem and didn't offer assistance, say through an anonymous tip, that may cause strife between your organization and theirs."

Why are you cooperating? "Consider it an act of good will in repentance for my regrettable history with your organization."

Why should we trust you? "Are you prepared to gamble with the Pact Worlds' economy? If not, then I'm your best option."

What's our mission? "It's simple. Retrieve the four passwords, and I'll stop the lockout from happening. Here's what you need to know about each of the four locations." Datch sends the PCs a comm with the missives from page 31.

What else do we need to know about this mission? "Do I look like a venture-captain?" Datch chuckles. "Living is dangerous. Keep your friends close and your enemies closer, and don't forget to pack clean socks."

WHERE IN THE
UNIVERSE?

EMBROI

*The Iron Thrall of Hell***Diameter:** ×3/4; **Mass:** ×9/16; **Gravity:** ×1**Atmosphere:** normal; **Day:** 18 hours; **Year:** 1 year

DATCH

EMBROI INFILTRATORS
BY DREW TAYLOR

On a planet secretly ruled by devils, free will is dangerous. Seen as an interesting but harmless cultural practice by offworlders, all citizens of Embroi wear masks denoting their rank in the planet's restrictive social hierarchy. Guests to Anthellon Station receive a mask when they first arrive to identify them as the equivalent of objects. Whenever a visitor acts beyond the role granted by their mask, infernally appointed guards force them back in line.

Natives of Embroi adopt this mindset from childhood, conditioned to fear and obey this world's true rulers. Still, tourism and research opportunities bring outsiders in droves. Datch chose this planet as the receptacle for one of her backup passwords, believing that few would be able to escape security's notice long enough to locate it within one of the underwater observatory's restricted computer banks. To further conceal the data, she uploaded an album by the popular aggroynth band Abysshead, encrypting the password inside a false fourteenth track.

SUMMARY

Datch sends the PCs to Embroi for their first errand, where they must infiltrate an underwater observatory by posing as tourists or researchers. Once inside the structure, they can search for the password, which is disguised within an Abysshead digital album on a restricted computer. The PCs must outsmart or defeat security to recover the data and get off world before the planet's infernal rulers notice them breaking rules.

GETTING STARTED

The Starfinder Society charts a shuttle for the PCs. PCs who succeed at a DC 10 Culture or Computers check can recall knowledge about Embroi and realize that the planet's byzantine legal system requires visitors to register a name and purpose at customs; violators risk tangling with security or being turned away entirely. The PCs can attempt a DC 18 Computers or Disguise check (DC 20 for Levels 3–4) to create false identities.

A. ANTHELLON STATION
MARINE OBSERVATORY

After 3d6 days, the PCs' ship docks at a landing bay in the bustling Alladaroi spaceport. PCs complete hours of digital paperwork in a sterile customs office before being given flimsy, identical masks to wear while on the planet. Each PC must state the reason of their visit and register an identity in the system. Officials do not answer PCs' questions or deviate from scripted formal interactions. If the PCs created false identities, they can present them here; alternatively, the PCs can provide a cover story to explain their visit, with a DC 18 Bluff or Disguise check (DC 20 for Levels 3–4). If the PCs succeed at either of these strategies, they avoid drawing undue attention at the spaceport. Otherwise, they are pulled aside for additional questioning before being approved to visit

A. ANTHELLON STATION MARINE OBSERVATORY



the planet as tourists. See **Event 1: Trespassers** on page 8 for the effects of this heightened scrutiny.

A submarine transport leaves the next morning for Anthellon Station. Read or paraphrase the following.

Traffic bustles ceaselessly, embri commuters whistle to each other, and waves batter the coast. An airlock door cuts off the odor of brine, sliding shut and muting the city's white noise. Inside the submarine's iron-tight belly, seating fixtures are built of uncomfortable but economical metal and plastic. Portside windows face the settlement's skyline, which is lit by lavender morning hues. On the starboard side, the ocean crests beneath a periwinkle sky.

Deep beneath the waves, crystalline deposits emit a faint glow, revealing the subaquatic landscape. Spiny shells claw up cliffsides, and feathery plants beckon with undulating fronds. A shark darts past the view port, its exposed belly a streak of white. The shuttle rounds a peak, and an underwater city emerges into view, its clustered buildings connected by transparent tubes.

Within an hour, the submarine releases its passengers into a dry lobby with frigid air that tastes of salt. Featureless ceramic panels line the floor and ceiling, creating an expanse of white. Many identical passages lead further into the station, too curved and deep to see where they go.

Twin embri clad in matching masks intercept the visitors.. The masks' cartoonish googly eyes and painted grins make it impossible to read their true expressions. They speak in falsely cheerful voices: "You are here for the guided tour of this facility. Come with us."

These embri begin the guided tour in area **A1**. The PCs are joined by about a dozen other tourists. Heavily armed security guards stationed at regular intervals throughout most areas in the facility actively prevent tourists from wandering away, and restricted areas are protected by locks and security cameras.

A1. RECEPTION

The embri tour guides give a scripted description of the facility's struggles against ocean pollution and highlight some of its wildlife management programs.

The conversation is one-sided, ignoring guest comments and responding to questions with clipped answers. After a few minutes, they lead the PCs through the door into a windowless hallway toward area **A2**. If the PCs stay with the tour, the guides take them through most of the facility, except for areas **A3** and **A5**, which the PCs must investigate on their own.

A2. ACCESS CORRIDOR

The guides are silent as they march down this hallway, but it's devoid of security guards. PCs who succeed at a DC 12 Perception check notice cameras positioned along the ceiling.

These cameras alert security to PCs who break away from the tour unless the cameras are disabled.

Development: This is the PCs' first chance to slip away from the guided tour. PCs who succeed at a skill check to evade the guides (see **Event 1: Trespassers** on page 8) can attempt escape through either the eastern or western door. If PCs don't take this opportunity, the tour continues to area **A4**.



DIRE ABALONE

A3. COMPUTER BANKS (CR 1 OR CR 3)

The door to this room is locked (Computers DC 16 to disable). Once the PCs enter the room, read or paraphrase the following. If security intercepts the PCs in this location, resolve combat first.

Cords and lavender circuitry line the machines and outlets in this room, casting everything in shades of purple. A thick, transparent shield stands between three massive observation telescopes and computer workstations connected to them by tangles of cables. Screen savers guard their contents.

The most striking of the screen savers depicts a horned creature against a midnight background. Rosy fins sprout from the end of its tail, and frills climb its spine, ascending to a pair of wings. Two arms end with hundreds of worms for fingers, some longer than others. Its scales shine cobalt-blue, but not as brightly as its glaring, lidless eyes. Bared, needlelike teeth form a smile that splits its snout in half.

The computer with a demon screen saver contains Datch's encrypted password. A PC can hack into the system with a successful DC 17 Computers check (DC 20 for Levels 3-4); however, PCs need to succeed at a separate check to bypass the countermeasure detailed below. Once they have access, a PC needs to succeed at a DC 15 Perception check (DC 18 for Levels 3-4) to locate a goat's skull icon that stands out from the hundreds of tiny, uniform desktop icons arranged in rows. The icon links to a file titled "Abysshead." Otherwise, PCs spend hours browsing other files and find nothing of interest.

A successful DC 12 Culture check allows a PC to recall that Abysshead is a popular aggrosynth band known for heavy bass riffs, complex drum licks, and aggressive lyrics; all Abysshead albums have thirteen tracks. PCs who played *Starfinder Society* #1-06: *A Night in Nightarch* and received the Abysshead Download boon gain a +2 to all skill checks to retrieve the hidden password and automatically recall information about Abysshead without making a check. The album on this computer contains a fake fourteenth track titled "vengeance.unreleased."

Trap: When an unauthorized user accesses the trapped computer console, a magical curse script downloads into nearby technological items, which become cursehacked. A creature using a cursehacked item takes a -4 penalty to attack rolls (if it's a weapon), AC (if it's a suit of armor), skill checks (if it's involved in attempting the skill check), and so on. The virus replicates in other technological items if they touch either a cursehacked item, or a creature carrying or wearing one. This curse remains until removed by *remove affliction* or similar magic, or by a successful Computers DC 35 check that takes 10 minutes for a single item.

LEVELS 1-2 (CR 1)

HACKER'S CURSE

CR 1

Type hybrid; **Perception** DC 21; **Disable** Computers DC 16 (rewrite virus code)

Trigger touch; **Reset** 1 minute

Effect curse (technological items become cursehacked; this is a curse effect); Will DC 12 negates (items of 8th level or above only; lower-level items receive no save); multiple targets (tech items carried by all creatures within 60 feet of the console)

LEVELS 3-4 (CR 3)

HACKER'S CURSE

CR 3

Type hybrid; **Perception** DC 24; **Disable** Computers DC 19 (rewrite virus code)

Trigger touch; **Reset** 1 minute

Effect curse (technological items become cursehacked; this is a curse effect); Will DC 14 negates (items of 8th level or above only; lower-level items receive no save); multiple targets (tech items carried by all creatures within 60 ft. of the console)

Development: By downloading the digital Abysshead album with Datch's password, the PCs succeed at their mission.

A4. LABORATORY

The embri guides briefly describe the conservation work done in this laboratory with the help of educational holovids. If PCs attempt to exit through the southern doors, they are immediately noticed and politely but firmly redirected. Particularly stealthy PCs might manage to investigate area A5.

A5. STORAGE

The tour doesn't cover this dimly lit, musty storage area. Stacked boxes and crates contain equipment and rations for the workers within this facility.

Treasure: A PC who searches this area finds the following items: 2 *mk 1 serums of healing* (*Starfinder Core Rulebook* 225), engineering toolkit (*Core Rulebook* 221), and a *holoshroud* (*Starfinder Armory* 104).

A6. RECREATION AREA

This open room contains a few utilitarian cots and computer stations. The guides explain that their planet's values of efficient labor are evident here, as workers spend their leisure time enjoying additional training and research related to their position. PCs are invited to access the terminals and "play a game" that consists of educational modules and quizzes about a variety of topics. If a PC finishes a module, they gain a +2 circumstance bonus to their choice of one the following skills: Computers, Engineering, Life Science, or Physical Science. PCs can apply this bonus once the next time they attempt the relevant skill check, regardless of how much time has passed since they completed the module. Completing a module takes 10 minutes, at which point the tour moves on.

Treasure: With a successful DC 12 Perception check, a PC notices a discarded security badge on the floor. This badge unlocks the door to Area A3.

A7. ACCESS CORRIDOR B

This short but well-lit hallway provides another chance for PCs to leave the tour behind. Like in area **A2**, this corridor contains active security cameras that monitor activity and alert security guards to the PCs' movements, even if the tour guides don't react.

A8. RESEARCH AMPHITHEATER

This room is laden with equipment and is the only area currently occupied by workers. Masked embri scientists bustle about their tasks, ignoring the tourists. After a brief dissertation about this team's efforts to reverse water pollution using artificially designed microbes, the guides escort the PCs through the southwestern doors back to the entrance.

Development: If PCs explore this area on their own without the tour, one of the scientists quietly notifies security. Proceed to the combat detailed in **Event 1: Trespassers** unless the PCs already defeated the security guards elsewhere in the facility.

EVENT 1: TRESPASSERS (CR 4 OR CR 6)

The PCs' mission requires all the PCs to escape their hosts. Each PC can attempt one relevant skill check; likely strategies are listed below. The GM can award circumstance bonuses (up to +4) to skill checks based on disguises or convincing roleplay. The PCs can also use aid another to assist each other, potentially using different skills (for example, engaging the guides in conversation with a Charisma-based skill might benefit someone else's Stealth check).

Tour Guides: First, PCs need to ditch the tour. A successful DC 14 Bluff, Diplomacy, or Intimidate check (DC 17 for Levels 3–4) is enough to create a diversion or convince the guides that the PCs are authorized to explore the facility alone. Alternatively, a PC who succeeds at a DC 14 Stealth check (DC 17 for Levels 3–4) can sneak away unnoticed during the guides' presentation.

Security Cameras: The facility's access corridors (areas **A2** and **A7**) contain security cameras that must be disabled with a successful DC 16 Computers or Engineering check (DC 19 for Levels 3–4) while the guides are distracted. If PCs do not disable the cameras, security intercepts them as soon as they diverge from the tour. If the PCs failed their initial checks to present false identities or disguises on Embroi, increase these DCs by 4.

Security Guards: The PCs most likely encounter security in area **A4**. Once confronted by security, PCs have a final chance to avoid combat. Any combination of two successful DC 20 Bluff, Diplomacy, or Intimidate checks (DC 23 for Levels 3–4) persuades or cows security into retreat. A successful DC 14 Life Science or

Physical Science check (DC 17 for Levels 3–4) to recall knowledge can substitute for one of these checks.

Creatures: Security is eternally vigilant on Embroi, and monitors tours using cameras. If PCs alert security, an embri official arrives to capture or kill the trespassers. They're aided by two trained predators native to the planet (Levels 1–2) or two observer-class security robots (Levels 3–4). If the PCs attracted additional scrutiny at the spaceport, the security team members gain a +1 circumstance bonus to their initiative rolls.

LEVELS 1-2 (CR 4)

EMBRI PRIEST

CR 1

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DIRE ABALONES (2)

CR 1

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LEVELS 3-4 (CR 6)

EMBRI PRIEST

CR 3

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OBSERVER-CLASS SECURITY ROBOTS (2)

CR 1

Page 25

Development: After the PCs defeat security, they have plenty of time to escape this part of Anthellon Station. PCs experience the distinct feeling of being watched as hidden infernal observers watch in silence. Bystanders target them with unnerving stares, but no challenge comes, and the PCs board the submarine without incident.

CONCLUSION

As long as the PCs recover Datch's file, they are one step closer to completing their task. The customs process to depart the planet is just as strict as arrival. PCs sit through a tense, hours-long waiting period before receiving departure clearance. PCs who succeed at a DC 16 Perception or Sense Motive check during this time realize that the officials recorded their images and provided names in a marked file. Though the true significance of this is nebulous, it's clear that their visit to Embroi may have future repercussions. Eventually, PCs can return to their ship and review a long-range communication from the Society urging them to continue to the next location and reminding them of the mission's importance.

SHADOW IN THE FIELD BY SHAY SNOW

When she was still at large, Datch spent time on Nemenar overlooking business administration and loan applications for businesses within the tourism industry in Vehenstrenal. She soon discovered that nemenari law enforcement was overwhelmed by petty crime and used this to her advantage, exploiting her status as a high-ranking AbadarCorp official to fluster any law enforcement tracking her communications and movements. She made multiple trips to a ruined prismatic spire, where she stashed valuable items and data backups for safekeeping while on the planet. On a final trip out to the ruin, she crashed her urban cruiser, then abandoned the vehicle along with any items she couldn't carry back to the city on foot.

SUMMARY

The PCs follow Datch's lead to Nemenar and search an abandoned facility near a ruined prismatic spire to find the passcode she hid there. After encountering invasive creatures from the Shadow Plane known as whisperwings, the PCs discover a hidden cache disguised within a grave and retrieve the crystal statue containing the data.

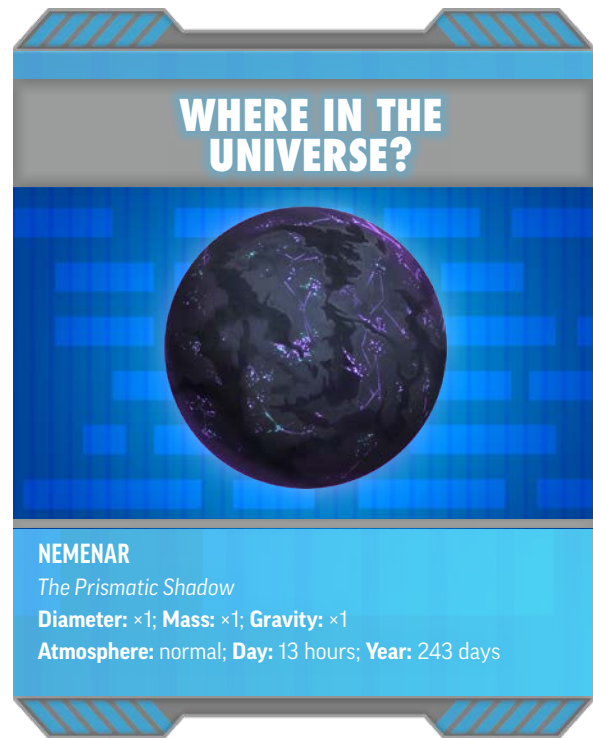
GETTING STARTED

In this quest, PCs follow up on the errand detailed in **Handout #2** on page 31. The PCs begin aboard a luxury tourist ship, waiting to dock and exit to their Society-hired transport. Read or paraphrase the following to get the adventure underway.

With the softest of bumps, the ship docks. A pleasant, automated voice speaks overheard, welcoming travelers to Nemenar, and specifically, to Vehenstrenal. The passengers bustle to exit the craft, accompanied by the sounds of several languages being spoken at once. The crowd in this transport is mostly composed of painfully obvious tourists attempting to gather their bags and corral their families out of the vehicle, as well as a few cantankerous people traveling for business.

Outside, the light from the nearest prismatic spire dances across the buildings. Ceaselessly shifting and turning rainbows illuminate and reflect off each other, giving the impression of a city made of multifaceted dark quartz. Everyone in the crowd pauses to wonder at the breathtaking sight, from the noisy tourists to the rushed businesspeople.

At the end of the landing sits a small crowd of vehicles. Among them is comfortable urban cruiser with a sign on its roof that depicts the neatly-drawn symbol of the Starfinder Society. The inside is luxurious, with padded seating, refreshments, and plenty of room to stretch out and enjoy the views of Nemenar gliding past. In the middle of the seating area is a case that contains several pairs of special goggles, allowing visitors to see in the dark when outside of the light of the prismatic spires.



The urban cruiser is controlled by a virtual intelligence (VI) and has been designed to drive along a predetermined route. PCs who don't have darkvision or some form of blindsense need to use a pair of the supplied goggles when they exit the cruiser. This is an appropriate time to remind the PCs that the surface of Nemenar is not exposed to the visible light spectrum, and creatures native to the planet have developed multiple ways to work around this.

A CHORUS OF SILHOUETTES

The Starfinder Society secured this cruiser for the PCs. It has been programmed to take them as close to Datch's coordinates as possible without damaging the vehicle. Attempting to change the vehicle's programming is met with a cheerful warning from the VI and a frowning emoticon appearing on the control screen. A second attempt locks PCs out of the console entirely, unless they succeed at a DC 35 Computers check to hack it.

The PCs ride for a few hours across the landscape of Nemenar in peace, with the VI occasionally chiming in to describe local hot spots and places of historical importance. Outside the windows of the cruiser, the PCs can see the interplay of the natural ultraviolet light reflecting off the phosphorescent buildings, accompanied by random explosions of color from distant prismatic spires.

B. THE FALLEN SPIRE

As the PCs approach the coordinates, the overgrown ruins of a collapsed prismatic spire come into view. This location is noticeably darker than the tourist districts of Vehenstrenal. At the base of the spire are remnants of what appears to be an office building. Read or paraphrase the following.

B. THE FALLEN SPIRE



As the cruiser comes to a gentle stop, the doors automatically unlock, allowing occupants to gather their belongings and exit the vehicle. Before the doors shut, the VI cheerfully speaks.

"Thank you so much for visiting our outskirts today! Please remember to take only memories and leave only wishes! This Luxe Transit will be leaving to return to Vehenstrenal in two hours!"

At the base of the shattered crystalline tower, crumbling buildings face a cracked street. Their architecture is at odds with the tower, which appears to be far older and is constructed of reflective crystal. More dilapidated office buildings sprawl in the eastern part of the ruins.

Most of the buildings in this area were gutted long ago to help refurbish and furnish other office buildings and spires, and little remains for the PCs to find. When traveling in the southern part of the ruins, the PCs notice a quiet buzzing noise, similar to the sound of a malfunctioning light fixture. The noise grows louder as the PCs reach the chasm in the road; however, it's difficult to determine where the sound is coming from.

B1. CORNER OF MEMORIES AND WISHES

The remains of a previously abandoned campsite lie outside the ruined structure, with some old Shadowtongue graffiti spray-painted on the walls.

B2. OLD OFFICE

This office building has fared better than most over time, and still contains intact furniture. To the east is a warped metal desk with a torn plush chair that now serves as a nest for rodents. Bolted to the northern wall is another desk strewn with old paperwork and a datapad with no charge.

Treasure: The northern desk's drawers are locked. PCs who succeed at either a DC 10 Engineering check or a DC 15 Athletics check can open the main drawer, revealing a level 4 signal jammer (*Starfinder Core Rulebook* 221).

B3. WHISPERWING HIVE (CR 4 OR CR 6)

An immense crack splits the road, growing as wide as fifteen feet across in some sections. The surface was broken when the prismatic spire collapsed, leaving the other side of the small block mostly unreachable.

The PCs have a few options to cross the cracked road and get to the abandoned research facility. They can succeed at a DC 15 Athletics check to jump across, or, using the pile of debris available, succeed at a DC 15 Engineering check to build a sturdy ramp. Once the PCs have fully crossed over and made their way into the facility, the buzzing sound grows in intensity. The source of the sound also becomes clear—an insectile hive jutting from the southwestern wall.

Creatures: A small hive of whisperwings made their home in this building after crossing over from the Shadow Plane. The whisperwing hatchlings initially stay close to their hive, but the adult whisperwing is immediately hostile to intruders. The whisperwings' main defense against predators is their distinctive buzzing, which they continue producing in combat as they attempt to attach to and drain the PCs.



WHISPERWING

LEVELS 1-2 (CR 4)

WHISPERWING HATCHLINGS (3) CR 1/2

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WHISPERWING CR 2

Page 22, art on page 29

LEVELS 3-4 (CR 6)

WHISPERWING HATCHLINGS (3) CR 1/2

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WHISPERWINGS(3) CR 2

Page 26, art on page 29

Development: The PCs can explore this part of the ruins after defeating the whisperwings. The machinery contained in the facility is useless as a result of prolonged exposure to the elements. The PCs find a patchwork of incomplete documents detailing experiments involving the Shadow Plane and various types of mindless vermin. One such document contains a detailed anatomical breakdown of adult and hatchling whisperwings.

B4. WRECKAGE (CR 2 OR CR 4)

The road behind the research facility is marred by dark skid marks left by reckless driving in a land cruiser. The trail ends at a crashed luxury cruiser, which lies crushed under a large pile of collapsed building rubble. The driver's side window is smashed out, and the identifying plate on the back of the cruiser spells out "D4TCHM3" in Common.

While Datch was still based in Vehenstrenal, she sometimes used this ruin as a personal storage area. On her final trip, she lost control of her cruiser, resulting in the crash.

Traps: The wiring in the virtual panel on the cruiser's dash is damaged. Interacting with it triggers an electrical trap, setting off sparks that might set fire to the exposed fabric of the seating.

LEVELS 1-2 (CR 2)

FAULTY WIRING CR 2

Type technological; **Perception** DC 23; **Disable** Computers DC 18 (reroute the electric shock and direct it towards another part of the cruiser) or **Engineering** DC 18 (to connect the wires successfully and prevent the shock entirely)

Trigger touch; **Reset** none

Initial Effect explosion of sparks (4d6 E) Reflex DC 13 half;

Secondary Effect small fire in console (1d4 F) Reflex DC 13 half

LEVELS 3-4 (CR 4)

FAULTY WIRING CR 4

Type technological; **Perception** DC 26; **Disable** Computers DC 21 (reroute the electric shock and direct it towards another part of the cruiser) or **Engineering** DC 21 (to connect the wires successfully and prevent the shock entirely)

Trigger touch; **Reset** none

Initial Effect explosion of sparks (4d10+2 E) Reflex DC 15 half;

Secondary Effect small fire in console (2d4 F) Reflex DC 15 half

Development: If the PCs avoid triggering the trap, they can access a snippet of footage from the dash cam. The footage shows Datch driving before a collision, then swearing and rubbing her head as if in pain. She pulls a gym bag from the backseat and grumbles that she's glad she already "buried the jammer and the crystal," or else she would have broken them in the accident.

B5. GRAVE CONTAINMENT

Across the street from the wreckage, an alleyway leads to an empty field containing two graves with matching headstones. The headstones are blank except for their bottom left corners, which each bear an engraving of an emaciated rat curled in on itself. Identical shimmering force fields surrounding both stones.

Datch hid the crystal figurine containing her password beneath the eastern headstone, assuming respect for the dead would trump curiosity over what could be hidden behind the force field. PCs attempting to reach through the force field are unable to reach into the hollows cut into the headstones. If they activate a signal jammer or succeed at a DC 15 Caster Level or Mysticism check, the force fields evaporate (DC 18 for Levels 3-4), allowing them to unearth the graves' hidden contents. PCs who succeed at a DC 16 Mysticism check to recall knowledge know that the emaciated rat is the symbol of the goddess Lao Shu Po, also known as Grandmother Rat. She is the patron deity of ysoki, as well as assassins, spies, rats, and thieves. PCs who worship the Lao Shu Po automatically succeed at the check to identify the symbol.

Treasure: The western headstone conceals a bundle of incense, tied with a crumbling ribbon, and smelling faintly of musk and spicy flowers. The crystal figurine with Datch's password is buried beneath the eastern headstone and is carved to resemble a sorrowful ysoki with her hands covering her eyes.

CONCLUSION

After retrieving the item, the PCs can make return to their ride. When they reboard the vehicle, the VI happily announces that it will arrive in Vehenstrenal in five minutes and that it hopes they enjoyed their peaceful nature tour. Once back in the city, the PCs can contact the Starfinder Society via long-range comms to report their success and book a shuttle to their next destination.

DIGITAL ECHOES BY DAVE NELSON

Datch's work for AbadarCorp took her all over the galaxy. Years ago, she deposited a memory within a secure digital storage facility on the planet Pabaq in Near Space. This data not only contains a formative memory from her years studying under the master assassin Dispassion, but also features a meaningful phrase that can be used as a passcode to bypass the countdown timer she set to lock AbadarCorp's Golden Vault.

SUMMARY

Datch's next task takes the PCs to Pabaq, where they investigate a grand library that contains a virtual memory storage facility. The PCs must impress the Grand Librarian and earn her help in locating the correct file path, then relive Datch's memory of defeating her fellow acolytes in battle to discover her third passcode.

GETTING STARTED

The PCs follow up on the next piece of information given to them by Datch, represented in **Handout #3** on page 31. As their shuttle touches down on one of Jhavom's many launchpads, the PCs can easily spot the Hall of Records, a skyscraper of 180 stories in the exact center of the city. Give the PCs a chance to learn more about the Hall of Records during their tram ride to the building.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

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

10+: The osharus of Pabaq are a scholarly species that view religion and science as two halves of the same whole. The Hall of Records is the osharus' pride and joy: a home for digital copies of all the information osharus have collected over centuries.

15+: Many osharus worry that their knowledge troves could be exploited, and therefore have made the more dangerous archives accessible only by mentally entering a virtual reality server within the Hall of Records. Permission from the Grand Librarian is required to find and access these records.

20+: The Grand Librarian is an osharu of advanced age named Rethra. She gained the position more than two decades ago and is known for her various academic papers on the storage of cognitive memory inside computer systems. Tragically, her own memory is on the decline. PCs who learn this information gain a +2 circumstance bonus to all skill checks to assist or influence Rethra.

RESPECTING YOUR ELDERS

Given the immense size of the labyrinthine Hall of Records, the PCs need guidance to the memory's exact location. The Hall's



enormous front desk stretches hundreds of feet long, and translucent panes of glass separate it into orderly queues for visitors. After a surprisingly short wait, the PCs reach the front of their line and are greeted by an upbeat, masculine osharu: "Good day. My name is Siltiche, how may I direct your request?" If asked about how to visit a memory file, Siltiche points them towards Grand Librarian Rethra, who can be found in the Chamber of Memories a few floors up. Read or paraphrase the following when the PCs arrive.

The Chamber of Memories occupies a large, circular wing of the building, lined with banks of whirring servers stretching to the hundred-foot-tall ceiling. Stairs of gilded brass scale each row of servers, with catwalks branching along the sides in ten-foot increments. Dozens of osharus in lengthy, colorful robes dot the catwalks, servicing the equipment and replacing nodes. A long row of chairs sized for average humanoids runs along the main space. Helmets are attached to the headrests with heavy cables running behind them and into the floor.

An elderly osharu with yellowish-orange skin, dry and sallow from age, patrols the chamber at an excruciatingly slow pace. She wears blue and purple robes and leans on a triangular frame as a mobility aid. She catches sight of the newcomers and walks over.

"My, my, my," she says in a reedy voice. "Visitors with weapons. Is the Silent War going so poorly?"

Grand Librarian Rethra is a longtime student of history. Between her extensive knowledge and her occasional memory loss, she sometimes misplaces herself in historical events she's lived through or studied, such as believing the Pact Worlds and Veskarium are still at war. When the PCs introduce

themselves, Rethra interrupts them with a story about the last time Starfinders came to the Hall of Records and remarks about how polite they were. The PCs must navigate these lapses to get Rethra's help with locating Datch's memory. Each PC can attempt one of the following skill checks: Bluff (to follow Rethra's perception of the situation and steer it to Datch), Diplomacy (to gently guide Rethra back to the topic at hand), Life Science or Medicine (to assess Rethra's condition and provide treatment that makes her more lucid). The DC for

these checks is 16 (DC 20 for Levels 3–4). A single success convinces Rethra to assist the party. If the party succeeds at least three of these checks (or two successes for a group of four PCs), they impress Rethra enough for her to remember to disable the hazard in Antivirus Protection.

C. LIBRARY VIRTUAL RECORDS

Rethra leads the PCs to a set of chairs in the research station and fits them with neural helmets. The process is painless and minimally invasive, allowing PCs to travel through the library's virtual records to access the memory where Datch embedded her passcode. There are enough open chairs for all PCs, and the system is malleable enough to accommodate any species' physiology. As they are being strapped in, Grand Librarian Rethra calmly explains how the process works.

"Now, dears, you're going to feel a bit dizzy at first. Once that passes, you'll find yourselves in one of the file paths in the library server. Everything should work for you just as it does in the real world. You shouldn't encounter any trouble, but just in case, think of your equipment and you'll have it. I'll help direct you to the memory you need, since this is a big place. Give me a holler when you're ready to come back. Speak up, now, I don't hear so well anymore."

ANTIVIRUS PROTECTION

For a moment, a field of white is all that is perceivable.

This gives way to bright sunlight, then silhouettes of palm trees with pale trunks and deep blue fronds. Dozens of paths cut through the pixelated jungle, extending out of sight. The sky gradually deepens to black, and green streaks of light cascade across it like slow, weak lightning. A dull rumble builds in the distance, intensifying until the sound becomes identifiable as the roar of an approaching ocean wave.

These branching trails represent file paths that each contain unique memory data. If the PCs keep their goal clearly in mind, the correct path blazes in their vision, inviting them to walk it.

Hazard: Grand Librarian Rethra forgot to disable the anti-intrusion software unless the PCs succeeded at three of their checks to impress her (two for a group of 4 PCs). The security system activates once they arrive, treating them as unauthorized intruders or computer viruses. The osharu engineers who designed the system envisioned a surge of salt water as the deadliest of threats, so this countermeasure manifests as waves of surging ocean water. The PCs have one round to disable the security measure before the wave strikes them.



**GRAND LIBRARIAN
RETHRA**

LEVELS 1-2 (CR 1)

ANTIVIRUS WAVE

CR 1

Type mechanical; **Perception** automatic; **Disable** DC 16

Computers (authorize PCs' presence so the system allows them to pass)

Trigger location; **Reset** none

Effect 3d6 bludgeoning damage (Reflex DC 12 half).

LEVELS 3-4 (CR 3)

ANTIVIRUS WAVE

CR 3

Type mechanical; **Perception** automatic; **Disable** DC 19

Computers (authorize PCs' presence so the system allows them to pass)

Trigger location; **Reset** none

Effect 6d6 bludgeoning damage (Reflex DC 14 half).

Development: After the wave passes, there is a pause before Grand Librarian Rethra's voice floats through the space, the streaks in the sky pulsing in time with her words. "Oh, I'm sorry about that, dears. I had forgotten completely about the security system. It should be deactivated now...I think. Off you go!" The multiple paths fade away until there is only one route through the pixelated trees, leading to Datch's memory.

C1. DATCH'S MISERY (CR 4 OR CR 6)

The trip along the synthetic jungle path is eerily quiet, with only the soft buzz of electricity to accompany the sound of the PCs' footsteps. After what feels like hours of walking, the surrounding landscape dissolves, giving way to a new locale (use the map on page 16).

The virtual jungle melts away, leaving behind the view of a starship's cold steel deck. The sound of indistinct whispers comes from the vacant stands. With a flicker, the form of a male ysoki dressed in sleek combat armor suddenly appears.

"Prepare, my students," he says in a chilling monotone. "For your final graduation exam. By this point, there is nothing left to teach you. You are either capable of making use of Grandmother Rat's lessons, or you are not. Witness. Adapt. Survive. Or do not."

Shadows pass over the ysoki. When the shadows dissipate, he is gone. Three other forms slide into the light, each a gaunt ysoki wearing a featureless mask and brandishing a pistol.

Creatures: The memory Datch buried here involves her training under Dispassion, specifically when she was forced to fight her fellow disciples to the death in order to graduate. Datch has a particular attachment to this memory, as she sabotaged her opponents' equipment beforehand, granting her victory without violence. The memories of the other acolytes appear as real as anything else in this virtual reality and attack as soon as they materialize. If a PC is reduced to 0 Hit Points, instead

of dying, they are jolted back to the chair in the Library. They can reenter the virtual archive by spending 1 Resolve Point, but the experience is disorienting, and they are unable to relocate Datch's memory.

At the start of each round during the combat, whispers from the stands grow louder and utter the phrase "The fangless cannot bite." This is phrase the passcode that the PCs were sent to find, and reveals that Datch passed this test through sabotage rather than combat prowess.

LEVELS 1-2 (CR 4)

ACOLYTE MEMORIES (3)

CR 1

Page 23

LEVELS 3-4 (CR 6)

ACOLYTE MEMORIES (3)

CR 3

Page 27

Development: Once the acolytes have been defeated, the ysoki in armor reappears from the shadows. "An inventive solution," he says with the smallest hint of amusement. "You pass, Datch. With my blessing comes a new name befitting your talents. For you..." He pauses before finishing his thought. "Feint. Take this name and your lessons forward. Do not bother returning, as you shall not find me here again. But perhaps, if you keep your skills sharp, I will someday find you."

The memory dissolves, giving way to the bleached white paths of the virtual library world once more. With the passcode phrase in mind, the PCs can now call for Grand Librarian Rethra to return them to the Hall of Records.

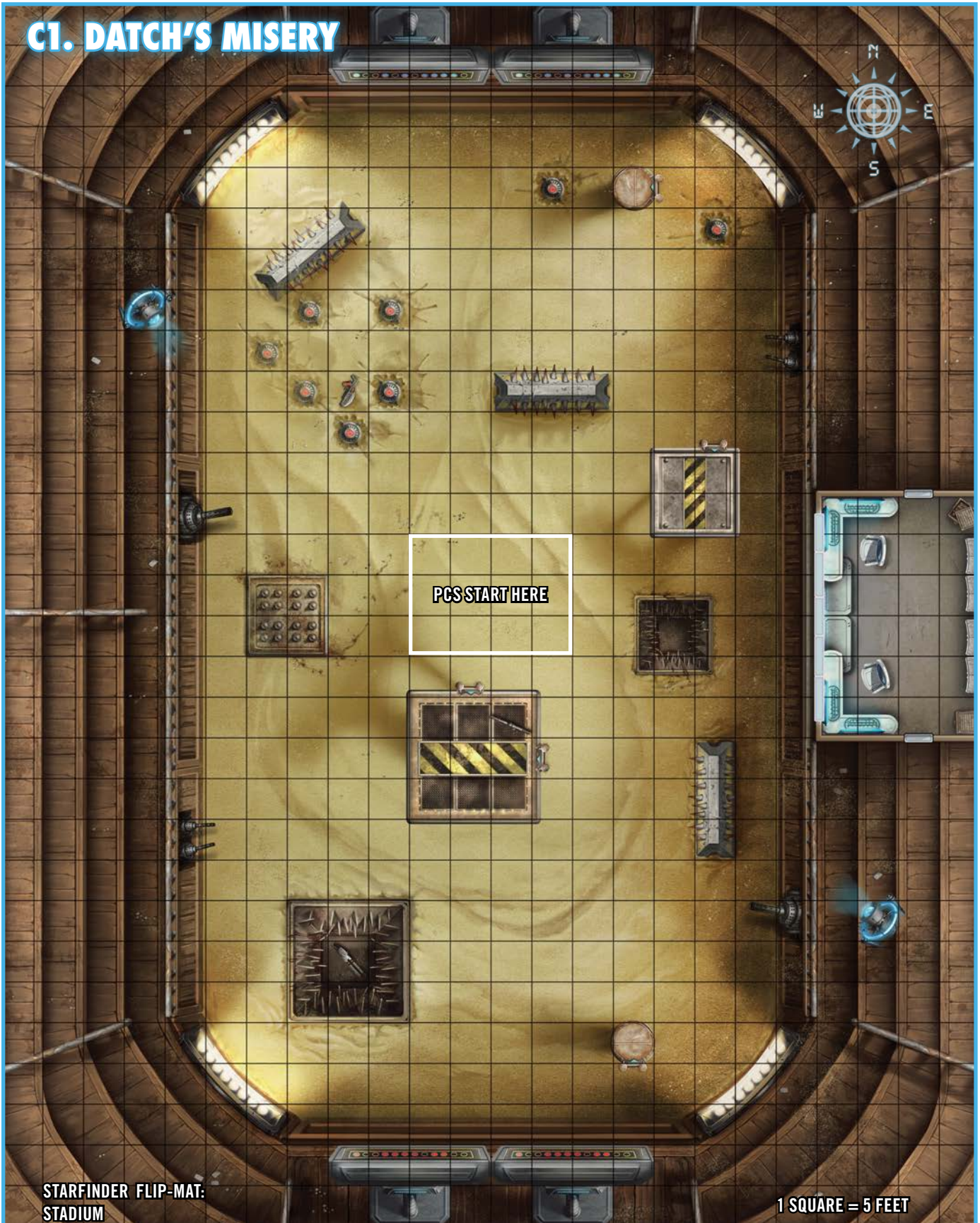
CONCLUSION

The sensation of falling forward snaps the PCs back into their physical bodies. Any injuries sustained virtually do not affect their physical bodies. As Grand Librarian Rethra detaches them from the neural helmets, read or paraphrase the following.

"Welcome back, dearies. Did you find the...wait, what was it you were looking for again? Clyment's first meeting with the vesk, wasn't it? Nasty bit of history, that is." She yanks a thick energy cord out from the server and rolls it up with practiced ease. "Now then, visitor hours are nearly done, so it's time to be on your way." She makes a slurping sound that sounds a bit like concerned tutting. "I'll see you out."

Grand Librarian Rethra leads the PCs to the entrance of the Hall of Records, dismissing them with a kind pat on the shoulder. If the PCs made a good impression with Rethra, she asks for their mailing addresses on Absalom Station so she can send them all home-knit sweaters. Despite her best intentions, she forgets the entire encounter minutes after the PCs leave.

C1. DATCH'S MISERY



RIDE TO RINDOWAK BY LAU BANNENBERG

Decades ago, one of Datch's early assignments for AbadarCorp involved her administering an underwater mine on the oceanic planet Varturan. During that time, she allocated research grants to several young marine biologists, gaining local clout and earning favors owed. One of the biologists, a brenneri named Kyefi Mekkisan, discovered an interesting property of the coral found in the Rindowak region. When fed hypernutrients, the coral grew into consistent shapes—coral from the same pool always grew into the exact same shape, but every pool produced something different. Datch realized the potential to use this property to generate complex cryptographic keys.

SUMMARY

Armed with coordinates to a specific tide pool provided by Datch, the PCs travel to Varturan to meet with her contact Dr. Kyefi Mekkisan, who briefs the PCs about how to get what they need from Datch's "wet safe." The PCs take a borrowed vehicle to the tide pools to retrieve the key, encountering local predators in the process. With their task completed, they must race against the incoming tide to safely escape the area.

GETTING STARTED

Give PCs **Handout #4** on page 31. Read or paraphrase the following to get the adventure underway.

As the ship exits the Drift, the planet Varturan comes into view. Its surface is mostly unmarred by industrialization, but orbiting the planet are two large moons with sizable bases built on them.

The ship descends to the city of Gruddonar. Gruddonar's buildings are suspended above the sea on massive stilts and connected by an intricate network of rope bridges. Though over 200 feet separate the buildings from the ocean, a damp crust of plants and minerals covers all but the upper reaches of the stilts.

Gruddonar's construction is a response to Varturan's powerful tides, which cause the height of the sea to rise and fall by hundreds of feet every 6 hours. As the PCs walk through the city, they hear snippets of music emerging from many of the buildings. They have no trouble finding Dr. Mekkisan's office.

Dr. Kyefi Mekkisan's faculty office is full of books, aquariums, specimens and datapads, all neatly organized. He ushers some students out the door in preparation for visitors, wishing them well on their exams.

Dr. Mekkisan is a young brenneri, wearing comfortable yet waterproofed tweed and slacks. He greets his guests warmly. "Ah, you must be the Starfinders! Perfect timing. Call me Kyefi; I don't stand on formality. Have a seat, and a drink." He motions to seats around a table stacked with research materials, a colorful tea set, and a framed picture of his significant other.



Dr. Kyefi Mekkisan (NG male brenneri) is excited to meet with Starfinders who regularly get to see alien ecosystems and exotic animals. He doesn't keep up with Pact World news, so he doesn't have a clue about Datch's crimes. After serving tea and biscuits, he lays out the PCs' mission: first, fly their ship to a raised landing pad. From there, they can board exploration buggies to travel across the Rindowak nature preserve to the tide pool at Datch's coordinates, where they need to obtain a coral key.

He explains how to feed hypernutrients to the local corals to cause them to rapidly grow stalks in a complex pattern and create a key. The patterns for a given pool are always the same, but unique compared to any other coral colony in nearby pools and can therefore be used as cryptographic keys. He gives several packets of hypernutrients to the PCs.

Kyefi is excited about the PCs' trip. He performed his graduate work in the area and thinks the PCs are in for an awesome safari mission; in his words, the "intertidal zone is a real evolutionary pressure cooker." He warns them to be careful because many pools are home to territorial beasts. Kyefi reviews satellite imagery of Datch's pool and announces that it's currently safe.

While Kyefi wants to talk with the Starfinders at length, he knows that they need to catch their tidal window, since the procedure can be performed only at low tide when the current is slow. Before they depart, he warns the PCs to get back to their ship before high tide, when the water level rises by about 200 feet. If invited along, Kyefi regrets that he needs to stay behind to teach his classes but promises to check his comms on breaks.

RIDE ACROSS RINDOWAK

The PCs take one or two exploration buggies across the rugged landscape. This is a good time to establish who's in which buggy

and who's driving so that later on, when the PCs have to escape a dangerous storm, they can get right into the action.

The Rindowak landscape is mostly uneven rock, with occasional salt and mud flats. Massive tide pools with vibrantly colored coral dot the landscape. A variety of marine life dots the landscape. Although there are many large and dangerous animals, the buggies easily outpace them. Take a moment to describe the lively landscape to set up the contrast when the PCs come to Datch's pool.

D. THE ANEMONE OF MY ENEMY (CR 4 OR CR 6)

At the coordinates given by Datch, the landscape looks starkly different. There aren't any animals to be seen on the ground; just a few lonely razorgulls flying overhead. Banks of desiccated barnacles slope downward to a pit where stony husks of dead coral are visible, devoid of any living polyps. Shallow puddles are filled with foul-smelling algae, and only a few deeper pools show any signs of life. The area is eerily quiet.

The area Datch used to create her original key consists of a large basin containing tide pools of varying depths. When the PCs get close, the terrain becomes so steep that their buggies can't carry them any further. It takes about 10 minutes to climb down to the lower level on foot (use the map on page 19).

The terrain's ridges are not high enough to hinder movement. The deaden pools cannot grow a key for the PCs, but the shallow, greenish water reacts to the nutrients.

Creatures: Several ghelarns hibernate here, as indicated on the map. They are indistinguishable from rocks and dead coral until they wake up and start moving. Ghelarns are an alien arthropod species normally native to desert planets and resemble hermit anemones. They evolved to hibernate when food is scarce, then wake and ambush when new prey passes by. When they invaded this area, they encountered a glut of prey, and the population rapidly grew out of control.

The first ghelarn that the PCs come within 10 feet of wakes up and attacks

them during a surprise round. Any other ghelarns wake up at the end of the first round of regular combat. After the first ghelarn attacks, the PCs can automatically spot the other waking ghelarns.

LEVELS 1-2 (CR 4)

TIDE POOL GHELARNS (2)

CR 2

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LEVELS 3-4 (CR 6)

TIDE POOL GHELARNS (4)

CR 2

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Treasure: The shell of one of the ghelarns is suitable for modifying into hardened resin armor (*Starfinder Pact Worlds* 196) or *fossilwrap I* armor for Levels 3-4 (*Starfinder Alien Archive* 268).

Development: PCs who successfully identify the organisms with Life Science (during or after combat) learn enough to report to Kyefi about the invasive species. A PC who succeeds at a DC 15 Physical Science check detects traces of signal-blocking basalt in the shells, which they've determined is off-world in origin.

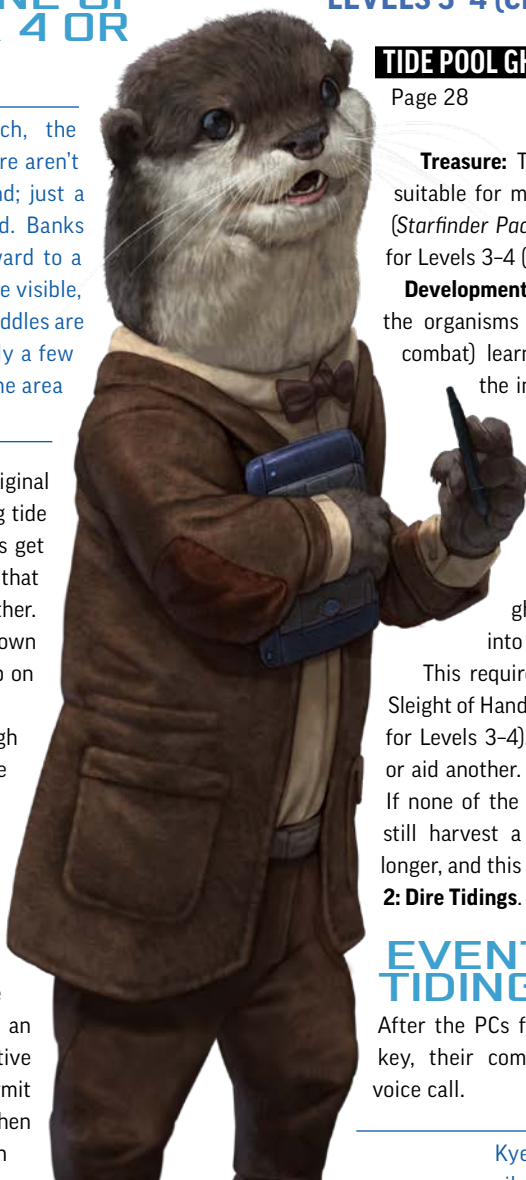
Fortunately, the smallest green pools were impossible for the ghelarns to enter. The PCs can climb into them and perform Kyefi's procedure.

This requires a successful DC 16 Life Science, Sleight of Hand, or relevant Profession check (DC 19 for Levels 3-4). PCs can attempt individual checks or aid another. Each success results in one sample. If none of the checks are successful, the PCs can still harvest a single sample, but it takes them longer, and this advances the tide by 1 zone in **Event 2: Dire Tidings**.

EVENT 2: DIRE TIDINGS

After the PCs finish harvesting at least one coral key, their comm units buzz as they receive a voice call.

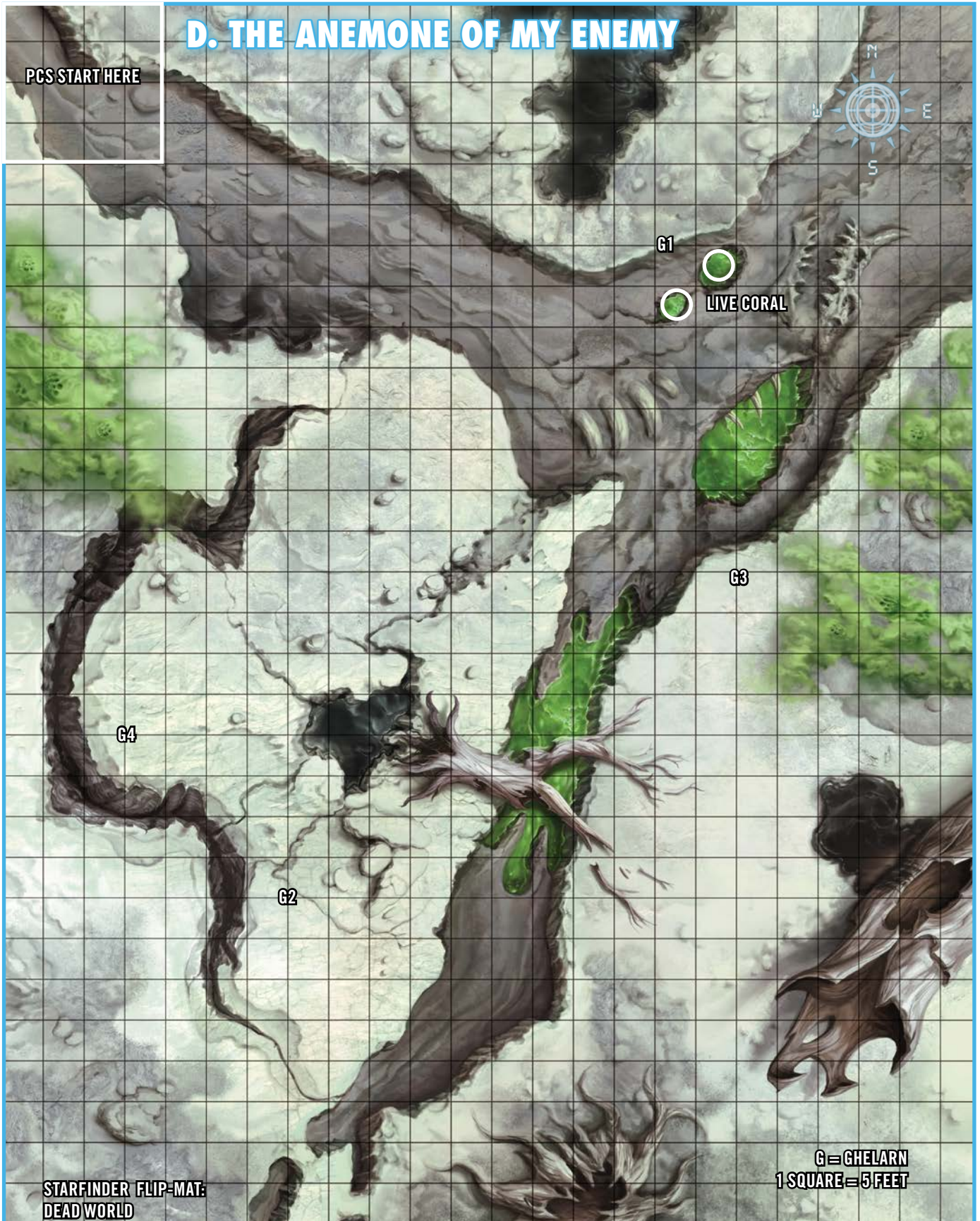
Kyefi's voice suddenly breaks the silence. "Err, folks... you should really be getting on your way. There's some foul weather up in the west, and the tide is coming in faster than the original forecast showed. I suggest you leave. Right now!"



DR. KYEFI MEKKISAN

D. THE ANEMONE OF MY ENEMY

PCS START HERE



The PCs need to exit the basin to reach their vehicles by succeeding at a DC 12 Athletics check to climb (DC 15 for Levels 3–4). PCs with a fly or climb speed automatically succeed. If at least half the PCs succeed, they can help the rest ascend fast enough. Otherwise, the tide moves up 1 zone when the chase begins.

Vehicle Chase: This event uses a modified form of a vehicle chase (*Starfinder Core Rulebook* 282–286). Depending upon what the PCs chose when they left Gruddonar, they might be in a single vehicle or in two separate vehicles. Unlike a standard chase, the PCs don't escape when they're 2 zones ahead of the opposition but are safe when they reach the last zone (which represents their ship). Instead of being chased by enemies, they must outrun the tide. The PCs start in Zone 7. The tide starts in Zone 1 if the PCs succeeded at their initial checks to grow a key and climb out of the basin, in Zone 2 if they succeeded at one of these checks, or in Zone 3 if they failed both checks.

During the **Pilot Actions Phase**, PC drivers choose pilot actions as normal, but only the Evade, Keep Pace, and Speed Up actions are relevant in this phase. Because they're ahead of the tide, the drivers receive a +2 circumstance bonus to their Piloting checks. The level of the PCs' vehicle is 2 (4 for Levels 3–4). The tide doesn't take pilot actions.

In the **Chase Progress Phase**, the PCs advance 1 zone as normal (assuming they succeed during the Pilot Actions Phase); after that the tide moves ahead 3 zones.

If the tide reaches the same zone as a vehicle, the vehicle is destroyed. The PCs' armor allows them to survive with bruises and scratches, and within a few hours rescue crews dispatched by Kyefi pick them up. However, any coral keys in that vehicle are shattered.

In the **Combat Phase**, instead of fighting enemy vehicles, passenger PCs can take actions to help speed up their vehicle. They can use any skill as long as they come up with an idea that could be useful, such as using Computers for satellite navigation, Diplomacy to encourage the driver, or Athletics to provide counterweight to the vehicle during sharp turns. Encourage the players to be creative!

Each chase round, each passenger PC can attempt one such check. When a PC succeeds with a particular skill, that PC cannot use it again for the rest of the chase, but other PCs can attempt that skill. The DC for all these skill checks is 12 (15 for Levels 3–4). If a PC succeeds this DC by 5 or more, it counts as 2 successes. PCs can assist other vehicles by donating the success of a skill check they're about to attempt. At the GM's discretion, expending a resource such as a relevant spell gem can also count as an automatic success.

Keep track of the number of passenger successes per vehicle during the chase. Each time the number of successes in a vehicle reaches the number of passenger PCs, the vehicle moves 1 zone ahead. For example, a vehicle with four PCs has one pilot and three passengers, so it needs only three successes to move up 1 zone.

CHASE ZONES

#	ZONE	EFFECTS
1–6	Tidal Pools	No effects
7	Tidal Ridge	No effects; PCs start here
8	Obsidian Swamps	Active Hazard: any Pilot Action in this zone other than Evade deals 1d10 slashing damage to the vehicle
9–10	Mud Flats	Altered Movement: +4 bonus to Speed Up
11	Barnacle Thicket	Hazard: –2 penalty to all Piloting checks
12	Parade Crab Tracks	+2 bonus to all Piloting checks
13	Lava Tubes	Active Hazard: any Pilot Action in this zone other than Evade deals 1d10 fire damage to the vehicle
14	Salt Flats	Altered Movement: +4 bonus to Speed Up
15	Basalt Stairway	Hazard: –2 penalty to all Piloting checks
16	Landing Pad	No effects

CONCLUSION

When the PCs reach their ship, they hear Kyefi's classroom break into cheers over their comms channel. The PCs succeed at this mission as long as they recover at least one key. PCs who failed to escape the tide are safely rescued and returned to their ship hours later, but they fail the mission.

If the PCs share information about the ghearns with Kyefi, he puts wheels in motion to contain the invasive species. He appreciates the PCs' vigilance and rewards them with several library chips that he thinks they may find interesting.

ADVENTURE CONCLUSION

After the PCs complete their final mission, they receive a comm from a blocked number. In a cryptic message, a modulated voice requests they stall for an additional week before turning Datch's passcodes over to AbadarCorp. If asked to identify himself, the caller responds only with "no name," but explains that they're an anticorp activist looking to take the megacorp down a peg. They assure the PCs that this delay will make the corp sweat without hurting Pact World residents. PCs can choose whether or not to delay completing their mission. This choice affects how the GM reports the adventure's results, but it has no effect on the missions' rewards or success.

REPORTING NOTES

If the PCs agree to follow the unidentified caller's instructions, check box A. If they decline, check box B.

APPENDIX 1: LEVEL 1–2 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 1st 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: TRESPASSERS (LEVELS 1–2)

EMBRI PRIEST

CR 1

LE medium aberration (*Alien Archive 2* 48)

Init +0; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE HP 16 RP 5

EAC 10; **KAC** 11

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

Immunities charm

Other Defensive Abilities masked emotions

OFFENSE

Speed 30 ft.

Melee battle staff +2 (1d4 B)

Ranged azimuth laser pistol +4 (1d4 F; critical burn 1d6)

Mystic Spells Known (CL 1st)

1st (3/day)—*charm person* (DC 15), *mind thrust* (DC 15),
reflecting armor (DC 15)

0 (at will)—*daze* (DC 14), *detect magic*, *fatigue* (DC 14),
mindlink, *telekinetic projectile*

Connection mindbreaker

STATISTICS

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

Skills Culture +5, Mysticism +5, Profession (security guard) +10,
Sense Motive +10

Languages Common, Embri

Gear second skin, battle staff, *hivemask*^{AA2}, azimuth laser pistol
(1 standard battery with 20 charges)

SPECIAL ABILITIES

Healing Touch (Su) Once per day, they can spend 10 minutes to magically heal an ally up to 5 Hit Points.

Masked Emotions (Ex) An embri loses its immunity to charm effects and saving throws against enchantment spells and effects when it isn't wearing a mask over its face. In addition, while unmasked, it must roll twice for a Sense Motive check it attempts and take the lower result.

Share Pain (Su) Whenever a foe deals damage to the embri priest, they can spend 1 Resolve Point as a reaction to shift some of the pain back onto that foe. Unless the foe succeeds at a Will save (DC 12), they reduce the damage they take from the attack by 1, and the foe takes an equal amount of damage. This is a mind-affecting pain effect.

SCALING EVENT 1

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

Remove one dire abalone from the encounter.

DIRE ABALONES (2)

CR 1

N Small animal (devil, aquatic)

Init +2; **Senses** low-light vision, see in darkness; blindsense (smell) 30 ft.; **Perception** +5

DEFENSE HP 20 EACH

EAC 11; **KAC** 13

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

Immunities fire, poison; **Resistances** acid 2, cold 2

OFFENSE

Speed 20 ft., swim 40 ft.

Melee bite +8 (1d6+2 P; critical bleed 1d4)

Spell-like Abilities (CL 1st)

1/day—*summon allies* (1 dire abalone 35%)

STATISTICS

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

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

Other Abilities amphibious, water breathing

ENCOUNTER B3 (LEVELS 1–2)

WHISPERWING HATCHLINGS (3) CR 1/2

N Small vermin

Init +2; **Senses** darkvision 60 ft; **Perception** +4

DEFENSE HP 13 EACH

EAC 10; **KAC** 12

Fort +6; **Ref** +2; **Will** +0

OFFENSE

Speed fly 30 ft.

Melee bite +6 (1d6+3 P plus 1d4 Dexterity drain [DC 9])

STATISTICS

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

Skills Acrobatics +9; Stealth +4; Survival +4

Other Abilities mindless

WHISPERWING CR 2

N Medium vermin

Init +2; **Senses** darkvision 60 ft; **Perception** +7

DEFENSE HP 25

EAC 13; **KAC** 15

Fort +8; **Ref** +4; **Will** +1

OFFENSE

Speed fly 30 ft.

Melee bite +10 (1d6+6 P)

STATISTICS

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

Skills Acrobatics +12, Intimidation +7, Stealth +7

Other Abilities mindless

SPECIAL ABILITIES

Shadow Scream (Ex) As a swift action, whisperwings produce a loud buzzing noise that disorients other creatures and can cause lasting internal damage. Any creature within 10 feet, other than whisperwings or whisperwing hatchlings, takes 1d6+2 sonic damage and must succeed at a DC 11 Fortitude saving throw or be sickened for 1d4 rounds. Affected creatures are immune to this ability for 24 hours.

SCALING ENCOUNTER B3

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

Remove two whisperwing hatchlings from the encounter.

ENCOUNTER C1 (LEVELS 1–2)

ACOLYTE MEMORIES (3)

CR 1

Ysoki mystic

NE Small humanoid (ysoki)

Init +4; **Senses** darkvision 60 ft; **Perception** +6

DEFENSE **HP** 17 EACH

EAC 11; **KAC** 12

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

OFFENSE

Speed 30 ft.

Melee tactical baton +4 (1d4+2 B, analog, operative, thrown [20 ft.])

Ranged tactical semi-auto pistol +6 (1d6+1 P)

Offensive Abilities trick attack 1d4

Spell-like Abilities (CL 1st)

1st (3/day)—*command* (DC 12)

STATISTICS

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

Skills Bluff +11, Engineering +11, Mysticism +6, Stealth +11, Survival +6

Languages Common, Ysoki

Other Abilities cheek pouches, moxie

Gear estex suit I, tactical semi-auto pistol with 18 rounds, tactical baton

SCALING ENCOUNTER C1

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

Each acolyte memory suffers from the off-target condition during combat.

ENCOUNTER D (LEVELS 1–2)

TIDE POOL GHELARNS (2)

CR 2

N Large aberration (aquatic)

Init +1; **Senses** blindsense (vibration) 10 ft., darkvision 60 ft.;

Perception +7

DEFENSE

HP 25 EACH

EAC 13; **KAC** 15

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

OFFENSE

Speed 20 ft., swim 20 ft.

Melee tendrils +10 (1d4+6 A)

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

Special Attacks entrapping sludge

STATISTICS

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

Skills Acrobatics +7, Athletics +12, Stealth +12, Survival +7

Other abilities amphibious, hibernate

SPECIAL ABILITIES

Entrapping Sludge (Ex) An awakened ghelarn continually secretes a sticky sludge in a 10-foot area around it to entrap prey. Creatures that end their turn standing in the sludge must succeed at a DC 11 Reflex save or become entangled. A creature that was already entangled and fails another save becomes stuck to the ground. Creatures can attempt a new save to end the effect as a move action.

Hibernate (Ex) Ghelarns can retract their tendrils and enter hibernation. In hibernation, the ghelarn doesn't need to eat or drink and is almost indistinguishable from a rock. The ghelarn wakes immediately if it senses prey with its blindsense.

SCALING ENCOUNTER ENCOUNTER D

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

The ghelarns have the sickened condition.

APPENDIX 2: 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: TRESPASSERS (LEVELS 3-4)

EMBRI PRIEST

CR 3

LE medium aberration

Init +0; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE HP 32 RP 6

EAC 14; **KAC** 15

Fort +2; **Ref** +2; **Will** +8

Immunities charm

Other Defensive Abilities masked emotions

OFFENSE

Speed 30 ft.

Melee battle staff +5 (1d4+3 B)

Ranged azimuth laser pistol +7 (1d4+3 F; critical burn 1d4)

Mystic Spells Known (CL 3rd)

1st (4/day)—*charm person* (DC 16), *mind thrust* (DC 16),
reflecting armor (DC 16)

0 (at will)—*daze* (DC 15), *detect magic*, *fatigue* (DC 15),
mindlink, *telekinetic projectile*

Connection mindbreaker

STATISTICS

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

Skills Culture +8, Mysticism +8, Profession (security guard)
+13, Sense Motive +13

Languages Common, Embri

Gear graphite carbon skin, battle staff, *hivemask*^{AA2}, azimuth
laser pistol (1 standard battery with 20 charges)

SPECIAL ABILITIES

Backlash (Su) Whenever a foe succeeds at a Will save against one of the embri priest's spells and completely negates the effect, that foe takes 3 nonlethal damage. This is a mind-affecting pain effect.

Healing Touch (Su) Once per day, they can spend 10 minutes to magically heal an ally up to 15 Hit Points.

Masked Emotions (Ex) An embri loses its immunity to charm effects and saving throws against enchantment spells and effects when it isn't wearing a mask over its face. In addition, while unmasked, it must roll twice for a Sense Motive check it attempts and take the lower result.

Share Pain (Su) Whenever a foe deals damage to the embri priest, they can spend 1 Resolve Point as a reaction to shift some of the pain back onto that foe. Unless the foe succeeds at a Will save (DC 15), they reduce the damage they take

SCALING EVENT 1

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

Remove one robot from the encounter.

from the attack by 3, and the foe takes an equal amount of damage. This is a mind-affecting pain effect.

OBSERVER CLASS SECURITY ROBOTS (2)

CR 1

N Small construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE HP 17 EACH

EAC 14; **KAC** 15

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

Defensive Abilities exigency, integrated weapons; Immunities
construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

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

Melee slam +6 (1d6+3 B)

Ranged pulsecaster pistol +9 (1d4+1 E), or
stickybomb grenade I +9 (explode [entangled 2d4 rounds;
10 ft.])

STATISTICS

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

Skills Acrobatics +10, Athletics +5, Computers +5

Languages Common

Other Abilities unliving

Gear pulsecaster pistol with 2 batteries, stickybomb
grenades I (2)

SPECIAL ABILITIES

Exigency (Ex) An observer security robot can expend a large store of energy to temporarily increase its processing power and attempt to avoid an attack. Once per day, it can reroll a failed Reflex saving throw with a +10 circumstance bonus.

ENCOUNTER B3 (LEVELS 3–4)

WHISPERWING HATCHLINGS (3) CR 1/2

N Small vermin

Init +2; **Senses** darkvision 60 ft; **Perception** +4

DEFENSE HP 13 EACH

EAC 10; **KAC** 12

Fort +6; **Ref** +2; **Will** +0

OFFENSE

Speed fly 30 ft.

Melee bite +6 (1d6+3 P plus 1d4 Dexterity drain [DC 9])

STATISTICS

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

Skills Acrobatics +9; Stealth +4; Survival +4

Other Abilities mindless

WHISPERWINGS (3) CR 2

N Medium vermin

Init +2; **Senses** darkvision 60 ft; **Perception** +7

DEFENSE HP 25 EACH

EAC 13; **KAC** 15

Fort +8; **Ref** +4; **Will** +1

OFFENSE

Speed fly 30 ft.

Melee bite +10 (1d6+6 P)

STATISTICS

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

Skills Acrobatics +12, Intimidation +7, Stealth +7

Other Abilities mindless

SPECIAL ABILITIES

Shadow Scream (Ex) As a swift action, whisperwings produce a loud buzzing noise that disorients other creatures and can cause lasting internal damage. Any creature within 10 feet, other than whisperwings or whisperwing hatchlings, takes 1d6+2 sonic damage and must succeed at a DC 11 Fortitude saving throw or be sickened for 1d4 rounds. Affected creatures are immune to this ability for 24 hours.

SCALING ENCOUNTER B3

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

Remove one whisperwing and one whisperwing hatchling from the encounter.

ENCOUNTER C1 (LEVEL 3–4)

ACOLYTE MEMORIES (3)

CR 3

Ysoki mystic

NE Small humanoid (ysoki)

Init +4; **Senses** darkvision 60 ft; **Perception** +9

DEFENSE **HP** 35 EACH

EAC 14; **KAC** 15

Fort +2; **Ref** +5; **Will** +6

Defensive Abilities evasion, holographic clone

OFFENSE

Speed 40 ft.

Melee tactical baton +7 (1d4+4 B, analog, operative, thrown (20 ft.))

Ranged semiauto pistol +9 (1d6+3 P)

Offensive Abilities trick attack 1d8

Spell-like Abilities (CL 1st)

1st (3/day)—*command* (DC 12)

STATISTICS

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

Skills Bluff +14, Engineering +14, Mysticism +9, Stealth +14, Survival +9

Languages Common, Ysoki

Other Abilities cheek pouches, moxie

Gear estex suit, I, semiauto pistol with 18 rounds, tactical baton

SPECIAL ABILITIES

Holographic Clone (Ex) Once per day as a standard action, an acolyte memory can create 1d4 images of itself that last for 1 minute per operative level. This ability otherwise functions as *mirror image*.

SCALING ENCOUNTER C1

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

Each acolyte memory suffers from the off-target condition during combat.

ENCOUNTER D (LEVELS 3–4)

TIDE POOL GHELARNS (4)**CR 2**

N Large aberration (aquatic)

Init +1; **Senses** blindsense (vibration) 10 ft., darkvision 60 ft.;**Perception** +7**DEFENSE****HP 25 EACH****EAC** 13; **KAC** 15**Fort** +4; **Ref** +4; **Will** +1**OFFENSE****Speed** 20 ft., swim 20 ft.**Melee** tendril +10 (1d4+6 A)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** entrapping sludge**STATISTICS****Str** +4; **Dex** +1; **Con** +2; **Int** -4; **Wis** +0; **Cha** +0**Skills** Acrobatics +7, Athletics +12, Stealth +12, Survival +7**Other Abilities** amphibious, hibernate**SPECIAL ABILITIES**

Entrapping Sludge (Ex) An awakened ghelarn continually secretes a sticky sludge in a 10-foot area around it to entrap prey. Creatures that end their turn standing in the sludge must succeed at a DC 11 Reflex save or become entangled. A creature that was already entangled and fails another save becomes stuck to the ground. Creatures can attempt a new save to end the effect as a move action.

Hibernate (Ex) Ghelarns can retract their tendrils and enter hibernation. In hibernation, the ghelarn doesn't need to eat or drink and is almost indistinguishable from a rock. The ghelarn wakes immediately if it senses prey with its blindsense.

SCALING ENCOUNTER D

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

Remove one ghelarn from the encounter.

APPENDIX 3: GAME AIDS



DATCH



WHISPERWING

**DR. KYEFI
MEKKISAN**



**GRAND LIBRARIAN
RETHRA**



APPENDIX 3: GAME AIDS



DIRE ABALONE

HANDOUT #1: EMBROI INFILTRATORS

"Hi Starfinders,

I really do want to help you and AbadarCorp with this little lockout problem. Since I'm stuck in this cage, you'll need to visit Embroi and retrieve an encrypted password from a file from within Anthellon Station's submarine computer banks. The file is saved on a computer with a demonic screensaver. I'm confident you can find it!

-Datch"

HANDOUT #2: SHADOW IN THE FIELD

"Hi Starfinders,

Things sure would be difficult in the Pact Worlds if AbadarCorp ended up locked out of their vaults, don't you think? I wonder what that would do to the economy? Luckily, you can stop that from happening! You just need to fetch another password for me. This one's located on Nemenar and engraved on a crystal figurine. I left it in some ruins at these coordinates. Good luck!

-Datch"

HANDOUT #3: DIGITAL ECHOES

"Hi Starfinders,

Back when I was still scheming to topple your organization, I had a lot on my mind. There's a lovely place on Pabaq called the Hall of Records where you can literally leave your worries behind. I transferred one of my memories into their servers for safe storage, and the third password is contained within that memory. You'll know it when you hear it.

-Datch"

HANDOUT #4: RIDE TO RINDOWAK

"Hi Starfinders,

I'm sure you're eager to stop certain financial disaster from occurring, and I want to see you succeed. You can find the last item you need in my wet safe on the oceanic planet Varturan, at these exact coordinates. Get in touch with my friend Dr. Kyefi Mekkisan before you go—he acted as my liaison for business concerns on Varturan and can help you with anything you need. Be safe!

-Datch"

ORGANIZED PLAY

REWARDS TABLE

QUESTS COMPLETED	LEVEL 1-2 REWARD	OUT OF LEVEL REWARD	LEVEL 3-4 REWARD
1	180 credits	273 credits	365 credits
2	365 credits	545 credits	730 credits
3	540 credits	818 credits	1,095 credits
4	720 credits	1,090 credits	1,460 credits

CHARACTERS

Each player must use one of the 1st- level Starfinder Society pregenerated characters, which are available at paizo.com/sfrd, or a 1st- through 4th- level character of the player's own creation using the rules set forth in the *Guide to Organized Play: Starfinder Society*. For more information on applying credit to characters by playing pregenerated characters, see the "Pregenerated Characters" section of the *Guide to Organized Play: Starfinder Society*.

CHRONICLE SHEET

Players who complete one or more of the quests in *Rat's Repentance* receive a Chronicle Sheet for this adventure, noting which specific quests they played. The credits, XP, Fame, and Reputation you earn on this Chronicle Sheet are based on the PCs' level and how many quests they complete. Until the character participates in an adventure other than *Starfinder Society Scenario #3-19: Rat's Repentance*, they can continue to play the other quests and earn greater rewards—even over multiple sessions. Each additional quest beyond the first increases the PC's total reward. The credits rewards are listed above. In addition, PCs gain 1 XP, 1 Fame and 1 Reputation once they have completed 2 quests. This increases to 2 Fame and 2 Reputation when they complete all 4 quests.

For players who have not completed all four quests, simply check the boxes on the Chronicle Sheet corresponding to the adventure they have completed, unless they express the intention to play this character in another adventure before completing the quest series.

When a GM runs a quest, she also gets credit applied to a character. However, each time she runs one, she can check off any one of the quest boxes on her Chronicle Sheet. In this way, a GM can continue to earn credit towards a character even if she runs the same quest several times for different groups.



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
Org Play #: -7	Level	☐ Infamy

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

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

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

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

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

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Scenario #3-19: Rat's Repentance

Character Chronicle #

A.K.A. _____					LEVELS ☐ Normal Max Credits	
Player Name	Character Name	Organized Play #	Character #	Faction	1-2	Special
Adventure Summary					LEVELS ☐ Normal	Out of Level Special
Tasked with shutting down an automated countermeasure created by Datch to lock AbadarCorp out of its own Vault, you traveled to Near Space to retrieve four unique passcodes.					LEVELS ☐ Normal	3-4 Special
☐ You infiltrated submarine computer banks on Embroi to recover a digital password encrypted into a music file.					LEVELS ☐ Normal	- -
☐ On Nemenar, you explored a ruined prismatic spire and contended with shadowy predators to recover a crystal figurine.						
☐ You visited Pabaq's Grand Library and retrieved a passphrase from one of Datch's own memories in a virtual archive.						
☐ On Varturan, you grew a living coral key in one of the local tide pools and rushed to escape the oncoming tide.						
☐ After retrieving the four items, you agreed to help a mysterious anticorporate activist by delaying your handoff of the passwords to AbadarCorp.						
Quests Played					EXPERIENCE	
☐ Embroi Infiltrators					Starting XP	
☐ Shadow in the Field					+ GM's Initials	
☐ Digital Echoes					XP Gained (GM ONLY)	
☐ Ride to Rindowak					=	
					Final XP Total	
Variable Rewards: The credits, XP, Fame, and Reputation you earn on this Chronicle Sheet are based on your level and how many of the quests you complete. Until you play an adventure other than <i>Starfinder Society Scenario #3-19: Rat's Repentance</i> , you can continue to play the other quests and earn greater rewards, even over multiple sessions. Check off the quests completed using the boxes above. Before beginning a different adventure, circle the number of quests you have completed and calculate your rewards for this Chronicle Sheet based on the table below.					FAME	
					Initial Fame	
					+ GM's Initials	
					Fame Gained (GM ONLY)	
					-	
					Fame Spent	
					Final Fame	
					CREDITS	
					Starting Credits	
					+ GM's Initials	
					Credits Garnered (GM ONLY)	
					+ GM's Initials	
					Day Job (GM ONLY)	
					-	
					Credits Spent	
					=	
					Total	

All Levels		Levels 3-4	
basic gravity shield (2,100; item level 4; <i>Starfinder Near Space</i> 151)	fossilwrap I (3,100; item level 5; <i>Alien Archive</i> 2 23)		
estex suit II (2,700; item level 5; <i>Starfinder Core Rulebook</i> 199)	tier 4 software imp (6,000; item level 7; <i>Armory</i> 124)		
hivemask (1,400; item level 3; <i>Starfinder Alien Archive</i> 2 49)			
holoshroud (1,300; item level 3; <i>Starfinder Armory</i> 104)			
nightvision scope (2,350; item level 4; <i>Armory</i> 60)			

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #