

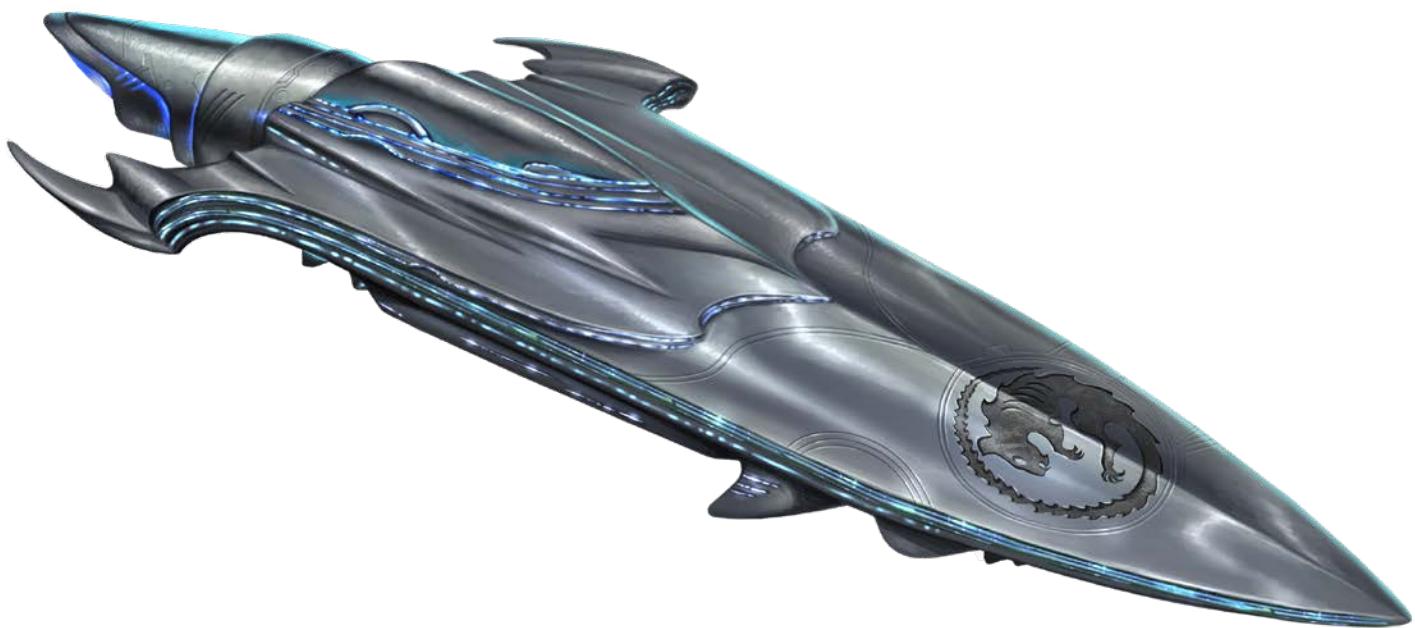
YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-20, TIER 7-10



SHADES OF SPITE

BY VANESSA HOSKINS



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How to Play

Starfinder Society Scenario #2-20: Shades of Spite is a Starfinder Society Scenario designed for 7th- through 10th-level characters (Tier 7-10; Subtiers 7-8 and 9-10). It is designed for play in the Starfinder Society Organized Play campaign but can easily be adapted for use with any world. For more information on the Starfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at StarfinderSociety.club.

GM Resources

Shades of Spite makes use of the *Starfinder Core Rulebook*, *Starfinder Armory* (AR), *Starfinder Character Operations Manual* (COM), and *Starfinder Pact Worlds* (PW). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online *Starfinder Reference Document* at paizo.com/sfrd.

SCENARIO TAGS

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



FACTION (SECOND SEEKERS [LUWAZI ELSEBO])



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SHADES OF SPITE

BY VANESSA HOSKINS



The Starfinder Society has been defending itself against a multimedia smear campaign that spans the Pact Worlds. Countless stories from multiple worlds have painted the Society in an ugly light, spinning their victories into tales of treachery and their quest for knowledge into an ambitious power grab. Behind it all is the clever ysoki known as **Datch** (N female ysoki). Trained in the art of assassination under **Dispersion** (NE male ysoki), a priest of the goddess Lao Shu Po, Datch distinguished herself with her skills at political scheming and media manipulation. Her unconventional approach proved far more successful than the direct approaches of her peers. Since completing her training, Datch has expanded political influence within the Pact Worlds, rising to the rank of AbadarCorp's director in charge of security. Her current schemes revolve around ousting the current executive archdirector, AbadarCorp's highest position, and creating a power vacuum within the mega-corporation. To gain enough prominence for these plots, she needs an antagonist to catapult herself to fame. With its broad reach and recent troubles, the Starfinder Society was a perfect foe for her schemes.

What Datch doesn't know is that her old master, Dispersion, is a problem for her grand plots. Dispersion was a student of the famous master assassin **Silent Strike** (N male ysoki). Those who train under Silent Strike are forbidden from training any followers until they complete their final trial: the assassination of Silent Strike. In defiance of this order, Dispersion acquired followers to aid him when called to perform this final test.

Silent Strike has kept well informed of the activities and transgressions of his pupils. The ancient master assassin has waited for the right moment to strike Dispersion down, watching from the Shadow Plane onboard the infamous starship the *Executioners' Nest*. Silent Strike intends to use the recently maligned Starfinder Society as his weapon. He has sent Biter, his Disciple of Spies, to parlay with the Starfinder Society, offering them the tools they need to dispose of Datch if a delegation of the Society's top agents can prove their resolve in a series of trials.

ADVENTURE SUMMARY

The adventure begins in orbit above Aballon, where the PCs meet with First Seeker Luwazi Elsebo and Biter, a priest of Lao Shu Po. Luwazi briefs the PCs on an opportunity to gain vital information

WHERE IN THE UNIVERSE?

Shades of Spite takes place in the Shadow Plane, a dark and twisted reflection of the familiar Material Plane. The features of the plane that are necessary for this adventure appear in a sidebar on page 6. For more information on the Shadow Plane, see *Starfinder Adventure Path #12: Heart of Night*, available in bookstores and game stores and online at paizo.com.

about Datch, the ysoki businesswoman who has been executing a smear campaign against the Society. To get this information, the PCs must prove themselves worthy in a series of tests before Biter's master, the Laoite assassin Silent Strike. Biter proposes that the PCs accompany him through a planar portal in Aballon's Gullet Ice Well to Silent Strike's starship in the Shadow Plane, the *Executioners' Nest*. There, they will be tested by Silent Strike; if they're worthy, the Laoite master will give the Society a weapon they can use to destroy Datch.

The PCs who accept travel to the ship with Biter, who observes and records their progress. The first trial is an ambush by sonorivores, endangered creatures from the Shadow Plane that feed off of sound. The second trial is an elaborate sequence of traps; knowledge of ysoki culture and Lao Shu Po is vital for surviving the room's many dangers. After the successfully disarming the traps, solving the puzzles, or surviving the dangers they pose, the PCs drop into a lower deck where they encounter voidboils, a hazard of flying through Shadow Space whose presence is honest oversight by Silent Strike, who allows them a brief reprieve before continuing. The third trial is a conversation with Breeze, the Disciple of Thieves, where she attempts to steal the PCs resolve to fight against Datch. After evaluating the PCs' progress, Silent Strike puts them to a final test: nonlethal combat against his three best disciples. If the PCs are victorious, he grants an audience with them and tells them everything he knows about Datch.

GETTING STARTED

The PCs begin the adventure aboard the *Gentle Gesture*, a Starfinder Society starship in orbit above Aballon. First Seeker Luwazi Elsebo stands across a carved obsidian conference table next to a white-and-brown-furred ysoki. The ysoki wears a fine black suit with matching black vest and tie. Read or paraphrase the following to get started.

"Thank you for meeting with us, Starfinders. Let me introduce you to our guest, a priest of Lao Shu Po who believe he can help us with our current public relations problems. His name is Biter."



**LUWAZI
ELSEBO**

Luwazi Elsebo sits down while attempting to stifle the hint of an amused smile.

The well-dressed ysoki shoots a sidelong glance at Luwazi, "Hello! Yes, I am Biter, acolyte of Grandmother Rat. My sect is aware of the horrible, yet oddly efficient, attacks on the character of your Society and the negative spin you've been getting in the press across the Pact Worlds. I'm sure you've figured out that these attacks can be traced back to a single ysoki named Datch. I come offering a tool to help you solve your problem with her. My master, a very resourceful fellow, would like to offer this tool to you—"

"In exchange for?" Luwazi's smile fades.

Biter laughs as if Luwazi had just told an excellent joke. "Your friendship, of course. Grandmother Rat is all about resourcefulness and making the most of things. Our sect is no friend of Datch, and she seems to be no friend of yours, so why wouldn't we help you? We just need to make sure that we're giving this tool to capable friends who will know what to do with it. That's why my master would like you all to undergo a few trials to prove you're ready for what we have to offer. I'll guide you on a short journey to my master's starship in the Shadow Plane, where he will test your abilities. I will act as your guide along the way, answering questions and observing your progress. This should be simple, considering the reputations of Starfinder agents."

After an uncomfortable pause, Luwazi adds. "Whatever they're planning to put you through, it's likely dangerous. I won't lie: the Society could use a weapon to fight against Datch. Every good deed we do is twisted to look like a selfish act. Every historical find gets shrouded in allegations of damage to cultures or planets. Right now, we can't even defend ourselves against physical attacks without being painted as an aggressive paramilitary force. We need something to fight back with."

"I won't force you to go." Luwazi pauses for a moment to compose herself. "Lao Shu Po and her followers have an infamous reputation as assassins, spies, and thieves. What you're being asked to do is likely quite dangerous, and I'm offering you this choice only because you're some of my best agents."

"If you decide to go, Biter can bring you to his master's ship through a planar gateway we recently secured on Aballon, in the Gullet Ice Well. He's also promised transportation back to Starfinder headquarters on Absalom Station. Do you have any questions before accepting or denying this mission?"

Though unwilling to disclose any information about the trials or Datch, Biter answers general questions. He provides them answers to the following likely questions, listed below.

What kind of name is Biter? "Hmph. All acolytes of my sect are given a name sometime after being accepted as one of the grandchildren. Because we are children, we are given childish names until we can prove ourselves in Grandmother Rat's eyes. One day, when I pass all of my trials, I will be given a new name. Until then, I am Biter."

What is your job in all this? "I am a diplomat and observer only. I will not take part in the trials, for good or for ill, unless my master commands me to take action."

What can we expect from the trials? Biter considers the question for a moment, "I can't tell you what to expect, but I can tell you that Grandmother expects her grandchildren to be resourceful and to survive against all odds. My master will expect the same from you. Bring your wit, your resilience, and your versatility. Leave your honor and your courage at home. Those will only get you killed."

Is this likely to be a lethal task? "Grandmother Rat teaches us that 'Death is always on the horizon; we should scurry, claw, and bite to keep ahead of it.' That is to say, you could die for any number of reasons, and you should try your hardest to prevent that from happening. But our goal is not to kill you. We need you to survive if we are to be friends."

Who is Lao Shu Po / Grandmother Rat? "Grandmother Rat, Lao Shu Po to some, is the one who teaches us to be survive in this dangerous world. She teaches us to use our cunning, to be resourceful, and to always be the predator, never the prey."

Who is your master? "I answer to Silent Strike, master of the Executioners' Nest. He is serious and patient, but a demanding teacher. He teaches a lesson only once. We must learn, adapt, and survive."

What is the Executioners' Nest? "It is not only a starship but also a grand temple of Grandmother Rat. It traverses shadow space on the Shadow Plane, evading our enemies and keeping us grandchildren safe. An ominous name, I know, but only to scare Grandmother's enemies."

When do we need to leave? "You must decide whether or not you are coming with me now, but we can leave when the sun falls on Gullet-in about three hours. That should be long enough to gather your belongings. If all goes well, you'll be back before dawn."

The PCs should finalize their boon slots for the session. This mission is important to Luwazi Elsebo, so encourage PCs to slot the Second Seekers (Luwazi Elsebo) faction boon. They don't need to slot starship boons for this scenario.

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 Lao Shu Po. They learn all of the information whose DC is equal to or less than the result of their check.

10+: Lao Shu Po, or Grandmother Rat, is the goddess of the night and those who would shroud their activities in darkness. She's a neutral evil goddess, strongly associated with rats due to their resilience and resourcefulness.

15+: Often called the patron of the ysoki race, most ysoki pay respect to her for no other reason than to avoid her notice. Her symbol is a curled and emaciated rat.

20+: Lao Shu Po often embodies three aspects, which in turn become her primary areas of worship: the assassin, the spy, and the thief.

25+: Silent Strike is a one-eyed master of assassins. He trains assassins from the *Executioners' Nest*, a starship dedicated to Lao Shu Po that traverses space on the Shadow Plane. Silent Strike is known to be a brutal and unforgiving instructor. He takes only three candidates every 6 years, one for each of Lao Shu Po's aspects.

30+: At the end of their training, students receive a final trial to murder their fellow acolytes. The survivor is given a new name in the priesthood and allowed to return to whatever life they wish, enriched by Lao Shu Po's teachings.

MYSTICISM (RECALL KNOWLEDGE)

Based on the result of a Mysticism check to recall knowledge, the PCs might know more about the Shadow Plane. They learn all of the information whose DC is equal to or less than the result of their check.

15+: As the name would suggest, the Shadow Plane is a dark and twisted reflection of the Material Plane. Locations on the Shadow Plane are often distorted versions of a similar locale on the Material Plane, such as Shadow Absalom Station.

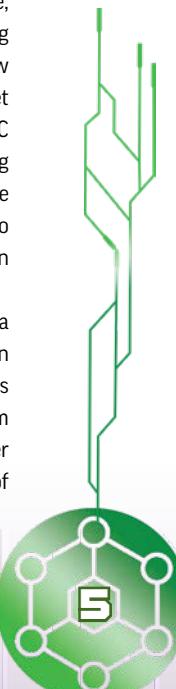
20+: A strange dim light barely illuminates much of the plane without any apparent source. Additional light tends to shift this gloom, but it has a hard time penetrating the abundant darkness. The range of any light source is halved.

25+: Creatures from the Shadow Plane there tend to recoil from light and fire, but producing these through magic is difficult. Conversely, shadow effects are enhanced on the Shadow Plane. Inform the PCs of the mechanical effects from the Shadow Plane sidebar on page 6.

TRAVELING UNDER THE SIGN OF THE RAT

When the PCs are ready to depart, they accompany Biter on a Starfinder shuttle to Aballon's Gullet Ice Well. Players with Chronicle sheets for *Starfinder Society Scenario #2-11: Descent into Verdant Shadow* should recognize the area, and the route to the planar portal they helped uncover. After descending to the bottom of the cylindrical pit, Biter disembarks onto stable, high-tech scaffolding standing in a pool of water and surrounding a submerged pit, black as midnight. He beckons the PCs to follow him as he pulls the statue of a small rat from an inside coat pocket and starts to walk around the scaffolding. With a successful DC 27 Perception check, a PC notices the rat in the statue is gnawing on a humanoid jawbone and has bloody claws. After reaching the lowest platform, Biter stops and whispers in Ysoki, "Lead me into the darkest night. / Give us cover of your shadow / So we may learn your wicked bite / In the darkness of your burrow."

When he finishes, the waters start to gently swirl into a whirlpool at the center of the dark pit. "After you," says Biter in Common, gesturing toward the now-swirling vortex. When the PCs enter the well, they feel a great pulling sensation, dragging them down into the dark abyss, but they do not feel the water. After what feels like falling for minutes, their feet find the solid ground of a metal grate, in an antechamber on the *Executioners' Nest*.



SHADOW PLANE

The hazy twilight realm of the Shadow Plane has the following properties, as presented in *Starfinder Adventure Path #12: Heart of Night*.

LIGHT

Bizarre dim illumination covers the Shadow Plane, its source never apparent and always unstable. This changeable gloom creates shifting shadows everywhere. Light sources can brighten this dimness, but the range of any light source is halved. This half-light pervades in outer space, which seems like a starless void of perpetual shadow. But this appearance is false; in fact, dark stars burn in the distance, shedding faded twilight on the planets that circle them.

MAGIC

Shadow effects (*Starfinder Core Rulebook* 270) are enhanced on the Shadow Plane. When you cast such a spell on the plane, treat your caster level as 2 higher. Conversely, spells that use or generate light or fire are impeded within the Shadow Plane. To cast such a spell, you must attempt a caster level check (DC = 20 + the spell's level). Failure indicates the spell fails to function, but you still expend its spell slot. On a success, the spell functions normally within the other limitations of the Shadow Plane.

A. EXECUTIONERS' NEST: UPPER DECKS

The interior of the Executioners' Nest is comprised mainly of black metal, with intermittent blue lights along the bottom of the walls that cast dim illumination across steel grated walkways. The ship lacks the pervasive dim illumination that infuses much of the Shadow Plane, making these lights the only source of visibility. Occasional glass panels interrupt the black walls, coming to life with a touch and illuminating a brilliant display of technological controls. The ceilings are 10 feet high. Floor panels and door hinges creak and squeak, betraying the presence of movement around the ship, yet the PCs are the only ones who make much noise; the rest of the ship is eerily silent. The creaking floor grants the PCs a -4 penalty to all Stealth checks within the starship.

Biter is the last to arrive on the ship, after each of the PCs has crossed through the portal. He lands without making a sound and moves around the ship just as silently. If a PC studies Biter's movements with a successful DC 27 Perception check (DC 30 in Subtier 9-10), they can analyze Biter's slightly odd gait and way he lands on his feet. A PC who succeeds at this Perception check can attempt a DC 27 Stealth check (DC 30 in Subtier 9-10) to imitate

this movement, negating the penalty for the creaking floors. A PCs who successfully imitate Biter's movements gains 1 Admiration Point (see the Admiration Points sidebar on page 8). If a PC chooses to hover or fly above the floor to avoid the penalty to Stealth checks mentioned in the paragraph above, they can't imitate Biter's gait to earn an Admiration Point.

A1. SHADOW SHRINE

This sparse room consists of a metal floor, the grate patterned to look like an emaciated rat, and an ancient metal altar with rows of candles in front of a taxidermized dire rat. Only 17 of the 41 candles are lit, in no particular pattern. The room has only one exit, on the forward wall opposite the shrine; it is surrounded by a dim blue light and is unlocked. When the PCs arrive, read or paraphrase the following.

Biter lands silently, seemingly dropping from the smooth metal ceiling. He immediately turns to a small wooden altar in the back of the room and snuffs out one of the candles with his fingers. After a moment of silence, he asks, "Would you care to pay your respects?" indicating the handful of lit candles still on the altar.

Development: The PCs can each snuff out a candle burning in front of the altar as a sign of respect. Each PC who does so gains 1 Admiration Point. If all PCs snuff out a candle, all of them gain 1 additional Admiration Point.

A2. OBVIOUS AMBUSH (CR 10 OR CR 12)

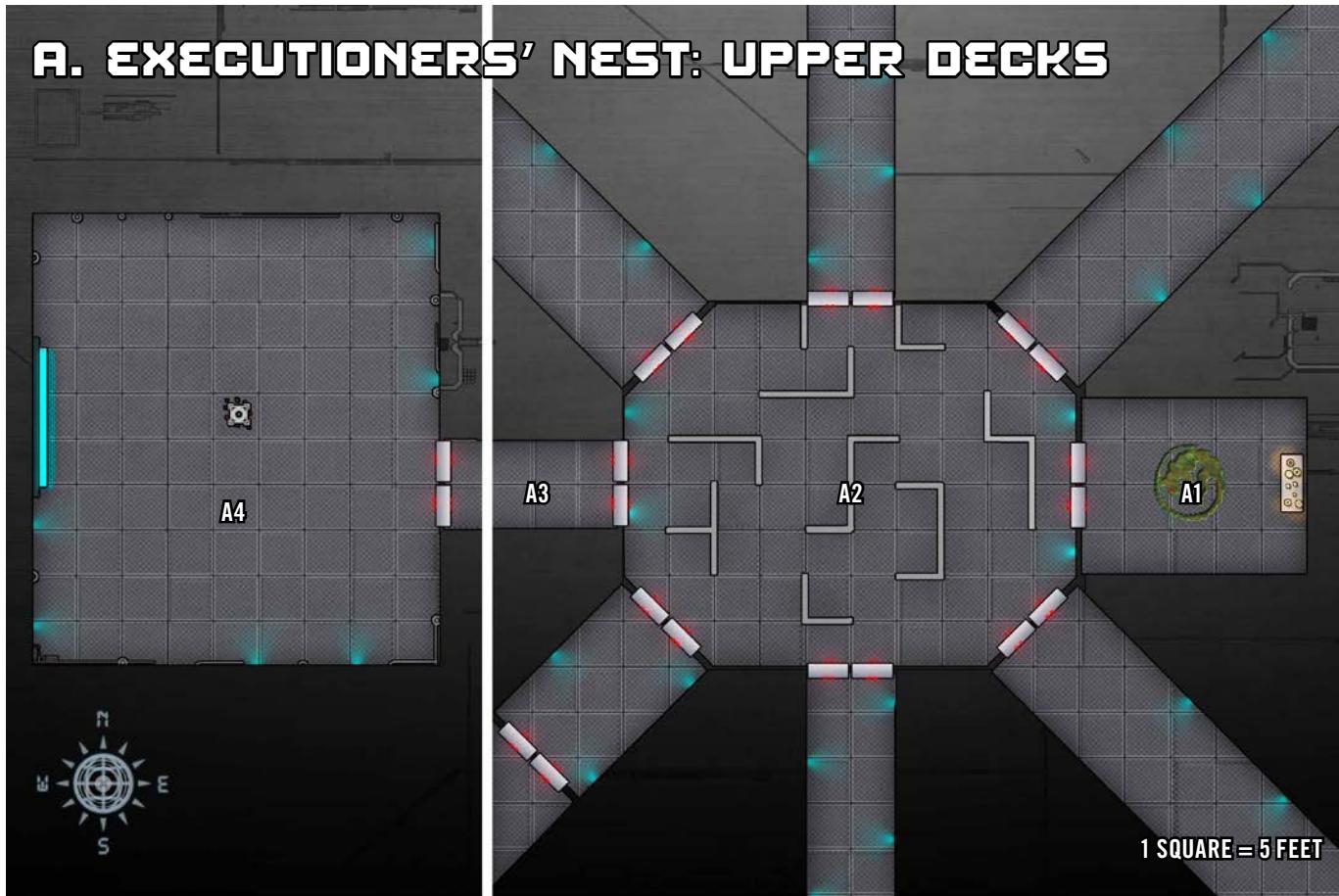
This large octagonal chamber features several three-foot-high walls arranged in various patterns. Each wall features a large set of sliding double doors. All doors are surrounded with dim red lights except for the fore doors, which are open and display dim blue lights.

This chamber is used for training and for centralized travel throughout the aft portion of the starship. Each pathway leads to a different part of the ship, but all are sealed except for the blue-lit doors leading forward. The short walls are mobile, used for creating cover used in combat- and stealth-training simulations. When the PCs all enter the room, followed by Biter, the forward and aft doors abruptly shut and the lights around them turn red. Over the ship's intercom booms the voice of Silent Strike, patient and precise.

"You've come here, at my request, to prove yourselves worthy of my assistance. I assume you are expecting an ambush. You expect this is all an elaborate setup. Very well, let us begin by meeting your expectations."

The light around the forward-port doors turn blue and the doors suddenly open, revealing two cat-like creatures with five legs, bat-like ears, a long snout, and covered in thick trichobothria (vibration sensitive hair). A moment later, all lights in the room extinguish,

A. EXECUTIONERS' NEST: UPPER DECKS



plunging the room into darkness. As usual for the Shadow Plane, the range of all light sources is halved (see the Shadow Plane sidebar on page 6).

Creatures: The sonorivores lurk in locked hallways just outside this room; they have not been fed and are extremely hungry. When the doors open, then immediately exit, prowling for their next meal.

SUBTIER 7-8 (CR 10)

SONORIVORES (2)

CR 8

CN Medium aberration (extraplanar)

Init +6; **Senses** blindsense (vibration) 5 ft., darkvision 60 ft.;

Perception +16

DEFENSE

HP 115 EACH

EAC 20; **KAC** 21

Fort +9; **Ref** +9; **Will** +11

Defensive Abilities regeneration 5 (bright light), sound absorption; **Immunities** sonic; **Weaknesses** vulnerable to fire

OFFENSE

Speed 40 ft.; climb 40 ft.

Melee bite +18 (3d6+8 P; critical wound) or claw +18 (4d4+8 S plus steal sound)

TACTICS

During Combat A sonorivore attacks the closest creature with its claws. Once it has cursed a creature with steal sound, it bites that creature, pursuing it above others.

Morale A sonorivore retreats into the shadows when reduced to 30 Hit Points or fewer, relying on its regeneration to keep it alive. Once it regenerates to above 30 Hit Points, it rejoins the fight. A cornered sonorivore fights to the death.

STATISTICS

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

Skills Acrobatics +21, Bluff +16, Intimidate +16, Stealth +21, Survival +21

Languages Aklo (can't speak); telepathy 100 ft.

Other Abilities light blindness

SPECIAL ABILITIES

Sound Absorption (Su) A sonorivore is immune to sonic damage, is deaf, and makes no sound. If a creature is under a sonorivore's steal sound curse, it can hear the sonorivore normally but can't deal sonic damage to it. Any sonic damage that is negated by sound absorption grants the sonorivore temporary Hit Points equal to half the damage negated; these temporary Hit Points last for 1 minute.

Steal Sound (Su) When a sonorivore successfully hits a creature with its claw attack, the target must succeed at a DC 18 Will save or be deafened and unable to make a sound. This area of magical silence extends in a 5-foot emanation around the target. The target can hear all sounds made by the sonorivore as if they were not silenced by steal sound. This is a curse effect and lasts as long as the sonorivore lives.



ADMIRATION POINTS

During their trials onboard the *Executioners' Nest*, the PCs have an opportunity to impress Silent Strike, who is watching their every move. If they do something that honors the values of Lao Shu Po, ysoki culture, or is particularly clever, they may earn an Admiration Point. Each PC earns these points individually, so it is likely that one PC will have more than another.

In certain situations, the number of Admiration Points a PC has earned will have a direct in-game effect, such as which PC a creature targets, so you should track these points as you run the adventure. Remember—Silent Strike is always watching and always listening.

SUBTIER 9-10 (CR 12)

SHOW-QUALITY SONORIVORES (2) CR 10

CN Medium aberration (extraplanar)

Init +8; **Senses** blindsense (vibration) 5 ft., darkvision 60 ft.; Perception +19

DEFENSE **HP** 150 EACH

EAC 23; **KAC** 24

Fort +11; **Ref** +11; **Will** +13

Defensive Abilities regeneration 5 (bright light), sound absorption; **Immunities** sonic; **Weaknesses** vulnerable to fire

OFFENSE

Speed 40 ft.; climb 40 ft.

Melee bite +21 (3d8+10 P; critical wound) or claw +21 (4d6+10 S plus steal sound)

TACTICS

During Combat The sonorivore attacks the closest creature with its claws. Once it has cursed a creature with steal sound, it bites that creature, pursuing it above others.

Morale The sonorivore retreats into the shadows when reduced to 50 Hit Points or fewer, relying on its regeneration to keep it alive. Once it regenerates to above 50 Hit Points, it rejoins the fight. A cornered sonorivore fights to the death.

STATISTICS

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

Skills Acrobatics +24, Bluff +19, Intimidate +19, Stealth +24, Survival +24

Languages Aklo (can't speak); telepathy 100 ft.

Other Abilities light blindness

SPECIAL ABILITIES

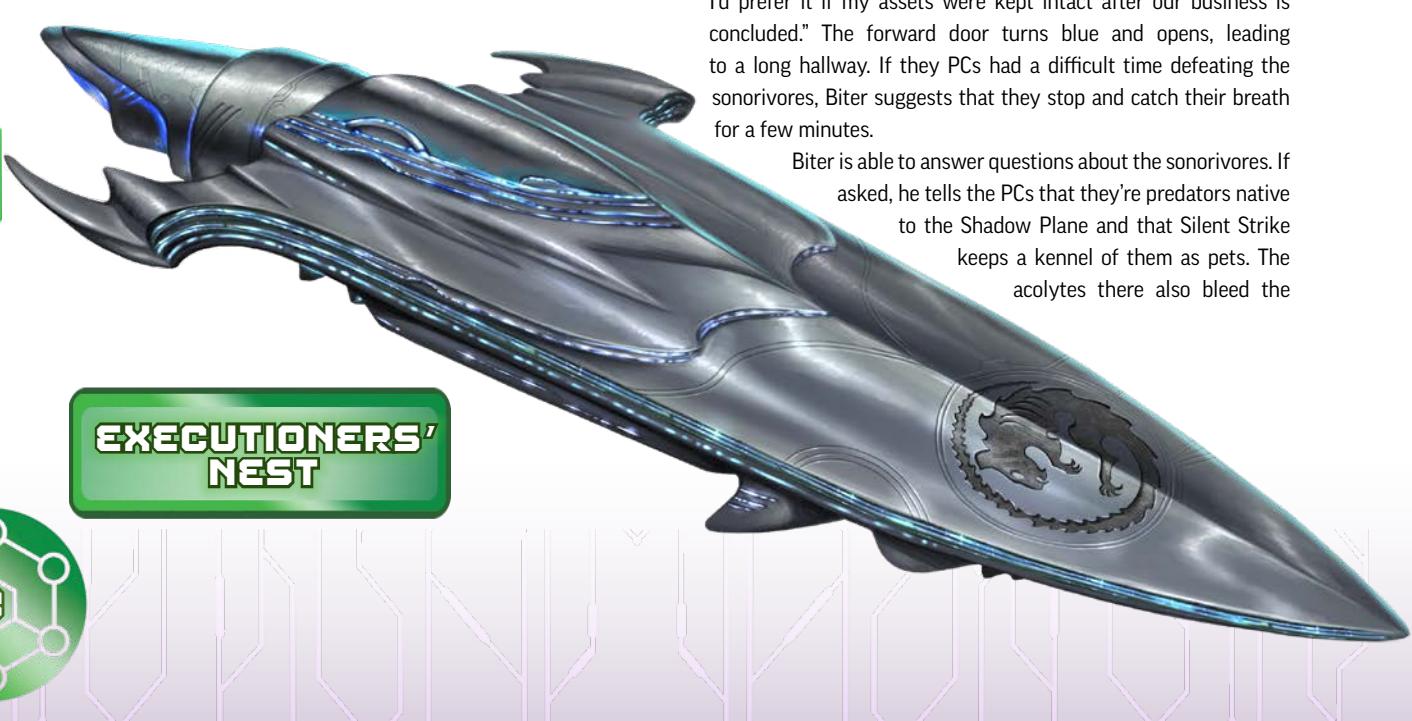
Sound Absorption (Su) A sonorivore is immune to sonic damage, deaf, and makes no sound. If a creature is under a sonorivore's steal sound curse, it can hear the sonorivore normally but can't deal sonic damage to it. Any sonic damage that is negated by sound absorption grants the sonorivore temporary Hit Points equal to half the damage negated; these temporary Hit Points last for 1 minute.

Steal Sound (Su) When a sonorivore successfully strikes with a claw attack, the target must succeed at a DC 19 Will save or be deafened and unable to make a sound. This area of magical silence extends in a 5-foot aura around the target. The sonorivore can still hear sounds made by the target and the target can hear all sounds made by the sonorivore as if they were not silenced by steal sound. This is a curse effect and lasts as long as the sonorivore lives.

Development: Once both sonorivores are defeated, Silent Strike speaks up over the ship's intercom, "Now that we've satisfied your expectations, we can proceed with the rest of the trials. Oh, and I forgot to mention. Please do not do lethal harm to my apprentices. I'd prefer it if my assets were kept intact after our business is concluded." The forward door turns blue and opens, leading to a long hallway. If the PCs had a difficult time defeating the sonorivores, Biter suggests that they stop and catch their breath for a few minutes.

Biter is able to answer questions about the sonorivores. If asked, he tells the PCs that they're predators native to the Shadow Plane and that Silent Strike keeps a kennel of them as pets. The acolytes there also bleed the

EXECUTIONERS' NEST



creatures, turning their blood into magical ointments that aids them in stealth missions.

Each PC that fights a sonorivore using only nonlethal means gains 1 Admiration Point.

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

Subtier 7-8: Reduce each PC's credits earned by 900.

Out of Subtier: Reduce each PC's credits earned by 1,950.

Subtier 9-10: Reduce each PC's credits earned by 3,000.

A3. STARSHIP CORRIDOR

This long hallway stretches from fore to aft with several doors branching off to the port and starboard sides. Though some lead to other hallways and others to rooms important for the function of the ship and its crew, they are outside the scope of this adventure. The doors are all locked, as indicated by a dim red light around each door. Only the large set of doors at the forward end of the hallway is surrounded by a dim blue light, indicating that it is unlocked.

A4. ESCAPE ROOM (CR 8 OR CR 10)

Gears, pipes, and wiring fill this room. The sound of machines thrumming and electronics beeping creates an odd symphony of noise while the acrid scents of engine oil and battery acid tinge the air. A plinth in the center of the room features two oversized keyholes for ancient round-tipped mechanical keys, one on each side. On top of the plinth are four posts with wires snaking between them in a loose weave—a large, round-tipped key sits amid the center of the wires. On the forward wall of the room, a large mural depicts ysoki working in an engine room. The only obvious exit is a set of double doors on the aft wall of the room.

The equipment in this training room is all used in elaborate simulations to teach sabotage and material scavenging. It also allows technomancers and mechanics to test their abilities on active systems. For the Starfinder Society trials, Silent Strike has had it turned into an elaborate, lethal escape room. He hopes to get an idea of the types of skills Starfinder agents have and how they deal with a complex problem that isn't combat. Fortunately for the PCs, he doesn't turn out the lights for this challenge.

Because of the very limited time to succeed, you should run this encounter in initiative to track the PCs' actions and the time spent.

SCALING ENCOUNTER A2

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

Both Subtiers: The sonorivores are lethargic from malnourishment and have the sickened condition.

The following paragraphs describe each element of the room and the most likely ways the PCs might solve or overcome these elements. If the PCs attempt a creative solution that is not outlined below, you should give them a reasonable chance to succeed. Generally, these alternative methods should use the listed DC if they are particularly appropriate, or a DC that is 2 to 4 higher if they are less directly effective at addressing the situation.

Trap: As soon as the PCs enter the room, Silent Strike speaks over the ship's intercom, "Now we shall test your resourcefulness and your so-called teamwork. Hurry, hurry; you have only one minute to escape this room before it kills you."



The center plinth requires two keys to be inserted and turned at the same time; this requires a move action for each key. A creature with a natural reach of 10 feet or more can turn both keys as two move actions on their turn, or two different creatures can each spend a move action to turn the keys, but the first creature must ready an action to turn their key in sync with the second creature. Once both keys are turned at the same time, the dangers of the room cease to advance (see Development). A single PC can pick one of the locks with 1 round of work and a successful DC 40 Engineering check. If one lock (or both) is picked, both keys do not need to be turned simultaneously.

On top of the plinth are four posts with a loose weave of wires tightly wound between them. Ysoki PCs, or PCs who succeed at a DC 15 Culture check, identify this as a version of the common ysoki children's game "spider's nest," where a weave of lightly electrified wires surrounds a piece of candy. Children try and remove the candy without touching the wires, which would glow and make a loud buzzing sound if the wire was touched. Unlike the wires typically used in the game, however, the wires in this deadly chamber are nanofilament wires that are excessively sharp. To successfully remove the key, a PC must spend a move or full action and succeed at a DC 32 Sleight of Hand check (DC 35 in Subtier 9-10) to remove the key without hurting themselves; spending a full action grants the PC a +2 circumstance bonus to their check. A PC who fails this check by 5 or less retrieves the key but badly cuts a finger or similar appendage in the process and takes 3d6 slashing damage and 1d4 bleed damage. A PC who fails this check by 10 or more fails to retrieve the key and takes 6d6 slashing damage and 2d6 bleed damage. Small PCs gain a +2 circumstance bonus to their Sleight of Hand checks to remove the key; tiny and smaller PCs gain a +4 circumstance bonus instead. A PC can remove the wires with a successful DC 27 Engineering check (DC 30 in Subtier 9-10), but doing so takes 1d4+1 rounds. Ripping apart a gap in the nest of wires by force requires a full action and a successful DC 25 Strength check; each attempt automatically damages the PC as if they had failed a Sleight of Hand check by 10 or more.

On the back wall is a mural visually depicting a ysoki children's rhyme, "Twitchy Nose," that reminds them of the safety precautions to take in an engine room. Within the mural are several buttons that represent a code needed to disable the dangers in the room and expose the second key. The buttons on the mural are, from left to right as follows: air vent, big red button, computer terminal, conduit, cooling tank, crate blocking the door, black wire, exposed wiring, gas mask, power core, and red wire. The full text of the rhyme is as follows: "Twitchy nose, twitchy nose, leave a block. / Dodge the wires or you'll get a shock. / Twitchy nose, twitchy nose, black after red. / Don't breathe deeply or you'll wind up dead."

The PCs need to succeed at a DC 27 Culture check (DC 30 in Subtier 9-10) to recognize the intention of the mural. Ysoki PCs gain a +10 circumstance bonus to this check and non-ysoki PCs who speak ysoki gain a +5 circumstance bonus, as they may recall the rhyme from their own experience. If a PC fails the Culture check, they can continue to study the mural as a move action to retry

the check. The rhyme reminds ysoki children to leave something blocking the door so they're not locked in, never touched exposed wiring without proper insulated gloves, to connect the red wire then the black wire in live electrical systems, and finally to watch out for poisonous gases that can accumulate in a poorly ventilated engine compartment. The rhyme holds the key to the correct button sequence to reveal the second key: crate blocking the door, exposed wires, red wire, black wire, gas mask. Once the buttons are pressed in this order as a full action, the key drops from a hidden compartment on the ceiling near the buttons, requiring a move action to pick up. A PC can also attempt to override the button sequence by using the computer terminal built into the mural (which is an actual working computer) and succeeding at a DC 27 Computers check (DC 30 in Subtier 9-10). Attempting this check takes 1d4+1 rounds regardless of success or failure. Failure to enter the proper button sequence or failing the check to override it with a Computers check causes the entire floor to become electrified for 1 round, as a shock grid rank 1 on its lethal setting (*Starfinder Core Rulebook* 217). This effect reactivates with each failure.

To escalate matters, the walls of the room slowly close in on the PCs. Each round, the port and starboard walls each get 2 1/2 feet closer to the center of the room. Once they're 15 feet apart, the forward and aft walls start to close in at 2 1/2 feet per round. Once the room is reduced to a 15-foot-square area (after 1 minute), the PCs have failed (see Development). A PC can spend a full action while adjacent to a wall to keep both moving walls from closing in by succeeding at a DC 27 Athletics or Physical Science check (DC 30 in Subtier 9-10). This delays the end condition by 1 round, giving the PCs more time to escape.

A corrosive poisonous gas is also leaking into the room. This gas slowly overcomes the environmental protections of any armor. On the first round, PCs must succeed at a DC 11 Fortitude save or start feeling the effects of corrosive laughing gas. For each additional round they spend in the room, they must make a new save, increasing the DC by 1 each round (DC 12 for the second round, DC 13 for the third round, and so on) to a maximum of DC 25. The gas valves can be blocked with a successful DC 32 Engineering check (DC 35 in Subtier 9-10) as a full action, which prevents the DC from increasing but doesn't get rid of the existing gas.

CORROSIVE LAUGHING GAS

Type poison (inhaled); **Save** Fortitude DC 25

Track Wisdom (special); **Frequency** 1/round

Effect Progression track is Healthy–Weakened–Impaired–

Staggered–Staggered. The second staggered functions as an end state.

Cure 1 save

A first-aid kit is attached to the forward side of the plinth. Inside are 10 unmarked needles with various substances; one of them contains six doses of antidote for the corrosive laughing gas. Administering the antidote to a creature removes any ongoing effects of the poison and renders them immune to further effects

from it for 1 hour. With a successful DC 22 Life Science or Medicine check (DC 25 in Subtier 9-10) as a full action, a PC can determine which vial contains the antidote and how many doses remain. All other vials contain relatively harmless fluids that nevertheless make a target sickened for 1d4 rounds.

Development: Once both keys are turned at the same time, the walls stop moving, and a whooshing sound indicates that the toxic air is being forcefully ventilated out of the room. Moments later, Silent Strike's voice whispers over the intercom, "You live. I suppose working together has some advantages. Perhaps by working together with us we'll both achieve our goals. Take a rest in my meeting room on the lower deck, and we shall speak soon." The floor slowly lowers like a giant cargo elevator, taking the PCs to a lower deck. It lowers for several minutes before stopping at the bottom (area **B1**).

If time runs out and the room closes to a 15-foot-by-15 foot room, a loud banging sound echoes throughout the chamber as the walls suddenly stop. Silent Strike's voice then blares on the intercom, "You die." The floor opens like a trapdoor, dropping the PCs into the room below (area **B1**). Though they feel like they're falling hundreds of feet, they take falling damage as if they had fallen only 10 feet, due to a strange space-warping effect in this area. PCs that use means to avoid falling damage can fly down to accompany their companions. Any remaining gas in the room hovers toward the top and doesn't fill the chamber below.

Each PC that performs one of the following tasks gains 1 Admiration Point per task: retrieve the key from the spider's nest game without using Engineering, retrieve the key from the "Twitchy Nose" mural without using Computers, disable the poison gas valve, and identify the correct antidote in the med kit.

Rewards: If the PCs don't solve the room before the floor falls away, reduce each PC's credits earned by the following amount.

Subtier 7-8: Reduce each PC's credits earned by 1,200.

Out of Subtier: Reduce each PC's credits earned by 2,450.

Subtier 9-10: Reduce each PC's credits earned by 3,700.

B. EXECUTIONERS' NEST: LOWER DECKS

The lower decks of the ship are much the same as the upper decks, with dimly lit hallways and stark metal throughout.

B1. VOIDBOIL ACCUMULATION (CR 8 OR CR 10)

This room is plain and unadorned. A single set of double doors is lit with blue light and open on the forward wall.

Hazard: Unbeknownst to Silent Strike, his acolytes have allowed voidboils to form here. They activate as soon as the PCs arrive on this deck. Voidboils are a concentration of negative energy that accumulates due to the Shadow Plane's proximity to the Negative Energy Plane, commonly found in shadow space. When a leak of this energy occurs, the usual torpor and decay caused by ambient negative energy instead bursts out in a destructive manner, turning the living to ash in mere moments. Voidboils can be predicted by the dark, tumorlike growths that appear on objects moments before the phenomenon erupts.

SCALING ENCOUNTER A4

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

Both Subtiers: Reduce the DC of all skill checks and ability checks during this encounter by 2. The laughing gas doesn't enter the room until the second round. Silent Strike gives the PCs 90 seconds instead of 1 minute to complete the challenges.

SUBTIER 7-8 (CR 8)

VOIDBOIL

CR 8

Type magical; **Perception** automatic; DC 32 Mysticism to identify the initial dark tumorous growths in time (including on reset); **Disable** Mysticism DC 27 (shunt the negative energy back to its plane)

Trigger proximity (life, 40 feet); **Reset** each round, for 1d4 rounds, the voidboil has a 25% chance of resetting.

Effect negative energy (40-foot-radius spread); 10d6 damage to living creatures (Fortitude DC 18 half); undead regain 5d6 Hit Points.

SUBTIER 9-10 (CR 10)

CONCENTRATED VOIDBOIL

CR 10

Type magical; **Perception** automatic; DC 35 Mysticism to identify the initial dark tumorous growths in time (including on reset); **Disable** Mysticism DC 30 (shunt the negative energy back to its plane)

Trigger proximity (life, 50 feet); **Reset** each round, for 1d4 rounds, the voidboil has a 25% chance of resetting.

Effect negative energy (50-foot-radius spread); 12d6 damage to living creatures (Fortitude DC 19 half); undead regain 6d6 Hit Points.

Development: Once the PCs disable or escape the voidboil, Silent Strike's voice echoes over the intercom, "My sincerest apologies. My acolytes are supposed to keep these areas clear of voidboils. I'll find out who was responsible and have them jettisoned into space. This is no way to treat guests. Please, take a moment to rest in our nearest medical bay, then join me in the banquet hall."

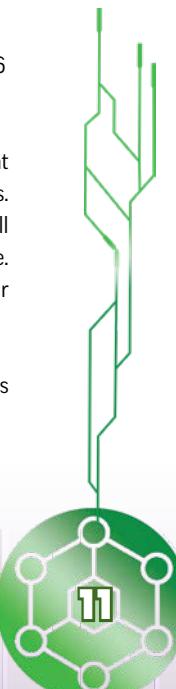
A PC who disables the voidboil earns 1 Admiration Point.

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

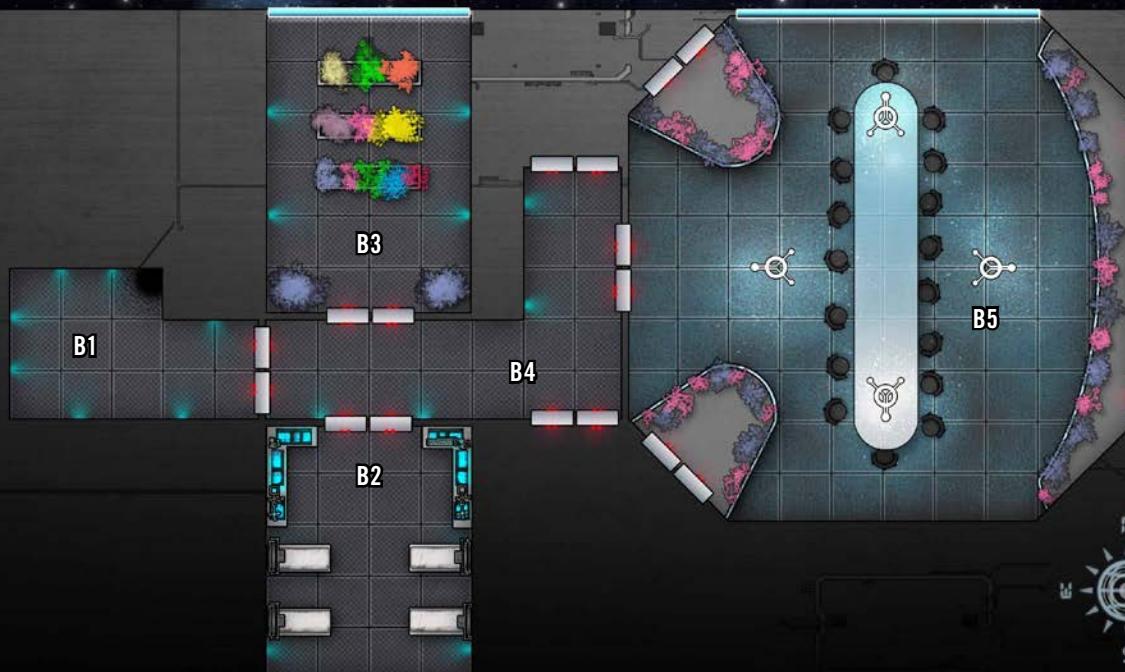
Subtier 7-8: Reduce each PC's credits earned by 900.

Out of Subtier: Reduce each PC's credits earned by 1,950.

Subtier 9-10: Reduce each PC's credits earned by 3,000.



B. EXECUTIONERS' NEST: LOWER DECKS



1 SQUARE = 5 FEET

SCALING ENCOUNTER B1

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

Both Subtiers: Reduce the range of the voidboil by 10 feet, the damage dealt by 2d6, and the DCs to overcome it by 2.

The light around a nearby door suddenly changes from red to blue. Silent Strike's voice calls out over the ship's intercom, "If you don't mind, I have something to show you. In this room we grow all manner of plants for various medicinal, recreational, and deadly purposes. If you could please help me harvest some poison to replace the poison you used in the earlier trial, I would appreciate it."

Creatures: Biter leads them into the room and instructs them on the proper use of the tools available to harvest gas-filled bulbs from a rare plant and bring them over to the extraction machine. The bulbs must be carried by an unarmored hand as the alloys in most armors, including armored clothing, will immediately disrupt the bulbs and cause the gas to fill the room. Each PC who succeeds at a DC 22 Life Science, Profession (herbalist), or Sleight of Hand check (DC 25 in Subtier 9-10) harvests a bulb. If a PC fails their check, they expose themselves to corrosive laughing gas (page 10) at the full DC 25 potency.

Each PC who harvests a bulb earns 1 Admiration Point.

Development: Once each PC has had an opportunity to salvage poison, Biter continues leading them to the banquet chamber.

B2. MEDBAY

This area contains a full medical lab but no staff (Core Rulebook 220). The PCs can use Medicine checks to recover from their previous encounters in addition to taking a 10-minute rest.

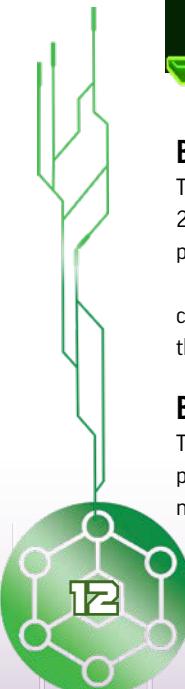
Treasure: Four *mk 3 serums of healing* are standing neatly in a cluster on the edge of the counter. If any of the PCs asks about them, Biter gladly offers them to the PCs.

B3. TOXIC GREENHOUSE

This cabin features special lights and equipment for growing toxic plants used in making various poisons. As the PCs are traveling near the entrance to this room, read or paraphrase the following.

B4. THIEF STEALS RESOLVE

As the PCs make their way down the corridor, a female ysoki with black fur dressed in a tight gray bodysuit leans against the wall next to the door to the banquet hall (area B5). Next to her is an



open wall panel, its wires hanging out. She eyes the PCs as they approach. When they get close to her, or decide to address her, read or paraphrase the following.

"Starfinders... on my ship. Well, it'll be my ship before long; I'm a patient woman. The name's Breeze. Did the old man drag you all the way out here? For what? To become his tool?" She turns and snaps two cable harnesses together. The door she stands next to immediately opens to reveal a grand banquet hall before walking in and taking a seat on top of the table.

In this encounter, the PCs get a chance to meet with Breeze, the disciple of thievery. She speaks with the PCs while Biter, the disciple of spies, continues to watch them and judge their reactions. Biter prefers to stand back and act as observer. He usually stands 5 to 10 feet away from the largest group of PCs, looking serenely at the situation.

Breeze can give the PCs some information regarding Datch, but she demands information from them in return. The PCs and Breeze can alternate questions, but you should allow this encounter to become more conversational as well. During their conversation, she uses what she learns from the PCs against them, trying to convince them to turn against Luwazi Elsebo, and possibly the Starfinder Society. Breeze attempts to disguise her manipulations as curiosity and doubt, hoping the curiosity will lower the PCs' defenses and the doubt will prove infectious. Her goal is to steal information about the Society, as well as to test their resolve to defeat Datch.

She uses the following tactics, generally in this order. Feel free to switch tactics if the timing feels right.

Curiosity: Breeze questions the PCs about their experiences in the Starfinder Society, asking about why they joined, what their greatest triumph was, what their greatest defeat was, and whether they trust Starfinder leadership.

Confusion: Breeze points out any contradictions in the Starfinders' stories by feigning confusion. She uses this confusion to try and paint the Starfinder Society in a poor light, particularly the leadership.

Doubt: Breeze uses what she knows of the PCs and the Society to show lack of leadership.

• "After all, didn't Luwazi Elsebo fail the Starfinders and cause these problems in the first place? Datch was simply pointing out the mistakes of the Society. Blame should really go to the Society's leadership."

• "Jadnura led you all into a big golden bubble without really knowing what was in there, then got most of the Society marooned? How is it that he wasn't stripped of rank the minute you rescued him?"

• "I heard that Zigvigix is on the brink of death, and yet he still leads an entire faction of Starfinders. That seems irresponsible."

• "What's the deal with Fitch running a daycare while running a faction? Don't those Starfinders provide childcare services?"

• "Have you even heard of this new First Seeker? Ehu Hadif—something? If they keep changing leadership more often than

I change my armor, nothing is going to get done."

• "What's the big deal about Datch, anyway? She's just one ysoki with a big mouth. All this will blow over anyway—just ignore her. Datch was simply pointing out the mistakes of the Society. Blame should really go to the Society's leadership."

The Offer: The last thing Breeze does is ask each PC if they are 100 percent loyal to the Starfinder Society. If they falter in their support, she asks them if they really want to go through with whatever Silent Strike has in store for them, warning them that he will use them as a tool.

The PCs have an opportunity to ask the talkative Breeze about herself, the ship, Silent Strike, and Datch. The following are likely questions the PCs might ask Breeze, her answers, and the truth behind them. PCs can detect whether she's lying by succeeding at a DC 27 Sense Motive check (DC 30 in Subtier 9-10). If they catch her in a lie, she reveals the truth instead.

Why did you join Silent Strike/Lao Shu Po/this ship? "My parents had no credits, no prospects, no way to raise me. Joining on with this crew seemed like my best option." **TRUE:** Her parents were poor tinkerers on Akiton; she sought out a priest of Lao Shu Po and asked to join.

What do you get out of being here? "I'm a simple girl who likes simple things. I get a semblance of family and a roof over my head." **FALSE:** Her schemes are usually complicated, and she desires only the finest luxuries credits can buy.

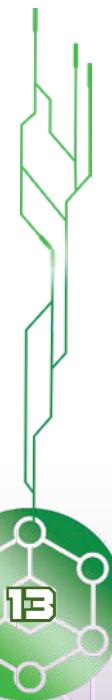
Who is Silent Strike? "A ysoki, a murderer, a father figure. He takes care of us, trains us, beats us. We're grateful, do everything he says, and hate him for it." **TRUE:** Life under Silent Strike is hard, but it's honing the disciples into fine weapons.

What can you tell me about Executioners' Nest? "It's never the same ship twice. Things are always changing here, yet we have a fairly limited technical crew. Never trust anyone or anything—you never know who has a trial that involves killing you." **TRUE:** Life on this starship teaches suspicion as an essential trait.

What is your role here? "I'm one of Silent Strike's protégés. Biter here is another. You're unlikely to meet the third: Fang. If you do, it means you're as good as dead." **TRUE and FALSE:** Most of this is true, except that Breeze knows Fang is currently hiding in the banquet hall, getting ready to attack the PCs.

What do you know about Datch? "Besides that she's a Laoite? That's right, she's one of ours, but she's not with us. It's a complicated political mess. I hope I get to kill her... or Dispassion." **TRUE:** This is true, although she's giving more away than Silent Strike would want.

Who's Dispassion? "Another Laoite—nasty fellow—you couldn't take him. I probably couldn't take him. He trained under Silent Strike and killed the other two protégés, so he graduated. You see, when we all are ready for graduation, Silent Strike has all three of us try and kill each other—the survivor graduates." She looks over to Biter, "Ain't that right, Biter?" Biter nods, a pleasant smile on his face. **TRUE:** This is entirely accurate. She doesn't bear any particular animosity for Biter, but she expects that she will be the one to graduate.



Development: When Breeze confronts the PCs about their loyalties at the end of the conversation, any PCs who show doubt about working for the Society or doing as Silent Strike asks have failed this trial. Any PC who is unwavering in their determination to do what it takes to take Datch down succeeds at the trial. Each PC who succeeds gains 1 Admiration Point. A PC can earn an additional Admiration Point for other conversational tactics or statements that impress Silent Strike, such as taking care to protect the Starfinder Society's information rather than revealing secrets to Breeze, expressing a strong desire to kill Datch, or other roleplay-based qualifications at your discretion.

B5. BANQUET HALL (CR 11 OR CR 13)

This opulent room stands in stark contrast against the industrial interior of the rest of the ship. In the center of the room stands a long, smoked glass table with shadow-leather bound, high-backed seats surrounding it. Above them floats four ellipsoid chandeliers, each with a rounded bottom that glows with a gentle yellow light and rare plants from the Shadow Plane growing from a small garden atop each chandelier. The chandeliers slowly rotate around in a circle. Three balconies rise above the hovering garden: two smaller balconies to the fore-port and fore-starboard, and a wide shallow balcony looming over all on the aft side of the grand hall. All positions have a majestic view of shadow space through the starboard side window that encompasses the entire wall, allowing the dim light of shadow space to glow throughout the chamber. The floor is a velvet-like carpet that makes any footfall soundless. Modern art from around shadow space adorn the walls. Double doors open on the forward wall with single doors exiting on each balcony.

Silent Strike uses this room to meet with emissaries, often clients of his, and wishes to make them feel at home. The opulence of this room is a waste according to his practical standards, but he understands the necessity of its appearance as a tool.

Creatures: Once the conversation with Breeze is over, Silent Strike steps out on to the central balcony. He addresses the PCs and his disciples from that vantage point. If the PCs have accumulated a number of Admiration Points equal to at least three times the number of PCs, read or paraphrase the following.

"You have done well to come this far. I am impressed by the means you have used to succeed. I must admit I had underestimated you. Not what I expected at all..."

If the PCs didn't accumulate enough Admiration Points, read or paraphrase the following,

"Shameful... but expected. You have not trained as we have. How could I expect you to perform when faced with a real challenge? Perhaps I was being unfair, though... the universe is never fair. We have what we hold."

After either praising or admonishing the PCs, he continues.

"I require one final trial: combat against my three protégés. The trial should be nonlethal, as I would like not to offend the Society or lose my valuable students."

He presents the PCs with a tray filled with shadowy weapon fusions. Each of these is a *merciful weapon fusion*, of the same type that are currently affixed to the weapons of Silent Strike's students. These fusions dissolve immediately if exposed to bright light, such as direct sunlight or powerful industrial lighting (no such light sources exist on the *Executioners' Nest*). Once the PCs have applied these fusions to any weapons that they plan to, Silent Strike shouts, "BEGIN," to declare the beginning of combat.

Fang, an albino female ysoki with red eyes and white fur, has been waiting in the one of the forward balconies since the PCs arrived on the *Executioners' Nest*.

SUBTIER 7-8 (CR 11)

BITER

CR 8

Male ysoki operative

N Small humanoid (ysoki)

Init +9; **Senses** darkvision 60 ft., blindsense 60 ft.; **Perception** +17

Defense **HP** 115

EAC 20; **KAC** 21

Fort +7; **Ref** +10; **Will** +11

Offense

Speed 40 ft.

Melee *merciful ultrathin sword cane* +17 (2d4+8 P; critical bleed 1d4)

Ranged *merciful poacher injector pistol* +15 (2d6+8 P)

Tactics

Before Combat Biter studies the PCs during their trials, identifying the most likely offensive tactic used by each one. He uses preparation on the most dangerous PCs to counteract their most likely attack.

During Combat Biter activates his force field and draws his sword cane. He focuses his attacks on the PC he believes has the weakest defenses, using triple attack as often as possible.

Morale Knowing that Silent Strike will judge him harshly, Biter fights until unconscious.

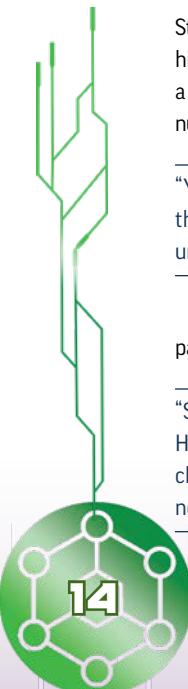
Statistics

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

Skills Acrobatics +17, Bluff +22, Computers +22, Diplomacy +22, Disguise +22, Engineering +22, Intimidate +17, Sleight of Hand +22, Stealth +22, Survival +17

Languages Aklo, Common, Drow, Exolian, Kasatha, Lashunta, Sarcesian, Shirren, Triaxian, Vercite, Vesk, Ysoki

Other Abilities cheek pouches, debilitating trick, evasion, moxie, operative exploits (enhanced senses, master of disguise, sure-footed, uncanny mobility), specialization (spy), trick attack +4d8, triple attack, uncanny agility



SHADES OF SPITE

Gear advanced lashunta tempweave (black force field), *merciful ultrathin sword cane*^{PW}, *merciful poacher injector pistol*^{AR} with 21 darts (5 have blue whinnis poison), *glove of storing*, *tracking bug*^{PW}, *mk 3 serum of healing*

BREEZE

CR 8

Female ysoki operative

N Small humanoid (ysoki)

Init +9; **Senses** darkvision 60 ft.; **Perception** +22

DEFENSE

HP 115 **RP** 4

EAC 20; **KAC** 21

Fort +7; **Ref** +10; **Will** +11

OFFENSE

Speed 40 ft.

Melee *merciful ultrathin switchblade* +17 (2d4+8 S)

Ranged *merciful* s-band scorchgun +15 (1d10+8 F)

TACTICS

Before Combat Breeze sizes up the PCs during their conversation, taking note of their equipment and the location of their most powerful gear.

During Combat Breeze activates her holographic clone. She then uses combat maneuvers to weaken the PCs, preferring to target the PC that spoke most during their conversation. She then uses trick attack to finish off her targets. When reduced to half of her Hit Points or fewer, Breeze retreats using holographic distraction and uses her *serum of healing*.

Morale Knowing that Silent Strike will judge her harshly, Breeze fights until unconscious.

STATISTICS

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

Skills Acrobatics +22, Bluff +22, Computers +17, Diplomacy +22, Engineering +22, Perception +22, Sense Motive +17, Stealth +22, Survival +17

Languages Common, Kasatha, Lashunta, Vesk, Ysoki

Other Abilities cheek pouches, debilitating trick, evasion, moxie, operative exploits (holographic clone, holographic distraction, sticky fingers), specialization (thief), trick attack +4d8, triple attack, uncanny agility

Gear kasatha microcord III (haste circuit), *merciful ultrathin switchblade*^{AR}, *merciful* s-band scorchgun^{AR} with 1 battery (20 charges), *null-space chamber* mk 2, signal jammer (level 8), *mk 3 serum of healing*

SPECIAL ABILITIES

Sticky Fingers (Ex) Breeze gains a +2 insight bonus to dirty trick and disarm combat maneuvers. She can attempt Sleight of Hand checks to pick a pocket in combat with a DC equal to 20 or the target's EAC, whichever is higher. She cannot pick pockets to take held items or armor.

FANG

CR 8

Female ysoki operative

NE Small humanoid (ysoki)

Init +9; **Senses** darkvision 60 ft.; **Perception** +17

SCALING ENCOUNTER B5

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

Both Subtiers: Breeze doesn't use disarm combat maneuvers, Fang uses the first 2 rounds of combat studying a target in preparation for using pinpoint weakness, and Biter has only one dose of poison.

DEFENSE

HP 115

EAC 20; **KAC** 21

Fort +7; **Ref** +10; **Will** +11

OFFENSE

Speed 40 ft.; climb 40 ft.; fly 30 ft. (jetpack, average)

Melee *merciful* nanofiber garrote +15 (2d4+8 S)

Ranged *merciful* rime subduer +17 (1d12+8 C; critical staggered) or

merciful advanced shirren-eye rifle +17 (2d10+8 P)

TACTICS

Before Combat Fang watches the conversation silently from one of the forward side balconies, hidden as best she can. As the conversation with Breeze is wrapping up, she studies the PC with the fewest Admiration Points, preparing to target them using her pinpoint weakness special ability (page 16).

During Combat She targets the PC with the fewest Admiration Points using her pinpoint weakness special ability (page 16). She then uses a combination of triple attack and trick attack, preferring trick attack when she needs to get out of melee. If the PCs with the fewest Admiration Points falls, she moves to the PC with the next fewest.

Morale Knowing that Silent Strike will judge her harshly, Fang fights until unconscious.

STATISTICS

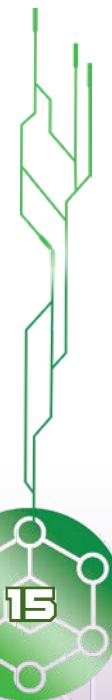
Str +0; **Dex** +6; **Con** +0; **Int** +4; **Wis** +2; **Cha** +0

Skills Acrobatics +22, Athletics +17, Computers +22, Disguise +17, Engineering +22, Piloting +22, Sleight of Hand +22, Stealth +22, Survival +17

Languages Common, Ysoki

Other Abilities cheek pouches, debilitating trick, evasion, moxie, operative exploits (cloaking field, pinpoint weakness), specialization (ghost), trick attack +4d8, triple attack, uncanny agility

Gear advanced lashunta tempweave (jetpack, mk 2 electrostatic field), *merciful* nanofiber garrote^{AR}, *merciful* rime subduer^{AR} with 1 battery (20 charges), *merciful advanced shirren-eye rifle* with 8 rounds, universal solvent^{AR} (concentrated), *mk 3 serum of healing*



STARFINDER SOCIETY SCENARIO

SPECIAL ABILITIES

Pinpoint Weakness (Ex) As a standard action, Fang can study the weaknesses of a single enemy that she is observing. Once per day, on a round after she spends 2 consecutive rounds studying the same enemy in this way, she can enhance the lethality of her trick attacks against them. For the next minute, she receives a +2 circumstance bonus to skill checks made as a part of her trick attack ability, and her successful trick attacks against that target deal an additional 2d8 damage.

SUBTIER 9-10 (CR 13)

BITER

CR 10

Male ysoki operative
N Small humanoid (ysoki)

Init +11; **Senses** blindsense 60 ft., darkvision 60 ft.; **Perception** +20

DEFENSE

HP 150

EAC 23; **KAC** 24

Fort +9; **Ref** +12; **Will** +13

OFFENSE

Speed 50 ft.

Melee *merciful zero-edge sword cane* +20 (2d6+10 P; critical bleed 1d6)

Ranged *merciful elite needler pistol* +18 (2d8+10 P; critical injection DC +2)

TACTICS

Use the tactics from Subtier 7-8.

STATISTICS

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

Skills Acrobatics +20, Bluff +25, Computers +25, Diplomacy +25, Disguise +25, Engineering +25, Intimidate +20, Sleight of Hand +25, Stealth +25, Survival +20

Languages Aklo, Common, Drow, Exorian, Kasatha, Lashunta, Sarcesian, Shirren, Triaxian, Vercite, Vesk, Ysoki

Other Abilities cheek pouches, debilitating trick, evasion, moxie, operative exploits (enhanced senses, glimpse the truth, master of disguise, sure-footed, uncanny mobility), specialization (spy), trick attack +5d8, triple attack, uncanny agility

Gear freebooter armor III (white force field), *merciful zero-edge sword cane*^{PW}, *merciful elite needler pistol*^{COM} with 8 darts (all have blue whinnis poison), *glove of storing*, *tracking bug*^{PW}, *mk 3 serum of healing*

BREEZE

CR 10

Female ysoki operative
N Small humanoid (ysoki)

Init +11; **Senses** darkvision 60 ft.; **Perception** +25

DEFENSE

HP 150 RP 5

EAC 23; **KAC** 24

Fort +9; **Ref** +12; **Will** +13

OFFENSE

Speed 50 ft.

Melee heavy sap +20 (2d8+10 B)

Ranged emergent anchor pistol +18 (2d6+10 E; critical bind)

TACTICS

Use the tactics from Subtier 7-8.

STATISTICS

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

Skills Acrobatics +25, Bluff +25, Computers +20, Diplomacy +25, Engineering +25, Perception +25, Sense Motive +20, Stealth +25, Survival +20

Languages Common, Kasatha, Lashunta, Vesk, Ysoki

Other Abilities cheek pouches, debilitating trick, evasion, moxie, operative exploits (holographic clone, holographic distraction, improved evasion, sticky fingers), specialization (thief), trick attack +5d8, triple attack, uncanny agility

Gear kasatha microcord IV (*haste circuit*, *grandchild's cloak*^{PW}), heavy sap^{AR}, emergent anchor pistol^{AR} with 2 batteries (40 charges each), *null-space chamber* mk 2, signal jammer (level 8), *mk 3 serum of healing*

SPECIAL ABILITIES

Sticky Fingers (Ex) See Subtier 7-8.

FANG

CR 10

Female ysoki operative
NE Small humanoid (ysoki)

Init +11; **Senses** darkvision 60 ft.; **Perception** +20

DEFENSE

HP 150

EAC 23; **KAC** 24

Fort +9; **Ref** +12; **Will** +13

OFFENSE

Speed 50 ft.; climb 50 ft.; fly 60 ft. (forcepack, average)

Melee advanced retractable spike +18 (3d4+8 P)

Ranged rime subduer +20 (1d12+8 C; critical staggered) or *merciful rangefinder coil rifle* +20 (3d6+10 P; critical bleed 2d6)

TACTICS

Before Combat See Subtier 7-8. Fang also activates her forcepack just before combat.

During Combat See Subtier 7-8. Against opponents other than the target of pinpoint weakness, Fang uses stunning shot.

Morale See Subtier 7-8.

STATISTICS

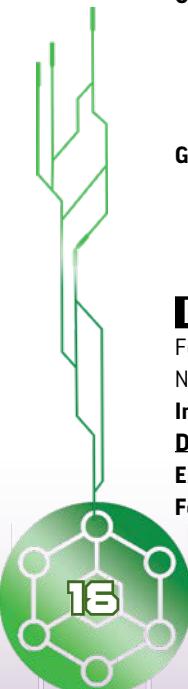
Str +0; **Dex** +8; **Con** +0; **Int** +5; **Wis** +3; **Cha** +0

Skills Acrobatics +25, Athletics +20, Computers +25, Disguise +20, Engineering +25, Piloting +25, Sleight of Hand +25, Stealth +25, Survival +20

Languages Common, Ysoki

Other Abilities cheek pouches, debilitating trick, evasion, moxie, operative exploits (cloaking field, pinpoint weakness, stunning shot), specialization (ghost), trick attack +5d8, triple attack, uncanny agility

Gear d-suit III (advanced retractable spike^{AR}, forcepack, mk 2 electrostatic field), rime subduer^{AR} with 2



batteries (20 charges), *merciful rangefinder coil rifle*^{AR} with 8 rounds, universal solvent^{AR} (concentrated), serum of healing mk 3

SPECIAL ABILITIES

Pinpoint Weakness (Ex) See Subtier 7-8.

Development: If the PCs win the trial by combat, Silent Strike congratulates them for defeating his top disciples, promising to punish the disciples for their failures. He awards the PCs his disciples' gear as a memento of their victory. If the PCs are defeated, they awaken in one of the larger sick bays on the ship, each having any medical needs tended to. Their gear has been nicely cared for and batteries recharged. Regardless of whether the PCs succeeded, Silent Strike congratulates the PCs on coming this far and offers to share what he knows.

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

Subtier 7-8: Reduce each PC's credits earned by 2,880.

Out of Subtier: Reduce each PC's credits earned by 3,807.

Subtier 9-10: Reduce each PC's credits earned by 4,735.

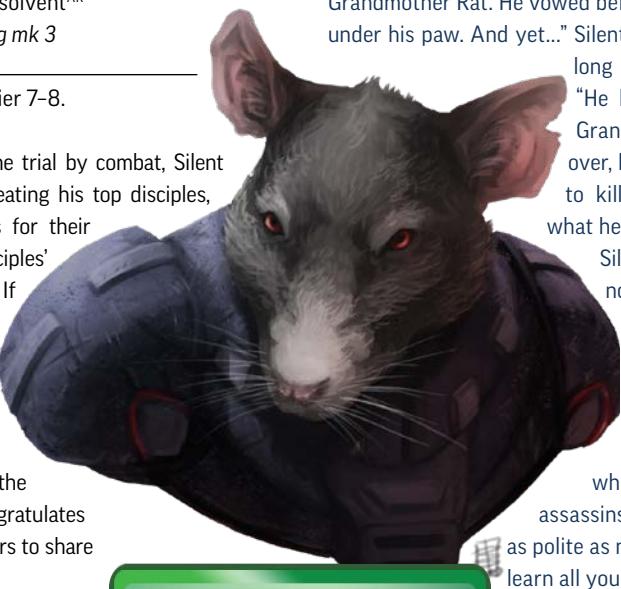
CONCLUSION

Once the results of the trial by combat are dealt with, the PCs have an opportunity to sit down with Silent Strike in his banquet hall and have a discussion about Datch. Read or paraphrase the following.

The ancient, one-eyed ysoki takes a long, slow sip of tea. The porcelain cup makes no sound as Silent Strike gently places it on the glass conference table.

"Datch. She was not trained by me, but she is a Laoite, a grandchild of Lao Shu Po. She was worked very hard to keep this a secret, and her reach from her position with AbadarCorp makes it all the easier for her to silence anyone who discovers her secret. She calls herself a 'character assassin,' specializing in destroying the reputations and public image of those with power, and she no doubt makes Grandmother proud. Yes, I have known since the beginning of her training—training under the guidance of a former pupil of mine, a ysoki named Dispassion.

"I remember when Dispassion killed my other disciples—the price of his graduation. Many do it because they must, because it is survival. Still more do it as a way to show their skill at arms, at stealth, or at strategy. Dispassion acted without hesitation or remorse. No trace of sorrow or regret made his whiskers tremble, just resolve and purpose. And so, I named him Dispassion and gave him the choice to return to whatever life he chose.



SILENT STRIKE

"Any life at all except for one as teacher in the ways of Grandmother Rat. He vowed before me to never take a student under his paw. And yet..." Silent Strike pauses to take another long sip of tea before continuing. "He has trained many students in Grandmother's ways. Many times over, he has given me enough reason to kill him. However, I am curious what he expects to accomplish."

Silent Strike pulls a small data node from a hidden pocket inside his voluminous sleeves. "Take this—it is all the information I am willing to share about Dispassion, including his hiding place in the Diaspora where he continues to train Laoite assassins. You will not find him, I think, as polite as me. If you can find him, you will learn all you need to know about Datch and her schemes. Before I send you back to Aballon, do you have any more questions for me?"

Silent Strike is willing to share all information included in the background of this adventure or about his three disciples. Once the PCs are satisfied, he invites any PCs who earned 5 or more Admiration Points to come back for training, perhaps dedicating themselves to him as a disciple. Such PCs receive the Laoite Training boon on their Chronicle sheets. He then asks Biter to escort the PCs back through the portal to Aballon, snuffing out a candle on their way out.

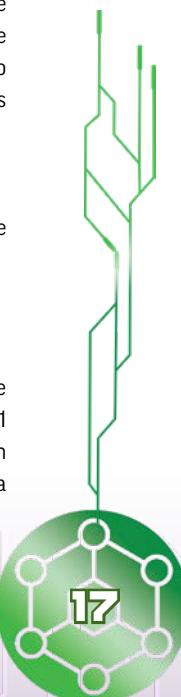
Once the PCs arrive back on the Gentle Gesture, Luwazi Elsebo debriefs them, taking in the news with calculating curiosity and compensating for the dangers they faced. Though frustrated by Silent Strike diverting the Society toward Dispassion, she agrees that finding and questioning him is the next best course of action. She thanks the PCs for their services and promises to let them know when she's formulated a plan to go after Datch's mentor in the Diaspora.

REPORTING NOTES

If the PCs defeated the three disciples, check box A. If they were defeated by the disciples, check box B.

PRIMARY SUCCESS CONDITIONS

If the PCs engage the three disciples in combat and gain the data node on Dispassion and Datch, they each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon. PCs who complete this mission also receive the Data Stalker boon on their Chronicle sheets.

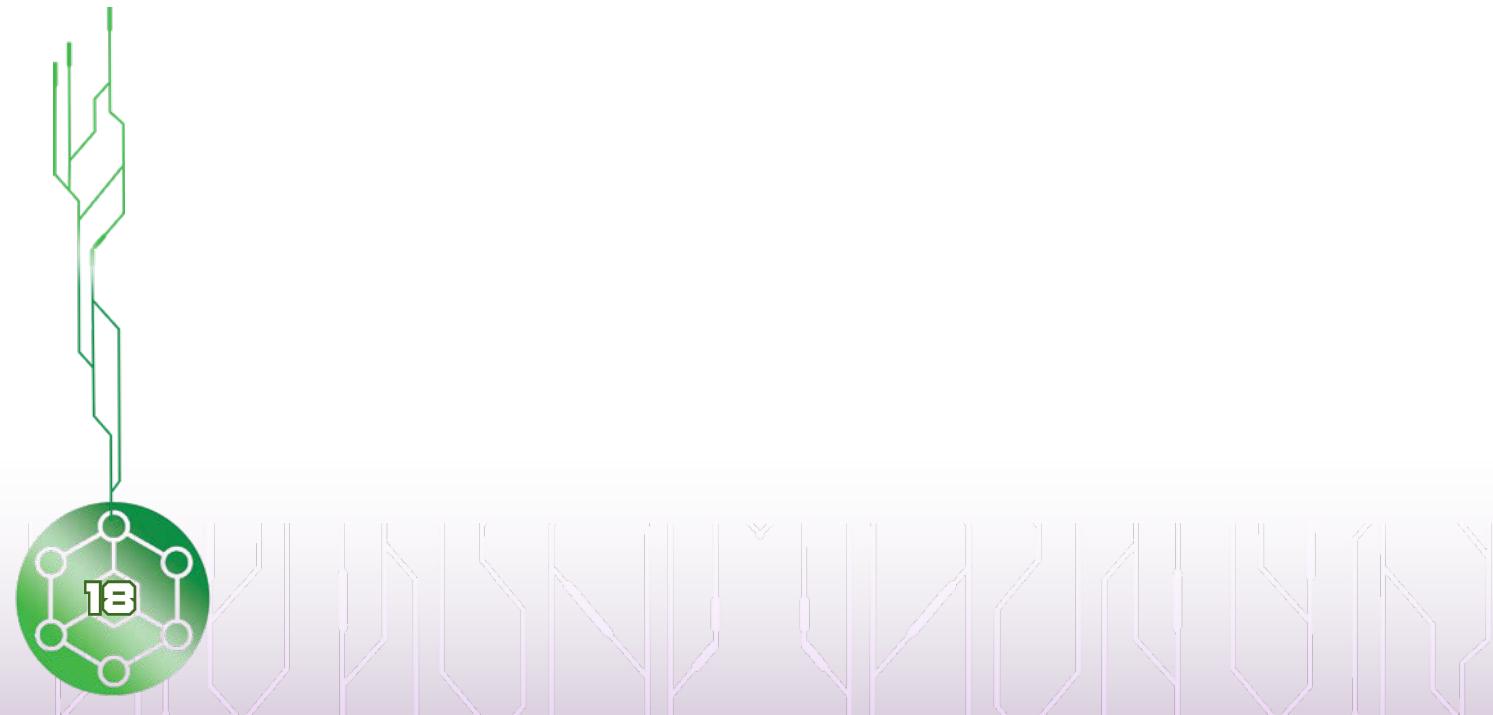


SECONDARY SUCCESS CONDITIONS

If the PCs earned a total number of Admiration Points equal to at least three times the number of PCs, each PC earns 1 additional Fame and 1 Reputation associated with their current faction boon.

FACTION NOTES

Second Seekers (Luwazi Elsebo) Faction: If the PCs succeeded in their primary success condition, grant each PC 1 additional Reputation with the Second Seekers (Luwazi Elsebo) faction.





Event Reporting Form

Date _____ Event Code: _____
Location _____

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

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

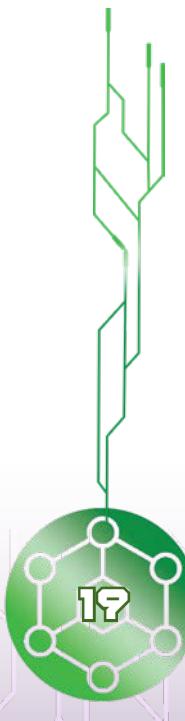
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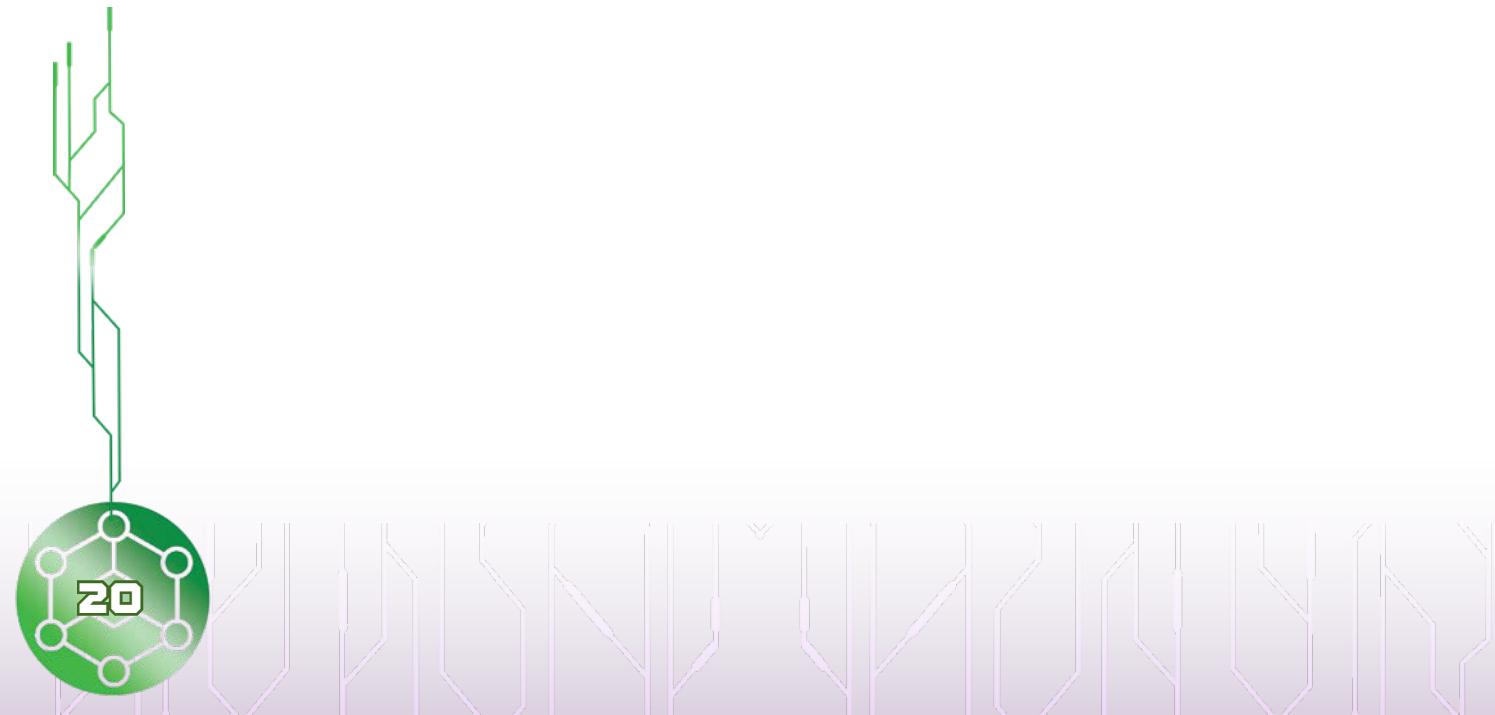
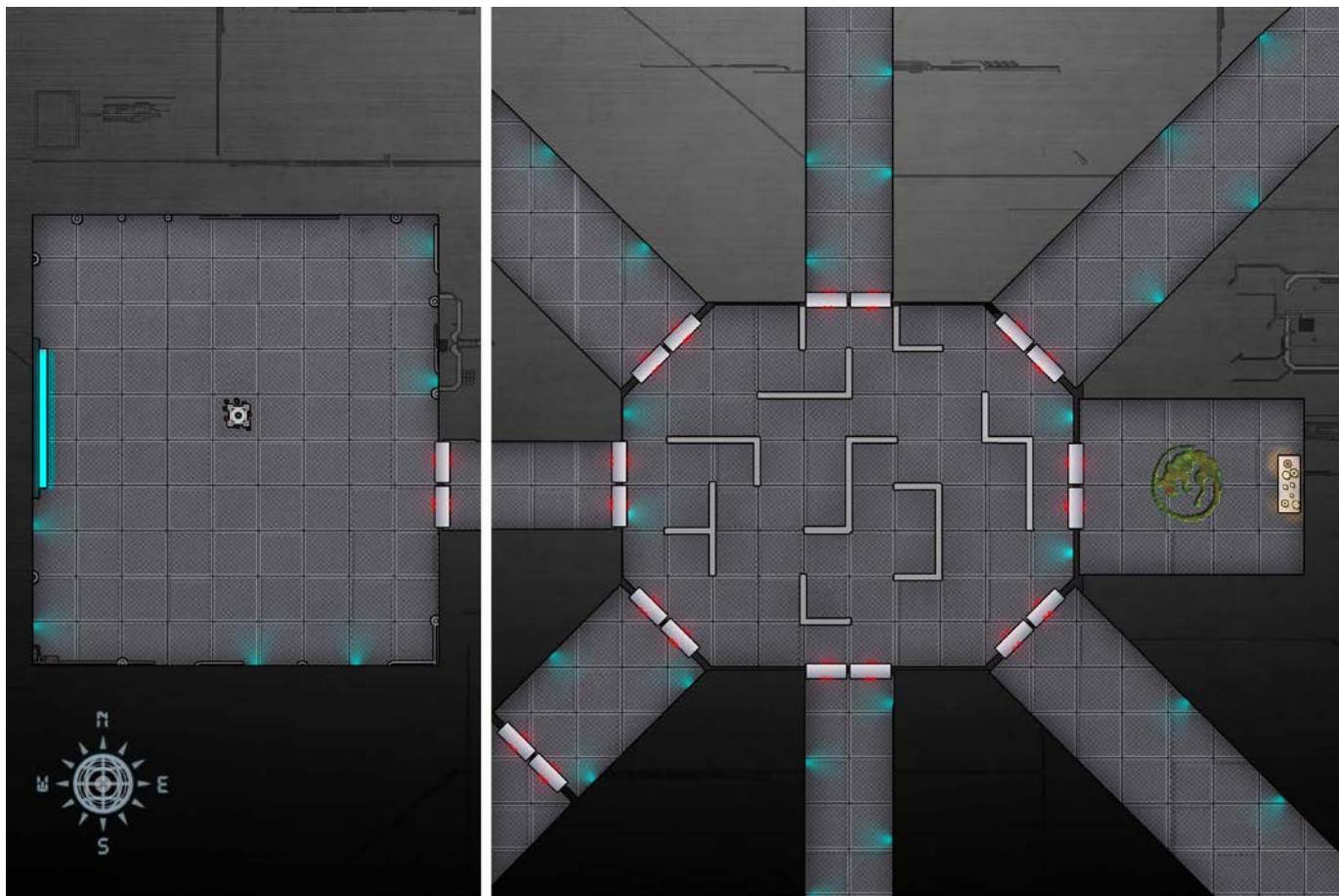
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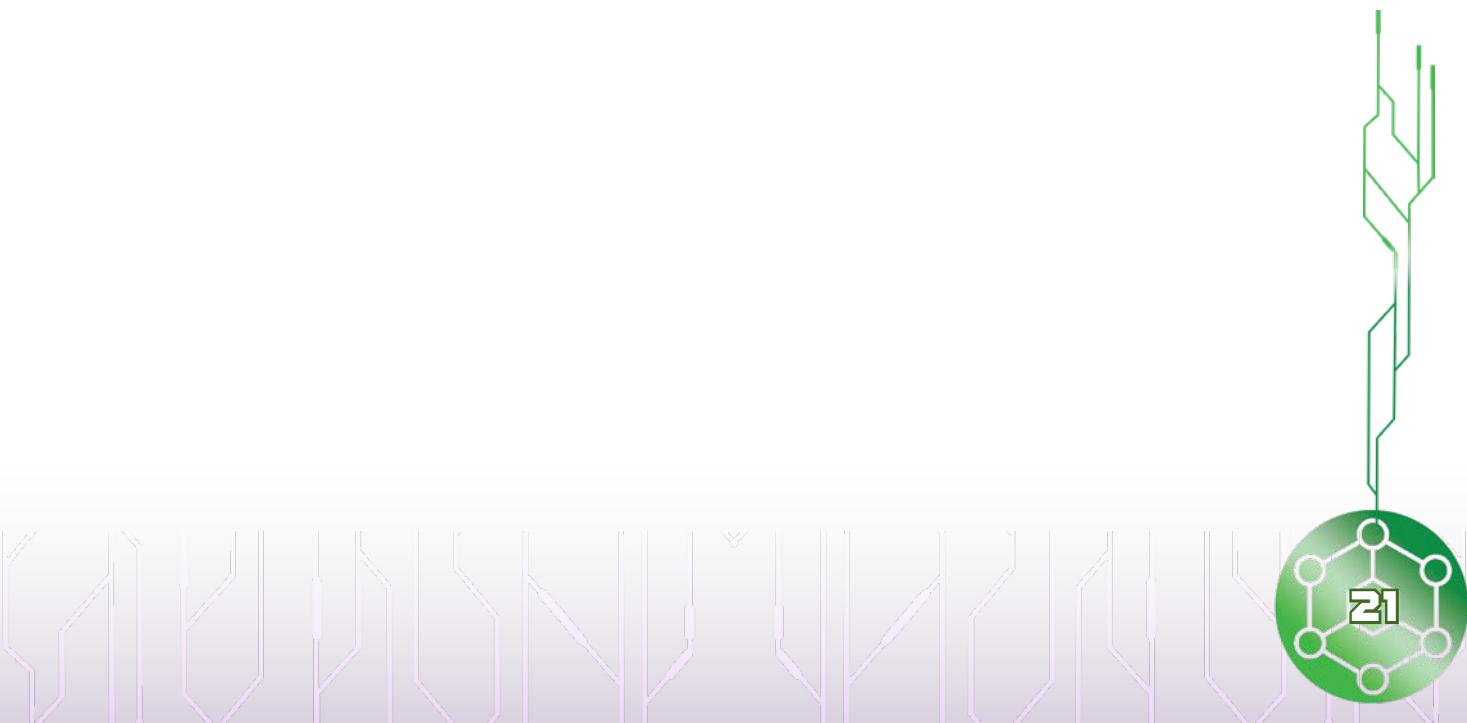
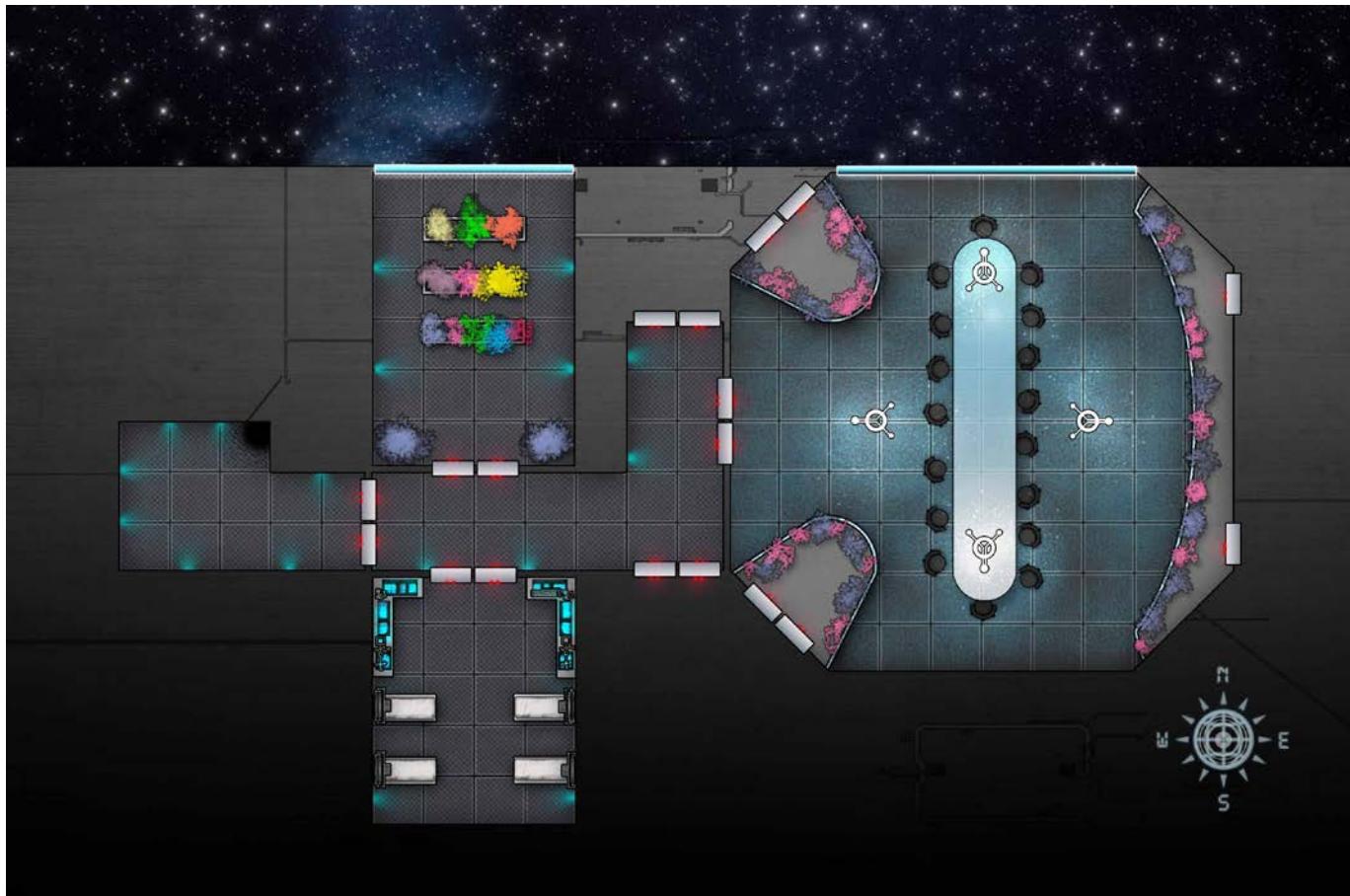
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STARFINDER SOCIETY SCENARIO



SHADES OF SPITE



STARFINDER SOCIETY SCENARIO

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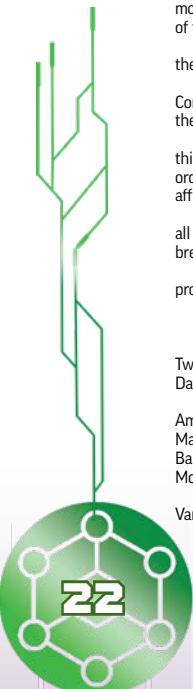
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Starfinder Society Scenario #2-20: Shades of Spite

Character Chronicle #

A.K.A.																																									
Player Name	Character Name	Organized Play #	Character #	Faction																																					
Items Found During This Scenario																																									
<p>Data Stalker (Social Boon): You are on the trail of Datch, the AbadarCorp executive responsible for the multimedia smear campaign against the Pathfinder Society. Though Silent Strike didn't provide you with direct information about your rival, he did give you a drive full of information that points you toward Dispassion, Datch's mentor. This boon may have an effect in a future scenario.</p> <p>Laoite Training (Ally Boon): Silent Strike's offer to train you was too good to pass up. Though he is not looking for more full-time disciples and you have your own business to attend to with the Starfinder Society, you've managed to pick up a few new tricks from the ruthless ysoki. Check a box that precedes this boon when you slot it. After slotting it for three scenarios, you can undo and replace one character level's worth of decisions for free. If you are an operative, you can also replace any of your previously selected exploits with new ones of an appropriate level. This otherwise functions as a <i>mnemonic editor</i>, except that it does not count against your ability to use <i>mnemonic editors</i> in the future.</p>																																									
<input type="checkbox"/> Normal Max Credits																																									
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center;">SUBTIER</th> <th style="text-align: center;">7-8</th> <th style="text-align: center;">5,880</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">SUBTIER</td> <td style="text-align: center;">Out of Subtier</td> <td style="text-align: center;">10,158</td> </tr> <tr> <td style="text-align: center;">SUBTIER</td> <td style="text-align: center;">9-10</td> <td style="text-align: center;">14,435</td> </tr> <tr> <td style="text-align: center;">SUBTIER</td> <td style="text-align: center;">-</td> <td style="text-align: center;">-</td> </tr> <tr> <td colspan="3" style="text-align: center;">Starting XP</td> </tr> <tr> <td colspan="3" style="text-align: center;">GM's Initials</td> </tr> <tr> <td colspan="3" style="text-align: center;">+</td> </tr> <tr> <td colspan="3" style="text-align: center;">XP Gained (GM ONLY)</td> </tr> <tr> <td colspan="3" style="text-align: center;">=</td> </tr> <tr> <td colspan="3" style="text-align: center;">Final XP Total</td> </tr> <tr> <td colspan="6" style="text-align: right;"> <input type="checkbox"/> Normal </td> </tr> </tbody> </table>						SUBTIER	7-8	5,880	SUBTIER	Out of Subtier	10,158	SUBTIER	9-10	14,435	SUBTIER	-	-	Starting XP			GM's Initials			+			XP Gained (GM ONLY)			=			Final XP Total			<input type="checkbox"/> Normal					
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For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature
		GM Organized Play #	