

YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-22, TIER 5-8



RASHEEN'S RECEPTION

BY MARA LYNN BUTLER





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How to Play

Starfinder Society #2-22: Rasheen's Reception is a Starfinder Society Scenario designed for 5th- through 8th-level characters (Tier 5-8; Subtiers 5-6 and 7-8). 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

Rasheen's Reception makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive (AA)*, *Starfinder Alien Archive 2 (AA2)*, *Starfinder Alien Archive 3 (AA3)*, and *Starfinder Near Space (NS)*. 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 (ACQUISITIVES)



FACTION (DATAPHILES)



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Shortly after the advent of Drift engines, adventurers and explorers of all kinds filled the galaxy. One in particular, a human named Jelev Rasheen, took off into the Drift sometime prior to the formation of the Absalom Pact, returning every few years with holds full of treasures and relics from distant civilizations. After the epidemic known as the Stardust Plague swept through the Pact Worlds, Jelev stopped returning and was never seen again on her home of Absalom Station. Following her disappearance, dozens of self-declared children or adventuring companions would lay claim to Jelev's legacy, each proliferating the idea that Jelev's final cargo haul was the largest, and that she'd actually acquired a fleet of ships laden with treasure as part of her final exploits.

Even now, most modern explorers and dedicated extrasolar mercenaries recognize the name of Jelev Rasheen as something of an urban legend. The Aspis Consortium and Starfinder Society both recognize Jelev's legacy, as they still find evidence of her presence at various sites of ruined civilizations, be they species with a comprehension of Common from a previous visit or the sigil of the Rasheen family marking the top of an already pilfered set of ruins. As much as her legacy endures, so does the desire for others to find Jelev's final resting place: at the heart of the supposed "treasure fleet" in which she perished.

During the events of *Starfinder Society #1-35: Rasheen's Riches*, the Starfinder Society managed to uncover one of Rasheen's treasure beacons far out in the Vast. After months of analysis, the Starfinder Society pinpointed the beacon's next set of coordinates, which represented the next segment of the trip Rasheen took on her historic final journey. The result were unexpected, as rather than travelling out further into the Vast, the fleet made its way back to Near Space, where it stopped in a region of space well-known to the modern Pact Worlds: the Marixah Republic.

The Marixah Republic is a small starfaring nation that controls a handful of worlds in Near Space. It formed during the aftermath of the Gap, created by a hodgepodge of species that travelled out to uncharted star systems in that lost time to stake a claim on uninhabited worlds. Many of these explorers and settlers came from the Golarion system, while others came from other parts of the galaxy. The Marixah Republic (named for its home

WHERE IN THE UNIVERSE?

Rasheen's Reception takes place on the frozen planet of Kizmatta, a founding world of the Marixah Republic. This small union of planets in Near Space has found itself in an escalating conflict with the neighboring Gideron Authority (further detailed in *Starfinder Society #1-37: Siege of Civility*). For more information on Kizmatta and the Marixah Republic, see *Starfinder Near Space*, available in bookstores and game stores and online at paizo.com.

world) occupies a single star system, though it maintains far fewer colonized planets than the Pact Worlds. It holds a handful of minor colonies in other solar systems, though no major settlements beyond mining and trade sites. The Republic and Pact Worlds remain on generally cordial terms, though the Marixah have repeatedly postured themselves as an equal in trade and diplomatic negotiations with the Pact Worlds. The Republic's membership comprises dozens of species, including a high number of humans, half-elves and half-orcs who joined the nascent confederation at some point during the Gap. Along with these species, the Republic contains a relatively high number of hobgoblins (*Starfinder Alien Archive 2*) which maintained an empire of their own in the same section of space prior to the formation of the Republic.

Today, the Marixah Republic is engaged in open hostilities with the neighboring Gideron Authority (a power further detailed in *Starfinder Near Space* and in *Starfinder Society #1-37: Siege of Civility*). The conflict between the two powers has only increased in scope over the past year, though neither entity has directly assaulted the other. Recently, the Society agreed to a nonaggression pact with the Gideron Authority, to get the parts necessary to complete repairs on their capital starship, the *Master of Stars*—a vessel that proved its worth during the end of the Scoured Stars conflict from the past year.

The cold world of Kizmatta lies beyond the world of Marixah and was settled only after the Republic's resurgence following the Gap. Jelev Rasheen came to Kizmatta as part of her final journey, having caught wind of a discovery by the Marixah prospector Dhal Salaz in a subterranean complex. When Rasheen arrived, she promised to explore the complex and split her findings with the hobgoblin prospector who'd made the initial discovery. The prospector agreed, and Jelev, along with her trusty team, ventured below the surface. There they discovered riches leftover from the past hobgoblin empire of the region, including a weapons development lab containing plans and prototypes for early technological constructs. True to her word, Rasheen split her findings, keeping the plans and one prototype golem for herself, while Salaz claimed a number of relics related to hobgoblin spirituality. Rasheen also requested that Salaz keep a quarter of her holdings, along with one of her beacons, secure in the underground complex until her return or "until someone from the Pact Worlds asks about it."

Rasheen never returned to Kizmatta, though Dhal went on to use his newfound wealth to build a powerful corporation that specialized in terraforming efforts. This corporation proved instrumental in developing weather control devices that settled much of the planet's otherwise harsh weather. True to their ancestor's word, Dhal Salaz's descendants have maintained the honor of safeguarding Rasheen's stored treasures, awaiting the day when someone would come asking for Rasheen's treasures.

SUMMARY

The adventure begins with Celita of the Dataphiles Starfinder faction and Radaszam of the Acquisitives faction briefing the PCs on the Society's history in following Rasheen's final voyage. The beacon found in *Starfinder Society #1-35: Rasheen's Riches* points toward a remote area on Kizmatta, the second most prominent planet in the Marixah Republic. Both faction leaders warn the PCs to proceed with caution and tact, as the Marixah Republic is becoming embroiled in a territorial dispute with the neighboring Gideron Authority. The Society previously agreed to a nonaggression pact with the Gideron Authority to acquire materials for its flagship, the *Master of Stars*, but the Authority's behavior towards its neighbors grows increasingly predatory.

The head of the prominent Heartfire terraforming corporation, Vekkhad d'Salaz, owns the site where the beacon's coordinates lead. He is willing to negotiate with the Society for access rights to the area, but he requests that they first observe some social formalities with several prominent Marixah dignitaries to gain approval for the expedition. The Republic prides itself on the diversity of its cultural heritage, and taking relics off-world is a politically sensitive matter—especially as the Gideron Authority uses the presence of hobgoblin ruins to push its claims to Republic territory. Going through the proper channels to acquire a permit, d'Salaz indicates, would do much to gain goodwill from both the government and the general public.

After meeting with the dignitaries, the PCs learn that the coordinates lie in the middle of ancient hobgoblin ruins, which

they must search to find Rasheen's next beacon. Within the ruins, they face an archaic prototype neutronium golem abandoned by hobgoblin weapons developers. After finally reaching Rasheen's treasures, the PCs find the beacon—and Rasheen's treasure—menaced by acid-spewing burrowing creatures. Should they defeat these creatures and save the treasure, the PCs can bring the beacon back to the Lorespire Complex for further analysis and help the Starfinder Society continue following in Rasheen's footsteps.

GETTING STARTED

The adventure begins as the PCs arrive at a lab within the Lorespire Complex to attend a joint summons from Radaszam, chief of the Acquisitives, and Celita, leader of the Dataphiles.

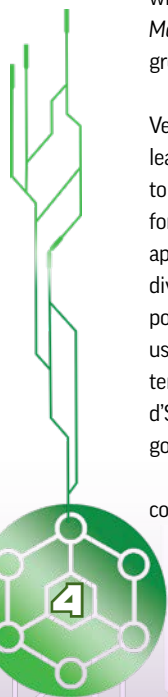
Read or paraphrase the following to get the adventure underway.

In the depths of one of the Lorespire Complex's computer labs, the android Celita sits in front of multiple monitors, analyzing lines of code that scroll by at blinding speed. Radaszam stands behind her, turning to greet the arrivals. "Good, you're here. Some of you may remember a job from awhile back, tracking down the last voyage of Jelev Rasheen. She was a top-notch explorer from the early days of Drift travel, when there weren't as many beacons and things weren't as easy. She regularly went out from Absalom Station for uncharted territory, came back with rich hauls and tall tales! While most of the stories about her got inflated in the telling, she definitely existed. Another team found one of the claim beacons she used to mark her expedition routes on an earlier mission. Celita and her Dataphiles have been cracking the encryption on it since, and we finally have coordinates."

Radaszam continues, "Rasheen's first beacon was on some ice moon in the Vast, but then she backtracked into Near Space. We have no idea why. Maybe she needed to make repairs or just got word of a likely treasure-hunting site. Whatever happened, the beacon we have points to Kizmatta, one of the two main planets of the Marixah Republic. We reached out to the owner of the land around the coordinates. He says that they sit on an archaeological site, but he's willing to help us get excavation rights if we play some local politics."

Celita interjects, "Unfortunately, due to the beacon's location, this mission may have some political ramifications. The Marixah Republic has found itself embroiled in a border dispute with the Gideron Authority, a neighboring power mostly run by hobgoblins and their kin. Among other issues, they claim that hobgoblin ruins within Republic space are proof that those systems were ruled by their predecessors. It is highly likely they will object to a third party encroaching on an ancient hobgoblin site. Our contact, Vekkhad d'Salaz, is the Director of the Heartfire terraforming corporation. He sent the following message.

"As head of the family, as well as Heartfire, I am honored to be called to assist the Starfinder Society. The coordinates you have provided are in the center of an ancient hobgoblin archaeological site. Given the current tensions with the Gideron Authority, the Society would be well advised to go through the proper channels



to acquire permission to excavate. If the Society is willing to send representatives capable of conducting negotiations and excavating quickly, I will do what I can to put you in contact with the appropriate people on Kizmatta. Next week Heartfire will be hosting a reception, which several officials in the relevant offices will be attending. Your representatives would be most welcome to open negotiations there."

If the PCs have questions, Radaszam and Celita answer to the best of their ability.

What do we know about Vekkhad d'Salaz? (Radaszam) "He's the director of Heartfire, the terraforming company that made Kizmatta habitable for Marixah colonization. The process took decades—they had to invent most of the weather-control technology themselves. But as big as the operation's gotten, it's still family owned, and by all reports most of the family helps out with the business. We reached out to him when we learned that the coordinates were on land controlled by the company. Turns out it's his family's personal property. He's willing to negotiate for exploration rights, but he wants to clear it with local authorities first. The Marixah Republic is very proud of its cultural heritage, and letting outsiders just walk in and carry it off probably wouldn't go over well. So he's hosting a party for some bureaucrats who can push the right papers—it's up to you to impress them so he can get permission to open up the area without getting into hot water himself."

Can you tell us anything about the dignitaries? (Celita) "According to the guest list sent by the Director, the reception includes a civil engineer from the Department of Public Works. This person will likely have the most influence over the permit process, so you are well advised to focus your efforts there. Another would be the university representative, Professor Mason. Her connections to Heartfire are well-known: she has assisted Director d'Salaz in recruiting students for the corporation, as well as performing contract work for them prior to her appointment to the University. Her inclusion may be an attempt by d'Salaz to influence the negotiations in your favor. There is also someone from the government's Protocol Office in attendance—this office is a subsidiary of the Marixah Republic's diplomatic service. Why they should be in attendance we are not certain, except possibly to observe. Director d'Salaz himself will host."

What's are relations like between the Gideron Authority and the Marixah Republic? (Radaszam) "Tensions are rising over border and territorial disputes. The Gideron Authority accuses the Marixah Republic of piracy, while the Republic claims that Authority ships in turn violate their space and harass their shipping. The Authority insists on building up its fleet and armed forces, which does not bode well for the Marixah Republic if the conflict escalates—the Republic is a cultural power rather than a military one."

What is the Society's official stance on the conflict? Are we authorized to negotiate? (Celita) "The Society previously negotiated a nonaggression pact with the Gideron Authority to acquire essential components for the *Master of Stars* in preparation for our return mission to the Scoured Stars. This leaves us in an

awkward position in negotiating with the Marixah Republic, as some of its contingent worlds are advocating for Pact Worlds intervention in the dispute. Avoid committing the Society to any agreements, let alone the Pact Worlds—we have no governmental authority to do so. However, the Stewards are likely to take the Society's reports into account when making such a decision if the situation worsens. Keep your eyes open and assess the Republic's stance. Any information you can gather on their military readiness, willingness to negotiate for peace, or support for intervention would be useful."

The PCs should finalize their boon slots for the session. This mission is important to the Acquisitives and Dataphiles faction; PCs should be encouraged to slot the Acquisitives or Dataphiles faction boon. They do not need to slot Starship boons for this scenario.

CULTURE (RECALL KNOWLEDGE)

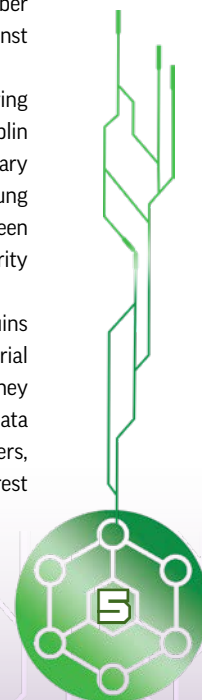
The PCs can make Culture checks for background information about the Marixah Republic and the Gideron Authority. PCs with the Chronicle sheets from either *Starfinder Society #1-24: Siege of Enlightenment* or *Starfinder Society #1-37: Siege of Civility* gain a +4 bonus on this check.

15+: Both the Marixah Republic and the Gideron Authority are single-system civilizations in Near Space populated by colonists from lost Golarion. The similarities end there. The Marixah Republic's population is extremely diverse, including humans, half-elves, and half-orcs, among many others. It is a democracy that deems itself a peer of the Pact Worlds, despite its small size and limited military reach. By contrast, the Gideron Authority is a rising military power ruled by hobgoblins and related species and eager to expand.

20+: A recent coup in the Authority overthrew its elected council and replaced it with an authoritarian regime. It is pressing territorial claims against the Marixah Republic, a more pluralistic society with an elected—and divided—government. There does not appear to be a unified response to the Authority's aggression. Even if it could decide on a course of action, the Republic would probably be at a disadvantage—it was barely able to muster a limited number of starships to support the Veskarium and the Pact Worlds against the Swarm in 291 AG.

25+: The Marixah Republic allegedly partakes in privateering from Gideron Republic ships. Additionally, a Marixah hobgoblin spy was recently caught infiltrating a key Authority military installation. There are also some indicators that the Republic, stung by criticism of their contributions against the Swarm, has been building up its own fleet to advance its claims to diplomatic parity with the Pact Worlds.

30+: The Gideron Authority uses the presence of hobgoblin ruins on planets in Republic territory as justification for its territorial claims, citing them as proof of a past hobgoblin empire, which they seek to restore. The planet Sansorgis in the neighboring Acalata system is a particular bone of contention between the two powers, though the Authority recently bombarded several sites of interest as a sign of dominance in the system.



TRAVELING TO KIZMATT

D'Salaz offers the PCs a business-class compartment on the Marixah Republic's state transport, which typically ferries diplomats, mid-level corporate personnel, and cultural figures such as artists and architects between the Pact Worlds and the Republic. The transport takes 3d6 days to reach Kizmatta.

During this trip, the PCs can attempt to socialize with other dignitaries onboard the shuttle, and PCs who succeed at a DC 18 Diplomacy check (DC 21 in Subtier 7–8) hear some rumors about a strange discovery on the fringe world of Vesk-8. The rumors report that a high-ranking Veskarium official uncovered some mysterious site of interest and has been looking to contact archaeological entities interested in assisting with exploring the site. (This piece of information foreshadows future events in *Starfinder Society #3-03: Frozen Ambitions: The Shimmerstone Gateway*.)

Arrival: After the PCs land, a guide from Kizmatta's Protocol Office, a half-elf who introduces himself as Tioran, escorts them. The half-elf brings the PCs to a well-appointed hotel near Heartfire's corporate headquarters. Tioran wears a phoenix half-mask and dark red business clothing. They then offer to guide the PCs to some of Kizmatta's local attractions, including the University and the Settlement Hall (a museum dedicated to Kizmatta's colonization).

If asked about the mask, Tioran explains that they observe certain older elven customs, including going masked at times, but to better perform their duties as a representative to outsiders, they wear a half-mask to ease communication barriers. Observant PCs—those who succeed at a DC 25 Perception check—notice that the mask may also exhibit some magical elements. If the PCs decline the offer of a guide, Tioran nods graciously and offers a map and their contact information “just in case” and expresses their wish that the party enjoy their time on Kizmatta.

UNIVERSITY

Tioran encourages the party to visit the school's performing arts academy, which is holding a dress rehearsal of a dance piece today. The drive there is forced to detour around a student protest. While small—consisting only of a few dozen students—the protest makes considerable noise, waving signs and chanting anti-war slogans. A small drum circle performs nearby, while a handful of bystanders look on but do not interfere; there do not appear to be any police on hand. With a successful DC 20 Culture check, a PC can decipher the signs to learn that the protestors are objecting to military draft that has just been proposed in the Marixah Republic legislature. If the PCs ask Tioran, they explain that the proposal has been forwarded by a minority party in the upper house of the legislature, but would have to pass through several committees and be approved by the lower house before it could be enacted—a process that could take years. The functionary seems unphased by the protest, mentioning that last week the rally was against the weather-control technology that made the planet habitable in the first place. Such displays, Tioran says, are the price of democracy and an open society.

SETTLEMENT HALL

This museum includes exhibits on the earliest settlers of Kizmatta, from the time before Heartfire ameliorated the frigid climate. The displays show that in those early days, most colonists lived underground, close to geothermal heat sources, and only a few brave souls ventured aboveground. One new exhibit features artifacts from the ancient hobgoblin empire that spanned several nearby systems. The displays present the intriguing but controversial theory that the ancient hobgoblin empire may have left the area voluntarily: most sites show no signs of violence or a population in distress, and few contain items used for daily life, as though the people packed up their necessities before leaving.

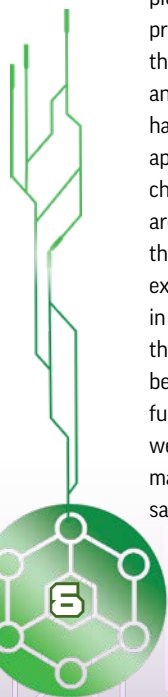
In an interactive exhibit featuring cold-weather clothing, gear, and survival strategies, the PCs encounter a small group of uniformed military cadets. The sergeant supervising them explains that they are conducting research for a cold-weather field exercise and asks the PCs not to interrupt them, but she is willing to answer a few questions from the off-worlders herself. She says that enlistment rates are up in the face of Gideron Authority provocations, which she thinks is for the best as she doubts the proposal for a draft is likely to pass in the legislature. She adds that its failure may be a good thing, as the small standing military has its hands full training the new crop of volunteers and would have difficulty coping with a mass influx of raw recruits. A career infantry specialist herself, she hopes that the Authority will not risk a ground assault and confine itself to starship combat, but she nods to her cadets and says, “Better to have 'em and not need 'em than need 'em and not have 'em.”

DIPLOMACY (GATHER INFORMATION)

If the PCs take Tioran up on the offer of a guide, they can make a Diplomacy check to persuade the protocol officer to provide more information about the tensions between the Marixah Republic and the Gideron Authority. Use the DCs and results from the Culture section on page 5 if the PCs did not learn all the relevant information. With a second successful Diplomacy check, Tioran discloses the following additional information.

10+: Tioran explains the history of Dhal Salaz, Vekkhad d'Salaz's ancestor, and an early immigrant to Kizmatta. This successful ore prospector (and rumored former treasure hunter) used his rich finds to establish the Heartfire corporation. Upon inheriting the company after their father's death, his children partnered with Marixah's homeworld government to help terraform Kizmatta and mitigate its harsh weather. Their success enabled a wave of immigration to Kizmatta and more representation of non-homeworld interests in the Convocation Hall on Marixah. Tioran speaks favorably of this increased representation and obviously takes pride in the Marixah Republic's inclusive society and government.

15+: While the Marixah Republic rigorously defends its status as a sovereign entity, it called on the Starfinder Society for assistance in excavating another ancient hobgoblin site. The Gideron Authority recently advanced on a Marixah Republic



outpost on the border world Sansorgis, and the Republic negotiated the Society's excavation rights in exchange for their assistance in evacuating the outpost. On one level, Tioran points out ruefully, this actually made the diplomatic situation worse: the Gideron Authority regards the ancient hobgoblin empire as its predecessor. The Authority now claims that such ruins are proof that the empire controlled a much wider section of space, and they are using the ruins' presence as justification for claiming even more territory—some of which is now within Republic borders. Permitting outsiders to excavate another site might spark further accusations of the theft of the Authority's cultural heritage.

20+: Regarding the Authority's accusations of piracy by Marixah ships, Tioran points out that the Authority may have difficulty realizing that not all Marixah starships are affiliated with the government—in fact, most aren't; they are privately owned vessels engaged in everything from trade and transport to exploration and leisure travel. Any privately owned vessels that engaged in piracy would be breaking Marixah law only if they did so in Marixah-controlled space. The Republic does not believe it has authority beyond this space. Even under those circumstances, officially reporting the matter to the Republic's space forces would have prompted an investigation and sanctions for the perpetrators. The Gideron Authority has made no official or diplomatic attempts to resolve the issue. Tioran, and most of the public, believe that the Authority is exaggerating the extent of the problem to justify its belligerent behavior.

25+: In response to questions about a rumored military buildup, Tioran states that they personally would prefer a nonviolent resolution to this matter but, like many citizens, fears that may not be possible. Certain factions of the government are taking necessary precautions in the event of increased aggression. They add that the support of the Pact Worlds would not go amiss in the event of an official declaration of hostilities from the Gideron Authority. After all, they note, such an expansionist thrust would likely not stop with the Marixah Republic—other systems, including those under Pact protection, might be next. It would be in the Stewards' interest to dissuade such adventurism. A PC who matches or exceeds this result realizes that Tioran is extremely well-informed for a low-level functionary. A successful DC 25 Sense Motive check (DC 27 at Subtier 7–8) means the PC can identify them as a possible intelligence officer assigned to observe the visiting Starfinders.

A DIPLOMATIC RECEPTION

Following their tour around Kizmatta, Tioran escorts the PCs to Heartfire's corporate office in town. Read or paraphrase the following to get the encounter started.

Heartfire's well-appointed corporate office hosts the event. The decor is subtle but elegant, with a dark green and pale red color scheme and art objects from various cultures and time periods on display in clear protective cases. A spotlight illuminates a small stage in one corner; the opposite corner has a small

bar offering various drinks, bottled scents, and other mild intoxicants. Between the bar and the stage there are clusters of tables, each large enough to seat four to six people.

On one side of the room, long tables display trays of snacks, each clearly labeled with ingredients for those with dietary restrictions. Small sample plates demonstrate possible pairings of vegetable skewers, miniature quiches, and rarer delicacies. Two waitstaff wearing black circulate through the crowd, offering drinks and collecting discarded plates. Vekkhad d'Salaz speaks quietly with Tioran, who is now dressed far more colorfully than they were for the trip around the city.

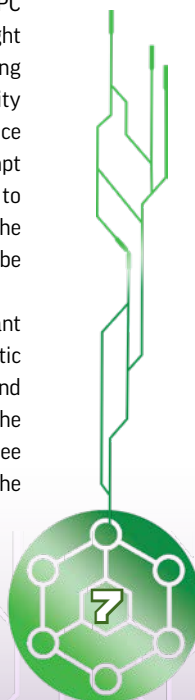
The following is a social-influence encounter, during which the PCs meet and mingle with various important NPCs. The guests described below can all be found in the same socializing space, and the PCs can interact with them as they see fit. The social encounter below is played out over the course of 6 social rounds—these rounds are longer and more abstract than typical combat rounds.

Social Influencing: The PCs' goal is to make a good impression on as many of the guests as possible. The PCs can impress an NPC by succeeding at skill checks as described in the Influence entry of the NPC's stat block. The PCs must succeed at four skill checks against an NPC to earn influence over that NPC. If there are four PCs, reduce the number of required successes for each NPC by one. Unless otherwise noted, the DC of each check is 22 in Subtier 5–6 or DC 24 in Subtier 7–8.

Repeated tactics lose their effectiveness. Each attempt to use a skill that has already been used to attempt to influence an NPC (successfully or not) incurs a cumulative –1 penalty against that NPC (to a maximum of –3). Repeated failures run the risk of offending the guest; after three consecutive failed checks to influence a given NPC using the same skill, that guest is no longer interested in speaking with the PCs and cannot be impressed.

Each PC can attempt one check to influence a single guest during each social round. A PC can use her action for a social round to attempt a skill check to aid another PC in place of attempting a skill check to influence the NPC directly. If a PC is not sure what kind of check to attempt, she can make light conversation in lieu of attempting a check for that round, learning something about the NPC's background, interests, or personality to gain a hint of appropriate skill checks to attempt to influence that individual. PCs partaking in such "small talk" can attempt a DC 10 Sense Motive check to learn an appropriate skill to influence the NPC with. For every 5 points the PC exceeds the Sense Motive DC by, she learns one additional skill that can be used to influence the NPC.

Encourage the players to roleplay their interactions. Grant a circumstance bonus of +1 or +2 for particularly enthusiastic or creative tactics, and play up the NPCs to provide fun and engaging interactions for the party. Successfully influencing the guests provides the PCs with benefits later in the scenario; see the Diplomatic Assistance sidebar on page 10 for details on the specific type of aid each NPC provides.



STARFINDER SOCIETY SCENARIO

CAMILY MASON

Female Human

DESCRIPTION

Background As a representative of Marixah's most prestigious university, Camily has regular contact with d'Salaz, as she was a contractor with Heartfire before taking her university post, and the company frequently recruits from the school. She and Kanaxa have been friends since their undergraduate days, but their respective adult careers have caused tensions between the two. Camily feels that Kanaxa continues to charge headfirst into situations as though she's still a student, rather than a government official with the ability to delegate and allocate resources. The two have recently had a more dramatic falling-out: Kanaxa was seriously injured when she ignored Camily's warnings that hazardous materials had contaminated an archaeological site Kanaxa was working on.

Appearance Camily is young for an academic of her rank, but otherwise unassuming in appearance, with medium height and build for a human. She wears her brown hair in a loose bun and dressed somewhat informally for the reception in slacks and a long sweater with a loose cowl. She seems somewhat bored with the affair, and tends to revert to reading from her tablet unless directly addressed.

Personality Quiet and introverted, Camily comes out of her shell around fellow knowledge-seekers. She can be pulled away from her tablet by questions about her work, the University, or Heartfire (or offers of food—she worked through lunch). Questions about the current political situation rouse her ire, however. She claims that the military coup that overthrew the former Gideron government and installed the current military dictatorship was illegitimate, and that the subsequent encroachment on Republic space represents a threat to all free societies. "If the Marixah Republic does not stand up to them," she asks, "who will?"

Influence Camily's primary specialty is computers and three-dimensional modeling, especially models of change over time. Vekkhad d'Salaz recruited her to help fine-tune weather-control technology, but she soon branched out into geology as well, estimating the effects of increased rainfall and snowmelt on the landscape. She can be impressed with either a successful Computers check or a successful Physical Science check. She is also fascinated by tales of strange planets with alien features, and their attendant challenges to terraforming and colonization. She is also a

qualified low-altitude pilot, and frequently flies her own survey planes for imagery data. She doesn't have time to work on space-flight qualification, though, and can be impressed with a successful Piloting check if any of the PCs share stories of daring space-flights or exploration missions.

KANAXA D'KHAAN

Female Half-Orc

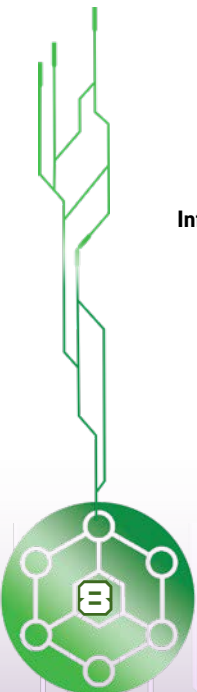
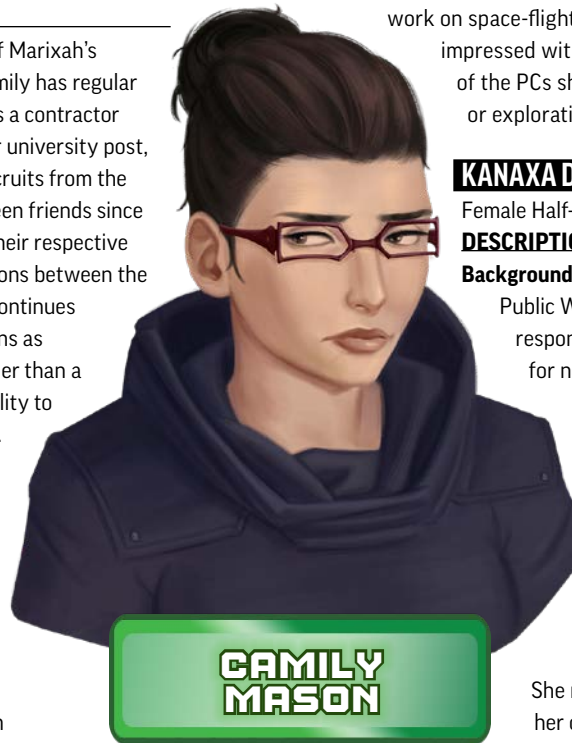
DESCRIPTION

Background A civil engineer with the Marixah Public Works Department, Kanaxa's official responsibilities include reviewing permits for new construction and ensuring that new developments preserve the character and appearance of the city. She also surveys sites for archaeological or historical remains; if any items of relevance are found, she eagerly excavates—even when she should probably delegate the fieldwork to subordinates.

She recently had a falling-out with her old college friend, Camily, over a recent rescue archaeology expedition, in which Kanaxa managed to preserve a valuable site but was badly wounded after disregarding safety protocol. While she readily admits that she should have been more careful, she is somewhat put out by Camily's recent mother-hen behavior—especially since Camily insists on piloting her own survey flights, which Kanaxa considers somewhat hypocritical.

Appearance Tall and muscular even for a half-orc, Kanaxa has recent acid burns on the left side of her face, and a cast and sling on her left arm. She frequently tries to make expansive gestures with it anyway. She wears a sleeveless caftan to show off both her impressive physique and her most recent "battle scars."

Personality Of all the delegates, Kanaxa is most well-disposed to the PCs' stated mission. She believes the site has promise and that Rasheen's beacons and final journey have real value, and that the Pact Worlds' broader academic community could shed light on the ancient hobgoblin civilization's mysterious disappearance. Kanaxa is easily distracted, however, frequently wandering off on tangents related to her cryptozoological theories, her latest expedition, and the difficulty of managing small plates with a cast on. If asked about the current political situation, however, Kanaxa grows pensive. She points out that the recent military buildup has pulled resources from construction and infrastructure repairs on Kizmatta. She thinks it better to cede the contested zone to the Authority than try to defend it with nominal outposts



RASHEEN'S RECEPTION

staffed with skeleton crews. If the Authority continues its belligerence after its initial demands are met, "Well, we'll fall off that bridge when we come to it."

Influence Despite her devil-may-care demeanor, Kanaxa is a serious architect and can be impressed with a successful Engineering check. Her work often involves locating and assessing old water-supply systems and power lines, and any story about system interactions going comically awry is sure to get a laugh from her. She is also very knowledgeable about various species' life-support requirements, and she is always interested in how interspecies spaces like Absalom Station juggle them: a successful Life Science check would be well received. Several of her pet theories involve cryptozoology, and she is eager to swap strange creature tales. Kanaxa also enjoys caving and rock climbing and can be persuaded to trade scar stories with a successful Athletics check.



TIORAN

Half-Elf

DESCRIPTION

Background The functionary from the Protocol Office introduces himself as a Cultural Ambassador, a relatively high-ranking official. They apologize for misleading the party and explain that the Starfinder Society's nonaggression pact with the Gideron Authority has disturbed certain elements of the Marixah Republic's foreign policy establishment. Tioran wanted to observe the party first-hand rather than judge the Society based on a single policy decision. The now-revealed ambassador does not disclose that they are also a ranking member of the Republic's fledgling intelligence service.

Appearance Quite short and lightly built, Tioran wears a more elaborate phoenix half-mask than they did when they first met the PCs. They have also come in more formal dress, wearing an impeccably draped gown of dark gold fabric with elaborate red embroidery at the hem, sleeves, and high collar.

Personality Polite and poised, the ambassador nevertheless makes every effort to seem approachable, making suggestions about which foods to try, reminiscing about musical ensembles Heartfire has booked for such receptions in the past, and asking about the PCs' perceptions of Kizmatta so far. If asked about the current political situation, they express concerns about House Zeizerer's weapon imports to the Gideron Authority and asks what agencies

regulate Pact Worlds trade. They believe that the Gideron Authority may yet be dissuaded from their adventurism if multiple systems, especially powerful ones like the Pact Worlds, would demonstrate their disapproval with economic sanctions or other diplomatic measures.

Influence As a neo-traditionalist, Tioran is a serious student of elven history and culture and shows intense interest in any stories about Castrovel, Apostae, or other planets settled by elves. A successful Culture check can be made to influence them. Tioran also enjoys the performing arts and tends to gravitate toward the stage. They encourage any character with a Perform skill to demonstrate the art of their people there, with a success influencing them. As a professional diplomat, Tioran remains polite and finds something complimentary to say no matter how badly a performance goes: Tioran does not incur the cumulative penalty to subsequent checks from the Perform skill. As an ambassador themselves, Tioran understands that the PCs are in a difficult position; the Starfinder Society is effectively a non-

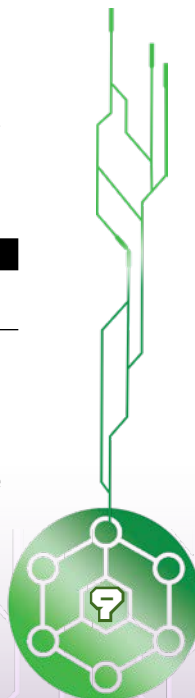
government organization and can't make any promises about the Pact Worlds' policy decisions. They respect any PC that tactfully works their way around the issue, even if they equivocate, with a successful Diplomacy check. If a PC identified Tioran as a possible intelligence agent with a successful Sense Motive check, Tioran may be impressed depending on how the PC brings the matter up. If the PCs are too confrontational, Tioran's attitude toward them cools noticeably, and they deflect by observing that all beings engaged in foreign policy for their governments are expected to maintain a certain level of awareness regarding possible threats. If a PC successfully uses the Bluff skill to pass a coded message, or just politely alludes to their extensive knowledge and excellent acting, Tioran responds more positively. They say that, in the current situation, many Republic citizens are picking up new skills in preparation for future conflict, and they would welcome assistance from interested parties.

VEKKHAD D'SALAZ

Male hobgoblin (*Starfinder Alien Archive* 276)

DESCRIPTION

Background While he now works as the director of Heartfire, he once led terraforming engineers in the field, until he was injured in an avalanche while placing a weather-control apparatus on a mountainside. He brushes off compliments, saying others suffered far worse in the efforts to ameliorate Kizmatta's climate. After his injuries ended his fieldwork,



DIPLOMATIC ASSISTANCE

If the PCs successfully influenced the NPCs at the reception, they can earn several benefits.

Camily: The professor provides the PCs with several digital 3D models of similar ruins from the ancient hobgoblin empire, so that they have a better idea of what to expect below ground—and a better chance of noticing any changes Rasheen might have made. The PCs gain a +2 bonus to Perception checks throughout the complex. Camily also provides the PCs with a set of estex suit III armor for their journey (a D-suit III in Subtier 7–8).

Kanaxa: The civil engineer sends the party two seismic surveys of the area, one from approximately fifty years ago, and another from five years ago. Her notes point out that at least two tunnels have appeared in the interim between surveys, and she speculates that understudied creatures called frenata have burrowed in. Her contacts in the cryptozoology community believe the creatures have some sort of corrosive venom to help them burrow through Kizmatta's hard rock. These reports give the PCs a +2 dodge bonus to Reflex save against the frenata's corrosive spit when the party encounters them in area **A3**. Kanaxa also provides the PCs with a pair of cryo grenades II (a pair of screamer grenades II in Subtier 7–8).

Tioran: Tioran sends the PCs declassified records of pre-Gap hobgoblin technology and robotics, which give the PC a +1 bonus to damage rolls against the neutronium golem they encounter in area **A2**. Though not useful during this adventure, Tioran provides the PCs with the materials to fabricate a mk 2 dermal plating augmentation (a mk 3 version in Subtier 7–8).

Vekkhad D'Salaz: The director's fieldwork days are well behind him, though he can still be influenced to assist the Starfinder Society further. If successfully influenced, Vekkhad also provides the PCs with a *mk 1 null-space chamber* (a mk 2 in Subtier 7–8).

Vekkhad d'Salaz moved to Heartfire's research and development division, where he allocated resources toward augmenting existing weather-control technology with magic



TIORAN

Unbeknownst to the PCs, his ancestor assisted Jelev Rasheen in clearing the hobgoblin complex and swore to protect her beacon and remaining treasures until her return—or until someone from the Pact Worlds came searching for it. D'Salaz is using the reception not only to blunt potential criticism from handing over an archaeological site to the Starfinder Society, but to determine if the Society is a worthy successor of Jelev Rasheen.

Appearance Now elderly, Vekkhad d'Salaz dresses well but simply in old-fashioned layered robes, loose trousers, and sturdy boots. Tall and lean, he walks with a slight limp and uses an elaborately carved cane made of elaborately carved bone.

Personality The director initially appears reserved and somewhat formal, but to those who observe courtesy and ask intelligent questions, he thaws enough to share stories about the terraforming efforts. If a PC succeeds a skill check to influence him by 5 or more, he talks about the difficult position of hobgoblin

communities in Marixah, given tensions with Gideron Authority. Some feel pressured to join the rapidly expanding military to show their patriotism, especially the intelligence service, where they are placed in increasingly dangerous missions to gather information in Authority territory. Vekkhad personally resents the Gideron Authority's claims to hobgoblin cultural heritage outside its territory: he, and some other hobgoblins, fear that the Authority's next step will be to claim sovereignty over Republic citizens of hobgoblin descent. He shows visible anger at the thought and adds that younger hobgoblins are enlisting in the Republic's small military at increasing rates to demonstrate their loyalty.

Influence D'Salaz respects discipline, hard work, and dedication over showy gestures and adventurism. While he says Heartfire is not seeking to expand, he does indicate that "I feel my last responsibility is to ensure there are a few challenges left for the next generation." He is interested in how businesses and professionals operate in the Pact Worlds. A PC can impress d'Salaz with a successful Profession check by telling of their experiences in earning a mundane living. If they can relate their story to his experiences in moving from the field to management, or to the terraforming field, they gain a +2 bonus to their check. While not a spellcaster himself, Vekkhad expanded Heartfire's magical research-and-development division

RASHEEN'S RECEPTION

during his term as chair, and he is well versed in the practical applications of magic to industry. He mentions with some pride that his technomancer granddaughter has recently joined his old R&D division: a character who succeeds at a Mysticism check can learn more and further influence Vekkhad. In his spare time, Vekkhad also enjoys art and art history, and a PC can entertain him with a successful Culture check.

RASHEEN'S MESSAGE REVEALED

Once the PCs have completed the four social influencing rounds, d'Salaz brings the PCs into his private study.

Influence Results: If the players failed to influence any NPCs, d'Salaz is extremely formal and somewhat curt in the following discussion. He explains that he is honor-bound to inform the PCs, as representatives of the Pact Worlds, about Rasheen's cache (see Explanation below). As he owns the land, he can grant them permission to excavate without a permit. However, doing so is likely to result in some public relations backlash for him and Heartfire. He offers no other information or support beyond informing them that transportation to and from the site will be provided.

If the PCs impressed two or more of the attendees, Vekkhad compliments the PCs on their social maneuvering and provides them with the following additional information.

Explanation: Vekkhad goes on to confide that long ago his ancestor struck a deal with Jeleb Rasheen. When the legendary adventurer made landfall on Kizmatta, looking for material to make some minor repairs, she heard about the ancient hobgoblin ruins peppering the frigid world and immediately grew interested. Rasheen and her crew linked up with Dhal Salaz, one of the few local prospectors with significant aboveground experience and excavated the site that now contains her beacon. She split the treasure with Salaz, but not wanting to weigh down her ship so early in the expedition, Rasheen tasked her business partner with guarding her treasure until she returned or "until someone from the Pact Worlds asks about it."

As a member of a hobgoblin family who was brought up to follow agreements to the letter, Vekkhad d'Salaz regards the Society's message to him requesting the coordinates to Rasheen's beacon as "someone from the Pact Worlds asking about it," and he is pleased to be the one to fulfil his ancestor's oath. He proceeds to play a video message of Jeleb Rasheen for the PCs. While the visual display is somewhat blurry from multiple format migrations over the decades, the audio is mostly clear.

Read or paraphrase the following.



A middle-aged human woman with short curly hair and deep laugh lines speaks to the camera. Her low, warm resonates with amusement.

"Let the record reflect that I am leaving half my acquisitions from Kizmatta in the care of Dhal Salaz, a local prospector and my partner for this mission. We worked out a similar arrangement to the one I made on Xanathis: Salaz will hold in trust the high-mass items from this expedition until my return, or until someone from the Pact Worlds comes looking for it, whichever happens first." She speaks lightly, as though it makes little difference to her. "Now, none of you give this nice young man any trouble about his half of the haul—we made a deal and he held up his end of it, which is why I'm trusting him with my beacon. The stuff he picked will look better in his office than my bridge, anyway," she laughs, then straightens, growing somewhat more businesslike.

"The schematics from this haul are more useful than the goods themselves, as it happens. The thing was a bit slow, but I know some engineers that can work on that. For any of you wondering why we're off the course I charted out back on Absalom Station, we had some supply issues. Now that we have enough raw material for basic fabrication—thanks to Dhal, again, he's a great kid—we're going to get back on course for the original target. Been looking forward to this trip for a long time." She grins secretively.

"Where we're going, we won't need the supplies for much longer, anyway."

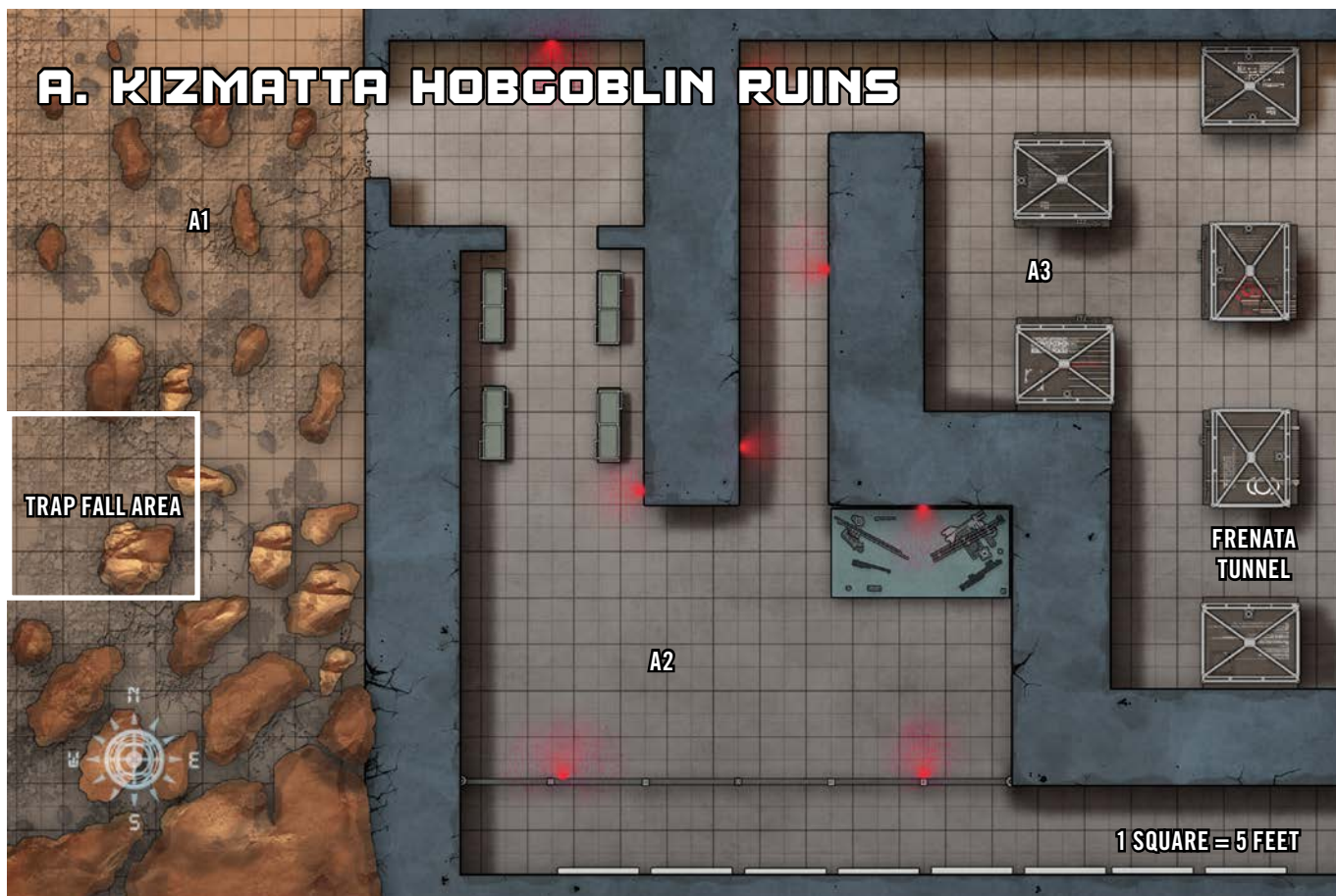
Once the PCs hear the missive, d'Salaz offers the PCs transport to the ruin site. Depending on if they succeeded at their checks to influence Vekkhad, the PCs' transportation consists of a cold trip on the back of a truck or a comfortable journey in the back of an all-terrain-transport.

ABOVE THE RUINS (CR 5 OR CR 7)

After only an hour of driving, the PCs' transportation reaches the ruins. A PC who succeeds at a DC 25 Culture check identifies the area as a memorial of some sort. Exceeding the DC of this check by 5 or more raises the possibility that the ruins below may be either a tomb or the site of some important battle whose history was lost to the Gap, since it does not appear in any known records (including local infosphere data).

The surface site of these ruins consist of the crumbled remains of two sets of concentric walls built with dark basalt. Embedded in the ground between these walls sit tablet-sized stones with barely visible inscriptions. At the center stands what was





once a meeting hall or assembly building. Its ceiling has long since caved in; all that remains are the weathered stubs of walls. The floor shows traces of ceramic tile that may once have formed a mosaic.

The description of this area reveals the surface of the ruins, though the mapped area shows the ruins underneath. When the PCs arrive, they must first either detect and disable or trigger the collapsing floor trap (see below). The mapped ruins are 30 feet below the ground level.

Trap: Rasheen built a false entrance to the complex as insurance in case her Kizmatta contact broke his word. She rigged the floor of the hall to collapse when any potential excavators reached the northernmost end of the floor, using technology she scavenged from the ruins and her ship's repair materials. In addition to the collapsing floor, she rigged a system to release a hallucinogenic gas and broadcast an infrasonic message warning that the interlopers have violated their agreement and they should leave. Together these create a mind-affecting fear effect, with the goal of scaring off any interlopers. The floor collapse mechanism has a lower DC than the gas release and the recording, which are much better hidden; Rasheen didn't intend these effects to be fatal, just to dissuade Dhal Salaz and his followers from going back on their word, or nosy explorers from raiding her cache.

Canny PCs who notice the collapsing floor trap can successfully bypass it, safely opening the trap door hatch and then using rope

or other means to descend. It's possible for the PCs to fail to notice the secondary effect of the trap, which still triggers if the PCs move through the trap door and into the lower level without disabling it. The trapdoor is on the ceiling of the mapped area, marked with dotted lines.

SUBTIER 5-6 (CR 5)

COLLAPSING FLOOR TRAP CR 5

Type analog; **Perception** DC 27 (DC 32 for hallucinogenic gas);

Disable (floor trap) Engineering DC 22

Disable (hallucinogenic gas) Engineering DC 27 (disable dispenser) or Life Science DC 27 (render gas inert)

Trigger location; **Reset** manual

Effect 30-ft.-deep pit (3d6 falling damage plus 1d6 bludgeoning damage from falling rubble); Reflex DC 14 half; multiple targets (all targets in a 20-ft.-square area)

Secondary Effect Hallucinogenic gas (affected targets confused for 1 round); Will DC 14 negates; multiple targets (all targets in a 20-ft.-square area)

SUBTIER 7-8 (CR 7)

COLLAPSING FLOOR TRAP CR 7

Type analog; **Perception** DC 29 (DC 34 for hallucinogenic gas);

Disable (floor trap) Engineering DC 24

Disable (hallucinogenic gas) Engineering DC 29 (disable dispenser) or Life Science DC 29 (render gas inert)

Trigger location; **Reset** manual

Effect 30-ft.-deep pit (3d6 falling damage plus 3d6 bludgeoning damage from falling rubble); Reflex DC 16 half; multiple targets (all targets in a 20-ft.-square area)

Secondary Effect Hallucinogenic gas (affected targets confused for 1d3+1 rounds); Will DC 16 negates; multiple targets (all targets in a 20-ft.-square area)

A. KIZMATT HOBGOBLIN RUINS

Once the PCs descend through the trapdoor, read or paraphrase the following.

All surfaces of the underground hall were once paved with ceramic tiles, which in some areas has collapsed, revealing hard-packed dirt. Rubble blocks one end of the hall, and rocky debris covers the floor of the other. This debris thins out further from the collapsed ceiling. Dark red emergency lighting marks a turn at the end of the hall.

Within the complex, archaic red emergency lighting illuminates the complex in most areas; some lights have failed, leaving gaps in the coverage. Treat the entire area as having dim lighting. A PC who succeeds at a DC 25 Engineering check assesses that the ruins belowground were once a defensive outpost. The ruins above were built after the base was decommissioned. Extremely thick walls in some places increase the possibility that the former occupants conducted weapons training or testing in the complex. Heavy blast doors section off the halls, but do not appear to have been opened or closed in centuries.

A1. COLLAPSED ENTRYWAY

Beneath the collapsing floor lies the complex Rasheen cleared with her hobgoblin allies. The hallway leading east is completely blocked by rubble, either by Rasheen or some natural event before or since her visit; this cannot be cleared without heavy equipment and many more personnel. The hallway leading west is cluttered with debris, creating difficult terrain.

A2. ARMORY (CR 7 OR CR 9)

Empty weapons racks stand on either side of the heavy blast doors. Opposite the doors appears to have been a test range, with heavy shatterproof transparent material separating it from the rest of the room. No debris or stray items mar the bare floor, and the surface of the shelves and worktables hold nothing but dust. Several of the emergency lights have failed, leaving parts of the armory in near-total darkness.

Each of the red emergency lights (marked on the map on page 12) sheds light in a 20-foot radius. The lights have Hardness 2 and 8 Hit Points.

SCALING ENCOUNTER A1

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

All Subtiers: PCs who fail their Reflex save against the floor collapse take only falling damage, not the bludgeoning damage.

Creature: A neutronium golem resides near at the eastern end of this area. Jlev Rasheen managed to clear this area of the complex without reactivating this golem, but the recent activity of the frenata in area **A3** tripped its sensors and put it in defensive mode. The golem moves to attack any creature coming within 20 feet of it, and then proceeds to chase them through the compound. Because of its light immunity ability, the golem is invisible when illuminated by the emergency lights; the PCs may wish to destroy these lights so they can rely on darkvision and other light-independent senses.

The presence of the neutronium golem hints that the drow of Apostae may have deeper links with hobgoblin colonies than is generally known. The drow claim to have invented neutronium golems within the past few years, but the presence of this golem suggests that they drew on much older technology. Neutronium golems are uncommon in the Pact Worlds, requiring a successful DC 28 Engineering check (DC 30 at Subtier 7–8) to identify.

SUBTIER 5–6 (CR 7)

ADVANCED NEUTRONIUM GOLEM

CR 7

Variant Neutronium Golem (*Starfinder Alien Archive* 3 42)

N Large construct (magical, technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +14

DEFENSE **HP** 105

EAC 19; **KAC** 21

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

DR 5/–; **Immunities** construct immunities, electricity, light, magic

OFFENSE

Speed 20 ft.

Melee slam +18 (2d6+12 B, critical knockdown)

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

Offensive Abilities berserk

STATISTICS

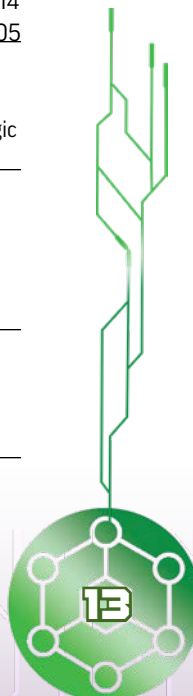
Str +5; **Dex** +4; **Con** –; **Int** –; **Wis** +0; **Cha** –2

Skills Stealth +14

Other Abilities mindless, comm, unliving

TACTICS

Before Combat The golem activates when any person enters within 20 feet of it.



SCALING ENCOUNTER A2

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

All Subtiers: The golem is rusty and sluggish from inactivity and takes a -2 penalty on attack rolls. It also goes berserk when it reaches one-fourth of its Hit Points, rather than half.



**NEUTRONIUM
GOLEM**

During Combat The golem targets the opponent closest to it and moves to attack with its slam attacks. It relentlessly pursues foes throughout the entire area.

Morale The golem is a mindless construct, originally developed as a defensive guardian. It fights until destroyed.

SPECIAL ABILITIES

Berserk (Ex) When a neutronium golem takes damage that reduces it to half its maximum Hit Points or fewer, and whenever it takes damage while it has half its maximum Hit Points or fewer, it must attempt a DC 14 Will saving throw. On a failure, the golem goes berserk. While berserk, the golem uses its actions to make a full attack or to move and attack. If it can't reach a creature, it attacks objects. The golem can attempt a DC 14 Will saving throw at the end of each of its turns to end the berserk state. If the golem's creator communicates with the golem to calm it, via comm unit or from within 60 feet, and succeeds at a DC 10 Charisma check, the golem receives a +2 circumstance bonus to this saving throw.

Comm (Ex) A golem can receive wireless communications (and thus commands from its creator) at planetary range.

Light Immunity (Ex) A neutronium golem does not interact with visible light, so it is immune to laser weapons or any other attack based on visible light. In any area of dim, normal, or bright light, a neutronium golem is invisible.

Magic Immunity (Ex) A neutronium golem is immune to any spell or spell-like ability that allows spell resistance, unless the spell specifically lists constructs in its Targets entry. In addition, certain spells and effects function differently against the golem, as follows.

- If the golem is inside the area of a *control gravity* spell used to increase gravity and fails its saving throw, instead of the usual effects of the spell, the golem becomes Tiny (reducing its space and reach to 2-1/2 ft.) and sinks partially into the ground, becoming pinned for the duration of the spell.
- If the golem is inside the area of a *control gravity* spell used to reverse gravity or create an area of zero-g and fails its saving throw, in addition to the normal effects of the spell, it partially loses its humanoid shape as it becomes Huge (increasing its size and reach to 15 ft.) for the duration of the spell. In this state, the golem is staggered.
- The golem automatically fails its saving throw against *discharge* and *greater discharge* but has a unique reaction to these spells. *Discharge* and the area discharge effect of *greater discharge* restore 5d8 Hit Points to the golem; the targeted discharge effect of *greater discharge* restores 11d8 Hit Points to it.

- The golem can be targeted with a *recharge* spell, but this spell has a unique effect upon it. If the golem fails its saving throw, it loses its immunity to electricity and light, becoming visible as a creature of highly reflective metal for 2d4 rounds.

SUBTIER 7-8 (CR 9)

MASTERWORK NEUTRONIUM GOLEM CR 9

Variant Neutronium Golem (*Starfinder Alien Archive* 342)

N Large construct (magical, technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +17

DEFENSE **HP** 145

EAC 22; **KAC** 24

Fort +9; **Ref** +9; **Will** +6

DR 5/-; **Immunities** construct immunities, electricity, light, magic

OFFENSE

Speed 20 ft.

Melee slam +22 (2d10+15 B, critical knockdown)

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

Offensive Abilities berserk

STATISTICS

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

Skills Stealth +17

Other Abilities mindless, comm, unliving

TACTICS

See Subtier 5-6.

SPECIAL ABILITIES

Berserk (Ex) When a neutronium golem takes damage that reduces it to half its maximum Hit Points or fewer, and whenever it takes damage while it has half its maximum Hit Points or fewer, it must attempt a DC 14 Will saving throw. On a failure, the golem goes berserk. While berserk, the golem uses its actions to make a full attack or to move and attack. If it can't reach a creature, it attacks objects. The golem can attempt a DC 14 Will saving throw at the end of each of its turns to end the berserk state. If the golem's creator communicates with the golem to calm it, via comm unit or from within 60 feet, and succeeds at a DC 10 Charisma check, the golem receives a +2 circumstance bonus to this saving throw.

Comm (Ex) A golem can receive wireless communications (and thus commands from its creator) at planetary range.

Light Immunity (Ex) A neutronium golem does not interact with visible light, so it is immune to laser weapons or any other attack based on visible light. In any area of dim, normal, or bright light, a neutronium golem is invisible.

Magic Immunity (Ex) A neutronium golem is immune to any spell or spell-like ability that allows spell resistance, unless the spell specifically lists constructs in its Targets entry. In addition, certain spells and effects function differently against the golem, as follows.

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- The golem automatically fails its saving throw against *discharge* and *greater discharge* but has a unique reaction to these spells. *Discharge* and the area discharge effect of *greater discharge* restores 5d8 Hit Points to the golem; the targeted discharge effect of *greater discharge* restores 11d8 Hit Points to it.
- The golem can be targeted with a *recharge* spell, but this spell has a unique effect upon it. If the golem fails its saving throw, it loses its immunity to electricity and light, becoming visible as a creature of highly reflective metal for 2d4 rounds.

Development: Aside from the empty weapons racks and the cleared table, shelves, and storage containers, this room is completely empty. A successful DC 28 Perception check, or a DC 20 Wisdom check, raises the possibility that the complex was deliberately cleared, either by the original hobgoblin occupants or Jelev Rasheen and her allies.

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

Subtier 5-6: Reduce each PC's credits earned by 1,226.

Out of Subtier: Reduce each PC's credits earned by 1,488.

Subtier 7-8: Reduce each PC's credits earned by 1,751.

A3. STORAGE ROOM (CR 8 or CR 10)

Shelves line the walls, some with surviving labels indicating they held staple grains, dehydrated fruits and vegetables, and other dry goods. This otherwise empty room contains five gray plastic cube-shaped crates, each about eight feet tall and wide. One crate is damaged at the lower corner.

This area was originally a series of storage rooms, cleared of the food supplies they once held when the complex was abandoned. Rasheen used them for their original purpose, storing some of her treasures in heavy collapsible plastic containers. Here they rested undisturbed since her departure, until recently: a family of native creatures called frenata burrowed into the complex in search of a safe nest site for their young. The entry tunnel is hidden between the two furthest crates from the entrance.



SCALING ENCOUNTER A3

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

All Subtiers: Reduce the number of frenatas in this encounter by one.

Creatures: The frenatas secrete a slow-acting acid, which they use for burrowing through dense rock, but it can also corrode metal—including the PCs' equipment. Their burrowing into the ruins has damaged some of the containers Rasheen stored her cache in, and they've raided one that contained organic material to use as a nest site for their young. It looks like they've done more damage to Rasheen's cache than they actually have—all the other crates are intact. This encounter consists of several frenatas emerging from their tunnel to defend their home.

In addition to dealing with the creatures, the PCs should be careful of their aim. Rasheen's storage containers were designed to weather the elements, not weapons fire. They have AC 10 with hardness 13 and 15 Hit Points. If a crate takes damage, the plastic is destroyed, revealing some of the contents described below.

SUBTIER 5-6 (CR 8)

FRENATAS (4)

CR 4

N Medium animal

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

Perception +12

DEFENSE

HP 45 EACH

EAC 17; **KAC** 18

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

Resistances acid 10

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., burrow 20 ft.

Melee claws +8 (1d6+4 S)

Ranged corrosive spit +10 (1d6+4 A; critical corrode 1d4)

Offensive Abilities disrupt terrain

STATISTICS

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

Skills Acrobatics +10, Athletics +15, Engineering +2, Stealth +10, Survival +15

Languages none

Other Abilities compression

TACTICS

Before Combat With their vibration-based blindsense, the frenata may already be aware of the PCs, especially if they encountered and fought the neutronium golem in area A2. If an intruder enters the storeroom and approaches the crates, two of the frenata emerge and engage in a threat display, growling and hissing before using its disrupt terrain ability in an attempt to intimidate the interlopers. The remaining frenata emerge on the following round.

During Combat While of only basic intelligence, frenata work together to build—or destroy—nests and tunnels. They attempt to avoid melee, preferring to attack from range with their corrosive spit. When possible, they use their disrupt terrain ability to impair movement between the crates and keep some distance between themselves and the invaders. They use pack tactics to try to takedown single foes.

FRENATA



RASHEEN'S RECEPTION

Morale Frenata are very family oriented. If one of is reduced to one-third of its Hit Points or less, it retreats to its nest in the tunnels. There it collects its young and flees via the burrow they dug to enter the complex. The remaining frenatas stay to cover the retreat, but flee if reduced to one-third of their Hit Points.

SPECIAL ABILITIES

Corrosive Spit (Ex) Corrosive spit is a ranged attack with a range increment of 30 feet that targets EAC. Each successful hit has a 20% chance to inflict the broken condition on its target's weapon or armor, in addition to dealing the listed damage. A successful DC 16 Reflex save negates this effect. Armor with the broken condition is unaffected by further uses of this ability.

Disrupt Terrain (Ex) Once every 1d4 rounds as a standard action, a frenata can use its corrosive spit to partially dissolve any organic surface directly in front of it. This ability creates difficult terrain in a 15-foot cone.

SUBTIER 7-8 (CR 10)

MATURE FRENATAS (4)

CR 6

N Medium animal

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

Perception +12

DEFENSE

HP 80 EACH

EAC 19; **KAC** 20

Fort +7; **Ref** +7; **Will** +9

Resistances acid 10

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., burrow 20 ft.

Melee claws +12 (1d6+6 S)

Ranged corrosive spit +14 (1d6+6 A; critical corrode 1d6)

Offensive Abilities disrupt terrain

STATISTICS

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

Skills Acrobatics +13, Athletics +18, Engineering +5, Stealth +13,

Survival +18

Languages none

Other Abilities compression

TACTICS

See Subtier 5-6.

SPECIAL ABILITIES

Corrosive Spit (Ex) Corrosive spit is a ranged attack with a range increment of 30 feet that targets EAC. Each successful hit has a 20% chance to inflict the broken condition on its target's weapon or armor, in addition to dealing the listed damage. A successful DC 17 Reflex save negates this effect. Armor with the broken condition is unaffected by further uses of this ability.

Disrupt Terrain (Ex) Once every 1d4 rounds as a standard action, a frenata can use its corrosive spit to partially

dissolve any organic surface directly in front of it. This ability creates difficult terrain in a 15-foot cone.

Treasure: The crate that the frenata appropriated contained mostly fabrics: ceremonial robes, carpets, and tapestries. Most sustained damage from the creatures' use of them for nesting material. The remaining four crates contain large, heavy items—things Rasheen probably wouldn't have wanted taking up precious cargo space. Most are sculptures and statuary clearly of hobgoblin origin. One crate contains two elaborately carved stone thrones, inlaid with bone and rare wood, and a dizzying assortment of ceremonial pre-Gap polearms, also consistent with hobgoblin culture.

The final crate contains a more mysterious artifact: a ten-foot-tall disk of non-native black stone, engraved with strange symbols. Some appear to be astrological, while others seem to be mathematical formulas, possibly for the calculation of eclipses and planetary transits. A PC who succeeds at a DC 23 Culture check determines they are not of hobgoblin origin, but they date to the early post-Gap period. A successful DC 28 Mysticism check (DC 30 in Subtier 7-8), however, reveals that some of these symbols are archaic versions of those used in Eloritu's worship. The relic may have come from some other system, looted by the ancient hobgoblin empire. A PC who succeeds at a DC 25 Profession (soldier or mercenary) check (DC 27 in Subtier 7-8), or one who identified the neutronium golem in area **A2**, recalls that the modern neutronium golems created by House Zeizerer were rumored to be derived from writings of the deity Eloritu, god of secrets, magic, and history.

Perhaps most important of the treasure in this area is the next of Jeleve Rasheen's treasure beacons. The device lies inside one of the unopened crates and it contains heavily encrypted information pointing to the leg of Rasheen's famous final journey into the Vast.

Development: With the cache retrieved, the PCs can exit the facility and arrange for the goods to be transported back to the Lorespire Complex. The frenata tunnels lead further under the complex, though they prove unusable for most other creatures. The extent of where these tunnels lead is not explored further in this adventure.

Rewards: If the PCs fail to drive off the frenatas, reduce each PC's credits earned by the following amount.

Subtier 5-6: Reduce each PC's credits earned by 1,226.

Out of Subtier: Reduce each PC's credits earned by 1,488.

Subtier 7-8: Reduce each PC's credits earned by 1,751.

CONCLUSION

Vekkhad D'Salaz is glad to fulfill his ancestor's oath to Rasheen, and if the PCs successfully influence him, he's convinced that the Starfinder Society is worthy of keeping the riches and telling the tale of her final journey to the rest of the galaxy. If the PCs impressed Tioran or identified them as an intelligence agent, the cultural ambassador sends a hand-written card asking them to stay in touch, and to pass along their contact information to any representatives



in the Pact Worlds interested in keeping an eye on the Republic-Authority dispute. Tioran provides two means of contact, one official and one covert—a coded offer to act as a messenger between the Pact Worlds and the Marixah Republic if necessary. D'Salaz provides transportation back to Absalom Station via the same Marixah Republic transport they used to enter the system.

Radaszam and Celita debrief the PCs upon their return. Both want the PCs' assessment whether the Starfinder Society should involve itself more in the escalating conflict between the Marixah Republic and the Gideron Authority. Radaszam is especially pleased to receive the second beacon, promising to contact the PCs when the next set of coordinates have been decrypted from it.

Rewards: The Society provides the Starfinders with a payment for taking part in the negotiations and exploring Rasheen's hidden trove. The payment amounts to the total on the Chronicle sheet, which is 4,085 credits in Subtier 5-6 or 5,835 credits in Subtier 7-8.

If the PCs successfully influence three attendees, then their rewards remain unaffected. Otherwise, reduce each PC's credits earned by the below amount for each representative they fail to influence (to a maximum of applying this penalty four times if the PCs fail to influence any attendees).

Subtier 5-6: Reduce each PC's credits earned by 408.

Out of Subtier: Reduce each PC's credits earned by 496.

Subtier 7-8: Reduce each PC's credits earned by 583.

REPORTING NOTES

If the PCs recommend that the Society and the Pact Worlds become involved in the Gideron/Marixah conflict to Radaszam and Celita, check box A. If they recommend continued neutrality, check box B.

PRIMARY SUCCESS CONDITIONS

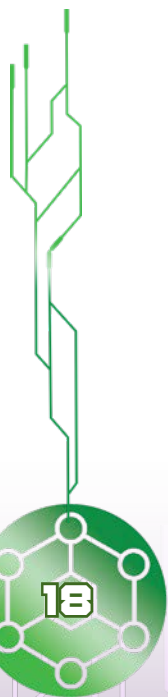
The PCs complete their main mission if they return to Radaszam and Celita with Rasheen's second beacon. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their currently slotted Faction boon. In addition, each player earns the Rasheen's Legacy boon on their Chronicle sheet.

SECONDARY SUCCESS CONDITIONS

If the PCs make a favorable impression on three or more of the dignitaries, they earn 1 additional Fame and 1 Reputation for any factions associated with their currently slotted Faction boon.

FACTION NOTES

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



RASHEEN'S RECEPTION



STARFINDER SOCIETY SCENARIO



Event Reporting Form

Date _____ Event Code: _____

Location _____

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

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

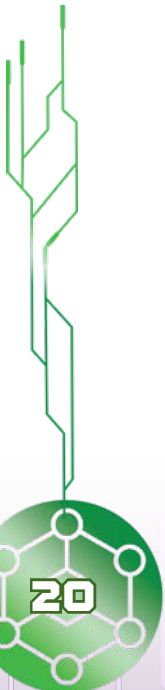
Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

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

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

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

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



RASHEEN'S RECEPTION

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Starfinder Society Scenario #2-22: Rasheen's Reception

Character Chronicle #

A.K.A. _____					SUBTIER <input type="checkbox"/> Normal Max Credits	
Player Name	Character Name	Organized Play #	Character #	Faction	5-6	4,085
Items Found During This Scenario					SUBTIER <input type="checkbox"/> Normal	
<p><input type="checkbox"/> Rasheen's Legacy (Social Boon; Acquisitives Tier 3): Before using this boon, you must have a Reputation Tier of 3 or higher with the Acquisitives faction and spend an additional 4 Fame to check the box that precedes this boon; once you do so, this boon is active and can be slotted as a Social boon. If you already purchased the Rasheen's Footsteps boon, reduce the Fame cost to 2.</p> <p>Once per adventure, when this boon is slotted, you can gain a +4 bonus on the first Diplomacy, Bluff or Intimidate check you attempt when interacting with a species from beyond the Pact Worlds, including Near Space inhabitants or previously undiscovered creature or new species not already known to the Pact Worlds. You can instead choose, once per adventure, to gain a +4 bonus on the first Acrobatics, Athletics, or Perception check you attempt while exploring an area that has not been explored for at least the past century. You must choose to apply these bonuses before attempting the skill checks.</p>					Out of Subtier	4,960
					SUBTIER <input type="checkbox"/> Normal	
					7-8	5,835
					SUBTIER <input type="checkbox"/> Normal	
					-	-
					EXPERIENCE	
					Starting XP	
					+	GM's Initials
					XP Gained (GM ONLY)	
					=	
					Final XP Total	
					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 Subtiers					Subtier 7-8	
cryo grenade I (5,000; item level 6; limit 2) estex suit III (5,500; item level 7) mk 1 null-space chamber (3,050; item level 5) mk 2 dermal plating (6,950; item level 7)					D-suit III (13,300; item level 9) mk 2 null-space chamber (12,250; item level 9) mk 3 dermal plating (17,975; item level 9) screamer grenade II (2,720; item level 8; limit 2)	
Reputation						
Faction	Reputation	Faction	Reputation			
Faction	Reputation	Infamy				

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #