

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-06 TIER 3-6



A Night in Nightarch

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HOW TO PLAY

Starfinder Society Scenario #1-06: A Night in Nightarch is a Starfinder Society Scenario designed for 3rd- through 6th-level characters (Tier 3-6; Subtiers 3-4 and 5-6). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but it can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/starfindersociety.



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GM RESOURCES

A Night in Nightarch makes use of the *Starfinder Alien Archive* and the *Starfinder Core Rulebook*. 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, and the relevant rules from the *Alien Archive* volumes are reprinted at the back of the adventure for the GM's convenience.

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*. This adventure has no scenario tags.

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A NIGHT IN NIGHTARCH

BY MIKKO KALLIO



ADVENTURE BACKGROUND

In addition to a massive drain on personnel, the Scoured Stars incident also resulted in the Starfinder Society losing a lot of valuable equipment. Only recently, thanks to the efforts of a new generation of Starfinders, has the Society recovered sufficiently to begin looking at replacing lost equipment stores. Gear shortages continue to plague the Society as more and more missions take place within the Pact Worlds, nearby star systems, and into the depths of the Vast. And of all the equipment useful to a Starfinder, little is more valuable than a battle-ready firearm.

The Starfinder Society expended much of its social clout with the Pact Worlds' other prestigious organizations in an effort to preserve itself following the Scoured Stars incident. This action saved the Society, but has left it unable to call upon many organizations for further assistance. Thanks to assets and funds earned by its recent resurgence, the Starfinder Society has arranged to work with the drow of Apostae to obtain a new shipment of weapons. House Zeizerer, the most powerful drow household on Apostae, recently facilitated a trade arrangement between the Starfinder Society and the drow House Xicton. Despite tense negotiations, the Society managed to come to terms with the Xicton representatives, eventually agreeing on a mutually beneficial trade arrangement. The Society's ambassador, Venture-Captain Naiaj, only recently departed Apostae as the Xicton arms manufacturers finalized the order.

Lady Villyth, a minor noble existing on the outer fringes of the intricate familial web of House Zeizerer, complicated the final part of the Society's exchange. Villyth discovered that her house had arranged the weapons deal between House Xicton and the Society and saw a chance to strike back at the patriarch of House Xicton for a prior social slight. Villyth ordered her servants to murder the few unprepared Xicton troops guarding the shipment and bring the weapons back to her warehouse so she could resell the guns to another bidder.

SUMMARY

Lady Villyth of House Zeizerer has stolen a weapon shipment intended for the Starfinder Society. Shortly after this theft, **Venture-Captain Naiaj** (LN female bleaching gnome envoy) sends a group of Starfinders to the drow city of Nightarch on

Where in the Universe?

After a short briefing in Absalom Station, *A Night in Nightarch* moves to the drow city of Nightarch on the distant Pact World of Apostae. For more information about Apostae and Nightarch, see the *Starfinder Core Rulebook*. For more information on the Apostae's drow inhabitants, see the *Starfinder Alien Archive*. Both books are available at bookstores and hobby shops everywhere and online at paizo.com.

Apostae to retrieve the stolen weapons. She knows that the interhouse politics of the drow are lethal and treacherous, and first sends the PCs to meet with Ceobarn Zeizerer—a representative of House Zeizerer—to discuss how the Society can get its shipment back without causing a diplomatic incident. The PCs have a chance to convince Ceobarn that Villyth's actions are bad for business. Regardless of how effective the PCs are in pleading their case, Ceobarn authorizes them to retrieve the Society's weapons by whatever means necessary, so long as it can be done within 24 hours.

Once the Starfinders locate the warehouse where Villyth hid the weapon shipment, they can gather information and plan an elaborate heist. Alternatively, the PCs can just kick in the door and subdue the drow guarding the upper offices of the warehouse. Deeper within the warehouse, several stories underground, the PCs encounter a nefarious quasit demon, who is equally likely to lead them past Villyth's warehouse traps or straight into them. The PCs finally find the weapon shipment, but find it defended by half-orc mercenaries accompanied by a pitifully fleshwarped creature. Once the PCs defeat the abomination, they can use a nearby forklift robot to begin the process of extricating the shipment from the subterranean warehouse. As the robot begins its plodding course toward the exit, another group of mercenaries led by Lady Villyth herself arrives to stop the PCs, and a final showdown ensues.

GETTING STARTED

Venture-Captain Naiaj summons the PCs to a briefing in the Lorespire Complex on Absalom Station. Read or paraphrase the following to begin the scenario.

Venture-Captain Naiaj watches a map holographically projected onto the spherical wall of the dimly lit chamber. This meeting room is aptly named the “Starscape Chamber” and hosts various important strategic meetings for the Society. The pale bleachingling gnome slightly nods a greeting, hardly looking away from the stellar map. “Thank you for meeting with me on such short notice,” she says, as she finally turns away from the map. “As you should already know, the Starfinder Society lost not only many agents but also a great deal of equipment in the Scoured Stars incident. Since then, we’ve been dealing with a shortage of guns, ammunition, armor, tools, and provisions. Over the past four months, the Society has recovered to the point that we are able to start replacing some of the equipment we lost. While we are explorers, right now, battle-ready firearms are sorely needed.”

Naiaj momentarily turns to face the map and makes a request: “Starscape, show me Nightarch.” The map on the wall zooms in on one of the outermost planets of the Pact Worlds, showing a gloomy, air-sealed settlement on the small gray planetoid identified as Apostae. “After calling in a lot of favors and holding lengthy negotiations, we managed to secure a deal with the drow of Apostae to obtain a shipment of weapons. House Zeizerer arranged a deal between the Starfinder Society and House Xicton, a lesser drow house with a solid track record on sales. I personally oversaw the negotiations, and only recently returned to Absalom Station to deposit the down payment owed to House Xicton.”

“My intention was to send you to Nightarch, the drow’s surface settlement on Apostae, to guard this delivery. However,” Naiaj pauses briefly, staring blankly at the map on the wall before continuing, “I just received word that the weapon shipment has been stolen. According to my contacts in Nightarch, the thief is a minor noble of House Zeizerer named Villyth, who went rogue and stole the weapons. We do not know her motives or the current whereabouts of the shipment, but I’m sending you to Nightarch to find the weapons and bring them to Absalom Station. As you may have heard, the inter-house politics of the drow are lethal and treacherous, and you will find only trouble if you start searching blindly. For this reason, I’ve arranged for you to meet with Ceobarn Zeizerer,

who represents House Zeizerer in this specific matter. You are to discuss how the Society can get its shipment back without causing a diplomatic incident.

“Your shuttle is ready, so I expect you to get your things and get going as soon as possible. If you have any questions, now is the time to ask.”

Before the PCs depart, Naiaj makes time to answer any questions. The PCs are likely to ask Naiaj the following questions prior to departing.

Why are we buying guns from drow? “Like it or not, Apostae is not only a member of the Pact Worlds, but also the weapon capital of the solar system. Their firearms are high-quality and come at reasonable prices. Despite their fearsome reputation, drow are generally as good as their word when it comes to selling and trading weapons.”

Who is Villyth Zeizerer? “She is a minor noble in the hierarchy of House Zeizerer. I understand that she is something of a rebel, and as far as I know, her actions were not sanctioned by her house.”

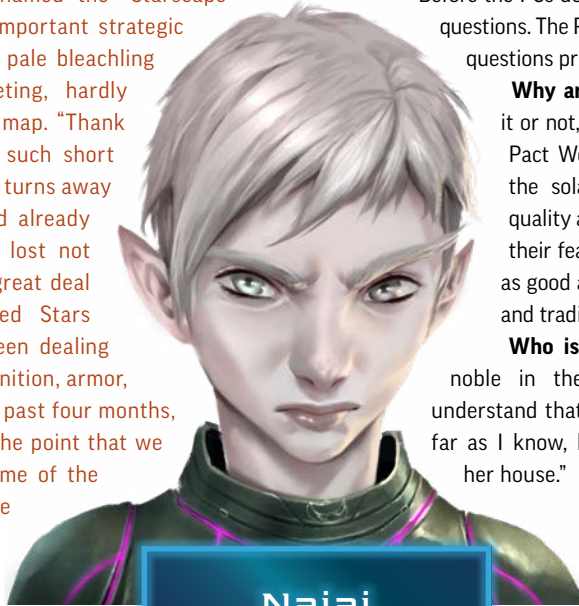
What can you tell us about House Zeizerer? “They are the most powerful drow household on Apostae, controlling the major surface settlement of

Nightarch. They are demon-worshippers and arms dealers like the rest of them, but as far as drow houses go, they are quite reliable because they have a reputation to uphold. Complications like this are bad for the business. Our representative with them, Ceobarn Zeizerer, has always been blunt and up-front with me—how I prefer to handle most of my social interactions.”

What can you tell us about Nightarch? “It is the largest settlement on the planetoid’s surface, and a major spaceport with bustling markets dealing in all kinds of weapons. Because House Zeizerer controls the city, you’ll be meeting with their representative, Ceobarn Zeizerer, first.”

Do we need any special gear or resources? “While the surface of Apostae is otherwise airless, Nightarch is a sealed city. Its towers, domes, and halls are all constructed with contained environmental systems similar to those on starships, so you won’t need any special equipment. Armor and weapons are not only permissible, but everything short of mandatory while wandering the city streets. Be sure to keep your wits about you.”

At this point, the PCs can finalize their boon slots for the session and purchase any additional equipment prior to departing for Apostae. There are no suggested boons to slot for this scenario, so let the PCs select what they think could be most appropriate based on the mission briefing.



Naiaj

CULTURE OR GATHER INFORMATION (DIPLOMACY)

Based on the result of a Culture or Diplomacy check, the PCs might know more about the drow settlement of Nightarch. They learn all of the information whose DC is equal to or less than the result of their check.

15+: Nightarch is a metropolis of over 1,200,000 inhabitants, most of whom are drow elves. Their society is traditionally matriarchal, but contrary to popular belief, the gender divide is not backed by law; rather, it is a holdover from pre-Gap times. A drow man with enough contacts, cunning, and wealth may rise to positions of leadership, rivaling drow women in power.

20+: The city has a sizable orc and half-orc population, but they are treated as second-class citizens at best, and slaves at worst. Most orcs and half-orcs are destined to live and die as mercenaries, or, as some drow houses prefer to put it, cannon fodder.

25+: Weapons are Nightarch's main export, and many drow houses are involved in arms trade. What most people don't know is that there are thousands of miles of tunnels and numerous vaults of alien technology beneath the surface of Apostae. Many weapons designed in Nightarch are reverse-engineered from this technology.

30+: Of the many bizarre technologies that drow are known for, fleshwarping is perhaps the least understood. It involves mutations and magic to transform a humanoid creature into a hate-filled abomination. While originally a punishment, a more refined form of fleshwarping can be used to create augmentations which—while gruesome to behold—greatly enhance the individual's physical qualities. In the most drastic cases of fleshwarping, the target often suffers from incredibly reduced intelligence, limiting the creature's tactical acumen.

DESCENT TO NIGHTARCH

An otherwise empty shuttle from Absalom Station takes the PCs on their weeklong journey to Apostae. When the shuttle achieves orbit over Apostae, read or paraphrase the following.

As the shuttle approaches the dull gray planetoid, several fighters emerge from a hulking capital ship identified as part of the local fleet defense: the Blood Armada. These fighters whizz past like a swarm of angry wasps. The navigation computer lets out a blaring alert as the capital ship scans the shuttle, but soon after, the alert ends and the fighters fly back to the massive carrier. The shuttle descends into low-orbit, and several small settlements with sealed atmospheres come into view. Further out, beneath clouds of dust, several mile-wide blast doors, many large craters, and miles-deep crevices can be

seen across the planetoid's surface. The shuttle soars closer to Apostae's surface, fast approaching the dark city of Nightarch. The eponymous arch and various tower houses can be seen within the city limits. Nightarch's vast spaceport is alive with hundreds of blinking red and purple lights, which guide the shuttle into the gloomy capital of the drow.

EVENT 1: MEETING WITH CEOBARN

When the PCs arrive in Nightarch, two drow guards working for House Zeizerer—Laibross and Sirendeil—escort them through a labyrinth of air-filled, enclosed tunnels to Milesshadow, a tall corporate building owned by House Zeizerer. On the top floor of the building, the guards lead the PCs to the office of **Ceobarn Zeizerer** (CE male drow mechanic), a representative of the house. An intelligent inventor and scientist, Ceobarn rose through the ranks despite his gender, not only because of his talent but also because he is a masterful manipulator who has managed to make himself irreplaceable.



Apostae

The guards open the door to a spacious office on the top floor of the tall building, and without even a hint of emotion, one drow barely mutters, "Wait here." The green-tinted windows in the room offer a majestic view over the gloomy Nightarch. Several statues and holographic devices depicting grinning fiends sit on shelves on the walls and on a darkwood desk at the far end of the room. A curious fixture reminiscent of a demonic spider looks down from the ceiling with many glistening eyes.

When the PCs arrive, there is no one in the office, and the house guards leave the PCs to wait in the room. While waiting, the PCs can attempt a DC 20 Culture or Mysticism check; if successful, they realize that the statues and holograms depict different aspects of the demon lord Abraxas. A character with the priest theme can add his theme knowledge bonus to this check.

After allowing the PCs to wait 5 minutes, Ceobarn Zeizerer arrives. When addressing the PCs, he speaks slowly and deliberately, as if tasting each word before speaking it. Read or paraphrase the following to announce Ceobarn's arrival.

A wall panel at the back of the office slides open, and a middle-aged drow walks in and settles into a red armchair behind the desk. "I am Ceobarn Zeizerer." He gives a nonchalant wave of his hand, and the demonic statue in the ceiling starts shedding a purple glow, illuminating the room. "I take it that your eyes haven't adjusted to the light levels on Apostae. You are Naiaj's Starfinders, correct? I heard about the shipment. A most

unfortunate setback. Villyth has always been a troublemaker.” After a brief silence, he spits, “But it is not our fault. House Zeizerer officially disowned her months ago. Why should I help you?”

If the PCs touched any of the items in his office, Ceobarn picks them up and with extreme care places them back into exactly the same positions they were in before the PCs examined them. If there are any elves, half-elves, or half-orcs in the party, Ceobarn looks concerned and says “What was Naiaj thinking? Keep your head down while you’re here!”

Enticing Ceobarn: The PCs can attempt up to six skill checks in total to persuade Ceobarn to help them. They can divide the six attempts among themselves as they like: the PCs can attempt one check each, or a particularly skilled PC can attempt all six checks—but the party may not use the same skill more than once. The most relevant skills are listed below; the DC for these checks is 21 (DC 24 in Subtier 5–6). The PCs can use other skills, but the DC for such checks increases by 4; for example, Ceobarn really isn’t interested in backflips and somersaults and vocally expresses his displeasure if a PC fails an Acrobatics check against the higher DC of 25 (28 in Subtier 5–6).

If the PCs fail a check by 4 or less, they can bribe Ceobarn to treat the check as a success—Ceobarn even encourages the party to pay him off in such a manner. The PCs must pay 300 credits for each successful bribe (600 credits in Subtier 5–6.)

Bluff, Intimidate, or Profession (counselor or lawyer): Speculate how news of the incident may affect House Zeizerer’s reputation as reliable arms traders across the Pact Worlds.

Culture: Posit that the attack made House Xicton look weak, and if Villyth goes unpunished, House Xicton may seek retribution against House Zeizerer.

Diplomacy: Explain the benefits of helping the Starfinder Society out, especially the benefits of establishing a long-term working relationship.

Mysticism: Maintain that letting a wayward noble do as she pleases makes the house look weak in the eyes of their patron demon lord.

Perception: Notice that the search term “Villyth Zeizerer” is visible on Ceobarn’s computer screen, which indicates he is not as indifferent about the rogue noble as he says.

Profession (corporate professional, manager, or merchant): Use business logic and subtle pressure to cajole Ceobarn into helping.

Sense Motive: Notice and point out that Ceobarn is clearly annoyed that Villyth acted without the house’s permission.

When the PCs are done, Ceobarn says the following. Depending on how convincing the PCs were, his words are full of determination or accompanied by resigned sighs.

“Very well. It is true that Villyth’s actions are bad for business and she must be stopped. On behalf of House Zeizerer, I grant you twenty-four hours of diplomatic immunity. Use this time to retrieve the weapons using whatever means you deem necessary. Here’s a document that proves you’re acting on my authority. If the situation requires it, kill Villyth. But rest assured, if you abuse the power I bestow you, there will be consequences. The drow never forget.

“I know Villyth well enough to know that she has guards and other defenses. The more you know, the less likely you are to walk into a trap. So use your twenty-four hours wisely. Remember that before the time is up, you must locate the weapons, plan your heist, travel to the location, get the weapons, and most importantly, get off my planet!”

Development: The PCs may gain the benefits below, depending how many of their skill checks to influence Ceobarn were a success. The benefits are inclusive; the PCs gain all the benefits up to their total number of successes.

0–2 Successes: Ceobarn is unwilling to help the PCs beyond granting them diplomatic immunity.

3 Successes: Ceobarn gives the PCs the names of a few informants he knows. When the street team attempts a check (see *Locating the Weapons* on page 7), the PC with the highest check result gains a +2 bonus.

4 Successes: Ceobarn allows the PCs to use his some of his infosphere access rights on Apostae. When the hacker team attempts a check (see *Locating the Weapons* on page 7), the PC with the highest check result gains a +2 bonus.

5 Successes: Ceobarn allows the PCs to use his all-terrain transport. See *Traveling to the Warehouse* on page 8.

6 Successes: Ceobarn’s personal sniper **Zirachaun** (CN female drow operative) joins the PCs when the PCs arrive at the warehouse (see area **A1**). Zirachaun is a consummate professional and spends no time fraternizing. She respects martial prowess, and if allowed on the PCs’ communication channel, sends messages of praise to those PCs who succeed at melee or ranged attacks. She has the following combat statistics: **Init** +8; **Ranged** advanced Diasporan rifle +13 (2d8+3 F; *Starfinder Alien Archive* 99). She waits outside the warehouse, taking shots at her initiative count against Villyth’s servants (see area **A** for more



Ceobarn
Zeizerer

information). Zirachaun never enters the offices or warehouse, and only assists from afar as the PCs clear area **A**.

LOCATING THE WEAPONS

The PCs must determine the location of the stolen shipment using a combination of information networks and informants. The PCs can split the party into two teams—a hacker team and a street team—or pool all their resources into one of the two approaches. The PCs are assumed to be working together when attempting a check for either approach; use the highest check result, and if other PCs used the same skill for that check, treat any other results of 10 or higher as though that PC had instead used the aid another action to assist the character with the highest result.

Each team, hacker or street, must complete three phases as detailed below. The result of a roll doesn't determine whether the PCs succeed or fail; it instead determines how long it takes the party to complete that phase, as indicated by the table below. Whichever team completes all three phases first determines the total amount of time the group expends in this portion of the adventure (although if the players insist on following through with both teams to completion of their tasks, they expend the amount of time necessary for the slower team's efforts.)

Hacker Team: Using the local infosphere, the PCs hack into databases that contain relevant information. As long as at least one PC on this team speaks Drow, the group gains a +4 circumstance bonus to their checks—most local infospheres only display in Drow instead of Common.

Locate: The PCs attempt to locate relevant information sources using Computers or Culture.

Access: The PCs can use Computers to launch a brute-force attack to crack passwords or Sense Motive to guess the passwords.

Analyze: The PCs must use Computers or Perception to sift through a lot of data to find the relevant information.

Street Team: The PCs chase and interrogate an informant. This consists of three phases. When the PCs attempt a check, they must use the same skill.

Track: In order to find an informant with useful information, the PCs must attempt a Diplomacy check to gather information, a Perception check, or a Survival check to track the informant.

Chase: The informant tries to slink away, and the PCs must attempt an Acrobatics, Athletics, or Stealth check to catch him.

Interrogate: Getting the right information out of the informant requires a Bluff, Intimidate, or Sense Motive check. A PC who applies force to these efforts gains a +10 bonus to the check but accrues 1 Infamy for the use of such brutal tactics. Any PC who already has Infamy gains a +2 bonus for each point of Infamy he has.

CHECK RESULT	TIME USED DURING PHASE
Less than 5	7 hours
5–9	6.5 hours
10–14	6 hours
15–19	5.5 hours

No Time to Lose!

The first part of the adventure—meeting with Ceobarn, locating the weapons, and planning the heist—should take no more than 60 minutes of actual table time. Make sure that the players are aware of this time constraint. Similarly, you should run many of the encounters in this section as montage-like scenes, focusing on success and the immediate results of the PCs' actions. If the players are not ready when 60 minutes are up, Ceobarn gets impatient and sends a message over a PC's personal comm unit, saying that the PCs should start their mission immediately.

Also, due to the breakneck pace of this adventure, assume the PCs begin the scenario fully rested. The PCs should not suffer from sleep deprivation during this scenario. There will be plenty of time for sleep once they return the weapons back to the Society and get off Apostae!

20–24	5 hours
25–29	4.5 hours
30–34	4 hours
35–39	3.5 hours
40+	3 hours

OBTAINING ADDITIONAL INFORMATION

After the PCs have determined the location of the warehouse, they can use additional time to obtain further information relevant to Villyth and her operation. Each piece of additional information takes 3 hours to find and requires no additional skill checks. The PCs can continue to collect additional information until they have less than 3 hours remaining of their 24-hour diplomatic immunity.

Access Codes: The PCs manage to uncover a set of access codes to Villyth's warehouse. They can use override codes to open any door in the upper floor (area **A**). Using an override code is a full action that requires a datapad, personal comms unit, or another suitable wireless device. The override code works even if the building is in a full lockdown mode.

Floor Plan: The PCs learn the layout of the upper floor (area **A**), and they discover that there is a lower floor 100 feet underground, but its floor plan was never uploaded to the infosphere. When the PCs find the floor plan, show the players the associated map so they can better plan their heist. You should provide basic details about each room, but do not detail specific defenses and occupants.

Guard Posts: Recent surveillance footage from a flying drone shows that there is usually just one guard stationed at the main entrance of the offices. This also provides information on the common starting locations of the other three drow in the offices.

Scaling Encounter A

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

Both Subtiers: The drow haven't been able to rest properly and are fatigued. Furthermore, tired of wearing their equipment for several days straight, they have removed a few pieces of armor and take an additional -2 penalty to AC.

Snipers or other silent killers might be able to dispatch these guards without triggering an alarm.

Security Network: The PCs find out that the building's mainframe and access terminal are in a large room in the northwest part of the upper floor. If the PCs have the floor plan (see page 7), they automatically learn that the control room is the room in the northwest corner of the building. The system is isolated from Nightarch's infosphere, so hacking it remotely is not possible. The PCs receive a +4 circumstance bonus to Computers checks to hack any computer in area **A** as a result of learning this information.

Troop Composition: The PCs learn that Villyth usually has an entourage of about half a dozen lower-ranking drow. They also learn that a few weeks ago, her lieutenant, a drow named Malindeil, bought more than a dozen half-orc mercenaries. These mercenaries have received some basic training, but Villyth has already killed a few of them out of frustration.

PLANNING THE HEIST

Once the PCs acquire the information they need, or they have less than 3 hours left, they should decide how they intend to conduct the raid, using the information they have obtained. For example, if they acquired the floor plan and learned the location of the control room, they may want to go there first.

TRAVELING TO THE WAREHOUSE

Walking to the location takes 2 hours. On the way to the location, the PCs can hear suspicious and glowering passers-by whispering "Those are the ones. Just wait until their 24 hours are up." A PC who succeeds at a DC 20 Culture or Survival check can find shortcuts, reducing the travel time to 1.5 hours.

If the PCs rent urban cruisers (3 passengers each), it takes only 1 hour to travel to the warehouse. The rental costs only 50 credits, but the PCs must leave a deposit of 150 credits, which they get back when they return the vehicles. If Ceobarn lets the PCs use his all-terrain transport (7 passengers), it takes only 30 minutes to reach the destination—everyone in Nightarch knows that it's a good idea to yield to vehicles that belong to House Zeizerer.

A. OFFICES (CR 5 OR CR 7)

Villyth's warehouse is located within a vast pressurized dome. The dome contains several other buildings, some of which can be used as sniper perches within roughly 120 feet of area **A1**. Villyth's warehouse has a spacious office complex on the ground floor. A 10-foot-high chain-link fence surrounds the building, with 20 feet of space between the fence and the building. Climbing the fence requires a successful DC 15 Athletics check. A 10-foot-wide gate in the fence is aligned with the double door that leads to the freight elevator (area **A10**). The gate to this area is open.

The interior walls of the offices are made of composite plating of varying shades of gray; a PC must succeed at a DC 35 Athletics check to climb them. The ceiling is slightly arched in each room, with an average height of 15 feet. Each door is made of a dark steel alloy (hardness 20, HP 60, break DC 28, Engineering DC 30 to open) and consists of several plates which slide open in a spiraling pattern. A creature can push a button adjacent to the door as a swift action to open or close a door. The exterior doors and the doors to the control room (area **A4**), private offices (area **A5**), workshop (area **A6**), laboratory (area **A9**), and freight elevator (area **A10**) are locked.

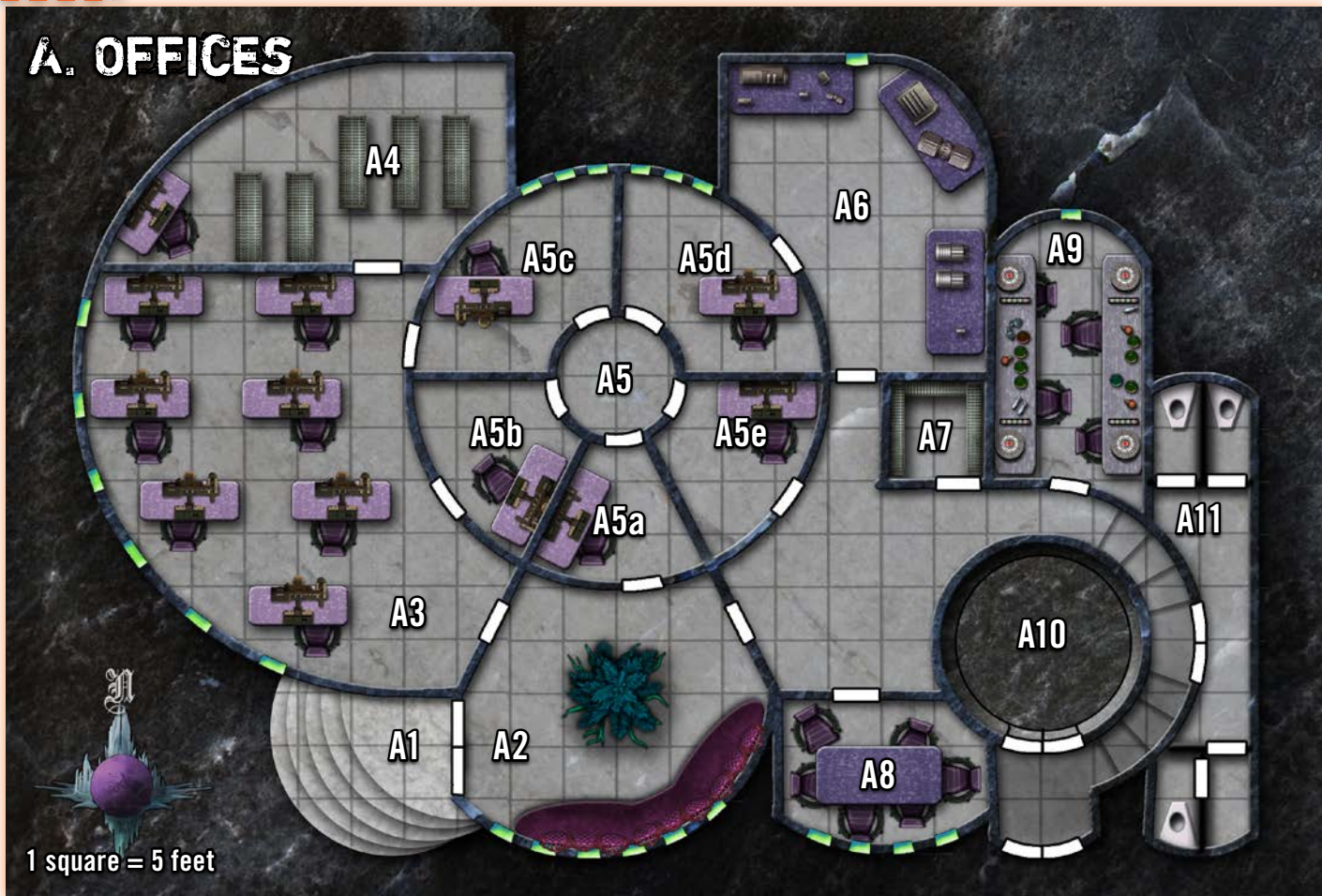
All windows in the building are made of green polymer (hardness 4, HP 10, break DC 20, Engineering DC 20 to pry open) that is opaque from the outside but transparent from the inside. Because the sun is merely a bright dot in the otherwise dark sky and doesn't affect the light level on Apostae, all windows are mainly for aesthetic purposes and for keeping an eye on people outside. Each room has light-emitting devices in the ceiling, which can be controlled locally through a control panel in each room or centrally from the control room (area **A4**). The default light setting is dim light; while drow have darkvision, they prefer dim light to total darkness so they can distinguish color.

Creatures: Villyth is not present when the PCs arrive. She's at a wild rave in a nearby industrial block-hall area, but four of her drow associates—Beidnach, Ellandail, Malindeil, and Raimsael—are present. At all times, one of the drow (determine randomly) is guarding the entrance (area **A1**). The other three are usually where the area descriptions indicate them to be. However, every 10 minutes the PCs spend in or around the building, each drow has a 10% chance of wandering the building, whether heading to a restroom, looking for one of the other drow to engage in a brief conversation, or some similar task. If any one of the drow notice the PCs or hear loud or unusual sounds, he raises an alarm, and all four rush in to defend the building.

Each drow carries a key card that opens the exterior doors and the doors to that drow's private office. Additionally, Beidnach's key opens the door to the control room, Ellandail's key opens the door to the laboratory, Malindeil's key can be used to operate the elevator, and Raimsael's key opens the door to the workshop.

In Subtier 3-4, use the stat block for the drow enforcers to represent the four drow present in the officers. In Subtier 5-6, instead use the drow elite stat block.

A. OFFICES



SUBTIER 3-4 (CR 5)

DROW ENFORCERS (4) CR 1

HP 20 each (*Starfinder Alien Archive* 42; see page 21)

Gear credstick (250 credits)

TACTICS

During Combat The drow fights cautiously, seeking cover and retreating to a safe distance if foes get too close.

Morale If reduced to 8 Hit Points or fewer, the drow withdraws to a position where he is less likely to be attacked than his allies. If there are no allies nearby, he tries to flee.

SUBTIER 5-6 (CR 7)

DROW ELITES (4) CR 3

Drow soldier (*Starfinder Alien Archive* 42)

CE Medium humanoid (elf)

Init +4; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE HP 35 EACH

EAC 17; **KAC** 19

Fort +5; **Ref** +3; **Will** +4; +2 vs. enchantment

Immunities sleep; **SR** 9

Weaknesses light blindness

OFFENSE

Speed 25 ft.

Melee thunderstrike pulse gauntlet +8 (1d6+5 B & So; critical knockdown)

Ranged thunderstrike sonic rifle +9 (1d10+3 So; critical deafen [DC 16]) or frag grenade II +11 (explode [15 ft., 2d6 P, DC 16])

Offensive Abilities create darkness, fighting styles (arcane assaillant), rune of the eldritch knight

Spell-Like Abilities (CL 3rd)

At will—*dancing lights*, *detect magic*

TACTICS

During Combat The drow fights cautiously, seeking cover and retreating to a safe distance if foes get too close.

Morale If reduced to 8 Hit Points or fewer, the drow withdraws to a position where he is less likely to be attacked than his allies. If there are no allies nearby, he tries to flee.

STATISTICS

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

Skills Acrobatics +13, Intimidate +8, Stealth +8

Languages Common, Drow

Gear golemforged plating II, thunderstrike sonic rifle with 2 high-capacity batteries (40 charges each), frag grenades

II (2), thunderstrike pulse gauntlet with 1 battery (20 charges), credstick (420 credits)

Rewards: If the PCs fail to defeat the four drow tasked with guarding the upper offices, reduce each PC's credits earned by the amount listed below.

Subtier 3-4: Reduce each PC's credits earned by 256.

Out of Subtier: Reduce each PC's credits earned by 497.

Subtier 5-6: Reduce each PC's credits earned by 739.

A1. ENTRANCE (CR 1/2 OR CR 1)

This is the main entrance to the building. The top of the stairs is 10 feet above the street level.

Creature: One of the drow guarding the building (determine which one randomly) is always stationed near the door. If he notices anything suspicious, he raises an alarm, and all drow in the offices (area **A**) ready their weapons and take defensive positions in or near the lobby (area **A2**). Any gunfire also alerts the drow inside the building to the PCs' presence.

A PC can attempt a Stealth check (opposed by the guard's Perception check, as normal) to approach undetected. If the PCs use melee weapons or silent ranged weapons (such as a needler pistol or thrown weapons such as carbonedge shurikens) and manage to kill the drow before his first combat turn, the other drow inside the building remain oblivious of the PCs' presence. Firearms fired from a distance greater than 125 feet also do not cause an alarm; the sounds of massive ventilation systems within the dome drown the sounds of distant gunfire.

If the PCs spend 1d6 minutes looking for a vantage point for sniping, they find an abandoned, 30-foot-tall watch post at a distance of 120 feet with a clear view of the guard's position. The PCs can coordinate their actions so that they can attack the drow simultaneously with melee and ranged weapons. Alternatively, if Ceobarn provided the PCs with access to his sniper, then the sniper can take shots into this area at the PCs' request. The sniper never ventures into the building, but takes shots through exposed windows.

A2. LOBBY

An advertisement plays on a large screen mounted on the wall opposite the entrance. A thorny blue tree planted in

a large steel-gray pot stands in the center of the room, and a purple sofa has been placed below green-tinged windows on the south end of the spacious lobby entrance.

The screen plays a sequence of three advertisements on an infinite loop. The advertisements are narrated in Drow, but Common subtitles are included. The first advertisement shows drow marksmen shooting sniper rifles, large-caliber handguns, and other firearms, ending with the slogan "Guns, guns, GUNS!" on the screen. The second advertisement features a female drow squeezing the head of a male half-orc with a fleshwarped hand while her other hand gives a thumbs up to the screen. The screen fades to black, and a second later, there is a sound reminiscent of a bursting watermelon, and red spatters form the words "Invest in yourself—Fleshwarps!" In the third advertisement, a charismatic undead elebrian—the infamous host Zo!—talks while a side window showcases a squad of orc mercenaries crawling under laser beams, scaling a wall, sneaking into a guarded building, and opening fire on unseen targets. In each scene, a few of the half-orcs die, until only one remains. When the screen fades to black, a muffled scream can be heard in the background, suggesting that the last orc, too, died.

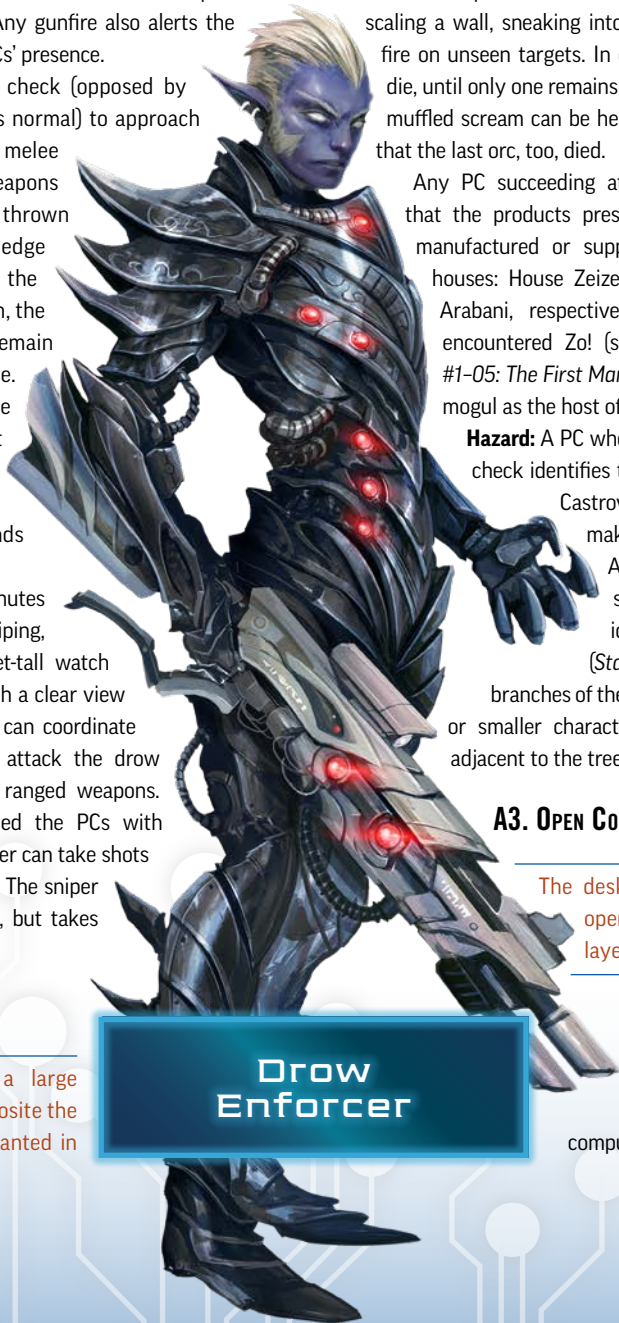
Any PC succeeding at a DC 15 Culture check knows that the products presented in the advertisements are manufactured or supplied by three well-known drow houses: House Zeizerer, House Cyrocaust, and House Arabani, respectively. Any PCs who've previously encountered Zo! (such as during *Starfinder Society #1-05: The First Mandate*) recognize the Eoxian media mogul as the host of the third video.

Hazard: A PC who succeeds at a DC 20 Life Science check identifies the nearby tree as a blue willow, a Castrovelian tree whose sedative poison makes its victims easier to persuade. Anyone touching the tree is subjected to a poison functionally identical to green lotus extract (*Starfinder Core Rulebook* 419). The branches of the tree are high enough that Medium or smaller characters moving through the squares adjacent to the tree aren't subjected to the poison.

A3. OPEN CONCEPT OFFICE

The desks and computers in this large, open-plan office are covered in a faint layer of dust.

Villyth has only a handful of drow followers, and if the PCs succeed at a DC 20 Survival check, they correctly deduce that these computers haven't been used in a while.



Drow Enforcer

A4. CONTROL ROOM

This room contains a mainframe and an admin access console that acts as a tier 2 computer (tier 3 in Subtier 5–6), through which it is possible to control many automated functions in the office and warehouse. A fake shell countermeasure protects the mainframe and obscures the terminal's true purpose. The terminal appears to be an unsecured system, which displays trivial information such as air quality inside the building. However, any PC succeeding at a DC 26 Computers check (DC 30 in Subtier 5–6) notices that this fake shell hides the real controls.

Controls: If the PCs successfully access the computer, they can upload access to a wireless device (such as a data pad or a personal comms unit) and manipulate the systems listed below from anywhere in the building.

Air Conditioning: The default setting is 65° F and allows values from 40° F to 90° F. A PC who succeeds at a DC 21 Computers check (DC 25 in Subtier 5–6) can write a script that causes the air conditioning system to generate steam for 3 rounds, during which time all squares within area **A** provide concealment.

Automated Defenses: This view shows that automated defenses are currently “online” on the warehouse floor. If a PC succeeds at a DC 23 Computers check (DC 28 in Subtier 5–6), she can switch off the traps in the warehouse (see area **B4**).

Door Access: This setting is currently set to “normal,” which means that any locked door can be opened with the right key card. The other two settings are “full lockdown” and “open all,” which lock and unlock, respectively, all doors on the office floor.

Inventory: The warehouse inventory shows that “Xicton guns” have arrived and are ready for shipping, but the database is poorly maintained, and the precise location of the guns is unspecified.

Light Level: This setting is currently set to “manual,” which means each room has an individual light level set on a control panel in the room. Three other settings (0, 1, and 2) set a uniform light level (dark, dim, or normal, respectively) in the whole building, overriding the individual light settings. If a PC succeeds at a DC 22 Computers check (DC 26 in Subtier 5–6), she can write a script that overloads the lights, causing them to emit bright light for 3 rounds (which triggers the drow's light blindness), after which the lights break and all areas of the building are irrevocably dark from that time forward.

Creature: Beidnach is usually in the control room (see area **A**).

A5. PRIVATE OFFICES

Radial walls divide this circular space into five rooms that surround a round central room.

The round room in the center is a meeting space and break room. Each of the five offices around it has a tier 2 desktop computer. Except for Villyth's broken computer, the PCs can hack each of the computers by succeeding at a DC 21 Computers check (DC 23 in Subtier 5–6).

A5a: The middle room adjacent to the lobby (area **A2**) belongs to Ellandail, one of Villyth's enforcers. If the PCs hack

the computer, they find a message that Villyth sent to Ellandail a week ago: “Ellandail, make sure everyone is ready to roll. Stealing the guns and selling them to someone else makes that old fool Xicton look like a real #%&. No one disrespects Villyth Zeizerer and gets away with it!” It's clear that Ellandail has his computer set to use foul language filters when receiving messages from Villyth.

A5b: The southwest room is Beidnach's, who is Villyth's system administrator. If the PCs hack the computer, they find an unsent message from Beidnach to Villyth, in which Beidnach professes his love for Villyth. The message has been edited and saved in a draft form over 234 times.

A5c: The northwest room is Villyth Zeizerer's office. Villyth's computer appears to be broken. If a PC studies it and succeeds at a DC 15 Computers or Engineering check, she realizes someone repeatedly hit the computer with a blunt object. Next to the computer, there is a large black spider plush toy. The plush toy has “Abyshead” written in Abyssal along the bottom of its abdomen. If the PCs squeeze the plush creature's body, the toy releases a brief snippet from one of Abyshead's louder albums. A localized wireless burst of data follows this action, inviting any of the PCs' data devices (such as personal comms or data pads) to download the album. A PC who succeeds at a DC 24 Computers check recognizes the download is not directly harmful, but does include several lines of code commonly seen in self-replicating adware. A PC who downloads the album to at least one of his data-storage devices earns the Abyshead Download boon on his Chronicle sheet. The album itself consists of various drow agrosynch metal tracks. A PC who succeeds at a DC 20 Culture check knows that agrosynch is quite popular on Apostae, but authentic copies of their albums are hard to come by in other parts of the Pact Worlds.

A5d: The northeast room is Malindeil's office. There is a credstick next to Malindeil's computer. If the PCs hack her computer, they find a recent message from Villyth: “Malindeil! The new half-orc mercs are terrible! I hope you didn't pay a lot for them. I love what the boys down in the caverns did to Grimillak, though!”

A5e: The southeast room belongs to Raimsaël, who is Villyth's weaponsmith. If the PCs hack his computer, they find an angry message that Villyth sent to Raimsaël 9 hours ago: “Raimsaël! When are the weapons ready to be shipped?” A few hours ago, Raimsaël replied: “The guns are ready to be shipped now. I'll have them loaded on the Ettercap so we can move them as soon as necessary.”

Creature: Malindeil is often in most often found here, in her office in area **A5d** (see area **A**).

Treasure: The credstick in area **A5d** has 1,200 credits on it (3,600 credits in Subtier 5–6).

Rewards: If the PCs don't search the offices in this area, reduce each PC's credits earned by the amount listed below.

Subtier 3–4: Reduce each PC's credits earned by 200.

Out of Subtier: Reduce each PC's credits earned by 400.

Subtier 5–6: Reduce each PC's credits earned by 600.

A6. WORKSHOP

Tools, drone parts, dismantled weapons, and miscellaneous junk lie scattered on three tables in this workshop.

Villyth's drow repair and customize stolen weapons and other equipment in this workshop. Even though it is unlikely to come up during this scenario, this area counts as a starship's tech workshop (*Starfinder Core Rulebook* 300) for the purpose of crafting and repairing items. If a PC succeeds at a DC 15 Engineering or DC 20 Perception check, she realizes that some of the weapon parts on the tables have markings that indicate that they used to belong to the shipment intended for the Starfinder Society. It's clear the drow have been removing the identifying information so that they can sell the weapons at higher prices.

Creature: Raimsael is often in the workshop (see area **A**).

Treasure: The tools on the table can be sorted into two engineering specialty tool kits (an armorcrafter kit and a weaponsmithing kit), trapsmith's tools, and a hacking kit. In Subtier 5-6, a pair of advanced medkits rest on the side of the workshop table.

The drone parts and tools on the tables are well suited for repairing drones, but little else. When a mechanic repairs his drone in this workshop, he repairs an additional 25% of its maximum Hit Points. This increase stacks with the repair drone mechanic trick.

Rewards: If the PCs don't search this area, reduce each PC's credits earned by the amount listed below.

Subtier 3-4: Reduce each PC's credits earned by 23.

Out of Subtier: Reduce each PC's credits earned by 68.

Subtier 5-6: Reduce each PC's credits earned by 113.

A7. STORAGE

The drow store food items, tools, and other miscellaneous equipment here, some of which looks brand new.

Treasure: If the PCs spend 1d6 minutes rummaging through the items on the shelves, they find 4 fully charged super-capacity batteries and 4 frag grenades II. In Subtier 5-6, rummaging here also uncovers an additional 4 frag grenades II, 3 incendiary grenades II, and 1 screamer grenade II.

Rewards: If the PCs don't enter the storage area, reduce each PC's credits earned by the amount listed below.

Subtier 3-4: Reduce each PC's credits earned by 73.

Out of Subtier: Reduce each PC's credits earned by 145.

Subtier 5-6: Reduce each PC's credits earned by 217.

A8. MEETING ROOM

A wall-mounted holographic projector on the east wall shows a map of Nightarch. A mesmerizing silvery glow highlights the buildings and districts against an otherwise black background. Several locations on the map are marked with pulsating red dots. Six deco chairs surround a long table in the center of the room.

Equipped with the newest in holographic technology, this meeting room is particularly well-suited for presentations. Villyth and her underlings use it to plan their heists. If a PC studies the locations on the map and succeed at a DC 20 Culture check, he realizes that the locations marked on the map correspond to areas controlled by House Xicton.

Creature: Ellandail is often in the meeting room (see area **A**).

A9. LABORATORY

This laboratory is filled with all manner of technological innovations. Scents both sweet and acrid pour forth from cylindrical glass containers on two long tables. The containers bubble in a rainbow of varying colors. A limb that looks like a giant scorpion's claw twitches idly on the floor at the north end of the room.

Villyth's drow use the laboratory to study items they have stolen and to manufacture synthesized chemicals. Any PC using the laboratory gains a +2 circumstance bonus to Life Science and Physical Science checks. Any PC who succeeds at a DC 20 Life Sciences check realizes that the twitching scorpion claw is a failed fleshwarping experiment; it is entirely harmless.

Treasure: On the tables and in drawers along the tables' sides are 2 tier 2 antitoxins and 6 *mk 1 serums of healing*. In Subtier 5-6, the *mk 1 serums of healing* are instead *mk 2 serums of healing*, and there are also 2 *mk 3 serums of healing*.

Rewards: If the PCs don't enter the laboratory, reduce each PC's credits earned by the amount listed below.

Subtier 3-4: Reduce each PC's credits earned by 105.

Out of Subtier: Reduce each PC's credits earned by 156.

Subtier 5-6: Reduce each PC's credits earned by 207.

A10. FREIGHT ELEVATOR

The drow use this freight elevator to transport goods (usually stolen) from ground vehicles to the warehouse downstairs (area **B**) and vice versa. A sign on the outer double door reads "Freight only! Customer entrance on the left."

Operating the elevator requires a key card; Villyth has one, and one of her drow minions, Malindeil, has another. If the PCs remove the elevator's control panel (which requires a successful DC 15 Engineering or Strength check), they can use a hacking kit to hack the elevator's tier 2 computer, which requires a successful DC 21 Computers check. If successful, the PCs can control the elevator as though they had a key card.

A11. RESTROOMS

There are two toilets and a cleansing unit in this area. Each booth can be locked from the inside. The toilets have elaborate control panels, with buttons that read "Air," "Big," "Small," and "Wash" in Drow. When activated, the cleansing unit creates an energy vortex that washes and exfoliates the user, removing dead skin, dirt, and perspiration. There are also two large basins with running water intended for handwashing.

B. WAREHOUSE



B5

T

T

B4

T

T

B3

B3

B2

B1

1 square = 5 feet

B. WAREHOUSE

Villyth's personal warehouse is located 100 feet beneath the offices—deep enough to withstand even starship weapons fire, and invisible to all but the most powerful scanners. The warehouse's ceiling is 40 feet high. Due to the 60 feet of earth and steel structures between the warehouse and upper offices, it is almost impossible for creatures in the warehouse to hear gunfire or other loud sounds coming from upstairs, or vice versa. Unless the PCs hacked the mainframe in the control room (area **A4**) and changed the light settings, it is completely dark in the warehouse.

Features: The following features are present in this area.

Containers—All squares with containers are difficult terrain and grant partial cover against attacks with line of effect that pass through them.

Pallet Racks—Moving within an empty pallet rack counts as difficult terrain. Climbing a pallet rack requires a successful DC 10 Athletics check. Creatures have cover against attacks made through a pallet rack if the target is more than 5 feet from the attacker. Each of the racks is 30 feet high, with a secondary steel base 15 feet off the ground.

Pallet Racks with Containers—Squares where there are containers on a pallet rack provide total cover. Squeezing through requires a move action and a DC 15 Acrobatics check.

B1. FREIGHT ELEVATOR (CR 2)

Once PCs reach the bottom of the elevator's descent, the elevator doors open. If the PCs aren't disguised as drow or half-orcs—in which case Ipqik mistakes them for Villyth's minions and ignores them—read or paraphrase the following.

Suddenly, heralded by a puff of yellow vapor and the smell of rotten eggs, a small, mostly humanoid creature appears in the elevator. Her little leathery wings flap furiously to keep her airborne. She has spiraling horns and an ominous tattoo on her chest. "Now who might you be? You are a bit—how should I put it—lacking in the pointy ears and blue pigment departments. Are you Villyth's new slaves or something else?"

Creatures: The creature is a type of demon known as a quasit. Her name is Ipqik, and she is responsible for cataloging all the goods that Villyth and her minions bring in and subsequently sell. Any PC succeeding at a DC 15 Mysticism check identifies Ipqik as a quasit and, with a second successful check, identifies the tattoo as the symbol of Andirifkhu, a demon lord of illusions, knives, torture, and traps. Ipqik resents working for Villyth, who has tortured her repeatedly, and sees the PCs as a possible way to get her revenge. Any PC succeeding at a DC 15 Sense Motive check notices the way the demon talks about Villyth shows a lot of contempt for the wayward Zeizerer drow.

If a PC lies about being Villyth's ally (and his Bluff check result is greater than the result of Ipqik's Sense Motive check), the quasit says "Okay, I'll be on my way!" and flaps off into the darkness of the warehouse. A PC who succeeds at a DC 15 Sense

Motive check notices the quasit sounds disappointed. Should the PCs reveal they are here to take the stolen guns (or imply an intent to kill Villyth), Ipqik asks "How do I know you're telling the truth?" A PC must succeed at a DC 15 Diplomacy check to convince Ipqik to believe the PCs. Presenting any evidence that the PCs are Villyth's enemies (such as showing any items taken from the drow guards upstairs) grants the PC a +5 bonus to this check.

If the PCs successfully earn Ipqik's trust, they may ask the following questions. Otherwise, Ipqik uses any excuse she can think of to leave. If the PCs threaten Ipqik or prevent her from leaving, she tries to give the PCs false information, such as lying about the defenses, so as to lead the PCs straight into them.

Who are you? "I'm Ipqik, and I'm supposed to keep track of everything Villyth steals and sells, but it's quite hard!" Ipqik can also explain how the warehousing system is supposed to work (see area **B2**).

Have you seen a gun shipment intended for the Starfinder Society? "Oh, I've seen guns, lots of them! But the stupid drow and their half-orcs never put them where I tell them to! And Villyth blames me for it! I don't know where your guns are."

Where is Villyth? "I think she went to a party, but who knows? She doesn't exactly tell me much."

What can you tell about Villyth? "She's fond of her guns—likes to steal 'em and sell 'em. And shoot 'em. And she likes her knives and traps. Likes to cut and torture little old Ipqik. 'You heal so fast I have to cut you twice as much,' she says! I was sold to Villyth and can't leave as long as she lives." With an exaggeratedly sarcastic voice, she adds, "What a pity it would be if she were to die..."

Are there any defenses in the warehouse? "Oh, yes! Villyth loves traps. And there are probably a few half-orcs somewhere down here." Ipqik reveals the locations of three sensors but forgets to mention that there's a fourth sensor (or that one of the half-orcs is a fleshwarped mutant).

BOTH SUBTIERS (CR 2)

IPQIK

CR 2

Quasit

CE Tiny outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

HP 23
EAC 13; **KAC** 14

Fort +1; **Ref** +3; **Will** +5

Defensive Abilities fast healing 2; **DR** 5/cold iron or good;

Immunities electricity, poison; **Resistances** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft., fly 50 ft. (Ex, perfect)

Melee claw +9 (1d4+1 plus quasit venom)

Spell-Like Abilities (CL 2nd)

 1/day—*fear* (2nd level, DC 13)

 At will—*detect magic*, *invisibility* (self only)

STATISTICS

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

Skills Acrobatics +12, Bluff +12, Intimidate +7, Mysticism +7, Stealth +12

Languages Abyssal, Common; telepathy (touch)

QUASIT VENOM

Type poison (injury); **Save** Fortitude DC 13

Track Dexterity; **Frequency** 1/round for 6 rounds

Cure 2 saves

Development: Beyond the information offered above, Ipqik does little else to assist or hinder the PCs. If the PCs truly antagonize Ipqik, the quasit hides and assists Villyth in the final encounter. Otherwise, Ipqik decides to remain invisible and hides near the ceiling, and she does not take any further part in this adventure.

B2. SHIPPING AREA

Well over a hundred feet long, this immense warehouse is covered with rows of thirty-foot-tall pallet racks. Each of the racks has a secondary floor fifteen feet from the ground level. The ceiling here rises to an impressive forty feet in height.

The drow use the Ettercap mk 2—a forklift robot (see area **B5**)—to move inbound wares through the elevator (area **B1**) and place them onto the nearest pallet rack or under the mezzanine. From there, the drow move the containers deeper into the warehouse. Fast-moving wares get placed onto the nearest racks, while items in long-term storage are farther away from the elevator. From there, outbound goods are moved to the packing area, which is west of the elevator. When the goods are ready to be delivered, the drow move them into the elevator.

B3. MEZZANINE

This raised metal platform rises fifteen feet off the floor of the warehouse. Steel support columns rise to the roof from here, keeping the weight of the metal platform from collapsing.

This structural steel mezzanine is an intermediate floor made of steel, with 10 structural steel columns supporting the deck from below. The stairs count as difficult terrain. Climbing a column requires a successful DC 20 Athletics check. There are currently no containers stored on or under the mezzanine, so it is possible for characters to move into any squares on or under the deck, though the columns prevent diagonal movement through them. The sides of the deck and the stairs have railings that are waist-high for Medium creatures. Vaulting over the railing requires a move action. A PC who succeeds at a DC 15 Acrobatics check can do so as part of a move action to move. The railings are too narrow to offer cover.

Scaling Encounter B5

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

Both Subtiers: Remove two half-orcs from the encounter.

B4. AISLES (CR 3 OR CR 5)

Pallet racks and the aisles between them make up the largest part of the warehouse. Villyth's drow stored dozens of containers full of stolen items on the shelves of the pallet racks. The storage area is incredibly disordered, and many of the containers are sitting on the floor between the racks, blocking some of the aisles.

The pallet racks closest to the elevator are numbered from left to right 01–04 in the Drow script, while the racks at the back of the warehouse are numbered 11–15. The containers on the shelves contain all kinds of stolen goods from canned food to holographic projectors, but only the weapon shipment (area **B5**) contains a large number of guns.

Trap: Ironically, Villyth hates nothing more than thieves, and on her orders, her minions set up a devious magical trap in the warehouse. There are magical, eyelike sensors that resemble odd fleshy growths in multiple places. Each of the areas marked with a "T" on a map represents the area covered by one of the fleshy sensory eyes. If a PC enters the area, she triggers the trap, causing a mass of shadowy tentacles to rise out of the floor and attack all creatures within the trap's area. If the PCs trigger the trap, the minions guarding the shipment (see area **B5**) become aware of the PCs and attack. All of Villyth's minions know about the trap, so they don't accidentally trigger it.

SUBTIER 3–4 (CR 3)

DARK TENTACLES TRAP

CR 3

Type hybrid; **Perception** DC 24; **Disable** Engineering DC 19 (disable eye sensors) or Mysticism DC 19 (suppress the eyes' magic)

Trigger location; **Reset** 1 hour

Effect tentacles (6d6 B); Reflex DC 14 half

Special The trap can also be disabled by destroying the eye sensor. The sensor has EAC 12, KAC 16, and 19 HP.

SUBTIER 5–6 (CR 5)

DARK TENTACLES TRAP

CR 5

Type hybrid; **Perception** DC 27; **Disable** Engineering DC 22 (disable eye sensors) or Mysticism DC 22 (suppress the eyes' magic)

Trigger location; **Reset** 1 hour

Effect tentacles (4d12+4 B); Reflex DC 15 half

Special The trap can also be disabled by destroying the eye sensor. The sensor has EAC 15, KAC 19, and 38 HP.

B5. THE STOLEN SHIPMENT (CR 5 OR CR 7)

Villyth had her minions moved the guns to this part of this warehouse using the Ettercap mk 2, a large forklift robot. Because the guns are ready to be moved out soon, the forklift robot has already picked up the weapon containers intended to the Starfinder Society. All the PCs have to do is push a button that activates the robot. When the PCs approach the forklift robot (or the guards become aware of the PCs' presence), read aloud or paraphrase the following.

Creatures: A contingent of half-orc mercenaries and their fleshwarped former leader Grimillak meander around this area. The half-orc unit had discipline problems, and Villyth decided to punish Grimillak to set an example for the rest of them. After Grimillak's head was replaced with a gruesome fleshwarp appendage, the discipline problems have ceased entirely.

If the PCs use a light source or otherwise fail to conceal their approach, the guards move to the sides to ambush the party.

SUBTIER 3-4 (CR 5)

GRIMILLAK CR 3

CE Medium aberration

Init +1; **Senses** blindsight 60 ft.; **Perception** +8

DEFENSE HP 48

EAC 13; **KAC** 15

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

OFFENSE

Speed 30 ft.

Melee tentacle +11 (1d8+7 B; critical knockdown)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacle)

Offensive Abilities death throes, head-whip

TACTICS

During Combat Grimillak lashes out at any creature who is not a drow or half-orc.

STATISTICS

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

Skills Acrobatics +8, Athletics +13, Intimidate +8

Languages Drow, Orc

Gear *ring of sustenance*, credstick attached to the back of his head (1,600 credits)

SPECIAL ABILITIES

Death Throes (Ex) When Grimillak is brought to 0 Hit Points, he falls prone and starts shaking with spasms, thrashing about on the ground. On his next turn, Grimillak makes a single attack against each creature within reach, then dies. He takes the usual penalties for being prone, but doesn't take a penalty for attacking multiple times. If he would lose further Hit Points before this, he stops thrashing and dies.

Head-Whip (Ex) Grimillak's tentacle-like head has a reach of 10 feet and the knockdown critical hit effect. He gains a

+4 bonus to attack rolls when he attempts a trip combat maneuver with the tentacle.

HALF-ORC CANNON FODDER (4) CR 1/2

N Medium humanoid (human, orc)

Init +3; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE HP 13 EACH

EAC 10; **KAC** 12

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

Defensive Abilities ferocity

OFFENSE

Speed 30 ft.

Melee assault hammer +3 (1d6+2 B)

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

TACTICS

During Combat The half-orcs fight using simple tactics, preferring to close into melee with their foes.

Morale Though scared witless, the half-orcs fight to the death to avoid even worse punishments from their drow employers.

STATISTICS

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

Skills Acrobatics +4, Athletics +9, Stealth +4

Languages Drow, Orc

Gear flight suit stationwear, azimuth laser pistol with 2 batteries (20 charges each), assault hammer

SUBTIER 5-6 (CR 7)

GRIMILLAK CR 5

CE Medium aberration

Init +2; **Senses** blindsight 60 ft.; **Perception** +11

DEFENSE HP 84

EAC 16; **KAC** 18

Fort +7; **Ref** +7; **Will** +6

OFFENSE

Speed 30 ft.

Melee tentacle +14 (2d6+10 B; critical knockdown)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacle)

Offensive Abilities death throes, head-whip

TACTICS

Use the tactics from Subtier 3-4.

STATISTICS

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

Skills Acrobatics +11, Athletics +16, Intimidate +11

Languages Drow, Orc

Gear *ring of sustenance*, credstick attached to the back of his head (3,000 credits)

SPECIAL ABILITIES

Death Throes (Ex) When Grimillak is brought to 0 Hit Points, he falls prone and starts shaking with spasms, thrashing about on the ground. On his next turn, Grimillak makes a single attack against each creature within reach, then dies. He takes the usual penalties for being prone, but doesn't

take a penalty for attacking multiple times. If he would lose further Hit Points before this, he stops thrashing and dies.

Head-Whip (Ex) Grimillak's tentacle-like head has a reach of 10 feet and the knockdown critical hit effect. He gains a +4 bonus to attack rolls when he attempts a trip combat maneuver with the tentacle.

HALF-ORC MERCENARIES (4) CR 1

N Medium humanoid (human, orc)

Init +8; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE HP 20 EACH

EAC 12; **KAC** 14

Fort +3; **Ref** +1; **Will** +3

Defensive Abilities ferocity

OFFENSE

Speed 30 ft.

Melee assault hammer +5 (1d6+3 B)

Ranged azimuth laser rifle +8 (1d8+1 F; critical burn 1d6)

Offensive Abilities fighting styles (blitz)

TACTICS

During Combat The half-orcs fight using simple tactics, preferring to close into melee with their foes.

Morale Though scared witless, the half-orcs fight to the death.

STATISTICS

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

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

Languages Drow, Orc

Gear troop ceremonial plate, azimuth laser rifle with 2 batteries (20 charges each), assault hammer

Development: Once the PCs defeat the half-orcs guarding the weapons, they can proceed to activate the forklift robot. You should allow the PCs to take a 10-minute rest and spend Resolve Points to regain lost Stamina Points. Proceed to Event 2: Escape from the Warehouse when the PCs activate the forklift robot.

Rewards: If the PCs fail to defeat the half-orcs stationed here, reduce each PC's credits earned by the amount listed below.

Subtier 3-4: Reduce each PC's credits earned by 351.

Out of Subtier: Reduce each PC's credits earned by 551.

Subtier 5-6: Reduce each PC's credits earned by 751.

EVENT 2: ESCAPE FROM THE WAREHOUSE (CR 5 OR CR 7)

When the PCs push the button to activate the forklift robot, read or paraphrase the following.

The forklift robot generates mighty thudding sounds as it starts walking toward the elevator. Suddenly, the sounds are drowned by a shrill screech as ceiling-mounted speaker systems come online. A woman starts speaking, her voice distorted by the voice amplifiers. "You just had to try and steal my guns tonight, of all Elysium-damned nights? If it weren't for you, I'd still be at this a-maz-ing party..." She pauses abruptly, lets out a resigned

sigh, and continues, "Oh, just kill them. Yes, you stupid half-orcs, kill the offworlders who are trying to steal my guns! And stop—but don't destroy—that blasted forklift bot!"

The exasperated voice belongs to Villyth, who has returned from her rave.

Ettercap mk 2 (Forklift Robot): Every round at initiative count 5, the forklift robot walks 4 squares toward the elevator. On its first turn, it turns to face south and crashes through the containers on the floor, completely flattening them. At the first intersection, it turns left (facing east) and walks forward until it reaches the northwest corner of the mezzanine. Then it turns right (facing south again) and continues in this direction each round until it reaches the elevator doors.

The robot is an object with EAC 9, KAC 9, hardness 10, and 40 Hit Points. It automatically fails all saves and skill checks but cannot be knocked prone. Characters can safely move through its space as though it was difficult terrain, but on its turn, the robot mindlessly barges through creatures as though it had the trample special attack (2d6+4 B; DC 11). If the robot would end its movement in a space occupied by a creature, it automatically pushes that creature into the nearest open space. If the robot is destroyed, the weapon shipment remains intact but must be moved via other methods.

Creatures: While Villyth speaks, her personal guards arrive via the elevator shaft—the elevator having been called back to the surface during Villyth's tirade. Once the guards exit into the warehouse, they send the elevator back up to retrieve Villyth.

Divide the drow and half-orcs into two major groups, each establishing themselves at different angles from the PCs. Position each group of drow and half-orcs with cover and at least 60 feet from the PCs. The drow hang back further behind the half-orcs to "direct"—they dislike the chance of being hit first.

SUBTIER 3-4 (CR 5)

DROW ENFORCERS (2) CR 1

HP 20 each (*Starfinder Alien Archive* 42; see page 21)

Gear credstick (250 credits)

TACTICS

During Combat The drow use cover and fire at the PCs. If no other cover is available, they use the half-orcs as soft cover.

Morale Determined to prove their worth to Villyth, the drow fight to the death.

HALF-ORC CANNON FODDER (4) CR 1/2

HP 13 each (see page 16)

TACTICS

During Combat The half-orcs rush forward and shoot from behind cover.

Morale Though scared witless, the half-orcs fight to the death. However, if they see Villyth killed (see pages 18-19), all remaining half-orcs surrender.

Scaling Escape from the Warehouse

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

Both Subtiers: Remove two half-orcs from the encounter.

SUBTIER 5-6 (CR 7)

DROW ELITES (2)

CR 3

HP 40 each (see page 9)

Gear creditstick (420 credits)

TACTICS

Use the tactics from Subtier 3-4.

HALF-ORC MERCENARIES (4)

HP 20 each (see page 17)

TACTICS

Use the tactics from Subtier 3-4.

Development: When only half of the enemies remain—or after 6 rounds, whichever comes first—Villyth and her remaining minions arrive via the descending elevator (see the Event 3: The Rebel Princess encounter below). Whenever the half-orcs and drow don't have an easy target to attack, they attack the robot instead, trying to stop it.

Rewards: If the PCs don't defeat the first wave of Villyth's reinforcements, reduce each PC's credits earned by the amount listed below.

Subtier 3-4: Reduce each PC's credits earned by 164.

Out of Subtier: Reduce each PC's credits earned by 368.

Subtier 5-6: Reduce each PC's credits earned by 571.

EVENT 3: THE REBEL PRINCESS (CR 5 OR CR 7)

As the PCs approach the freight elevator, or when Villyth enters the combat, read the following aloud.

A young drow woman sporting a mohawk and wearing spike-shouldered armor steps into view. For a split second, she

just stands there, her head tilted to the side as she angrily glares at the dead half-orcs on the floor. She angrily shoves a half-orc standing next to her, uttering "Stupid, useless half-orcs!" before she ducks behind cover.

Creatures: Villyth and her remaining half-orc mercenaries join the fight. Villyth enjoys taunting the PCs, providing gruesome details of what she has done to previous intruders. Despite her bravado, Villyth has no intention of dying in her warehouse but does everything she can to thwart the PCs in this final showdown.

SUBTIER 3-4 (CR 5)

HALF-ORC CANNON FODDER (4)

CR 1/2

HP 13 each (see page 16)

TACTICS

Though scared witless, the half-orc mercenaries fight to the death.

However, if they see Villyth killed, all remaining half-orcs surrender.

VILLYTH ZEIZERER

CR 3

Drow operative (*Starfinder Alien Archive* 42)

CE Medium humanoid (elf)

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

Perception +9

DEFENSE **HP 40**

EAC 16; **KAC** 17

Fort +2; **Ref** +5; **Will** +6; +2 vs. enchantment

Defensive Abilities evasion; **DR** 1/-;

Immunities sleep; **SR** 9

Weaknesses light blindness

OFFENSE

Speed 50 ft.

Melee survival knife +7 (1d4+3 S)

Ranged thunderstrike sonic pistol +9 (1d8+3

So; critical deafen [DC 14])

Offensive Abilities create darkness, trick attack +1d8

Spell-Like Abilities (CL 3rd)

At will—*dancing lights*, *detect magic*

TACTICS

During Combat Villyth uses the Shot on the Run feat to make trick attacks while moving. If possible, she ends her movement behind cover and away from PCs with strong melee attacks. She positions herself so her half-orc allies are between her and the PCs.



Villyth Zeizerer

Morale When reduced to 15 Hit Points or fewer, Villyth flees, running to the freight elevator and using it to escape the warehouse. Villyth uses her *spell ampoule of invisibility* to aid her escape.

STATISTICS

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

Feats Shot on the Run

Skills Acrobatics +14, Bluff +14, Intimidate +9, Mysticism +9, Stealth +18

Languages Abyssal, Common, Drow

Other Abilities operative exploits (combat trick), operative specialization (ghost)

Gear defrex hide, survival knife, thunderstrike sonic pistol with 2 high-capacity batteries (40 charges each), *spell ampoule of invisibility*, credstick (600 credits); **Augmentations** mk 1 dermal plating

SUBTIER 5–6 (CR 7)

HALF-ORC MERCENARIES (4) CR 1

HP 20 each (see page 17)

VILLYTH ZEIZERER CR 5

Drow operative (*Starfinder Alien Archive* 42)

CE Medium humanoid (elf)

Init +7; **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE HP 70

EAC 19; **KAC** 20

Fort +4; **Ref** +7; **Will** +8; +2 vs. enchantment

Defensive Abilities evasion; **DR** 2/–; **Immunities** sleep; **SR** 11

Weaknesses light blindness

OFFENSE

Speed 50 ft.

Melee tactical knife +10 (2d4+5 S)

Ranged corona laser pistol +12 (2d4+5 F; critical burn 1d4)

Offensive Abilities create darkness, debilitating trick, trick attack +3d8

Spell-Like Abilities (CL 5th)

At will—*dancing lights*, *detect magic*

TACTICS

Use the tactics from Subtier 3–4.

STATISTICS

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

Feats Shot on the Run

Skills Acrobatics +17, Bluff +17, Intimidate +12, Mysticism +12, Stealth +17

Languages Abyssal, Common, Drow

Other Abilities operative exploits (cloaking field, combat trick), operative specialization (ghost)

Gear d-suit I, corona laser pistol with 2 high-capacity batteries (40 charges each), tactical knife, *spell ampoule of invisibility*, credstick (1,600 credits); **Augmentations** mk 2 dermal plating

Scaling the Rebel Princess

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

Both Subtiers: Remove two half-orcs from the encounter.

Development: Once the PCs defeat Villyth, or the exiled drow retreats from her warehouse, the weapons shipment can be secured. The forklift robot accepts basic commands and can easily haul the weapons shipment back to the Society's waiting transport. Locals give the PCs a wide berth, recognizing the significance of their victory over Villyth—clearly the PCs and, by extension, the Starfinder Society, are not to be trifled with.

Rewards: If the PCs fail to defeat or drive off Villyth Zeizerer, reduce each PC's credits earned by the amount listed below.

Subtier 3–4: Reduce each PC's credits earned by 275.

Out of Subtier: Reduce each PC's credits earned by 546.

Subtier 5–6: Reduce each PC's credits earned by 817.

CONCLUSION

Having found the weapon shipment and dealt with Villyth, the PCs can leave Apostae with the weapons without further trouble. They receive the following message from Venture-Captain Naiaj on their way back to Absalom Station.

"Congratulations on your successful mission, Starfinders. With these new arms, the Society can undertake more difficult field missions. This day is just one more step toward recovering from our recent woes. Return to Absalom Station at once for a full debriefing. Following this, I'll see about getting your next assignment ready."

Moments later, if the PCs failed to kill Villyth, the bitter drow noble sends the PCs the following message on a coded and untraceable frequency.

"Don't think it's over! It's not over! Drow never forget!"

So long as the PCs successfully retrieved the stolen weapon shipment, each PC receives the Gun Runner boon and the Half-Orc Admittance boon on her Chronicle sheet. Each PC who downloaded the Aabysshead album to a device also receives the Aabysshead Download boon on her Chronicle sheet.

REPORTING NOTES

If the PCs accrued at least four successes when they persuaded Ceobarn Zeizerer to help them, check box A on the reporting sheet. If Ippik helped the PCs by providing information about

Villyth and her operations, check box B. If Villyth survived the scenario, check box C.

PRIMARY SUCCESS CONDITION

The PCs complete their main mission if they successfully get the stolen weapons out of Villyth's warehouse and transported to Absalom Station. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon.

SECONDARY SUCCESS CONDITIONS

The PCs must complete at least two of the following tasks: accrue at least three successes when interacting with Ceobarn, defeat the drow guards in area **A** without raising an alarm, befriend or kill the quasit Ipqik, or ensure the forklift robot is not destroyed. If the PCs accomplish at least two of these tasks, they each earn 1 additional Fame and 1 Reputation for any factions associated with their current faction boon.

APPENDIX: STAT BLOCK

The drow enforcer below appears in this scenario.

DROW ENFORCER

CR 1

Starfinder Alien Archive 42

Drow soldier

CE Medium humanoid (elf)

Init +4; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE

HP 20

EAC 16; **KAC** 18

Fort +3; **Ref** +1; **Will** +1; +2 vs. enchantment

Immunities sleep; **SR** 7

Weaknesses light blindness

OFFENSE

Speed 25 ft.

Melee standard taclash +5 (1d4+2 S)

Ranged azimuth laser rifle +8 (1d8+1 F; critical burn 1d6) or shock grenade I +8 (explode [15 ft., 1d8 E, DC 10])

Offensive Abilities create darkness, fighting styles (arcane assailant), rune of the eldritch knight

Spell-Like Abilities (CL 1st)

At will—*dancing lights*, *detect magic*

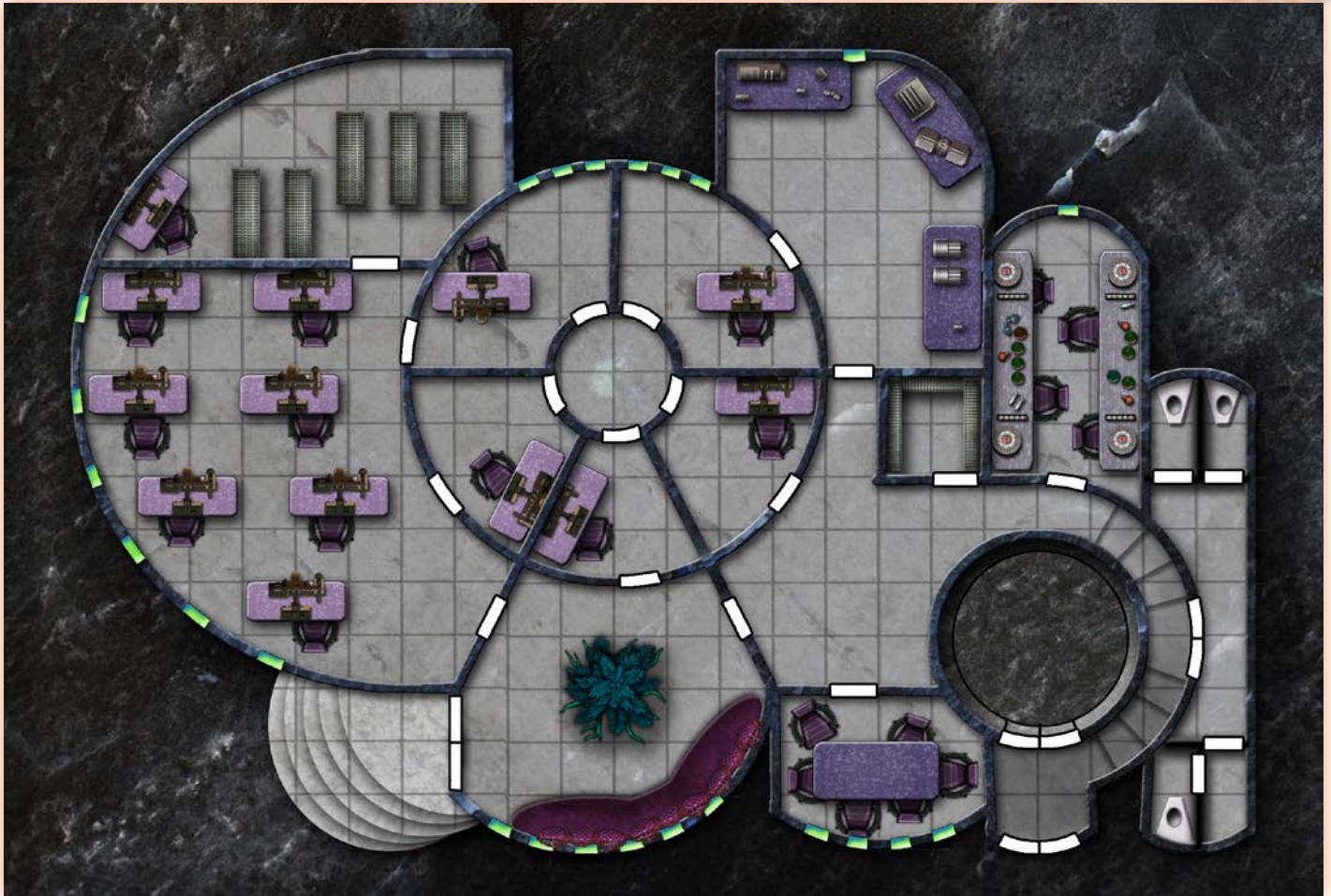
STATISTICS

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

Skills Acrobatics +10, Intimidate +5, Stealth +5

Languages Common, Drow

Gear lashunta ringwear I, azimuth laser rifle with 4 batteries (20 charges each), shock grenades I (2), standard taclash





Starfinder Society Scenario #1-06: A Night in Nightarch

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Fame Earned _____

Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders
 A B C D

 Character # _____ Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders

 Character # _____ Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders

 Character # _____ Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders

 Character # _____ Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders

 Character # _____ Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders

 Character # _____ Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders

 Character # _____ Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles
 Second Seekers () Faction _____ Wayfinders

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Starfinder Society Scenario #1-06: A Night in Nightarch

Character Chronicle #

A.K.A.	-	7	
Player Name	Character Name	Organized Play #	Character # Faction

This Chronicle sheet grants access to the following:

Abysshead Download (Slotless Boon): A digital copy of the drow album Abysshead made its way onto one or more of your technological storage devices. When downloaded, the album infects every digital device you have. While seemingly harmless, the album plays from devices at inopportune moments and displays random unwanted advertisements for the band. Future scenarios will detail exactly how this may affect you.

Gun Runner (Ally Boon; Limited Use): Your involvement in reacquiring the Society's stolen drow weapons hasn't gone unnoticed. As a result, you've forged strong relationships with the Starfinders responsible for distributing new weapons. While this boon is slotted, you can purchase grenades at a 10% discount. Alternatively, at the end of a scenario when you have this boon slotted, you can permanently cross it off this Chronicle sheet to gain a one-time 20% discount on a single weapon purchase.

Half-Orc Admittance (Personal Boon; Limited Use): The half-orc mercenaries of Apostae know of your successful foray against Villyth Zeizerer. During this venture, you likely killed or incapacitated many half-orcs to retrieve the Society's stolen goods. The half-orcs of Apostae not only fear your reputation, but also seek to follow in your footsteps. You can apply this boon in one of two ways. Select one of the following uses, and cross the other use off this Chronicle sheet.

New Character: You can play a half-orc character, beginning at 1st level as normal. Other than access to this additional race, all character creation rules are the same as those outlined in the *Starfinder Society Roleplaying Guild Guide*. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character.

Existing Half-Orc: You can apply this boon to an existing half-orc character in your possession that you earned from another source. You can increase one ability score that is a 14 or lower by 2. Cross this boon off your Chronicle sheet, but keep a copy with the character you apply this change to. A character can earn this benefit from this boon only once.

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal
	3-4	1,447
	SUBTIER	<input type="checkbox"/> Normal
	Out of Subtier	2,731
EXPERIENCE	SUBTIER	<input type="checkbox"/> Normal
	5-6	4,015
	SUBTIER	<input type="checkbox"/> Normal
	-	-
FAME	Starting XP	
	+	<small>GM's Initials</small>
	XP Gained (GM ONLY)	
	=	Final XP Total
	Initial Fame	
CREDITS	+	<small>GM's Initials</small>
	Fame Gained (GM ONLY)	
	-	Fame Spent
	Final Fame	
	Starting Credits	
REPUTATION	+	<small>GM's Initials</small>
	Credits Garnered (GM ONLY)	
	+	<small>GM's Initials</small>
	Day Job (GM ONLY)	
	-	Credits Spent
=		Total

All Subtiers	Subtier 5-6
defrex hide (2,250; item level 4) frag grenade II 4 (700; item level 4) mk 1 dermal plating (3,025; item level 5) ring of sustenance (2,925; item level 5) spell ampoule of invisibility (700; item level 6; limit 1) thunderstrike sonic pistol (2,300; item level 4) tier 2 antitoxin (3,000; item level 5; limit 2)	advanced medkit (2,700; item level 5) corona laser pistol (4,270; item level 6) d-suit I (2,980; item level 5) flash grenade II (1,350; item level 6) golemforged plating II (1,610; item level 3) incendiary grenade II (2,800; item level 8; limit 2) mk 2 dermal plating (6,950; item level 7) mk 2 serum of healing (425; item level 5; limit 6) mk 3 serum of healing (1,950; item level 9; limit 2) screamer grenade II (2,720; item level 8; limit 1) tactical knife (6,000; item level 7) thunderstrike sonic rifle (3,400; item level 5)

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

For GM Only

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