

YEAR OF SCOURED STARS  
STARFINDER SOCIETY SCENARIO #1-32, TIER 1-4

# STARFINDER SOCIETY

## ACTS OF ASSOCIATION

BY SCOTT YOUNG





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## HOW TO PLAY

*Starfinder Society Scenario #1-32: Acts of Association* is a Starfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but 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 [StarfinderSociety.club](http://StarfinderSociety.club).



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## GM RESOURCES

*Acts of Association* makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive*, *Starfinder Alien Archive 2* and *Starfinder Armory* (AR). 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 [sfrd.info](http://sfrd.info), 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*.

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# ACTS OF ASSOCIATION

BY SCOTT YOUNG



The Starfinder Society's recent successes have encouraged the organization to exert its influence out into the greater galaxy. After the return expedition to the Scoured Stars (*Starfinder Society Scenario #1-99: The Scoured Stars Invasion*) and the rescue of many missing agents, nominated First Seeker Luwazi Elsebo has turned her attention to rebuilding the Society's influence. Luwazi has reached out to planets and outposts both in Near Space and in the Vast and has begun negotiation for exploration rights in previously unexplored regions. Several of these civilizations have responded by sending diplomats to the Lorespire Complex to meet with high-ranking Starfinder representatives.

Weeks before the start of this adventure, the Starfinder Society reached out to one such colony (determined randomly; see the Randomized Elements sidebar on page 4 for more information) with an offer that would allow the Society to operate in and around the colony's sovereign territory. In response, this group sent a representative to Absalom Station to conduct negotiations face-to-face with **Chiskisk** (N host shirren), a representative of the Starfinder Forum. As negotiations reached their conclusion, the visiting dignitary surprised Chiskisk with a request to tour Absalom Station and see some sights. Since the formal agreement has yet to be signed, Chiskisk immediately agreed to the dignitary's request and assigned a group of Starfinder agents to escort the dignitary on their tour throughout the station. With the formal closing of the negotiations in sight, Chiskisk reaches out to the most suitable Starfinders on the station to handle the request: the PCs.

## SUMMARY

The PCs assemble at the Lorespire Complex, meeting with Chiskisk for a briefing on the current situation. The Forum member goes on to explain that a visiting dignitary has asked to tour Absalom Station before the conclusion of a formal negotiation with the Society. The negotiations are of utmost importance to the Society's ongoing goals, and the PCs must do their best to keep the dignitary impressed during their travels throughout the station.

Before the adventure begins, select or randomly determine details about the visiting dignitary using the tables in **Appendix: Dignitary Generator** (see page 26). During the introductory briefing with Chiskisk, the shirren provides the PCs with the dignitary's name, species, and home world.

## Where in the Universe?

*Acts of Association* takes place aboard Absalom Station, the central trade hub of the Pact Worlds that orbits in the space where the planet Golarion once existed. This adventure begins in the Lorespire Complex and moves throughout the station based on the dignitary's randomly determined desires. For more information about the Absalom Station, see the *Starfinder Core Rulebook* and *Starfinder Pact Worlds*, available at bookstores and hobby shops everywhere and online at [paizo.com](http://paizo.com).

Chiskisk directs the PCs to a guest room where the visiting dignitary waits. After some conversation, the dignitary informs the PCs of the locations within Absalom Station that they've decided they would like to visit. The PCs escort the dignitary on a tour of Absalom Station, visiting the dignitary's desired locations while also ensuring their safety and satisfaction with the tour. Moreover, the PCs must represent the Starfinder Society in the best possible light to avoid offending the dignitary and potentially ruining the ongoing negotiations.

After the tour concludes, the PCs and the dignitary return to the Lorespire Complex for a debriefing with Chiskisk. Depending on how impressed the dignitary was with the PCs' comportment during the adventure, Chiskisk informs the PCs of the outcome of the negotiations. If the PCs made a positive impression, the dignitary signed the formal agreement immediately, while lesser impressions may result in the dignitary remaining on Absalom Station to continue negotiations, or even leave the station in disgust, never to return.

## GETTING STARTED

Read or paraphrase the following to get the adventure underway.

The door to the well-appointed conference room opens, and Chiskisk, a member of the Starfinder Society's Forum, enters, their antennae bobbing rhythmically as they move to take a seat at the head of the table.

## Randomized Elements

*Acts of Association* employs several random elements to aid replay. Before the scenario begins, use the tables in **Appendix #2: Dignitary Generator** to randomly generate details for the visiting dignitary and to determine the four locations the dignitary wishes to see on their tour of Absalom Station. Provide the PCs with the associated handout for the selected dignitary (see pages 29–37) as part of the mission briefing.

The dignitary's comfort is a behavior that makes them look favorably upon the PCs if observed, while the dignitary's taboo is a behavior that causes the dignitary some distress. Each observed instance of a comfort provides a +2 bonus to PC skill checks with respect to the dignitary, including rolls to determine a PC's individual attitude toward the dignitary. Taboos have a more serious effect; each observed instance of a taboo reduces the dignitary's outlook by one level (see The Dignitary's Outlook on page 5 for further details). A comfort and taboo can affect skill checks only once per encounter area. Note that some combinations of different dignitaries, comforts, and taboos may result in unusual or seemingly contradictory situations, so fill in the details of their selections to allow for a set of goals that makes sense.

Many of the presented dignitaries wildly vary in their approach and respective power. DV8, for example is a CR 6 robot but is programmed not to contribute in combat situations. Alternatively the Hammer of Hylax is CR 2, so the PCs might need to protect her, should combat occur. Each dignitary can radically alter the play style of this adventure, so be aware of that when determining random elements.

If it is the players' first playthrough of this adventure, or you have limited preparation time, select a dignitary and use their recommended comfort and taboo as outlined in the dignitary's description, and use the locations indicated with an asterisk. These options provide a varied experience for your players with minimum planning.

"Welcome, colleagues. As you know, the Starfinder Society has been quite efficacious of late. The acts of brave agents like yourselves has made the Society once-again respected and

known throughout Near Space and even in some areas of the Vast. We have been quick to capitalize on these new opportunities. Recently, the Society has reached out to nearly a dozen new civilizations with which we have mutual interests. At this moment, the Lorespire Complex is brimming with ambassadors, dignitaries, and probably also spies from many worlds.

"I had the honor to conclude preliminary negotiations with one such ambassador. They are about to sign an exclusive exploration and trade treaty with the Starfinder Society, largely based on our recent exploits.

However..." the shirren pauses awkwardly, then moves to an expansive window that overlooks the Lorespire campus.

"The delegate has requested a recess in negotiations to explore Absalom Station before signing the agreement. Of course, I granted them freedom of the station, as long as they accepted an escort of local Starfinder agents to see to their every need." The shirren turns back to face the conference table. "That 'escort,' of course, would be you!"

Chiskisk slides a data disk across the table. "Here is the dossier on the visiting dignitary you'll be escorting. Find out what they're interested in seeing, and take them there. Be gracious hosts, entertaining tour guides, bodyguards, or social planners, as the dignitary requires. It should go without saying that this emissary's safety and security are paramount, as is their continued goodwill toward the Society. If you do a good job, we might just secure the opportunity to explore a new world. Any questions?"

Give the players the handout associated with the visiting dignitary that you have selected. Refer to **Appendix: Dignitary Information** for the appropriate handouts and related skill checks that the PCs can attempt to know more about the generated dignitary. Chiskisk then offers to answer any questions that the PCs may have about the dignitary or the Society's ongoing negotiations. Some likely questions and their answers follow.

**What about any expenses?** "The Society intends to reimburse you for reasonable expenses for the dignitary and yourselves: meals, transportation, tickets to desired social events. Please, no gifts though, not for them and especially not for yourselves."

**What can you tell us about the dignitary?** "I've summarized my notes from the negotiations in the dossier. It contains basic data—name, species, home world—as well as my notes on their personality and preferences. You'll have a chance to meet with them to plan your tour of the station."



Chiskisk

**Isn't Absalom Station safe for visitors?** "Yes... and no! This visitor is coming from a place that hasn't had a lot of contact with the Pact Worlds. A single misunderstanding out in the wider station could result in animosity toward us, resulting in the end of these negotiations. Consider yourselves both ambassadors and chaperones for someone who isn't accustomed to the station."

**Boon Allocation:** Have the PCs finalize their boon slots for the session after completing their briefing with the Chiskisk. There are no boons that specifically pertain to this scenario, so PCs are free to slot whichever boons they desire.

## VISITING THE DIGNITARY

Chiskisk provides the PCs with instructions on where the dignitary resides within the Lorespire Complex. They then instruct the PCs to review their data and immediately go to see the waiting dignitary. If the PCs decide to perform any long preparations for the encounter, such as leaving the Lorespire Complex to make a purchase, or otherwise delay in meeting the dignitary, then the PCs take a -2 penalty to all initial skill checks made to establish a starting attitude with the dignitary.

## INITIAL MEETING

The dignitary is staying in a spacious guest room in one of the Lorespire's central housing sections. They await the PCs within their quarters, which have already received some slight personalization based on their background. Feel free to detail the chamber as fits with the dignitary you've generated for the adventure.

Once the PCs arrive, describe the dignitary as they're presented based on the generation from **Appendix #1: Dignitary Generator** (see page 26). Allow the PCs time to introduce themselves and ask the dignitary any questions they may have. The dignitary engages each PC in casual or probing conversation to learn more about their assigned handlers. During this conversation, the dignitary also reveals their four randomly generated sites of interest that they wish to explore during their time with the PCs (unless they have the impulsiveness comfort).

**Determining Comfort and Taboo:** During this initial conversation, each PC can attempt a DC 15 Culture or Sense Motive check (DC 17 in Subtier 3-4) to determine the dignitary's associated comfort or taboo, as determined by **Appendix: Dignitary Generator**. A PC must attempt a separate skill check for the comfort and taboo. If the dignitary is DV8, replace the Sense Motive check with an Engineering check at the same DC.

**Initial Views:** The dignitary uses this first meeting with the PCs to assess the moral character and trustworthiness of each PC. The dignitary has a starting attitude of indifferent toward each of the PCs. Each PC can attempt a DC 14 Bluff, Diplomacy, or Intimidate check (DC 16 in Subtier 3-4) with success increasing the attitude by one level. If the PCs exceed this DC by 4 or more, then increase the dignitary's attitude by two levels. If a PC fails the check by 4 or more, decrease the dignitary's attitude toward that PC by one level. If a PC manages to fail the check by 8 or

more, instead decrease the dignitary's attitude toward that PC by two levels.

## THE DIGNITARY'S OUTLOOK

The dignitary forms an overall opinion of the Starfinder Society based on the individual attitudes of each of the PCs. This is referred to in the rest of the adventure as the outlook level and uses the attitude levels listed under the Diplomacy skill (*Starfinder Core Rulebook* 140). The dignitary's initial outlook toward the group equals the highest starting attitude it has toward one of the PCs. Since the dignitary evaluates the Starfinder Society as a collective, the attitudes of other present PCs further modify the outlook level. For each PC who the dignitary has an attitude of helpful or friendly toward, raise the outlook by one. For each PC who the dignitary has an attitude of unfriendly toward, lower the outlook level by one. For each PC who the dignitary has an attitude of hostile toward, lower the outlook level by two.

For example, a group of four PCs has made their skill checks with the following results: one has developed an attitude of helpful from the dignitary, one has an attitude of friendly, one is unfriendly, and one is hostile. Begin with the highest starting attitude, which is helpful. Then the unfriendly PC decreases the level by one (to friendly), the hostile PC decreases the level by two (to unfriendly), and the friendly PC increases the level by one, resulting in an outlook level of indifferent.

Throughout the scenario, PCs have a chance to adjust this outlook level with the dignitary. At the conclusion, the final outlook level determines the PCs' success or failure for their mission.

## SELECTING DESTINATIONS

Once the PCs have had time to meet the dignitary and learn their intended destinations, they can plan their tour of Absalom Station. The PCs can travel to the four encounter areas in any order they wish, or at the behest of the dignitary if the additional structure helps in running the adventure.

**Skill Check Discretion:** For each destination, the PCs can attempt various skill checks to impress the visiting dignitary or manage the scripted events in those scenes. The DCs for various skill checks can be found in the associated encounters. If the PCs come up with alternative actions to further influence the dignitary, allow the PCs the option of making additional skill checks that go beyond the scope of the encounter. These skill checks should somehow conform with the dignitary's comforts or taboos and have a DC of 17 in Subtier 1-2 and a DC of 20 in Subtier 3-4.

## A. PERFEXION

The dignitary wishes to share a meal with the PCs and selects one of the most expensive restaurants on Absalom Station. Perfexion is an upscale eatery, where expert lashunta chefs prepare food at diners' tables after psychically assessing their eating preferences. A meal includes several courses with dishes such as Castrovelian eel soup and roasted frujai frond steak on a bed of sauteed caypin rings (the bravest diners prefer the caypin

## Scaling Encounter A2

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

**Subtier 1-2:** The chef has been working for a long time and has the sickened condition as a result.

**Subtier 3-4:** Remove one of the vesk bouncers.

tentacles still ambulatory), with Akitonian cactus ice cream for dessert. Perfexion is one of the most popular restaurants in the Pact Worlds, with a reservation list several weeks long.

There are storage, food prep, and kitchen areas located below ground level not shown on the map, as well as a small set of offices on the upper floor where the manager can oversee activity in the restaurant.

### A1. ENTRANCEWAY (CR 3 OR CR 5)

Reflective walls and an understated sign mark the location of Perfexion, one of Absalom Station's most exclusive restaurants. A small crowd of well-dressed hopefuls lingers near the door while a red-velvet cordon keeps them back from passing into the establishment's entryway.

**Creatures:** Two vesk bouncers (four in Subtier 3-4) wait outside the restaurant's entrance and admit only those who have a verified reservation in hand. They stand just outside the door, wearing ceremonial armor and brandishing doshkos, all while providing an intimidating presence. A PC who succeeds at a DC 18 Bluff or Diplomacy check (DC 20 in Subtier 3-4) can manage to convince the bouncers to allow the group to get a free table. A PC who exceeds the check by 5 also gains access to the private dining room in area **A3**. Alternatively, the PCs can pitch together to provide the bouncers a bribe of 100 credits (200 in Subtier 3-4) to secure a table without making the requisite skill check.

Should the PCs attempt to intimidate the bouncers or otherwise make a scene if they're denied entry, the bouncers attempt to forcibly eject the PCs from the area using nonlethal force.

### SUBTIER 1-2 (CR 3)

#### VESK BOUNCERS (2)

CR 1

Vesk soldier

N Medium humanoid (vesk)

**Init** +2; **Senses** low-light vision; **Perception** +5

**DEFENSE** **HP 20 EACH**

**EAC** 13; **KAC** 17

**Fort** +3; **Ref** +3; **Will** +3; +2 vs. fear effects

**Defensive Abilities** armor savant

**OFFENSE**

**Speed** 20 ft.

**Melee** unarmed strike +8 (1d4+4 B nonlethal or lethal) or tactical doshko (1d12+4 P)

**Ranged** static arc pistol +5 (1d6+1 E; critical arc 2) or stickybomb grenade I +5 (explode [10 ft., entangled 2d4 rounds])

**Offensive Abilities** fighting style (blitz), natural weapons

#### TACTICS

**During Combat** The bouncers use unarmed strikes to deal nonlethal damage to PCs who cause a scene. They target groups of PCs with their grenades, and draw their pistols or use their doshkos in melee only if the PCs use lethal force.

The bouncers attempt to hold the PCs at bay until station security arrives to arrest them.

**Morale** A bouncer fights until reduced to 6 Hit Points or less, at which point they surrender.

#### STATISTICS

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

**Skills** Athletics +3, Intimidate +10

**Languages** Common, Vesk

**Gear** ash dendron armor<sup>AR</sup>, tactical doshko, static arc pistol with 1 battery (20 charges), stickybomb grenades I (2)

### SUBTIER 3-4 (CR 5)

#### VESK BOUNCERS (4)

CR 1

HP 20 each (see Subtier 1-2)

**Infamy:** Any PC who deals lethal damage to any of the bouncers earns 1 Infamy.

**Development:** If the PCs can't acquire access into the restaurant—assuming they've not been ejected by the bouncers—the dignitary steps in. The dignitary uses their credentials to gain access to the inside tables, though doing this causes the dignitary to lose some respect for the Society, lowering the outlook level by one.

### A2. MAIN DINING ROOM (CR 2 OR CR 4)

Elegant, transparent furnishings and multicolored lights fill this luxurious space with an ethereal glow. At each table, a small group of socialites watches in awe as dexterous chefs prepare food in a show that is as much acrobatic as culinary. Liveried waitstaff move between the tables, bringing beverages and clearing plates. A floor-to-ceiling holographic aquarium fills one wall between a pair of staircases, and large windows provide a breathtaking view of Jatembe Park.

Each table contains refrigerated storage for all of the ingredients the chef needs. After the waitstaff seat the PCs and visiting dignitary, the chef performs a psychic reading on them to determine their food preferences. This psychic reading is akin to a *detect thoughts* albeit exceptionally specialized and something the chefs have trained their whole lives to perfect. A PC can attempt to resist the effect, which immediately causes it to fail—much to

A. PERFEXION



STARFINDER FLIP-MAT: URBAN SPRAW

1 SQUARE = 5 FEET

the distress of the chef, who requires the PCs submit to the scan or receive a "house surprise" which is little more than a random assortment of varied foods.

**Hazard:** The dignitary has an unknown and rare allergy to a certain ingredient in the food being served. As this hasn't come up on the dignitary's home world, the chef is unable to learn the allergy from the preliminary scan. Once the dignitary begins consuming the food, they gain the sickened condition after 1d3 rounds, which soon evolves into the nauseated condition after 1d3 minutes have elapsed.

A PC who succeeds at a DC 14 Medicine roll can see some minor swelling occur after the dignitary's first mouthful; if the dignitary's meal is interrupted at this point, the allergy proceeds no further, though interrupting the meal without a subsequent successful DC 15 Bluff, Diplomacy or Intimidate check (DC 17 in Subtier 3-4) might cause the dignitary to become annoyed with that PC, thus lowering their outlook level by one.

Regardless of if the sickness is properly detected and stopped from progressing, the chef becomes offended by the dignitary's refusal of the meal and moves to eject the dignitary as described below.

**Creatures:** The restaurant's chef attempts to eject the dignitary and the PCs, accusing them of faking the episode to avoid paying for the meal. They begin wildly brandishing their cleaver knife while making Intimidate attempts to demoralize to get the PCs to pay and leave the establishment. Depending on the dignitary's attitude, the PCs may be pressured into subduing the chef, or leaving quietly without further incident.

In Subtier 3-4, two bouncers from area **A1** move to join the chef 2 rounds after the chef begins demanding the PCs and the dignitary pay and leave the establishment.

## SUBTIER 1-2 (CR 2)

### PSYCHIC CHEF CR 2

Nonbinary lashunta

LN Medium humanoid (lashunta)

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

**DEFENSE** HP 23

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

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

#### OFFENSE

**Speed** 30 ft.

**Melee** cleaver +8 (1d4+2 S)

**Ranged** teapot +4 (1d3+2 B plus 1 F)

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

1/day—*detect thoughts* (DC 13)

At will—*daze* (DC 12), *psychokinetic hand*

#### TACTICS

**During Combat** The chef brandishes their cleaver and tries to use Intimidate to demoralize PCs into paying for the meal and then leaving immediately. If attacked, the chef attacks with their cleaver, using the furniture for cover and throwing hot teapots at ranged targets.

**Morale** If seriously injured, the chef flees outside and awaits the arrival of station security.

#### STATISTICS

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

**Skills** Acrobatics +7, Culture +12, Intimidate +7, Profession (cook) +12, Sense Motive +4, Sleight of Hand +12

**Languages** Common, Lashunta; limited telepathy 30 ft.

**Gear** cleaver (functions as a survival knife)

## SUBTIER 3-4 (CR 4)

### PSYCHIC CHEF CR 2

HP 23 (see Subtier 1-2)

### VESK BOUNCERS (2) CR 1

HP 20 each (see page 6)

**Infamy:** Any PC who deals lethal damage to the chef or any of the bouncers earns 1 Infamy.

**Development:** If a fight breaks out or the PCs do not leave after being ordered to by the chef, a group of station security arrive 10 minutes later. A PC who succeeds at a DC 19 Bluff or Diplomacy check (DC 21 in Subtier 3-4) can explain the entire situation was a misunderstanding and avoid arrest. The dignitary claims diplomatic immunity and avoids arrest; if the outlook level is at least friendly, the dignitary claims the PCs are working for them and are also immune from prosecution, granting the PCs a +4 bonus to their skill check to avoid arrest. If arrested, the PCs spend 2d6 hours in a local detention cell before Chiskisk bails them out and reluctantly allows them to continue their mission.

**Outlook Level:** Securing a table impresses the dignitary, raising the outlook level by one. Preventing the dignitary from continuing to eat the food, or removing the conditions caused by the allergic reaction, increases the outlook level by one, if the PCs can explain themselves; otherwise the outlook level drops by one. Failing to secure a table forces the dignitary to step in and secure a table themselves, reducing the outlook level by one. If any of the PCs are arrested, then the outlook level is reduced by two levels (unless the dignitary's comfort is impulsiveness or militant, in which case it increases by one level). Otherwise, review the dignitary's comforts and taboos, and adjust the outlook level by one based on how the PCs acted during this encounter to match those criteria.

**Rewards:** If the PCs fail to resolve the situation in a way that doesn't result in them going to prison, reduce each PC's credits earned by the following amount.

*Subtier 1-2:* Reduce each PC's credits earned by 180.

*Out of Subtier:* Reduce each PC's credits earned by 272.

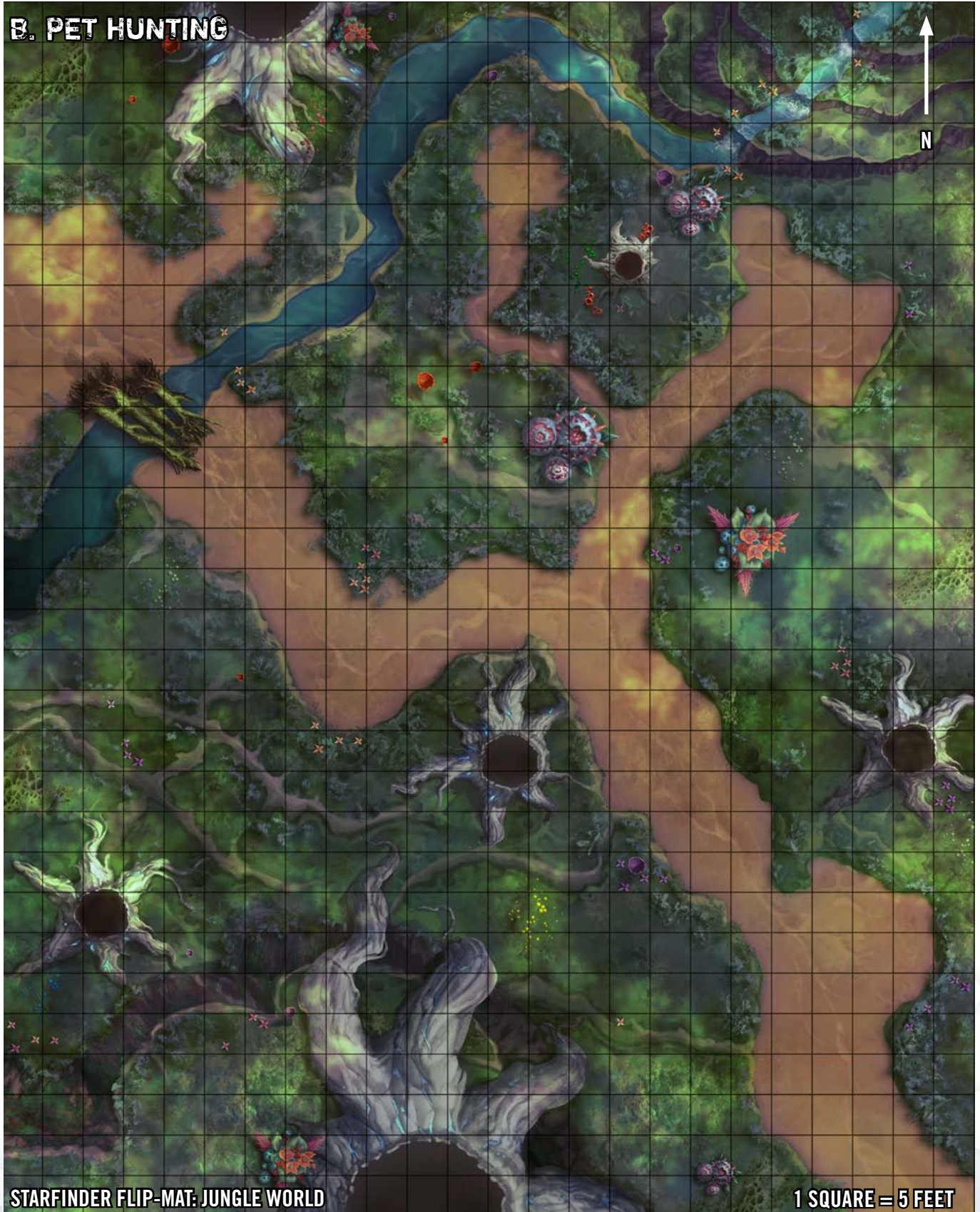
*Subtier 3-4:* Reduce each PC's credits earned by 365.

## B. PET HUNTING (CR 3 OR CR 5)

The dignitary decides they want to bring back a sample of the local wildlife from Absalom Station. At first the dignitary might jokingly



B. PET HUNTING



STARFINDER FLIP-MAT: JUNGLE WORLD

1 SQUARE = 5 FEET

## Scaling Encounter B

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

**Subtier 1-2:** The groundskeepers appear 1 round later than indicated.

**Subtier 3-4:** The groundskeepers appear 2 rounds later than indicated.

suggest one of the PCs to be a pet, but eventually something cuddlier and more playful is determined to be a better choice.

A PC who succeeds at a DC 10 Culture or Life Science check can recall that wild squoxes are plentiful in Jatembe Park. Otherwise, the dignitary suggests this, though clearly unimpressed that they know more about the station than their handlers do. The PCs can take the dignitary to Jatembe Park, track down a wild squox, and capture it alive and unharmed for return to their home. The dignitary reaffirms that such actions break no laws on their home world. Depending on the dignitary's interests and physiology, the squox may turn out to be a lifelong pet, an idle curiosity, or merely a snack for the long trip home.

Once at the park, a PC who succeeds a DC 14 Survival check finds set of squox tracks to a den in the roots of a large tree. If no PC succeeds at this check, they must wander the park for several hours, likely encountering the group of groundskeepers (see below) before finding the squox nest.

**Creatures:** 1d4+5 squoxes rest within the den, and most attempt to flee and scatter, screeching loudly, as soon as anyone attempts to flush them out. One squox may attempt to bite whatever the intruder is if it looks interesting or otherwise acts too boldly. Otherwise, the various squoxes burst from nearby tunnel exits and begin rushing off in different directions after the initial disturbance, staying on the map for 1d6+4 rounds. A PC can attempt to calm a squox within 30 feet by spending a standard action and succeeding at a DC 15 Survival check. Succeeding at this check causes the targeted squox to stop moving if the PC who performed the check spends a move action on subsequent rounds continuing to calm it. After spending 5 rounds doing this action, the PCs earns the squox's tentative trust and the creature follows that PC unless directly threatened.

Three rounds after the squoxes burst from their den and rush around the area, a group of ghoran groundskeepers approaches to investigate the screeching noises. These groundskeepers aren't official park staff but spend much of their time volunteering at the site. While there's no law about taking squoxes from the park, since the squoxes came to the park via unsecure transports, the groundskeepers nonetheless dislike when people claim animals as property. The PCs can convince the ghorans that letting the dignitary have the squox would promote good relations with a distant colony by succeeding at a DC 16 Diplomacy or Intimidate

check (DC 18 in Subtier 3-4). A Bluff check can also work, but the DC is 4 higher. If the PCs try to take a squox without convincing the groundskeepers, the ghorans attack.

### SUBTIER 1-2 (CR 3)

#### GHORAN GROUNDSKEEPERS (2) CR 1

Ghoran world-tamers (*Starfinder Alien Archive* 2 56; see page 22)

HP 17 each

**Melee** sonic hedge trimmer +6 (1d4+1 So)

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

#### TACTICS

**During Combat** The ghoran groundskeepers interpose themselves between the PCs and any squoxes the PCs seem intent on capturing, allowing the squox to flee while they delay intruders. They do not attack unless attacked first.

**Morale** A groundskeeper flees if reduced to below 5 Hit Points.

#### SQUOXES (VARIES) CR 1/3

HP 6 each (*Starfinder Alien Archive* 2 118; see page 24)

### SUBTIER 3-4 (CR 5)

#### GHORAN GROUNDSKEEPER (4) CR 1

HP 17 each (See Subtier 1-2)

#### SQUOXES (VARIES) CR 1/3

HP 6 each (*Starfinder Alien Archive* 2 118; see page 24)

**Infamy:** If a PC kills or was involved in killing any of the groundskeepers, they earn 1 Infamy.

**Development:** Because the ghoran groundskeepers acted without any official position from the station, any combat in this area is swiftly ignored, so long as no one was murdered. If one or more of the groundskeepers were killed, then the Society formally reprimands the PCs for their actions in this matter, though station security doesn't press charges due to the involvement of a foreign diplomat.

**Outlook Level:** As long as the PCs locate a squox den and captures a squox unharmed, increase the outlook level by one. Successfully negotiating with the ghorans increases the outlook level by one if the dignitary's comfort is politeness or negotiator. Battling the ghoran groundskeepers causes the outlook level to decrease by one, unless the dignitary has the militant comfort, which instead causes the outlook level to increase by one. Check the other comforts and taboos associated with the dignitary, and raise or lower the outlook level based on which of these criteria were met during the course of the encounter.

**Rewards:** If the PCs fail to secure a squox pet for the dignitary, reduce each PC's credits earned by the following amount.

*Subtier 1-2:* Reduce each PC's credits earned by 180.

*Out of Subtier:* Reduce each PC's credits earned by 272.

*Subtier 3-4:* Reduce each PC's credits earned by 365.

## C. CLUB HOPPING (CR 3 OR CR 5)

The dignitary wants to sample some of Absalom Station's infamous nightlife, either as an observer or a participant (depend on the dignitary you've generated). A PC can attempt a DC 15 Culture check (DC 18 in Subtier 3-4), with success revealing a reasonable music hall, the Nebula's Core, which while authentic is hardly impressive; a PC who takes the dignitary to this club improves the outlook level by one. If none of the PCs come up with the Nebula's Core as a solution, then the dignitary searches the local infosphere and finds a different club themselves, which results in no change to the outlook level.

The Nebula's Core has no line to get in, and the club's volume level is much lower, allowing for casual conversation and avoiding any issues with a dignitary who dislikes loud noises. If the dignitary found their own club to go to, then the music is far louder and triggers the loud noises taboo and a reduction in the outlook level.

Read or paraphrase the following when the PCs arrive at the Nebula's Core.

*A dingy staircase leads down to an open doorway. Beyond, the club is hardly illuminated at all, the other patrons appearing only as shadows. On the small stage in the corner, a kasatha melodeum player accompanies herself on a double-skinned drum, wailing a heartfelt lament for better days.*

**Creatures:** While at the Nebula's Core music hall, the dignitary accidentally spills a drink on a station dweller who immediately takes offense and demands compensation for his inconvenience. A PC who succeeds at a DC 18 Diplomacy check (DC 20 in Subtier 3-4) can convince the tough to accept 200 credits (400 credits in Subtier 3-4) as compensation for the altercation. Otherwise the station dweller immediately challenges the dignitary to go outside to settle the issue in fisticuffs. Depending on the dignitary's respective comforts and taboos, they may accept the challenge, ask the PCs to fight in their stead, or demand the PCs diffuse the situation.

## SUBTIER 1-2 (CR 3)

### LOCAL TOUGH

CR 3

Male human

CN Medium humanoid (human)

**Init** +2; **Perception** +8

**DEFENSE** HP 40

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

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

### OFFENSE

**Speed** 30 ft.

**Melee** unarmed strike +11 (1d6+5 B nonlethal)

**Ranged** thunderstrike sonic pistol +8 (1d8+3 So; critical deafen [DC 12])

### TACTICS

**During Combat** The tough fights using nonlethal unarmed strikes to pummel his opponent. If the PCs draw lethal weapons, he pulls his pistol and opens fire.

**Morale** The local tough surrenders if reduced to 10 or fewer Hit Points.

### STATISTICS

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

**Skills** Acrobatics +8, Athletics +13, Intimidate +7

**Languages** Common

**Gear** casual stationwear, thunderstrike sonic pistol with 2 high-capacity batteries (40 charges each)

## SUBTIER 3-4 (CR 5)

### LOCAL TOUGH

CR 5

Male human

CN Medium humanoid (human)

**Init** +2; **Perception** +11

**DEFENSE** HP 70

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

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

### OFFENSE

**Speed** 30 ft.

**Melee** unarmed strike +14 (1d6+7 B nonlethal) or

rhyolite magma blade +14 (1d8+7 F & S; critical wound [DC 13])

**Ranged** thunderstrike sonic pistol +14 (1d8+5 So; critical deafen [DC 13])

### TACTICS

See Subtier 1-2.

### STATISTICS

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

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

**Languages** Common

**Gear** business stationwear, rhyolite magma blade with 1 battery (20 charges), thunderstrike sonic pistol with 2 high-capacity batteries (40 charges each)

**Development:** Assuming the PCs diffuse the situation with the tough before it reaches combat, then their time within the club passes uneventfully. Should combat occur, if no one is killed, then there are no major consequences to the event. If the PCs use lethal damage against the tough, then video footage from local cameras implicates them in the attack. Such an action causes the Society further problems; the dignitary's diplomatic status keeps the Stewards from directly confronting the PCs, though Chiskisk chides them for overly violent behavior in the mission's debriefing.

**Outlook Level:** As long as one of the PCs manages to discover the location of the Nebula's Core, the dignitary is impressed and the outlook level rises by one. If the PCs fail to assist the dignitary in the dignitary's altercation with the local tough, then the outlook level decreases by one. Depending on the dignitary's comforts and taboos, it's possible for the outcome level to be further altered. A dignitary with the politeness or negotiator comforts is impressed

C. CLUB HOPPING



STARFINDER FLIP-MAT: CANTINA

1 SQUARE = 5 FEET

by the PCs negotiating with the tough to avoid combat. A dignitary with the violence or impatience taboos likely reacts poorly to PCs who physically assault the tough, lowering the outlook level by one.

**Rewards:** If the PCs fail to stop the tough from causing a major incident with the dignitary, reduce each PC's credits earned by the following amount.

*Subtier 1-2:* Reduce each PC's credits earned by 180.

*Out of Subtier:* Reduce each PC's credits earned by 272.

*Subtier 3-4:* Reduce each PC's credits earned by 365.

## D. GLITCHY PLEASURE CRUISE (CR 4 OR CR 6)

The dignitary wants to tour the Armada that orbits Absalom Station and to see station from the outside. Having already requisitioned a starship, the dignitary requests that the PCs join them on an autopiloted tour around the station.

Canny PCs may investigate the charter starship, easily discovering that it belongs to Periphery Stars, a small stellar freight service that's endured numerous hardships over the past several years. A PC who succeeds at a DC 12 Culture check (DC 14 in Subtier 3-4) recognizes that Periphery Stars has converted several freight vessels into automated charters in order to earn additional credits using older starships. A PC who exceeds this check's DC by 6 or more also remembers that there have been numerous complaints about strange malfunctions aboard these starships.

PCs trying to convince the dignitary to use a different starship find this to be a very difficult task. A PC attempting to dissuade the dignitary can attempt a DC 12 Sense Motive check, with success recognizing that the dignitary stubbornly refuses to admit that they've wasted credits on a potentially dangerous excursion. While the PCs can attempt to come up with alternative means of exploring the station; such as requisitioning a Starfinder starship or chartering a starship from a different company (requiring an 800-credit payment), doing so causes the dignitary to become detached from the endeavor, the PCs cannot change the outlook level as the result of the mission, although they can still appeal to comforts.

**Auto-Tour:** If the PCs decide to indulge the dignitary and board Periphery Stars' outdated starship for a tour, they find that they're the only ones onboard during the automated tour. A robotic voice explains the process, detailing that the ship is scheduled for a 2-hour flight that takes it around the nearby Armada and then several close fly-bys of Absalom Station.

Security is lax aboard the starship, and any PCs trained in Computers, Engineering, or Piloting immediately recognize that key control systems have been covered up by rudimentary plating. A PC can remove these plates without much effort, gaining access to primary control over the starship. The dignitary may take offense to this action, or be impressed by the PCs' brazen act. A PC can further attempt to influence the dignitary by succeeding at a DC 16 Bluff, Culture or Piloting check (DC 18 in Subtier 3-4) to provide a more engaging tour of the area around Absalom Station, pointing out landmarks or performing stunts. As long as a PC succeeds at one or more of these checks, the party increases the dignitary's outlook level by one.

## Scaling Encounter C

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

**Both Subtiers:** The tough is overly intoxicated and has the sickened condition.

**Creatures:** After the first hour of the tour, when the Periphery Stars ship moves from the Armada and back to the station, the ship begins to judder and shake as though it were experiencing turbulence. A PC who succeeds at a DC 15 Engineering or Piloting check (DC 17 in Subtier 3-4) recognizes that there should be no turbulence this close to the station. PCs can also investigate this disturbance by attempting a DC 16 Computers or Engineering check (DC 18 in Subtier 3-4), with success indicating a series of malfunctions emanating from the cargo pods along the fore of the ship.

A group of starship glitch gremlins have infested the Periphery Stars ship, though their prankster-like glitches have gone unnoticed by the starliner's maintenance crews, who've abandoned all but the most essential maintenance on the vessel. With the charter underway, the gremlins have stirred and begun causing numerous glitches throughout ship systems, which begin as a malfunction on the engines, but steadily escalate unless the PCs detect and stop the threat.

The gremlins made their way onto the ship through a brief Drift journey, having originated from the First World. They have no concept of death and combat any PCs who try to stop their "fun." While they use sensible tactics in battling the PCs, you can describe their actions as being audacious, emphasizing the gremlins as tricksters more than tactical combatants.

### SUBTIER 1-2 (CR 4)

#### SHIP GLITCH GREMLINS (3) CR 1

HP 14 each (*Starfinder Alien Archive 2* 69; see page 23)

#### TACTICS

**During Combat** The gremlins maneuver around the starship, spreading out to make it difficult for the PCs to pin them down. They use their spell-like abilities to annoy, hamper or harm the PCs as best they can.

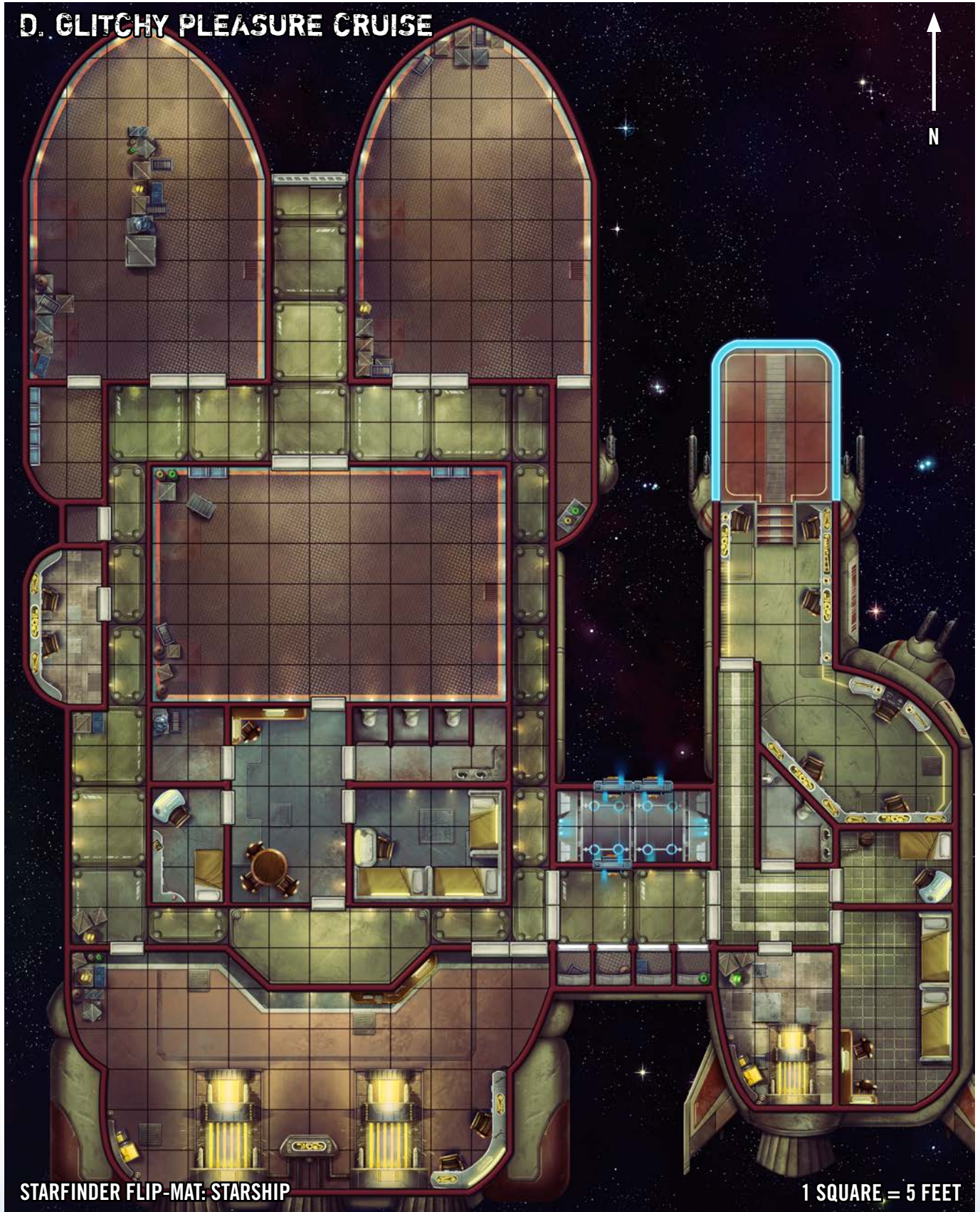
**Morale** The gremlins fight to the death, as they have no idea what death means.

### SUBTIER 3-4 (CR 6)

#### SHIP GLITCH GREMLINS (4) CR 1

HP 14 each (*Starfinder Alien Archive 2* 69; see page 23)

# D. GLITCHY PLEASURE CRUISE



STARFINDER FLIP-MAT: STARSHIP

1 SQUARE = 5 FEET

## SHIP GLITCH GREMLIN TROUBLEMAKER CR 3

Variant ship glitch gremlin (*Starfinder Alien Archive* 2 69; see page 23)

CE Small fey

**Init** +4; **Senses** *detect tech* (starships and their integrated systems only); low-light vision; **Perception** +8

**Aura** disaster (30 ft.)

**DEFENSE** **HP** 30

**EAC** 14; **KAC** 15

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

**Defensive Abilities** void adaptation; **Immunities** fire;

**Resistances** cold 5; **SR** 14

### OFFENSE

**Speed** 30 ft., climb 30 ft., fly 60 ft. (Ex, clumsy)

**Melee** attach +6 or bite +6 (1d6+3 A & P; critical corrode 1d6) or wing +6 (1d6+3 B; critical knockdown)

**Multiattack** attach +0, bite +0 (1d6+3 A & P; critical corrode 1d6), and wing +0 (1d6+3 B; critical knockdown)

**Spell-Like Abilities** (CL 4th; ranged +6)

1/day—*grease* (DC 16), *hold portal*, *overheat* (DC 16)

At will—*dancing lights*, *energy ray* (electricity or fire only), *ghost sound* (DC 15)

Constant—*detect tech* (starships and their integrated systems only)

### TACTICS

**During Combat** The troublemaker casts *grease* on an object held by the most imposing looking PC. It prefers to take out heavy weapons or melee weapons first using this tactic. It then directs its fellow gremlins to use *overheat*, generating flames from exposed panels or plating. The troublemaker otherwise stays mobile, hampering the PCs and making attacks with *energy rays* or biting PCs who get too close.

**Morale** With no true concept of death, the troublemaker fights until destroyed.

### STATISTICS

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

**Skills** Acrobatics +8 (+0 to fly), Computers +8 (+13 to use starship systems), Engineering +13, Piloting +13

**Languages** Aklo, Common

**Other Abilities** spaceflight, stellar stowaway

### SPECIAL ABILITIES

**Aura of Disaster (Ex)** Whenever an attack against a ship glitch gremlin fails to affect the gremlin for any reason while any part of a starship is within 30 feet of the gremlin and within range of the attack (including any time the gremlin is on board a starship), the attack ricochets wildly to cause damage to the ship and its systems. A randomly determined starship system becomes one step more damaged. (If the damaged system is life support, rather than the normal effect, a 10-foot-radius of the gremlin's choice within the ship becomes a zero-gravity environment until the life support system is patched or repaired.) In addition, spilled

## Scaling Encounter 0

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

**Subtier 1-2:** Remove one starship glitch gremlin from the encounter.

**Subtier 3-4:** Remove two starship glitch gremlins from the encounter.

oil or debris falls in 1d4 5-foot-squares of the gremlin's choice within 30 feet, creating difficult terrain or cover as the gremlin prefers.

**Stellar Stowaway (Ex)** In starship combat, a ship glitch gremlin on board a ship can cause havoc at the end of its ship's turn. It attempts an Engineering check against the same DC to patch a damaged starship system; if it succeeds, it causes the ship system of its choice to function as if one step more damaged until the end of starship combat. If that system is already critical, another randomly chosen system is degraded this way instead.

**Development:** By defeating the gremlins, the PCs prevent any major incident with their starship. Should the gremlins somehow prevail, the starship performs a series of terrifying maneuvers before Stewards patrol ships come and forcibly tow the chartered vessel back into docks. If the PCs prevented an incident from occurring, Periphery Stars recognizes the Society's efforts and provides a sum of credits (represented by the Rewards, below) as payment for handling the gremlin infestation. A waiting corporate representative waits for the PCs on the dock, providing them with the credits and a digitized folder of legal paperwork that absolves the corporation of any ill-doing.

**Outlook Level:** A dignitary with the hedonism or impulsiveness comforts likely finds several thrills during the course of the glitch gremlin encounter. As long as the PCs defeat the gremlins, and some suitable hijinks ensue, then the outlook level increases by one. Alternatively, a dignitary with the formality or politeness comforts recognizes the importance of paperwork, and as long as the PCs sign the documentation provided by Periphery Stars, the outlook level increases by one. The PCs might decrease the outlook level in this encounter based on the dignitary's taboos, especially if the dignitary has the loud noises, being left alone, or impatience taboos associated to them.

**Rewards:** If the PCs fail to defeat the ship glitch gremlins, reduce each PC's credits earned by the following amount.

*Subtier 1-2:* Reduce each PC's credits earned by 180.

*Out of Subtier:* Reduce each PC's credits earned by 272.

*Subtier 3-4:* Reduce each PC's credits earned by 365.

## Scaling Encounter E

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

**Both Subtiers:** Remove one mall rat from the encounter.

### E. SOUVENIR SHOPPING (CR 4 OR CR 6)

The dignitary wants to go out and purchase a number of souvenirs to bring back home after the negotiations. It is up to the PCs to source the items, help navigate the bargaining process, and transport the items for the dignitary. The PCs can head to any one of a number of mercantile areas aboard Absalom Station to accomplish this mission. Unless the PCs make unusual preparations, crowds fill each of these areas, providing soft cover in every square on the map. This provides all the usual benefits of cover; for example, a character can use Stealth in an apparently empty square as the crowd provides the cover.

If the PCs want to avoid crowds, they must succeed at a DC 18 Culture check (DC 20 in Subtier 3–4) in order to find a less prominent shopping center to source the dignitary's list of goods. Whether or not the PCs find a calmer section of the station, they can source the items without much difficulty, as even a basic check of the infosphere provides them with the necessary locations. The dignitary provides credits for each of the purchases, but demands to accompany the PCs to review the purchased goods.

After completing their purchases, the PCs end up with 1d4+4 large packages. Each package has a bulk of 1 and requires one hand (or appropriate appendage) to carry.

**Creatures:** During the course of the PCs' shopping spree, a group of ysoki gang members takes note of the dignitary's and PCs' purchases. The group begins following the PCs, and the PCs can attempt a Perception check opposed by the Stealth check of one of the ysoki to see if they notice the group following them. The ysoki get a +4 circumstance bonus to Stealth checks if this encounter takes place in a highly populated section of the station. The ysoki plan on taking whatever purchased goods they can from the PCs and retreating from the area as quickly as possible.

### SUBTIER 1-2 (CR 4)

#### MALL RATS (3) CR 1

CN Small humanoid (ysoki)

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +11

**DEFENSE** HP 17 EACH

**EAC** 11; **KAC** 12

**Fort** +1; **Ref** +3; **Will** +4

**OFFENSE**

**Speed** 30 ft.

**Melee** standard taclash +6 (1d4+2 S nonlethal)

**Ranged** explorer handcoil +6 (1d6+1 E; critical arc 1d6) or

riot grenade 1 +6 (explode [10 ft., staggered])

#### TACTICS

**Before Combat** The mall rats use Stealth and the cover of the crowds to move close to the dignitary or the PCs.

**During Combat** If they surprise the PCs, one mall rat throws a grenade at the largest concentration of PCs, while the other uses his taclash to try to trip anyone holding packages. Once PCs drop any packages, the mall rats scramble to pick them up and try to flee into the crowd. If cornered, they draw their pistols and fire while trying to escape.

**Morale** A mall rat flees when reduced to 4 Hit Points or fewer, dropping any held packages to dissuade further pursuit.

#### STATISTICS

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

**Skills** Acrobatics +10, Athletics +5, Bluff +10, Engineering +10, Intimidate +5, Sleight of Hand +10, Stealth +10, Survival +5

**Languages** Common, Ysoki

**Other Abilities** cheek pouches, moxie

**Gear** stationwear flight suit, standard taclash, explorer handcoil<sup>AR</sup> with 1 battery (20 charges), riot grenade 1<sup>AR</sup>

### SUBTIER 3-4 (CR 6)

#### MALL RAT (3) CR 1

HP 17 each (See Subtier 1-2)

#### MALL RAT SNIPER CR 2

Female ysoki operative

CN Small humanoid (ysoki)

**Init** +5; **Senses** darkvision 60 ft.; **Perception** +12

**DEFENSE** HP 23

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

**Fort** +2; **Ref** +7; **Will** +6

**OFFENSE**

**Speed** 30 ft.

**Melee** tactical baton +8 (1d4+2 B)

**Ranged** wasp wraith-sting rifle +8 (blue whinnis; critical injection DC +2) or riot grenade 1 +8 (explode [10 ft., staggered])

**Offensive Abilities** trick attack +1d4

#### TACTICS

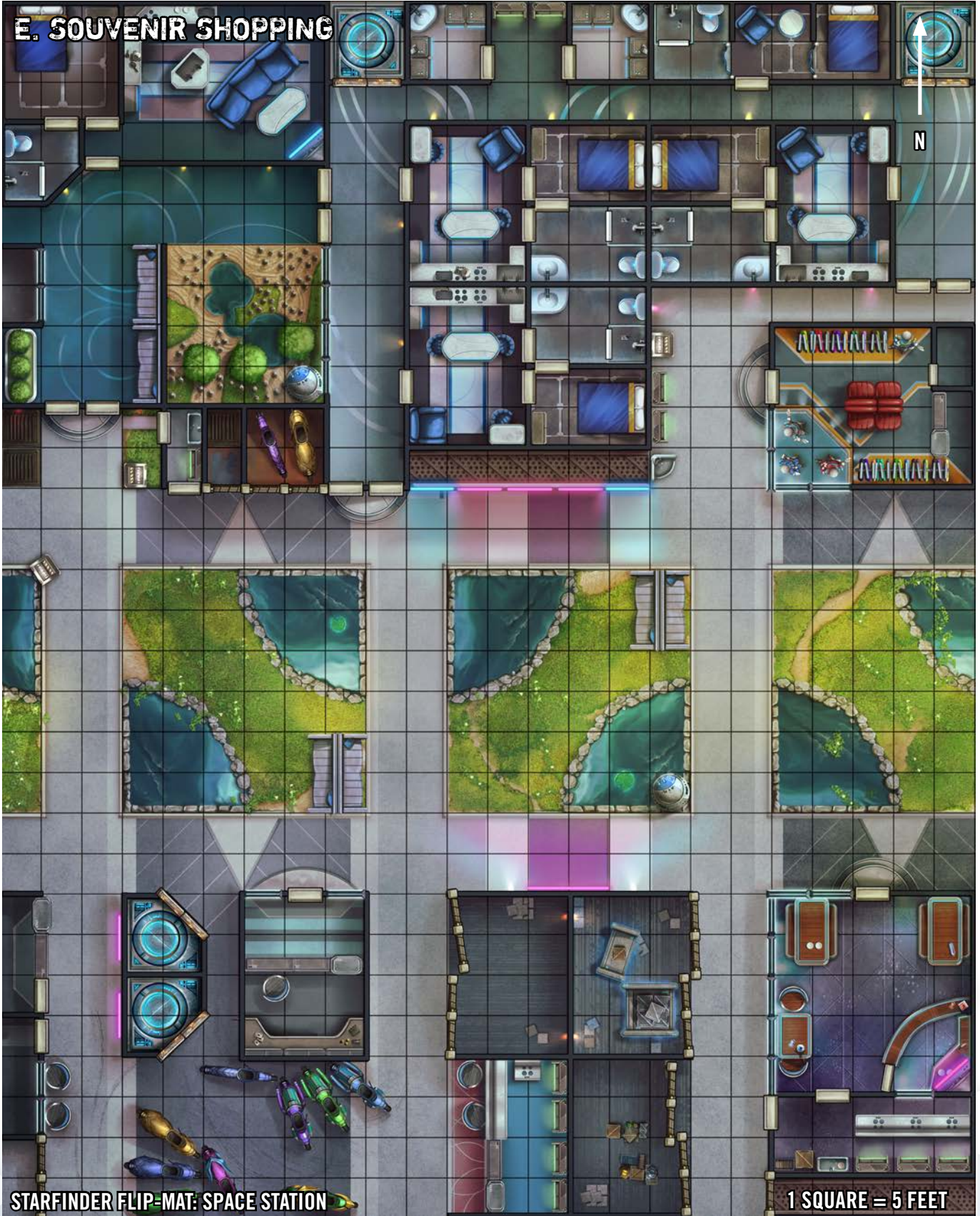
**Before Combat** The mall rat sniper moves to an elevated position above the crowd as the other mall rats prepare to spring their trap.

**During Combat** The sniper targets the PC with the most packages with her wraith-sting rifle, using her elevation to negate cover from any crowds. She keeps reloading and shooting once the other mall rats begin their actions against the PCs, trying to poison PCs while remaining hidden taking advantage of the subtle property of her weapon

**Morale** The mall sniper uses Stealth to escape once at least two of his companions have either made off with a package or been defeated. If brought to 5 Hit Points or less, she flees.



E. SOUVENIR SHOPPING



STARFINDER FLIP-MAT: SPACE STATION

1 SQUARE = 5 FEET

## Scaling Encounter F

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

**Both Subtiers:** Reduce the number of successes required to influence the audience by four.

### STATISTICS

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

**Skills** Acrobatics +11, Athletics +6, Bluff +11, Engineering +11, Intimidate +6, Sleight of Hand +11, Stealth +11, Survival +6

**Languages** Common, Ysoki

**Gear** estex suit II, tactical baton, wasp wraith-sting rifle<sup>AR</sup> with 3 darts, riot grenade I<sup>AR</sup> (2), blue whinnis poison (3)

**Development:** As long as the PCs prevent the ysoki thieves from taking any of the dignitary's packages, then they generally succeed at this encounter. A group of Stewards arrives on scene to apprehend any of the thieves who've been captured, or hide the PCs if they used lethal force (though they press no charges). Should the PCs lose one or more of the packages, then the dignitary shows their displeasure, as described below.

**Outlook Level:** If the PCs managed not to lose any of the dignitary's packages, then the outlook level with the dignitary increases by one. If the PCs lost two or more packages, then decrease the outlook level by one. A dignitary with the militant comfort approves of the PCs pursuing and overly punishing the thieves, while a hedonism dignitary also finds a thrill from the entire experience though requires the PCs perform some notable feat during the combat to further increase the outlook level by one. A dignitary with the crowds taboo decreases their outlook level by one unless the PCs secured a less crowded area to shop in. A dignitary with the violence, loud noises, or being left alone taboos might find these triggered during the encounter based on the PCs' and ysoki actions, which could further decrease the outlook level.

**Rewards:** If the PCs lose enough parcels to lower the outlook level, reduce each PC's credits earned by the following amount.

*Subtier 1-2:* Reduce each PC's credits earned by 180.

*Out of Subtier:* Reduce each PC's credits earned by 272.

*Subtier 3-4:* Reduce each PC's credits earned by 365.

## F. THEATORIUM

The dignitary has heard of the Hamisfore Theatorium, one of Absalom Station's premiere venues for performers of all sorts, and wishes to view the legendary space. Known throughout the Pact Worlds, the Theatorium can reconfigure itself to hold numerous different styles of performances. Seats and stands seamlessly adjust into hidden compartments that reveal all manner of different furnishings for use by performers of all varieties.

**Jebodah Hamisfore** (N male feychild gnome envoy) is the current owner of the Theatorium, and is constantly on the lookout for new art forms. The dignitary wishes to meet with Jebodah, but trusts the PCs to provide the introductions. A PC can attempt a DC 10 Diplomacy check to secure a meeting with the normally busy gnome if the PCs mention that they have a dignitary from a distant world with them—without this bit of information, the DC increases by 5. Should the PCs fail to secure the audience, then the dignitary arranges it for themselves, but still demands the PCs join them.

Once an audience is secured, Jebodah ushers the PCs and dignitary into the Theatorium.

"Welcome, right this way," the spry gnome ushers the group through a set of doors and into a large round theatre with plush seats. On the stage, a troupe of masked actors look up in surprise as guests enter during their rehearsal. "Not now, you lot," Jebodah cries to the actors, waving his hands dismissively. "Out! Out! I have something NEW here!"

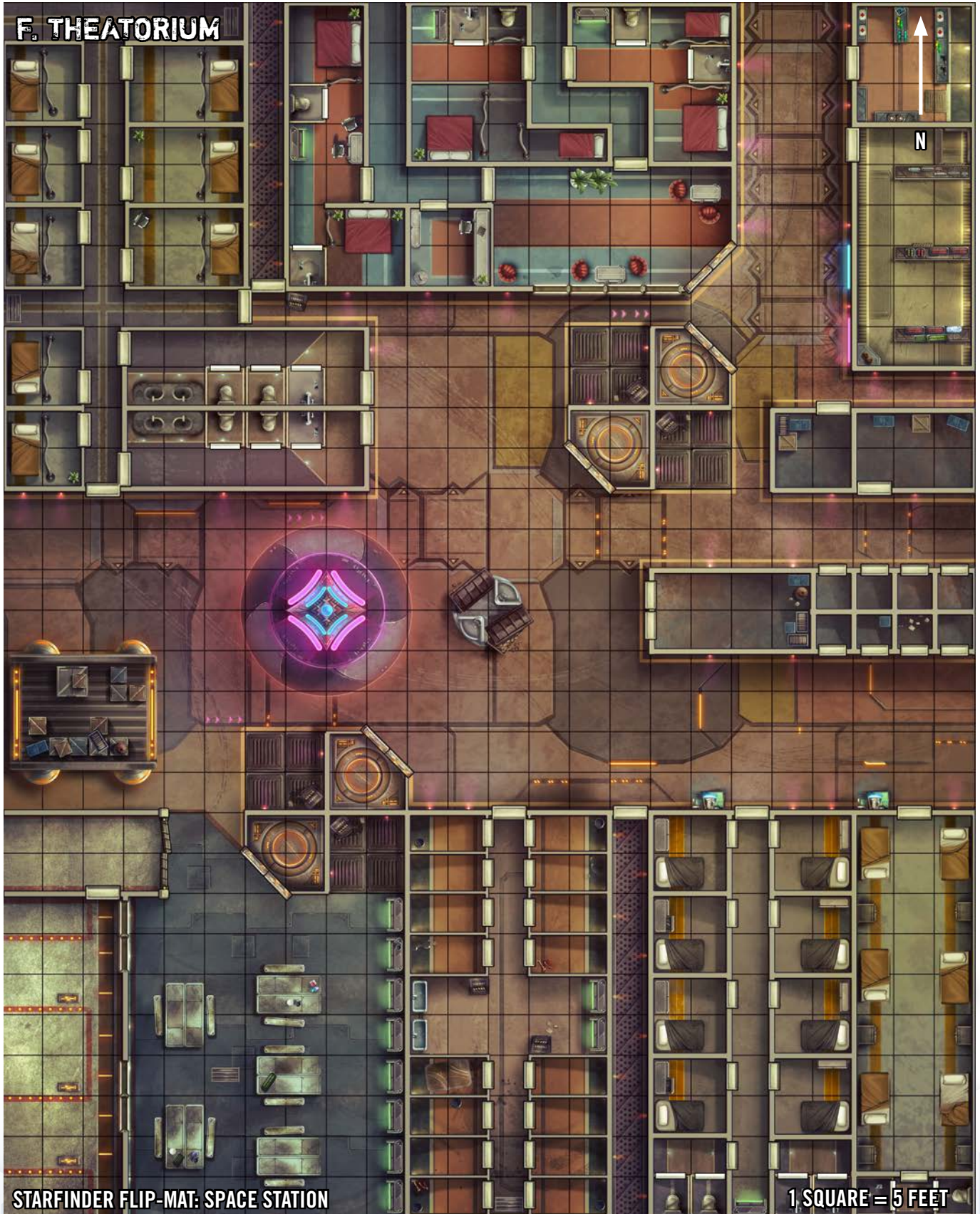
As the actors file out the stage door, Jebodah moves to a large booth containing a series of levers and dials. He waves into the booth and begins to pull levers and flip switches. With a whirl of machinery the entire room begins to reconfigure itself. The seats retract into slots in the floor, and the stage folds up and slides into the wall. A series of stadium-like bleachers extrudes from the corners, slowly building up seating for several hundred people. The floor seems to grow a carpet of thick padding as the room finishes its rearrangement into an arena-like space.

"Now," he continues, addressing the dignitary. "Just what sort of art did you wish to demonstrate? I assure you, if you impress me, I can launch your career in show business!"

**Theatrical Presentation:** The dignitary reveals that they wish to demonstrate a theatrical presentation related to their culture's traditions. Jebodah is ecstatic at the offer of such a presentation and summons a group of avid "test fans" who he employs specifically to gauge the effect of new presentations. The gnome also requests the PCs join the assembled crowd as he believes a few allies within the crowd can always improve a presentation's reception.

The dignitary takes to a central stage to put on a performance related to their culture. You can determine the exact performance, and range from martial arts, an oration of an infamous historical speech, a unique form of dance, or whatever seems appropriate based on the specific randomized dignitary generated.

**Influencing the Audience:** The PCs sit alongside the audience as the dignitary performs their respective art form in the central theater. The crowd is initially unmoved by the dignitary's actions, though the PCs can attempt various skill checks in order to successfully influence the crowd to positively react to the dignitary's demonstration. Each PC can attempt a total of three skill checks, with each PC attempting one check in a random order before the group moves onto their second and third influence attempts. The PCs can select one or more of the following skills to influence the crowd with.



## Optional Encounter

**Encounter G** is an optional encounter that the GM can use if the PCs manage to overcome the requested dignitary tasks, or if the PCs need a final boost in the outlook level before the end of the scenario. This encounter should occur only if there's time remaining after the final encounter area, and occurs as the PCs return to the Lorespire Complex with the dignitary.

## Scaling Encounter G

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

**Subtier 1-2:** The goblin gangs fire at each other for the first round before switching to the PCs.

**Subtier 3-4:** The goblins hang back and let the robot engage first, only attacking once it has taken at least 20 points of damage.

- Bluff, Diplomacy or Intimidate to drum up support in the crowd.
- Culture, Life Science, Mysticism or Physical Science to bring up a related fact of the performance.
- Perception, Profession, Sense Motive, or Sleight of Hand to note point out something related to the performance or to subtly assist it.

The DC to succeed these skill checks is 17 (DC 20 in Subtier 3-4). A PC who succeeds at a given skill can attempt to use that skill again for one of their influencing attempts, though the DC increases by 3 on subsequent attempts with that skill. Once the PCs have each made their three attempts, calculate the number of successes and refer to the outlook level below.

**Outlook Level:** If the PCs succeeded at nine or more influence skill checks, then the crowd reacts favorably to the performance and the outlook level with the dignitary increases by one. If the PCs scored six or fewer successes, then the outlook level decreases by one due to the crowd's unimpressed reaction. As with all encounters, be sure to remember the dignitary's associated comforts and taboos. As an example, PCs who excessively hoot and holler appraise may find that they disturb a dignitary with the loud noises taboo. Depending on how the PCs work the dignitary's comforts and taboos into the encounter, the PCs can further raise or lower the outlook level based on their actions.

**Rewards:** If the PCs secure six or fewer successful influence checks on the crowd, reduce each PC's credits earned by the following amount.

*Subtier 1-2:* Reduce each PC's credits earned by 180.

*Out of Subtier:* Reduce each PC's credits earned by 272.

*Subtier 3-4:* Reduce each PC's credits earned by 365.

## G. IN TRANSIT (CR 3 OR CR 5)

This encounter occurs while the PCs are in transit between the final encounter area and the Lorespire Complex. The encounter can be run using the presented *Starfinder Flip-Mat: Space Station* map, which should be readily available on the other side of the Flip-Mat if you used **Encounter E** as one of the previous encounters, although you can use any of the Flip-Mats if needed.

**Creatures:** Two rival goblin gangs make a spontaneous appearance, catching the PCs and their allied dignitary off-guard. The goblins don't think much about any collateral damage and the PCs find themselves in the wrong place at the wrong time. In Subtier 3-4, there's only a single gang of goblins, but they're eager to test out a newly cobbled-together robot against the first group of tough opponents they find. The robot has a coat of green paint haphazardly splashed over it and jolts with electrical surges from places where the goblins have welded new plates over old damage.

## SUBTIER 1-2 (CR 3)

### GLASSHEAD SPACE GOBLIN ZAPERATORS (3) CR 1/3

HP 6 each (*Starfinder Alien Archive 54*, see page 24)

#### TACTICS

**Before Combat** The goblins accuse the PCs of allying with their hated foes, although they can't actually name who their "hated foes" are other than "those goblins there!"

**During Combat** The Glasshead goblins attack the PCs and the dignitary for the first two rounds, but get distracted and start firing at Red Rat goblins and anyone else in range beginning on the third round. They prefer to attack the last person to have attacked them.

**Morale** The Glasshead goblins fight until there is only one goblin (from either gang) left standing. The survivor flees or surrenders.

### RED EYE SPACE GOBLIN ZAPERATORS (3) CR 1/3

HP 6 each (*Starfinder Alien Archive 54*, see page 24)

#### TACTICS

**Before Combat** The Red Eye goblins shout insults at the Glasshead goblins and their "longshanks friends."

**During Combat** The Red Eye goblins attack the PCs and the dignitary for one round, before attacking whatever creature is closest to them.

**Morale** The Red Eye goblins fight until there is only one goblin (from either gang) left standing. The survivor flees or surrenders.

## SUBTIER 3-4 (CR 5)

## GLASSHEAD SPACE GOBLIN ZAPERATOR (4) CR 1/3

HP 6 each (*Starfinder Alien Archive* 54; see page 24)

### TACTICS

**Before Combat** The Glasshead goblins accuse the PCs of intruding on their turf, and unleash the security robot.

**During Combat** The Glasshead goblins attack the PCs and the dignitary for the first two rounds, and then concentrate on foes damaged by the robot.

**Morale** Glasshead goblins flee if two goblins or the robot are defeated.

## PATROL-CLASS SECURITY ROBOT CR 4

HP 52 (*Starfinder Alien Archive* 94; see page 23)

### TACTICS

**During Combat** The robot moves toward the dignitary, attacking any PC that gets in its way until that PC is down or moves. The robot engages the dignitary in melee as often as possible.

**Morale** The robot fights until destroyed.

**Development:** Once the PCs defeat the goblins, they're free to continue back to the Lorespire Complex.

**Outlook Level:** If the PCs protect the dignitary from the goblins, then increase the outlook level by one. Note that the dignitary may be influenced by their respective comforts and taboos during this encounter, so be sure to keep them in mind and any exaggeration of either can result in an increase or decrease to the outlook level as appropriate.

## CONCLUSION

Once the PCs complete all of the dignitary's requested tasks, they can return the dignitary to the Lorespire Complex to meet with Chiskisk. The dignitary details the events of their journey with the PCs to Chiskisk. The final outlook level determines the PCs success throughout the mission, with the dignitary providing different reactions as follows.

**Helpful:** The dignitary signs the formal agreement immediately, in the presence of the PCs without any further complaint or concern. They indicate that the PCs have shown the Starfinder Society to be an organization worth trusting. The PCs receive the Distinguished Ambassador boon on their Chronicle sheets with no checkboxes marked off.

**Friendly:** The dignitary bids the PCs farewell, and retires with Chiskisk to finalize negotiations. The PCs hear later that the agreement was signed with only minor adjustments and that the dignitary thought highly of the PCs and their comportment. The PCs receive the Distinguished Ambassador boon on their Chronicle sheets, but mark off two of the checkboxes.

**Indifferent:** The dignitary and the Chiskisk return to negotiations, which take several more days. The PCs later hear that the dignitary never really discussed the PCs following their encounter. The PCs receive the Distinguished Ambassador boon on their Chronicle sheets, but mark off three of the checkboxes.

**Unfriendly or Hostile:** The dignitary coldly informs the Chiskisk that they have reconsidered the agreement, based on recent information about the Starfinder Society just uncovered (eying the PCs suspiciously). The dignitary departs for their home world, with negotiations indefinitely stalled due to the PCs' bungling. Cross the Distinguished Ambassador boon off each of the PCs' Chronicle sheets.

## PRIMARY SUCCESS CONDITIONS

This mission depends on the overall impression the PCs leave on the dignitary. If the dignitary's final outlook level is indifferent or higher, then the dignitary eventually signs an agreement with the Starfinder Society and the PCs succeed in their primary success condition. Accomplishing this earns each PC 1 Fame and Reputation for any faction associated with their currently slotted faction boon.

## SECONDARY SUCCESS CONDITIONS

If the PCs managed to succeed at each of the dignitary's desired trips or have the dignitary's final outlook level be helpful, then they succeed at their secondary success condition. Accomplishing this earns each PC 1 Fame and Reputation for any faction associated with their currently slotted faction boon.

## APPENDIX: ALIEN ARCHIVE

### ANACITE AMBASSADOR CR 6

*Starfinder Alien Archive 2 10*

LN Medium construct (technological)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

**DEFENSE** HP 90

**EAC** 18; **KAC** 20

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

**Defensive Abilities** retractable laser; **Immunities** construct immunities

**Weakness** light dependency

#### OFFENSE

**Speed** 40 ft.

**Melee** slam +13 (1d6+6 B)

**Ranged** retractable laser +15 (1d6+6 F; critical burn 1d4)

#### STATISTICS

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

**Skills** Bluff +13, Culture +18, Diplomacy +18, Sense Motive +13

**Languages** Common, up to four others, shortwave 100 ft.

**Other Abilities** language assimilation, unliving

#### SPECIAL ABILITIES

**Language Assimilation (Ex)** An anacite can spend 1 minute accessing a planet's infosphere to learn any language commonly spoken on that planet. Alternatively, the anacite can learn a language by spending 1 day listening to it and reading it. An anacite ambassador can store knowledge of up to four languages at a time in this way, and it can choose which language to replace when it wants to learn a new one.

**Light Dependency (Ex)** An anacite ambassador can acquire power from dim or brighter light, and it can store power generated in this way. The anacite can operate in darkness for 2 hours. After this time, the anacite gains the sickened condition until it returns to an area of dim or brighter light.

**Retractable Laser (Ex)** An anacite ambassador's retractable laser has a range increment of 90 feet. When not in use, this weapon is folded inside the anacite's arm and hidden from sight. A creature unaware of the anacite's hidden weapon must succeed at a DC 24 Perception check to find its compartment. The anacite can deploy or retract this weapon as a swift action or as part of making an attack or full attack. The weapon is mounted and leaves the anacite's hands free, and the anacite can't be disarmed of it. While deployed, the laser can be sundered as an item with a level equal to the anacite's CR.

**Shortwave (Ex)** An anacite can communicate wirelessly. This acts as telepathy, but only with other creatures with this ability or constructs with the technological subtype.

### EMBRI CR 3

*Starfinder Alien Archive 2 48*

LE Medium aberration

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +8

**DEFENSE** HP 35

**EAC** 14; **KAC** 15

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

**Immunities** charm

**Weaknesses** masked emotions

#### OFFENSE

**Speed** 30 ft.

**Melee** claw +7 (1d4+5 S)

**Ranged** tactical crossbolter +9 (1d10 P)

#### STATISTICS

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

**Skills** Athletics +13, Computers +13, Engineering +8, Sense Motive +13, Stealth +8

**Languages** Common, Embri

**Gear** tactical crossbolter with 10 arrows, *hivemask* (*Alien Archive 2 49*)

#### SPECIAL ABILITIES

**Masked Emotions (Ex)** An embri loses its immunity to charm effects and its +2 racial bonus to saving throws against enchantment spells and effects when it isn't wearing a mask over its face. In addition, while unmasked, it must roll twice for any Sense Motive check it attempts and take the lower result.

### GHORAN WORLD-TAMER CR 1

*Starfinder Alien Archive 2 56*

Sapling ghoran operative

N Small plant

**Init** +5; **Senses** Perception +5

**DEFENSE** HP 17

**EAC** 11; **KAC** 12

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

**Defensive Abilities** limited plant benefits

**Weakness** delicious

#### OFFENSE

**Speed** 30 ft.

**Melee** survival knife +6 (1d4 S)

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

**Offensive Abilities** trick attack +1d4

#### STATISTICS

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

**Skills** Culture +11, Diplomacy +5, Life Science +11, Medicine +11, Sense Motive +11, Survival +11 (+15 with trick attack)

**Languages** Common, Ghoran, Vesk

**Other Abilities** operative specialization (explorer), photosynthesis

**Gear** second skin, survival knife, tactical semi-auto pistol with 45 small arm rounds

#### SPECIAL ABILITIES

**Delicious (Ex)** Ghorans take a –2 penalty to attack rolls and Acrobatics checks to escape a grapple against a creature that uses the grab ability with a bite natural weapon.

**Limited Plant Benefits (Ex)** Despite being plant creatures,

ghorans don't gain the standard immunities associated with creatures of the plant type. Instead, they gain a +2 racial bonus to saving throws against mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning effects, unless the effect specifies that it is effective against plants.

**Photosynthesis (Ex)** Ghorans undergo photosynthesis to gain nutrition instead of eating (although they can eat if they so wish). A ghoran can go without light (either sunlight or UV light, such as from starships) for 3 days, after which they must attempt Constitution checks to avoid starvation (*Starfinder Core Rulebook* 404).

## NUAR ENFORCER CR 4

*Starfinder Alien Archive* 86

Nuar soldier

N Medium monstrous humanoid

**Init** +0; **Senses** darkvision 60 ft., **Perception** +10

**DEFENSE** HP 52

**EAC** 18; **KAC** 20

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

### OFFENSE

**Speed** 35 ft.

**Melee** tactical cryopike +12 (1d8+11 C) or horn +12 (1d6+11 P)

**Ranged** frostbite-class zero rifle +9 (1d8+4 C; critical staggered [DC 13]) or

frag grenade II +9 (explode [15ft., 2d6 P, DC 13])

**Offensive Abilities** gore, fighting styles (hit-and-run), knockdown

### STATISTICS

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

**Skills** Athletics +15, Intimidate +10, Survival +10

**Feats** Opening Volley

**Languages** Common, Orc

**Other Abilities** maze mind

**Gear** lashunta ringwear II, maze-core frostbite-class zero rifle and tactical cryopike with 2 high-capacity batteries (40 charges each), frag grenades II (3)

### SPECIAL ABILITIES

**Gore (Ex)** A nuar can charge without taking the normal charge penalties to the attack roll or its AC. If the nuar has another ability that allows it to charge without taking these penalties (such as the charge attack ability from the soldier's blitz attack fighting style), the nuar also gains the ability to charge through difficult terrain.

**Knockdown (Ex)** When a nuar enforcer scores a critical hit with a melee weapon that has no other critical effects, the attack gains the knockdown critical effect.

**Maze Mind (Ex)** Nuars have a naturally strong sense of direction and an instinctive understanding of complex patterns. As a result, they very rarely get lost. A nuar can attempt a special level-based Wisdom check (1d20 + CR or level + Wisdom bonus) instead of using his total bonus in the Piloting skill to navigate or his total bonus in the Survival skill for orienteering.

## PATROL-CLASS SECURITY ROBOT CR 4

*Starfinder Alien Archive* 94

N Medium construct (technological)

**Init** +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

**DEFENSE** HP 52

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

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

**Defensive Abilities** integrated weapons, nanite repair;

**Immunities** construct immunities

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

### OFFENSE

**Speed** 30 ft.

**Melee** slam +10 (1d6+7 B)

**Ranged** integrated tactical arc emitter +13 (1d4+4 E)

**Offensive Abilities** jolting arc

### STATISTICS

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

**Skills** Acrobatics +10, Computers +10, Intimidate +15

**Languages** Common

**Other Abilities** unliving

**Gear** tactical arc emitter with 2 batteries (20 charges each)

### SPECIAL ABILITIES

**Integrated Weapons (Ex)** A security robot's weapons are integrated into its frame and can't be disarmed.

**Jolting Arc (Ex)** Once every 1d4 rounds as a standard action, a patrol-class security robot can shoot an arc of electricity at up to four creatures within 40 feet (no two of which can be more than 30 feet apart). This arc deals 1d8 electricity damage to each target (Reflex DC 13 half).

**Nanite Repair (Ex)** A patrol-class security robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR (4 Hit Points per hour for most security robots). Once per day as a full action, a patrol-class security robot can restore 3d8 Hit Points to itself or any touched construct with the technological subtype.

## SHIP GLITCH GREMLIN CR 1

*Starfinder Alien Archive* 2 69

CE Small fey

**Init** +3; **Senses** *detect tech* (starships and their integrated systems only); low-light vision; **Perception** +5

**Aura** disaster (30 ft.)

**DEFENSE** HP 14

**EAC** 11; **KAC** 12

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

**Defensive Abilities** void adaptation; **Immunities** fire;

**Resistances** cold 5; **SR** 12

### OFFENSE

**Speed** 30 ft., climb 30 ft., fly 60 ft. (Ex, clumsy)

**Melee** attach +3 or bite +3 (1d4+1 A & P; critical corrode 1d4) or wing +3 (1d4+1 B; critical knockdown)

**Multiattack** attach –3, bite –3 (1d4+1 A & P; critical corrode 1d4), and wing –3 (1d4+1 B; critical knockdown)

## Spell-Like Abilities (CL 2nd; ranged +2)

1/day—*grease* (DC 14), *hold portal*, *overheat* (DC 14)  
 At will—*dancing lights*, *energy ray* (electricity or fire only),  
*ghost sound* (DC 13)  
 Constant—*detect tech* (starships and their integrated  
 systems only)

## STATISTICS

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

**Skills** Acrobatics +5 (–3 to fly), Computers +5 (+10 to use  
 starship systems), Engineering +10, Piloting +10

**Languages** Aklo, Common

**Other Abilities** spaceflight, stellar stowaway

## SPECIAL ABILITIES

**Aura of Disaster (Ex)** Whenever an attack against a ship glitch gremlin fails to affect the gremlin for any reason while any part of a starship is within 30 feet of the gremlin and within range of the attack (including any time the gremlin is on board a starship), the attack ricochets wildly to cause damage to the ship and its systems. A randomly determined starship system becomes one step more damaged. (If the damaged system is life support, rather than the normal effect, a 10-foot-radius of the gremlin's choice within the ship becomes a zero-gravity environment until the life support system is patched or repaired.) In addition, spilled oil or debris falls in 1d4 5-foot-squares of the gremlin's choice within 30 feet, creating difficult terrain or cover as the gremlin prefers.

**Stellar Stowaway (Ex)** In starship combat, a ship glitch gremlin on board a ship can cause havoc at the end of its ship's turn. It attempts an Engineering check against the same DC to patch a damaged starship system; if it succeeds, it causes the ship system of its choice to function as if one step more damaged until the end of starship combat. If that system is already critical, another randomly chosen system is degraded this way instead.

## SPACE GOBLIN ZAPERATOR CR 1/3

*Starfinder Alien Archive* 54

NE Small humanoid (goblinoid)

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

**DEFENSE** HP 6

**EAC** 11; **KAC** 12

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

## OFFENSE

**Speed** 35 ft.

**Melee** dogslicer +0 (1d4 S)

**Ranged** unstable junklaser +3 (1d4 F; critical burn 1d4)

**Offensive Abilities** tinker

## STATISTICS

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

**Skills** Computers +7, Engineering +7, Stealth +7, Survival +3

**Languages** Common, Goblin

**Gear** tattered flight suit, dogslicer, unstable junklaser with 1  
 battery (20 charges)

## SPECIAL ABILITIES

**Tinker (Ex)** As a move action, a space goblin can remove the penalties associated with the broken condition from a single piece of equipment until the start of his next turn. The item then becomes unusable for 10 minutes (and retains the broken condition after that until it is fixed).

**Unstable Junklaser (Ex)** A space goblin's laser pistol is crafted from a mishmash of broken casings, leaking energy cells, and other random material. A junklaser is similar to an azimuth laser pistol, except it has a range of only 60 feet. If the wielder of a junklaser rolls a natural 1 when attacking with it, he must immediately attempt a DC 18 Engineering check. Success means that the junklaser gains the broken condition. Failure means that the gun explodes in 1d3–1 rounds, functioning as a concussion grenade I (explode [20 ft., 1d8 B, DC 10]); a result of 0 rounds means the junklaser explodes immediately—randomly determine the corner of the wielder's square that is the center of the burst. A thrown junklaser has the same range increment as a grenade.

## SQUOX CR 1/3

*Starfinder Alien Archive* 2 118

M Tiny animal

**Init** +3; **Senses** blindsense (scent) 30 ft., low-light vision;

**Perception** +3

**DEFENSE** HP 6

**EAC** 11; **KAC** 11

**Fort** +1; **Ref** +4; **Will** +0

## OFFENSE

**Speed** 40 ft., climb 20 ft.

**Melee** bite +3 (1d4 P)

**Space** 1-1/2 ft.; **Reach** 0 ft.

**Offensive Abilities** squox tricks

## STATISTICS

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

**Skills** Acrobatics +7 (+11 to balance, escape, or tumble),

Athletics +3 (+11 to climb), Stealth +7

## SPECIAL ABILITIES

**Squox Tricks (Ex)** A squox can use Acrobatics to jump instead of Athletics. In addition, a squox can use its Acrobatics bonus as its attack bonus when it attempts a dirty trick, disarm, or trip combat maneuver. If the squox succeeds at a dirty trick maneuver, it can choose only between the entangled and off-target conditions. A squox's tail, two front paws, and mouth count as hands free for a disarm attempt.

## TROX CR 2

*Starfinder Alien Archive* 2 126

NG Large monstrous humanoid

**Init** +0; **Senses** darkvision 60 ft.; **Perception** +7

**DEFENSE** HP 25

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

**Fort** +6; **Ref** +5; **Will** +3



**Defensive Abilities** bulwark

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**OFFENSE**

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**Speed** 40 ft., burrow 20 ft.

**Melee** assault hammer +11 (1d6+6 B)

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

**Offensive Abilities** frenzy, grappler

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**STATISTICS**

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

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

**Languages** Common, Nchaki

**Gear** assault hammer

**Other Abilities** vestigial arms

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**SPECIAL ABILITIES**

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**Bulwark (Ex)** When a trox fights defensively or takes the total defense action, he can grant half the bonus to AC granted by that action to an adjacent ally.

**Frenzy (Ex)** Once per day when a significant enemy causes an ally to take Hit Point damage, a trox can fly into a frenzy, gaining a +2 racial bonus to melee attack rolls and a -2 penalty to AC for 1 minute.

**Grappler (Ex)** Trox gain a +2 racial bonus to grapple combat maneuvers.

**Vestigial Arms (Ex)** A trox's four vestigial arms can be used to hold, draw, or put away items of negligible bulk, but not to make attacks, wield weapons, or use items.

## APPENDIX #2: DIGNITARY GENERATOR

Select or randomly determine the details of the dignitary using the following tables. For a first run or with limited prep time, use the choices marked with an asterisk (\*) and use the marked Comforts and Taboos for the selected dignitary.

### TABLE: DIGNITARY NAME AND TITLE

d8	Dignitary
1	Representative Glahr Tradok, Nuar dignitary from New Labyrinthia
2	Guardian Shrani Kokulu, Damai dignitary from Talosin-3
3	Ambassador Nugblub, Embri dignitary from Wymdd
4	Lycos of the Sanctum of the Ten Trees, Vlaka dignitary from Arnasis
5	"Hammer of Hylax," Trox dignitary from Settlement AO-668
6	Drel, Halfling dignitary from Fortune's Failure on Caracol
7	Emissary DV8, Robotic Ambassador
8	Random humanoid species. Create description and name of colony in the Vast

### TABLE: DIGNITARY COMFORTS

d6	Comfort
1	Politeness. The dignitary expects any confrontations to be resolved by peaceful means whenever possible. Any combat which occurs without a genuine attempt to find a diplomatic solution lowers the outlook level by one.
2*	Militant. The dignitary expects to negotiate from a position of strength, and expects the PCs to do so as well. Any attempt at negotiation should involve Intimidation instead of Bluff or Diplomacy, and threats of violence must be followed through.
3	Negotiator. The dignitary enjoys bartering for every agreement, and adopts devil's advocate positions for the thrill of the argument.
4	Hedonism. The dignitary sees their time on Absalom Station as a way to let loose, and enjoys fun locations, fast vehicle rides, and thrilling experiences of all kinds.
5	Impulsiveness. The dignitary prefers to complete one encounter location before revealing their next place of interest. The dignitary appreciates rushing headlong into a course of action without planning or strategy.
6	Formality. The dignitary insists that proper protocols are followed in all aspects of discussion, negotiation, and even combat.

### TABLE: DIGNITARY TABOOS

d6	Taboos
1	Violence. The dignitary is opposed to violence except as a final recourse. Actions that break this taboo include initiating combat, refusing to accept surrender, or damaging property.
2	Crowds. The dignitary is unused to the large, close-set crowds of Absalom Station. Actions that break this taboo include spending time in crowded areas such as night clubs, markets, or popular restaurants without a break for solitude.
3	Loud Noises. The dignitary speaks quietly and abhors loud noises. Actions that break this taboo include being involved in combat with projectile or sonic weapons, dealing with loud or abrasive PCs, or visiting loud night clubs.
4	Being Left Alone. The dignitary fears being abandoned by his escorts. Actions that break this taboo include having no PCs within 30 feet of the Dignitary, or being out of sight of the dignitary for more than a round.
5*	Insults. The dignitary is offended by rude or insulting behavior. Actions that break this taboo include insulting the dignitary (even in jest), being dismissive of the dignitary's needs, or allowing an insult to go unchallenged and unavenged.
6	Impatience. The dignitary is slow and measured in all things. Actions that break this taboo include running, interrupting the dignitary while speaking, or performing an action before confirming it with the dignitary.

## TABLE: DIGNITARY PLACES OF INTEREST

d6	Location of Interest
1*	The dignitary is a connoisseur of food, and wishes to sample the cuisine of Absalom Station. <b>(Encounter A)</b>
2*	The dignitary wishes to return home with an example of animal life aboard Absalom Station. <b>(Encounter B)</b>
3*	The dignitary wishes to sample the legendary nightlife of Absalom Station. <b>(Encounter C)</b>
4	The dignitary is a starship aficionado, and wishes to explore the Armada and Absalom Station from the outside. <b>(Encounter D)</b>
5*	The dignitary plans to return home with souvenirs for their family or colleagues. <b>(Encounter E)</b>
6	The dignitary has heard of the Hamisford Theatorium's interest in new cultures, and wishes to demonstrate some art from their homeland for the owner of the Theatorium. <b>(Encounter F)</b>

*Note: that an optional encounter area, In Transit (see area G on page 20), may be added as an optional encounter area if time allows.*

## APPENDIX #3: DIGNITARY STAT BLOCK

The following statblock can be used to represent any dignitary that does not have an alternate statblock provided in **Appendix: Dignitary Information**. Alternatively, GMs with access to *Starfinder Alien Archive 2* are encouraged to apply the associated creature subtype graft as detailed in **Appendix #4: Dignitary Information**, though this is not required if the GM does not have access to this source.

### RANDOM HUMANOID DIGNITARY CR 4

Humanoid (subtype varies\*) envoy

**Init** +1; **Perception** +10

**DEFENSE** **HP** 45

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

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

#### OFFENSE

**Speed** 30 ft.

**Melee** variant melee weapon +4 (1d6+4 B or P or S)

**Ranged** variant ranged laser weapon +5 (1d6+4 F)

**Offensive Abilities** envoy improvisation (dispiriting taunt, quick dispiriting taunt), varied weapons

#### STATISTICS

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

**Skills** Athletics +10, Culture +10, Intimidate +15, Sense Motive +15, Survival +15

**Languages** Common, plus one additional language (based on subtype)

#### SPECIAL ABILITIES

**Varied Weapons (Ex)** The dignitary wields custom weapons from their colony. You can use the damage listed above and select an appropriate damage type or select an appropriate melee or ranged weapon with an item level of 4 or lower to use. Ranged attacks made using a custom weapon with this rule have a range increment of 40 feet.

## RANDOM HUMANOID DIGNITARY

When selecting a random humanoid dignitary, create the dignitary's name, species, personality, and home world. The dignitary should be humanoid, with some differences such as size, physical appearance, number of appendages, etc. Use the humanoid races in the *Starfinder Alien Archives* volumes for inspiration.

The dignitary's home world should be a planet in the Vast that is not currently described in the setting. Make up a name and a brief description of its civilization.

## APPENDIX #4: DIGNITARY INFORMATION

## REPRESENTATIVE GLAHR TRADOK, NUAR DIGNITARY FROM NEW LABYRINTHIA

## DOSSIER—REPRESENTATIVE GLAHR TRADOK

**Species:** Nuar, similar to but distinct from the legendary race of minotaurs of lost Golarion.

**Formal Title:** Representative Tradok. **Pronouns:** He/him

Representative Tradok is here on behalf of the colony of New Labyrinthia, the first major settlement of nuar discovered by the Pact Worlds beyond Absalom Station. New Labyrinthia is located in a complex maze tunneled beneath the surface of an unnamed (by the Pact Worlds) asteroid in an asteroid belt in Near Space. New Labyrinthia has been home to several hundred nuar since before the Gap, and this meeting represents first contact.

Representative Tradok is something of an enigma compared to the Nuar on Absalom Station, curt almost to the point of rudeness and displaying little of the patience of her kin on Absalom Station. Supremely confident in the value her people bring to any treaty relationship, she is unlikely to respond well to threats or heavy-handed negotiations.

**Suggested Comfort:** Militant.

**Suggested Taboo:** Insults.

**Stat Block Note:** Use the following statblock for Glahr.

**GLAHR TRADOK****CR 4**

Nuar enforcer (*Starfinder Alien Archive* 86; see page 23)

HP 52

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

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

**10+:** Nuar look like smaller versions of lost Golarion's legendary minotaurs, although the Nuar claim they are a distinct species.

**15+:** The Nuar of Absalom Station are a wise and peaceful people, despite how their appearance may suggest otherwise. No other settlements of Nuar are known beyond Absalom Station.

**20+:** Nuar are enamored with technology and invention, yet also have a strong appreciation for the cultural traditions of others.



## GUARDIAN SHRANI KOKULU, DAMAI DIGNITARY FROM TALOSIN-3

## DOSSIER—GUARDIAN SHRANI KOKULU

**Species:** Damai, hardy humanoids who have united their warring factions to survive a planetary apocalypse.

**Formal Title:** Guardian Kokulu. **Pronouns:** She/her.

Guardian Shrani Kokulu represents the damai of Talosin-3, an offshoot damai settlement established on a world in Near Space by a group of wanderers. Talosin-3 is one of the damais' few off-world settlements. It specializes in a variety of industrial endeavors, with the local damais known for their ingenuity in various engineering fields.

Guardian Kokulu is patient and wise, yet she seems to view Talosin-3 as an independent nation apart from the Daimalko. She believes that Talosin somehow holds the key to explaining the catastrophe which ravaged Daimalko, and understands its value not only to the Starfinder Society but to others as well. Guardian Kokulu has hinted at several other parties interested in establishing an exclusive exploration agreement of the moon's ruins and active geological sites.

**Suggested Comfort:** Negotiator.

**Suggested Taboo:** Crowds.

**Subtype Graft:** Damai (*Starfinder Alien Archive* 2 136).

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

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

**10+:** The damai people are gray-skinned humanoids known for their mastery of both mystic and divine magic.

**15+:** The damai home world of Daimalko is a dry, rocky world located in Near Space. Nearly 200 years ago, a series of earthquakes and volcanic eruptions destroyed the planet's fragile ecosystem and evaporated the small oceans. The damai call this event "the Awakening."

**20+:** The Awakening is so named because the natural catastrophe also released terrible colossi who slumbered beneath the ocean floor. These beasts nearly destroyed the damais, with only small pockets surviving to hide underground.



## AMBASSADOR NUGBLUB, EMBRI DIGNITARY FROM WYMDD

## DOSSIER—AMBASSADOR “NUGBLUB”

**Species:** Embri, intelligent mollusks who maintain their emotions under strict control.

**Formal Title:** Ambassador, but prefers “Nugblub” with no title. **Pronouns:** They/them.

Ambassador “Nugblub” is a representative of the swampy colony world of Wymdd, which has been settled by the embri since before the Gap. Wymdd consists of several major embri settlements, each run in the standard hierarchical system favored by the embri. Wymdd stands apart from the embri’s home world of Embroi, though the two maintain a rigidly structured series of trade agreements and visitation treaties. “Nugblub” is not the embri’s complete name, merely a short portion of it adapted for humanoid speech.

The embri are not humanoid, but most closely resemble a highly developed mollusk. Speech originates from the “nose” slit below the eyes. The silver mask is always worn, even during sleep, and helps to conceal any stray emotions. The embri rigidly control their emotions, and are excellent at sensing the emotional state of those they converse with.

**Suggested Comfort:** Formality

**Suggested Taboo:** Violence

**Stat Block Note:** Instead of applying a subtype graft, use the following statblock for Nugblub.

**AMBASSADOR “NUGBLUB”****CR 3**

Embri (*Starfinder Alien Archive 2 48*; see page 22)

**HP** 35

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

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

**10+:** The embri are intelligent mollusks that resemble a slug with four spindly legs. Their society has long removed any trace of emotion in their interactions with other species, both through mental control and by wearing ornate masks which completely cover their faces.

**15+:** The masks help to conceal any uncontrolled displays of emotion, which embri view as a sign of weakness.

**20+:** An embri’s mask often provides it with special sensory abilities while also concealing any uncontrolled emotional signs.

**25+:** Embri considers the act of eating a very personal matter, to be done in private. They will not eat in the presence of other creatures and are repulsed by watching others eat.



## LYCOS OF THE SANCTUM OF THE TEN TREES, VLAKA DIGNITARY FROM EXELA MAJOR

## DOSSIER—LYCOS OF THE SANCTUM OF THE TEN TREES

**Species:** Vlaka, wolf-like humanoid adapted to cold temperatures and nomadic lifestyles

**Formal Title:** Lycos of the Sanctum of Ten Trees **Pronouns:** He/him, but always referred to by his full name.

Lycos of the Sanctum of Ten Trees (Warning: Always use the full name!) represents a federation of small, multi-species outpost colonies on the ice world of Arnasis. Located in the Vast, Arnasis has no endemic intelligent life on the surface, although there are tantalizing hints of an advanced civilization that existed before a massive climate shift eradicated it. Lycos of the Sanctum of Ten Trees recognizes the potential importance of Arnasis and believes that he must maintain a balance between open trade and exploitation in his negotiations.

Lycos was born blind. Lycos is able to sense the emotional state of beings he interacts with, and he has an uncanny knack for knowing when someone is trying to use visual cues to put something past him.

**Suggested Comfort:** Politeness.

**Suggested Taboo:** Being left alone.

**Subtype Graft:** Vlaka (*Starfinder Alien Archive 2 138*)

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

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

**10+:** Vlakas originate from a cold world orbiting a dying star. They resemble humanoid wolves, with white or pale-gray fur covering their bodies.

**15+:** Many vlakas wander the worlds and often serve as envoys or negotiators due to their positive outlooks and open, trusting nature.

**20+:** Arnasis is an ice world with many small but cosmopolitan settlements. Besides vlakas, these settlements include large populations of humans and dwarves and small clans of uplifted bears.





## “HAMMER OF HYLAX,” TROX DIGNITARY FROM SETTLEMENT AO-668

### DOSSIER—“HAMMER OF HYLAX,” TROX DIGNITARY FROM SETTLEMENT AO-668

**Species:** Trox, large arthropods.

**Formal Title:** Hammer of Hylax; Ambassador; Your Honor. **Pronouns:** She/her.

“Hammer of Hylax” is the honorific used by the dignitary from settlement AO-668, situated on a large moon orbiting an uncharted planet in Near Space. Though physically imposing, “Hammer” is a gentle being with a peaceful nature.

Settlement AO-668 (named for the original catalog number from the first survey of moon) is composed only of trox—who somehow arrived on the moon in a time period they refer to as the Seeding. Hammer is extremely honest, and has frankly told me that they are less interested in what we have to offer, and more interested in evaluating the Starfinder Society as reliable and trustworthy allies. She has not revealed any additional information about her colony, understanding her people’s need for secrecy to avoid finding themselves attacked or otherwise exploited by larger galactic powers.

**Suggested Comfort:** Politeness.

**Suggested Taboo:** Violence.

**Stat Block Note:** Use the following statblock for the Hammer of Hylax.

#### HAMMER OF HYLAX CR 2

Trox (*Starfinder Alien Archive 2* 126; see page 24)

HP 25

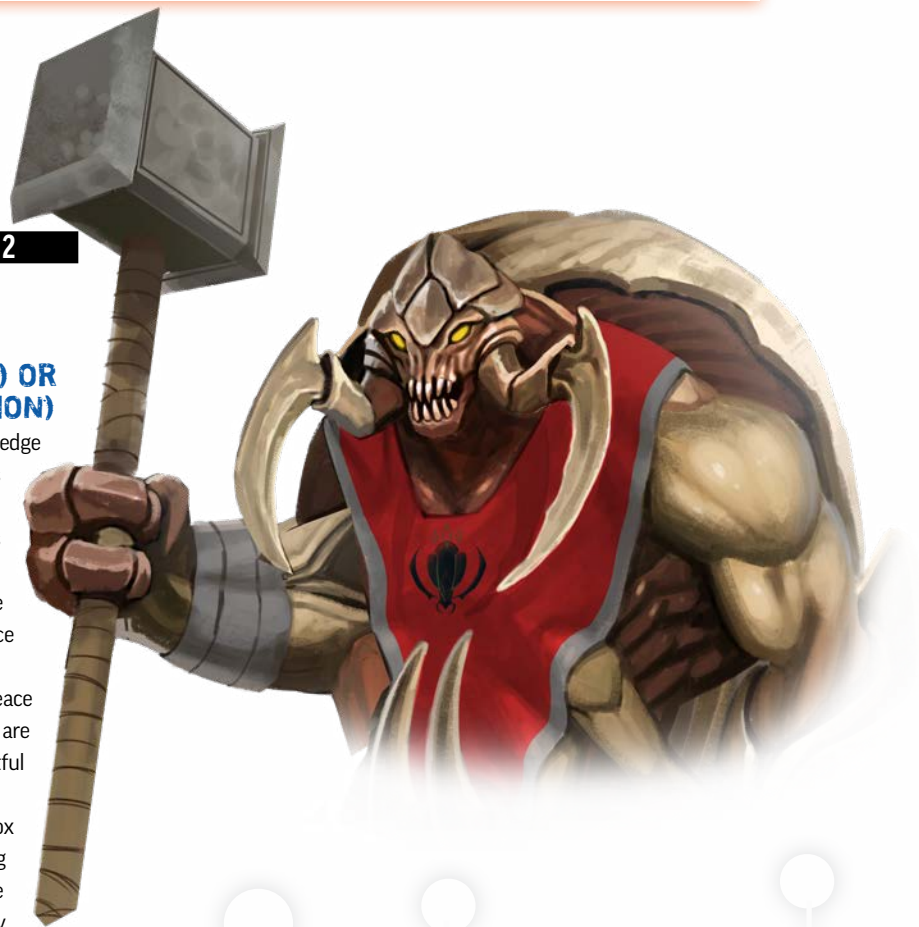
#### CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

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

**10+:** Trox are insect-like humanoids who are powerfully built. They have a hard, chitinous carapace and four extra vestigial arms.

**15+:** Many trox revere Hylax, goddess of peace and diplomacy and protector of the weak. Trox are forthcoming about their religion and welcome respectful questions from other species.

**20+:** According to trox oral tradition, many trox found themselves scattered across the galaxy during the Seeding, including some on lost Golarion. Those on the missing world were enslaved and corrupted by the duergar. These tales make trox vehemently opposed to any form of slavery, including magical enchantment, summoning, and calling spells.



## DREL, HALFLING DIGNITARY FROM FORTUNE'S FAILURE ON CARACOL

## DOSSIER—DREL

**Species:** Halfling, possibly with some influence from the Shadow Plane.

**Formal Title:** Drel. Just Drel. **Pronouns:** He/him.

Drel is an emissary from the colony of Fortune's Failure, located on Caracol, a small moon orbiting an unnamed gas giant in the Vast. He and his extended clan of over 1,000 halflings were marooned there when their colony ship crash-landed after an accident in the Drift. As the only intelligent life forms in the system, Drel's people have claimed sovereignty over the planet and all 97 of its major moons. Interestingly, there is a high proportion of starship wrecks scattered throughout the system, both in the planet's ring system and on the surface of its various moons.

Drel is not like most halflings who've become integrated into every aspect of life on Absalom Station. Dour, sarcastic and pessimistic, he seems to be difficult to please in even the smallest ways. Now that his people have been rediscovered, he has traveled here to negotiate the best deal for the bounty of natural resources his clan has claimed.

**Suggested Comfort:** Impulsiveness.

**Suggested Taboo:** Crowds.

**Subtype Graft:** Halfling (*Starfinder Alien Archive* 135)

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

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

**10+:** Halflings are common on Absalom Station. They integrate into other societies seamlessly and adopt the culture and mannerisms of their hosts.

**15+:** The *Lucky Strike*, a mining and colonization ship from Absalom Station, went missing during a Drift voyage and was assumed lost with all hands.

**20+:** There were rumors that the *Lucky Strike* was crewed by prisoners and halfling slaves, and that the ship's accident was a convenient way to dispose of some dangerous individuals.



## EMISSARY DV8

### DOSSIER: DV8

**Species:** Robot of unknown design and origin.

**Formal Title:** DV8. **Pronouns:** "Irrelevant." It or they/them.

DV8 arrived uninvited to negotiate an alliance with the Starfinder Society on behalf of an unknown colony world that apparently is rich in both material resources and pre-Gap ruins. DV8's design bears some similarities to the anacites on the Pact World's own Aballon, though the ambassador refutes any association. It is possible that DV8 originates from the same long-extinct masters who left the anacite on Aballon before disappearing eons ago, but they do not reply to inquiries of this nature.

DV8 does not understand humor, sarcasm, or local idioms. It is not devoid of emotion, although it seems that frustration and anger are its most common forms of expression. Repeated inquiries into the nature of its home world are met with the termination of discussion. Internal information on DV8's origins remain classified.

**Suggested Comfort:** Formality.

**Suggested Taboo:** Insults.

**Stat Block Note:** Use the following statblock for DV8. Due to its strict programming, DV8 does not actively participate in combat during the adventure.

#### DV8

#### CR 6

Anacite Ambassador (*Starfinder Alien Archive 2* 10; see page 22)

HP 90

#### ENGINEERING (RECALL KNOWLEDGE)

Based on the result of an Engineering check, the PCs might know more about the dignitary's species or history. They learn all of the information whose DC is equal to or less than the result of their check.

**10+:** This is an unknown design of robot, but bears some similarities to the evolved anacites found on Aballon, the innermost planet of the Pact Worlds system.

**15+:** The anacite were originally deposited on Aballon by an unknown race that left no trace. The anacites developed the ability to self-replicate and modify and have now evolved into a robotic species.



## Starfinder Society Scenario #1-32: Acts of Association

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Fame Earned _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dataphiles	
<input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Faction _____	<input type="checkbox"/> Wayfinders	
<input type="checkbox"/> A <input type="checkbox"/> B	<input type="checkbox"/> C <input type="checkbox"/> 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 #1-32: Acts of Association 2019, Paizo Inc.; Author: Scott Young.



# Starfinder Society Scenario #1-32: Acts of Association

Character Chronicle #

A.K.A. \_\_\_\_\_ - 7

Player Name \_\_\_\_\_ Character Name \_\_\_\_\_ Organized Play # \_\_\_\_\_ Character # \_\_\_\_\_ Faction \_\_\_\_\_

### Items Found During This Scenario

**Distinguished Ambassador (Social Boon; Limited-Use):** You aided Chiskisk, a prominent member of the Starfinder Forum, in concluding negotiations with a foreign power by touring the visiting diplomat around Absalom Station. The visiting dignitary remembers your actions and can be called upon for support. You can slot this boon at the beginning of an adventure, when you do so, you can call upon your dignitary to secure you a single item with an item level equal to your current character level. Once you complete your adventure, the dignitary has finished using their contacts to secure you the desired item, which you can purchase at a 10% discount. When you do so, cross off a box on this boon. Once all boxes have been checked off this boon, you've expended your political clout with your dignitary and this boon can no longer be used.

SUBTIER <input type="checkbox"/> Normal Max Credits	
1-2	720
SUBTIER <input type="checkbox"/> Normal	
Out of Subtier	1,090
SUBTIER <input type="checkbox"/> Normal	
3-4	1,460
SUBTIER <input type="checkbox"/> Normal	
-	-

Starting XP	
+	<small>GM's Initials</small>
XP Gained (GM ONLY)	
=	
Final XP Total	

Initial Fame	
+	<small>GM's Initials</small>
Fame Gained (GM ONLY)	
-	
Fame Spent	
Final Fame	

Starting Credits	
+	<small>GM's Initials</small>
Credits Garnered (GM ONLY)	
+	<small>GM's Initials</small>
Day Job (GM ONLY)	
-	
Credits Spent	
=	
Total	

#### All Subtiers

ash dendron armor (2,100; item level 4; *Starfinder Armory* 69)  
 casual stationwear (1,300; item level 3)  
 explorer handcoil (1,200; item level 3; *Armory* 15)  
 riot grenade (185; item level 2; *Armory* 26)  
 static arc pistol (750; item level 2)  
 thunderstrike sonic pistol (2,300; item level 4)

#### Subtier 3-4

blue whinnis poison (1,400; item level 8; limit 2)  
 business stationwear (2,600; item level 5)  
 estex suit II (2,700; item level 5)  
 rhyolite magma blade (2,300; item level 4; *Starfinder Armory* 10)  
 wasp wraith-sting rifle (2,980; item level 5; *Armory* 25)

#### Reputation

Faction \_\_\_\_\_ Reputation \_\_\_\_\_ Faction \_\_\_\_\_ Reputation \_\_\_\_\_

Faction \_\_\_\_\_ Reputation \_\_\_\_\_ Infamy \_\_\_\_\_

#### For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #