STARFINDER SOCIETY

RASHEEN'S RICHES

BY MARA LYNN BUTLER

HOW TO PLAY

Starfinder Society Scenario #1-35: Rasheen's Riches is a Starfinder Society Scenario designed for 5th- through 8th-level characters (Tier 5–8; Subtiers 5–6 and 7–8). 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**.

Table of Contents

GM Resources

Rasheen's Riches makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive*, *Starfinder Alien Archive 2*, and *Starfinder Armory*. 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**, 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*.

☑ **Faction (Acquisitives)**

☑ **Starship**

RASHEEN'S RICHES

BY MARA LYNN BUTLER

Jelev Rasheen, an explorer and adventurer from the early days of Drift travel, is a name known to many modern travelers. A human of unassuming origins but great ambitions, Jelev made periodic sallies into unexplored systems in the Vast, each time returning with holds full of relics and treasures from distant civilizations. Shortly after the Stardust Plague swept through the Pact Worlds, she left on her final voyage, never to return. Rasheen's legacy continued however, in the form of self-declared children and adventuring companions who spread the belief that Jelev Rasheen's last haul was the greatest of all: a cargo fleet laden with unimaginable riches.

Jelev Rasheen evolved in the popular imagination from a canny explorer and gifted raconteur into a legend across the Vast. The truths of her exploits are almost impossible to ascertain, as few excerpts of her own tales and those of her followers survive, and even those remain clouded by doubt of their veracity. Some claim that Jelev Rasheen never existed, but both the Aspis Consortium and Starfinder Society, among other organizations, have extensive records of civilizations and ruins attesting to her presence, be they first contact with a species with a comprehension of Common or the sigil of the Rasheen family marking the top of an already explored (and suitably pilfered) set of ruins.

While exactly what happened to Jelev that prevented her return to the Pact Worlds remains her final mystery, countless records and maps purporting to show Jelev's final resting place have proliferated markets and curio shops alike over the years, each false map leading to dead ends or pre-planned pirate ambushes. Recently, a fragment of a less prominent map made its way into the Lorespire Complex. Arriving before First Seeker Jadnura led the Society into the Scoured Stars, the map fragment had a storied history. A salvager bought a batch of records auctioned off on behalf of a wealthy but reclusive Aballonian businesswoman, and knowing the Society's reverence for Jelev Rasheen, the salvager sold it to an interested Starfinder. Following this exchange, the map languished in obscurity within the Lorespire Complex as the Society prepared for its disastrous expedition to the Scoured Stars system.

With the Society settling down after their recent victory in returning from the Scoured Stars, Radaszam, leader of the Acquisitives faction, began looking through old files in search

Where in the Universe?

Rasheen's Riches takes place on an unexplored moon in the Vast called Aratrosim. Aratrosim is the largest and most distant satellite of a small gas giant orbiting a young yellow star. The moon orbits Aratros in the Arat system, a series of locations named by the vainglorious Captain Aratrasi of the mining barge who first officially charted the system to the Pact Worlds. The moon of Aratrosim consists of an icy crust over extensive oceans, warmed below the surface by tidal heating, and a rocky core. The differences in temperature and pressure between the frigid surface and the volatile oceans beneath create frequent cryovolcanoes, eruptions of liquid water and other chemicals, which quickly re-freeze in the cold air. Invisible from the surface, a portal to the elemental Plane of Water charges this cryomagma with mystic energies and has enabled the evolution of strange elementally aligned creatures.

ARATROSIM

Icy shell over a dark ocean
Diameter: ×1/2; **Mass:** ×1/12; **Gravity:** ×1/3
Atmosphere: breathable, thin; **Day:** synchronous/tidally locked; **Year:** 10,759 days

of promising leads for his agents, and uncovered the purported map. Unlike obvious forgeries, which claimed to pinpoint the location of Jelev's "golden funeral barge," this fragment simply showed the location of a beacon. The beacon matched the type of technological device that Jelev usually left upon immediately arriving in a new system. Rasheen would leave subsequent beacons in numerical order as she proceeded in her explorations, creating a sort of "road map" for the transport ships that would follow to collect her findings. After finding corroborating reports that this star system was Jelev's intended destination, Radaszam is eager to set his agents to what he is convinced is the first stop on her final journey.

However, the Lorespire Complex was not the only repository with a copy of this map. A second copy fell into the hands of the Corpse Fleet shortly after they abandoned the Pact Worlds; upon investigating the little-trafficked system, the Corpse Fleet decided to use the system as an out-of-the-way staging area and refueling stop. A third fragment found its way into a vault of the Golden League, a major Pact Worlds criminal organization. An up-and-coming branch of the criminal syndicate, the Xinya family uncovered the map fragment five years ago and dispatched a starship, the *Bliss of Pursuit*, to the coordinates. The Xinya starship never returned. Lacking the resources to launch a rescue and unwilling to publicize its loss, the family kept quiet about the map while gathering strength and resources to investigate further.

What never came to light, was that the *Bliss of Pursuit* did locate the isolated system and identified the moon on which Jelev had left her beacon. Before information could be relayed back to the Xinya family, however a Corpse Fleet vessel emerged from a nearby base and ambushed the *Bliss of Pursuit*. Forced to crash-land, the Xinya crew managed to deactivate Jelev's beacon, obfuscating its location from other explorers or treasure-seekers. The surviving crew prepared a data package to transmit back to the family's headquarters with their coordinates and a request for assistance, but unfortunately for them, the Corpse Fleet sent a landing team to eliminate any surviving witnesses. They reanimated a few as guardians for the crash site, unaware of the crew's discovery of Jelev's beacon.

Radaszam, who is keen to follow in the footsteps of a legend, now tasks the PCs with finding the beacon and picking up Jelev Rasheen's trail!

SUMMARY

The adventure begins with Radaszam briefing the PCs at the Lorespire Complex and tasking them with investigating a set of coordinates from an old map. He believes the coordinates identify the location of a beacon from the legendary explorer, Jelev Rasheen, and point to her last voyage. The Pact Worlds know of Rasheen's exploits, but many believe most of the tales to be embellished: there is little agreement on where exactly she went, who she met, and what she did—besides return to the Golarion system with fabulous cargos of treasure. Discovering more about the life behind the legend, and where and how it ended, would be a major find for the Starfinder Society, both in terms of reputation and potential new resources. Radaszam sets the agents on Rasheen's trail.

The PCs travel through the Drift to the Arat system, where they find the moon on Radaszam's map, but not the beacon's signal. Instead, the PCs' scanners pick up a crashed starship or anomalous power readings. After landing on the moon's surface, the PCs navigate across a cryovolcanic field to reach the ship, which proves to be not Jelev's, but a more modern starship. While exploring the crashed ship, the PCs discover it belonged to a family of the Golden League and was sent to investigate the beacon 5 years ago, but was ambushed soon after arriving. A pair of undead crew members guard the wreckage.

After overcoming the undead defenders, the PCs should uncover enough information on the ship to locate Jelev's beacon. While the PCs make their trek to the beacon, a pair of glaciomonitors, semiaquatic predators with a connection to the Elemental Plane of Water, attack. After successfully fending off the elemental attackers, the PCs can reactivate Jelev Rasheen's beacon and begin transmitting an old data package containing encrypted reports that point to Rasheen's next destination. Due to the size of these files, the PCs must transmit the codes to their nearby ship.

Reactivating the beacon and beginning the data transfer alerts a nearby Corpse Fleet starship to the PCs' activities. The undead vessel makes its way toward the PCs' orbiting starship and the PCs must fend off the vessel while maintaining the ongoing data download. Once the PCs defeat the Corpse Fleet vessel, they're free to enter the Drift and return to Absalom Station with the information. Radaszam thanks the PCs for this momentous discovery and promises to uncover the next step in Rasheen's journey as quickly as possible.

GETTING STARTED

The adventure begins with the PCs receiving a summons from Radaszam, leader of the Acquisitives faction, to meet him within the First Seeker Ilyastre Memorial Museum on the grounds of the Lorespire Complex. The museum contains cavernous halls with holographic displays and glass cases filled with relics put on public display per the Forum's votes. As the PCs arrive, a tourist party is in the process of passing through the final stages of their viewing, leaving the PCs alone with Radaszam.

Read or paraphrase the following briefing from Radaszam to get the adventure underway.

Radaszam, the vesk leader of the Acquisitives stands in front of a museum display piece showcasing an ancient polearm of unknown make. He turns to the new arrivals approaching him "Ah great! Have I got a job for you, hotshots. Heard the name Jelev Rasheen?" He turns away from the display, walking and speaking while waving for everyone to follow. "Most of you probably have, even if kids these days don't read the gazetteers anymore. She was a big shot explorer in the early days of Drift travel, sallied forth to find new worlds and meet new civilizations, all that explorer romantic kind of stuff. She always came back with holds full of riches, but I think for her the real treasure was the stories she got out of it. Until she didn't come back, that is."

Radaszam continues through the museum, still waving to follow him. "No one knows what really happened to her, but everyone she met seems to have had a theory; from her kids, those who call themselves her kids, her adventuring buddies, and the people who read those godsawful pulp stories. Don't get me wrong, I like a good adventure story as much as the next vesk," he adds, "but I've been on some of those planets and that writer had no idea what he was talking about."

Stopping abruptly, Radaszam motions at a clear case on an ornate pedestal, with the label "JELEV RASHEEN–VOYAGE 17: SANCTUM OF THE HIGH PRIESTESS OF THE KATTAR-ZHIN." It contains several pieces of engraved platinum. "What with all the conflicting accounts, some coming from Rasheen herself, it's hard to tell what's real and what's artistic embellishment. But there is hard evidence for many of her journeys–we have several reliable accounts from seasoned Starfinders who ran into supposedly uncontacted species with prior exposure to the Common language, and with some digging we've been able to connect them with Rasheen's travels. Not to mention the reports of huge stelae with her family sigil carved on them in the middle of nowhere, or collections like this–" he gestures to the case–"lurking in a retired adventurer's attic, to be sold off by kids who don't know their history. Jelev Rasheen's fingerprints are everywhere in the exploration business, once you start looking. And with things settling down after our last dust-up, I had some time to look through the Society's metaphorical attic for leads, and what do I find but a map of Jelev Rasheen's last journey." Radaszam pauses to make eye contact with everyone present. He then removes a laminated hard copy map from a hidden cabinet in the pedestal; it's an image recovered from a damaged hard drive, with some areas pixelated beyond interpretation, but it clearly depicts a star system, with navigational information in its legend.

"Following in her footsteps–or even finding her final resting place–would be a major accomplishment, both on its own and for raising the profile of the Society in the Pact Worlds." Radaszam unlocks the case, removing an object smaller than his palm that may once have been a pendant. He touches it to his forehead reverently, then replaces it carefully, saying, "Trust me, the experience alone is worth it–it's a rite of passage for a true explorer. I almost wish I could lead this expedition myself."

Radaszam gestures for each of the PCs to perform the same ritual he's just completed, placing the small object onto their foreheads. If any of the PCs refuse to do so, Radaszam chides them for not "getting in the spirit of things" but otherwise doesn't force the issue. It's likely the PCs have questions following this history lesson briefing and Radaszam does his best to answer what he can.

Where did this map come from? "I did some digging, trying to find any other fragments of this map. It was part of a document

collection auctioned off for some Aballonian lady who owned a major stake in a mining outfit. Winning bid was some salvager, who had no exploration background and didn't understand what he had; he sold it to us looking to make a few quick credits. This all happened before the Scoured Stars incident; this prize egg's been hiding out in our files ever since. I came across it while looking for actionable leads, and I couldn't believe it. There are so many rumors and grifters...But when I cross-referenced it with confirmed records of Jelev Rasheen's itinerary for her final journey, they describe a similar system, and there's been no exploration of that sector since. This could be the real thing. "

What exactly are we looking for? "If Rasheen did stop in this system, she almost certainly left one of her claim beacons. Back when Drift navigation wasn't as reliable, explorers sometimes left beacons to broadcast their claims to first right of settlement before returning to their home stations. Jelev Rasheen used hers to mark her path on longer expeditions; she'd leave a beacon-zero at her first stop outside known space, with a quick situation report and her planned heading, then beacon-one at the next stop, and so on. If we can find one of her beacons, we can confirm whether or not it's actually from her last journey, and get a lead on where her next destination might have been–those beacons will be guideposts to her final resting place, if we can just find the first one."

What information can you give us about this system? "Not much; famous explorers don't pick well-mapped systems. It seems a mining company did a quick fly-by, saw there weren't any mineral deposits floating around, called it the Arat system after their rather... self-obsessed captain, and then they left. Their initial scans show a young yellow star; this map doesn't depict any rocky near-solar planets, but there are several gas giants, so we might be looking for a moon, or if any local species have achieved advanced technology, a dome system. At those distances from the sun, sub-zero temperatures are almost certain, so pack accordingly."

Radaszam ends by telling the PCs to acquire any last-minute supplies and pick a starship (likely the Drake or Pegasus hull).

Boon Allocation: Following their briefing with Radaszam, the PCs have an opportunity to finalize their boon slots. This scenario is important to Radaszam, and the PCs are encouraged to slot the Acquisitives faction boon. This scenario also has the starship tag, indicating that it involves the PCs engaging in one or more starship-based encounters, so they're encouraged to slot any special starship boons they may possess.

Radaszam

TRAVELLING TO ARAT

It takes 5d6 days of Drift travel to reach the Arat system and the planetoid depicted on Radaszam's map fragment.

Wreckage: Though the Drift journey is mostly uneventful, after about the halfway point through the journey, once the PCs traverse a rough path of the Drift leading further into the Vast, they come across the wreckage of an alien starship. Another starship, a salvage vessel of unknown origin that identifies itself as the *Tinker's Path* is already salvaging what it can from the spread debris. The captain of the odd vessel is a beetle-like insectile fey known as a bulabar (*Pathfinder Campaign Setting: The First World, Realm of the Fey* 58) named **Xizzvee** (CN male bulabar) who eagerly defends his rights to salvage the destroyed vessel. As long as the PCs don't act in an antagonistic manner towards Xizzvee, the fey can be quite the conversationalist. If the PCs indicate they have no interest in the wreckage, then Xizzvee becomes more talkative, and he provides the PCs with a bit of history on his ship. Namely, that a group of First World exiles crew the *Tinker's Path* and make a living by salvaging lost or destroyed vessels in the Drift. Xizzvee confirms the vessel his ship is in the process of stripping was a civilian liner that lost a long chase against pursuing vessels.

Captain Xizzvee provides the PCs with a copy of his scans on the destroyed liner. A PC who succeeds at a DC 25 Piloting check notes the stellar coordinates where the chase began as being close to a mostly uncharted world in the Vast called Icefront. A PC who has a Chronicle sheet for *Starfinder Society Scenario #1–13: On the Trail of History* gets a +4 bonus to this check, and can note that the Ice front is the Pact World designation for the world of Izalraan, home to a civilization that fled the Scoured Stars known as the izalguuns. Similarly, a PC who succeeds at a DC 25 Engineering check can review the damage reports that Captain Xizzvee put together and recognize the damage as being the result of boring torpedoes. If the PCs have had any previous contact with jinsul starships (such as in *Starfinder Society Scenario #1–13: On the Trail of History* or *Starfinder Society Special #1–99: The Scoured Stars Invasion*) then they recognize the weapons as being jinsul in origin.

Though unimportant to the rest of this adventure, this minor encounter further emphasizes the ongoing story of the Year of the Scoured Stars.

In-System: The PCs arrive in Arat, orbiting the immense gas giant of Aratros following their brief encounter with the *Tinker's Path* and the completion of their journey through the Drift. After arriving in-system, the PCs' first task should be locating Rasheen's beacon, scanning and using their starship systems to try to find the beacon. According to the map fragment, Rasheen's planned first stop was one of the gas giants, Aratros, which was relatively far from the system's star.

SCANNING THE SYSTEM

A PC acting as science officer can attempt a DC 16 Computers check (DC 18 in Subtier 7–8). A successful check reveals that the location doesn't contain the beacon's signal, but instead the wreckage of a starship. This success reveals the location of the crashed starship but fails to identify what exactly awaits at the site. The planetoid with the crash is Aratrosim, a large moon matching the map description. The crashed starship is not Jelev Rasheen's ship, but the GM should not dissuade the players if they make that assumption; doing so may make the *Bliss of Pursuit* even more mysterious in the coming encounter. Even if the PCs fail to discern this information, they can still figure out the beacon's location by spending an hour scanning for anomalous power signals.

If the science officers succeeds at her Computers check by 5 or more, she also detects a signal from another one of the moons, which immediately vanishes as if it were a sensor glitch–this is the presence of a Corpse Fleet ship that acts as system monitor for their advanced operating base, hidden on Aratrosal, a small, rocky planetoid further from the system's sun. If the science officer succeeded by 10 or more, she can make a subsequent DC 20 Culture check, with success identifying the frequency as one used by the Corpse Fleet. Succeeding on this check also reveals that this star system is supposedly unexplored, and no Corpse Fleet activity has been reported in the closest inhabited sector.

Should the PCs try to follow up on the Corpse Fleet presence, they don't find any trace of the vessel, which has moved off to await further orders on how to handle the intrusion.

ANALYSIS

With a successful DC 19 Physical Science check (DC 21 in Subtier 7–8), a PC can assess Aratrosim as a cold moon with an icy crust over its large oceans. The beacon is located on a rare rocky outcrop that rises above the ice crust. Exceeding this check by 4 or more detects its cryovolcanic properties, granting the PCs a +2 insight bonus to Survival checks on-world. Succeeding this check by 8 or more causes the realization that the moon is not cold enough to produce this activity naturally. A subsequent DC 21 Mysticism check (DC 23 in Subtier 7–8) raises the possibility of an elemental planar connection.

Development: The PCs should locate the crash site and the nearest safe landing area. Due to the planet's thick cloud cover and volatile surface, the closest site to the *Bliss of Pursuit* is about 10 miles (a 1- to 2-hour hike) away.

REACHING THE BLISS OF PURSUIT

In order to reach the crashed ship, the PCs must navigate Aratrosim's cryovolcanic surface, which presents various environmental hazards.

Light from the distant sun and the dark turquoise gas giant Aratros cast the planet in blue-green twilight. It reflects from deep cracks in the icy crust so that in places the moon appears to glow from within. Stars shine in the patches of sky not obscured by blue-gray clouds. Fog wafts in a column from a distant hill. The thin air is eerily quiet, with no wind.

Aratrosim has the following environmental qualities, which may negatively affect characters. While the environmental protections afforded by most armors will negate some of these penalties, they are provided for the GM's use in the event that such protections fail.

Fog: The moon's cryovolcanic activity causes frequent rolling fog banks, which can spread without warning and obscure vision.

Icy Terrain: The majority of the surface consists of ice, and therefore difficult terrain is extremely common.

Low Gravity: Gravity on the moon is slightly less than one-third of the standard gravity of Absalom Station. Characters can jump three times as high and as far, and can lift three times as much, and all Athletics checks are reduced by 5.

Severe Cold: Temperatures on the surface rarely rise above –10°F, and are typically between –20° and –50°F. Unprotected characters must succeed at a Fortitude save each hour (DC 17 in Subtier 5–6, DC 19 in Subtier 7–8, + 1 per previous check) or take 1d6 nonlethal cold damage (In Subtier 7–8, this damage is lethal.) With a DC 15 Survival check (DC 17 in Subtier 7–8), a character can gain a +5 bonus to this save. Succeeding by 5 or more allows a character to grant this bonus to 3 other characters, and succeeding by 10 or more allows them to grant this bonus to 6 other characters.

Thin Atmosphere: Aratrosim's thin atmosphere contains low levels of oxygen. Creatures attempting to breathe it must succeed at a Fortitude save each hour (DC 18 in Subtier 5–6, DC 20 in Subtier 7–8, + 1 per previous check) or become fatigued. A character that attempts vigorous physical activity, such as running or lifting heavy objects, must make this save every 10 minutes. Prolonged exposure to this thin atmosphere can lead to oxygen deprivation. Characters with environmental suits or environmental protection from armor are not required to make this save, so long as their protective gear remains intact.

ARATROSIM ENVIRONMENT DANGERS

While the PCs orbital scans provided the coordinates for the crash site (or strange power readings), the PCs need to print out a map to guide them on the surface. During the trek, the party faces multiple environmental hazards on their journey. Roll 6 times on the table below, to represent an event every 10–20 minutes of travel. The PCs also need to succeed at a DC 18 Survival check (DC 20 in Subtier 7–8) to navigate across the cryovolcanic field that separates their landing point from the crash site. If they succeeded at their Physical Science check in orbit by 5 or more, they gain a +2 bonus to Survival checks to identify cryovolcanic hazards. Failure delays their journey to the ship by another hour, meaning that they face more hazards (roll 9 times on the table below, rather than 6).

Throughout the journey, PCs who succeed at a DC 24 Perception check (DC 26 in Subtier 7–8) notice glowing blue lights moving beneath the thick ice. Though this is not apparent through the thick ice, these lights are the bioluminescent hunting signals of the ice monitors stalking them, which will later ambush them in Area **B**.

Development: At the end of their journey, the PCs find the largely-intact wreckage of the *Bliss of Pursuit*.

TABLE: ARATROSIM ENVIRONMENTAL DANGERS

D%
1-20

Cryovolcano: Every PC and accompanying allies must succeed a DC 16 Reflex save (DC 17 in Subtier 7–8) or take 4d6 cold damage. Characters that fail by 10 or more must succeed at a DC 18 Strength or Athletics check or be caught in the cryo-flow and frozen to the surface. If this occurs, the character can be freed with the application of heat, such as a flame or plasma weapon. This process takes 2d4 rounds, and inflicts 1 point of fire damage per round to the character. Alternatively, other damage that does not harm the PC can free the trapped PC, but increase the number of rounds by another 1d4.

21-40

Equipment Damage: Elementally charged ice particles in Aratrosim's atmosphere damage exposed equipment. One randomly determined PC sustains equipment damage, which leaves them exposed to the severe cold. A PC affected by this will suffer from the severe cold until they or another character succeeds at a DC 18 Engineering check to repair their protective gear.

41-60

Fog Bank: Sudden fog reduces all sight beyond 5 feet, including darkvision, for 2d4 minutes.

61-80

Black Ice: An area of especially icy terrain forces the characters to succeed at a DC 18 Reflex save (DC 20 in Subtier 7–8) or take 4d6 bludgeoning damage from the sudden fall and jagged terrain.

81-100

No Event: Nothing hazardous occurs.

A. BLISS OF PURSUIT

A5

A3

A6

A4

A1

A7

A2

STARFINDER FLIP-MAT: STARSHIP

1 SQUARE = 5 FEET

A. BLISS OF PURSUIT

An immense red and dark gold starship lies motionless and lodged between two sets of jutting ice mounds. The name *Bliss of Pursuit* is visible in stylized Common above a set of identification numbers. External damage to the hull, including laser burns and missile impacts, demonstrate that the ship took damage in some intense combat, but the fact that the ship is in one piece indicates that the pilot managed to bring the vessel down in a controlled manner. Ice and snow have collected on the starboard side of the ship, leaving it partially buried and inaccessible on that side. The port airlock shows signs of forced entry, but has been re-sealed.

A PC who succeeds at a DC 16 Engineering or Culture check recognizes the crashed vessel as an AbadarCorp explorer frame, often used by mid-ranking diplomats, upscale merchants, and other influential people desiring comfort in long-distance travel. A PC with the Ace Pilot character theme can reduce the DC of this check by 5 per their Theme Knowledge ability. A PC who succeeds at this check by 4 or more also recognizes that the type of vessel wasn't in service when Jelev Rasheen was known to travel, meaning that this vessel came sometime after the explorer visited the system.

In order to proceed, the PCs should explore the crashed ship and learn more about its crew, the Xinya family. The PCs can also learn about the Xinya's association with the Golden League. The PCs may also find traces of the Corpse Fleet squadron that boarded the ship after its crash to eliminate witnesses. The boarding party scavenged the bodies of the captain and pilot, who died in the crash, for necrotech grafts; they then killed the crew's security and science officers, whom they re-animated as undead to secure the ship from any rescue parties that made it past their outpost on Aratrosal.

The ship's exterior is reinforced bulkhead material, meaning the PCs won't have an easy time accessing the ship's interior beyond using the airlock at area **A1**. Within the ship, life support is barely functional, leaving the internal temperature just above freezing (35°F). If any of the PCs suffer from exposure to the cold, a DC 17 Medicine check warns them that warming a small enclosed area would be helpful for treatment; the showers or entertainment rooms attached to the crew quarters (**A3** and **A6**) are both good options.

With only emergency lights for illumination, treat all areas as having dim light. Ceilings within the area rise up to 15 feet.

PCs who succeed at a DC 25 Perception (DC 27 in Subtier 7–8) notice slight drafts of colder air, or small flashes of blue light that they may attribute to reflections off the PCs' gear or flashlights. These spectral effects are due to the presence of a ghost, the ship's former Science Officer Qinhu, in the engineering compartment, though they should simply serve to unnerve the PCs for the time being.

A1. AIRLOCK

The port airlock has been slightly damaged on the outside by elementally charged ice and snow particles, and requires a DC 17 Engineering or DC 19 Strength check to open. The PCs can take as much time as they need to force the door open, though the check should reinforce the abandoned state of the ship. Inside, ice and snow have been tracked in; several sets of boot prints are visible on the floor.

Once the PCs open the door, read or paraphrase the following.

The ship's interior hallways bear blast damage on the walls. Scorch marks of small fires long extinguished stain the floors. A thin layer of frost covers every surface. The air is somewhat warmer than outside and curiously dry. Dull red emergency lighting provides the only illumination.

A2. CARGO HOLD

The port cargo hold is in disarray; it once contained emergency supplies and repair equipment, which the surviving crew used to patch themselves and their ship up immediately after the crash.

Treasure: While the Corpse Fleet landing party stripped most things of value from this area, a small hidden cache remains undisturbed under a grouping of tipped over boxes. A PC who succeeds at a DC 22 Perception check (DC 24 in Subtier 7–8) can discover an unopened freight box that contains some pilfered Xinya family supplies. The crate contains several pieces of stone figurines displaying humanoid figures with two thumbs on each hand and an eye in the back of their head. The figures wear baroque gothic armor inlaid with fine brass trim. These foot-tall stone recreations come from a distant region in the Vast; they have 2 bulk and can be traded for 6,000 credits to most art collectors (8,000 in Subtier 7–8). Along with the stone figurines, the PCs can also find a set of clearsight goggles (*Starfinder Armory* 100) in the partly hidden box.

Rewards: If the PCs fail to notice the undisturbed crate, reduce each PC's credits earned by the following amount:

Subtier 5–6: Reduce each PC's credits earned by 1,046.
Out of Subtier: Reduce each PC's credits earned by 1,213.
Subtier 7–8: Reduce each PC's credits earned by 1,379.

A3. PORT CREW QUARTERS

These crew quarters are currently in a state of complete disorder, with items strewn across the room as though the artificial gravity was disrupted and no one cleaned up afterwards. The rods that supported curtains dividing the bunks from each other have collapsed, leaving lengths of green fabric on the floor. All the chests lie open.

This room belonged to the ship's medic and engineer, who ransacked their personal supplies following the crash. The Corpse Fleet officers took anything of value from their items before leaving the ship. A PC who succeeds at a DC 20 Perception check (DC 22

in Subtier 7–8) notes the presence of heavy boot marks in the frost here. A subsequent successful DC 20 Survival check (DC 22 in Subtier 7–8) reveals that the boot pattern was a tactical search of the room, as though sweeping the ship for threats.

A4. Central Quarters

This center compartment is quite neat, with the exception of a few papers displaced from the desk. An antique star map is framed above the entertainment screen, and a small stone statue of an upright rat with an incense burner is affixed to one desk. Curtains hide the contents of two bunks with tasteful hangings in red and gold, and the remaining bunks appear to have been converted to couches with the addition of many small cushions matching the curtains. Several decorative scrolls hang from the walls above these seats. A single bloody humanoid handprint mars the inside of the door.

The center compartment housed the ship's captain and her husband, the pilot. The crash killed both of them and the survivors knew that all the immediately useful equipment was in the hold, so this area was left undisturbed except for a brief walk-through from the Corpse Fleet troopers.

A PC who succeeds at a DC 23 Perception check or a DC 25 Piloting check (DC 27 and 29 respectively in Subtier 7–8) can recognize that the framed map on the wall is a stylized version of Radaszam's map. It shows the gas giant Aratros as well as orbiting Aratrosim both filigreed with angelic cherubs and golden light.

A5. Ship's Bridge (CR 6 or CR 8)

As in the hallways, blast marks scorch the walls and ceiling here. The starboard duty stations are badly damaged and appear to have been electrically overloaded. Blood stains spatter the seats at those posts, but no bodies are present, though bloody streaks in the floor indicate they may have been moved. The monitor at the pilot's station appears to have exploded, leaving the seat riddled with debris and covered with blood and even some frozen pieces of bone. Additional shrapnel appears to have reached the captain's station. The port duty stations remain intact except for one cracked monitor.

This is the *Bliss of Pursuit's* now ruined bridge. The area suffered catastrophic damage as part of the ship's long-past battle with the Corpse Fleet and subsequent crash onto the moon.

Computers: The PCs can repower the remaining operations computers here with a successful DC 18 Engineering check (DC 20 in Subtier 7–8). A subsequent successful DC 16 Computers check (DC 18 in Subtier 7–8) grants basic access to the crew logs. The bridge's computers, unlike those in the engineering compartment (area A7) can be easily accessed with no preventative firewalls in place–the computers here contain only navigational data and no sensitive Xinya family assets.

A PC who gains access to the computer terminals in this area can attempt a second DC 22 Computers check (DC 24 in Subtier 7–8) where upon a success they will discover a flight plan similar to the PCs', that left from Absalom Station roughly five years ago. Other records include scan data and video of their entry into the star system, ending with an abrupt attack, and a subsequent series of voice logs by the ship's Security Officer (see below). A PC who succeeds at a final difficult DC 23 Computers check (DC 25 in Subtier 7–8) can clarify the *Bliss of Pursuit's* old sensor scans and identify the vessel that downed the ship as a Corpse Fleet vessel (see area **C**). If the PCs learn this information, they gain a +2 insight bonus to gunnery checks against the Corpse Fleet vessel ship in the area **C** encounter.

If the PCs access the voice logs, provide them with **Handout #1: Ship Bridge Voice Logs** (see page 22).

Treasure: A ferocity blazon (*Starfinder Armory* 113) lies partly wedged in the captain station's shrapnel-ridden seat. The insignia is stylized in the form of a blooming lotus flower spitting out flames. A credstick containing 1,200 credits has been secured to the blazon's back with a small note reading "reserve funds".

Trap: During his undead isolation onboard the ship, Hinji (see below) used his engineering knowledge to sabotage various systems on the bridge. He's rigged the system to identify any living creatures, thus excluding himself and Qinhu. Once a living creature steps onto the bridge, a 6-round countdown begins, as the passive scan continues. Once the timer completes, the bridge's fire suppression systems activate, though instead of foam they now shower the entire area in a spray of cryoclastic liquid harvested from the nearby terrain. Hinji uses the trap to his advantage, positioning himself outside of the bridge to avoid being affected.

Creatures: Hinji, the *Bliss of Pursuit's* former security officer, lurks in the hallway between the bridge (area **A5**) and his quarters (area **A6**). When the Corpse Fleet boarded the vessel, they overtook Hinji but kept him alive while they slew the remainder of the crew. Once they'd finished with their sweep, the Corpse Fleet troopers trapped Hinji within the hallway he now lurks in, setting a timer to open the doors a few days after he would naturally expire. The Corpse Fleet recognized this emotional trauma, along with some mystical rites they performed, would ensure Hinji would rise as a foul undead known as a marooned one.

The undead Hinji waits until the PCs begin operating the bridge's remaining terminals before attacking. If the party hasn't yet explored the engine compartment and found Qinhu's ghost (see area **A7**), then the ghost joins Hinji in his attack after 1d4+1 rounds.

SUBTIER 5–6 (CR 6)

HINJI XINYA JIAO	CR 4

Male marooned one (*Starfinder Alien Archive* 76)
NE Medium undead
Init +6; **Senses** blindsight (life) 60 ft.; **Perception** +11

DEFENSE	HP 45 RP 3

EAC 16; **KAC** 17

Fort +5; **Ref** +3; **Will** +7

Defensive Abilities evasion; **Immunities** undead immunities

OFFENSE

Speed 40 ft.

Melee tactical switchblade +10 (1d4+7 S)

Ranged thunderstrike sonic pistol +8 (1d8+4 So)

Offensive Abilities trick attack +1d8, debilitating trick

TACTICS

Before Combat Hinji uses Stealth to remain hidden near the bridge and observes the PCs for several rounds before engaging He tries to assess the PCs abilities prior to attacking. Otherwise he attacks once the PCs trigger the trap on the bridge.

During Combat Hinji uses his debilitating trick on the most heavily armored or obviously melee-oriented PC and then uses his Quick Draw feat to switch between ranged and melee attacks as necessary. Hinji prefers moving through the ship, drawing PCs towards Qinhu and evening the numerical odds. He moves away from the PCs while making ranged trick attacks. (See page 13 for Qinhu)

Morale Obsessed with the security of his ship, Hinji fights to the death.

STATISTICS

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

Feats Quick Draw

Skills Acrobatics +11, Computers +16, Engineering +16, Stealth +16

Languages Common

Other Abilities unliving, operative exploits (holographic clone), specialization (ghost)

Gear basic lashunta tempweave, thunderstrike sonic pistol, tactical switchblade^{AR}, mk 1 diffraction cloak^{AR}

SPECIAL ABILITIES

Sabotage Life Support (Ex) A marooned one gains a +5 bonus to Engineering checks to disable any device that provides life support.

Strangle (Su) When a marooned one succeeds at a grapple combat maneuver, the target must attempt a DC 15 Fortitude save. If the target fails, it takes 1d4+7 bludgeoning damage and 1d4 Constitution damage; if it succeeds, it takes half the bludgeoning damage and negates the Constitution damage.

JURY-RIGGED FIRE SUPPRESSION   CR 4

Type technological; **Perception** DC 28 (notice non-frozen over suppression system); **Disable** Engineering DC 21 (manually disable nozzles)

Trigger location (area **A5**); **Reset** manual

Initial Effect wash of cryoclastic liquid (4d10 C); Reflex DC 15 half; multiple targets (all targets in area **A5**); **Secondary Effect** frozen armor (staggered for 2d4 rounds); Fortitude DC 14 negates; only affects targets who failed their save on the initial effect.

Scaling Encounter A5

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

Both Subtiers: Hinji takes a –1 penalty to all attack and damage rolls. In addition, reduce the save DCs on the trap in this area by 2.

SUBTIER 7–8 (CR 8)

HINJI XINYA JIAO   CR 6

Male marooned one (*Starfinder Alien Archive* 76)

NE Medium undead

Init +6; **Senses** blindsight (life) 60 ft.; **Perception** +14

DEFENSE   HP 80 RP 4

EAC 18; **KAC** 19

Fort +8; **Ref** +5; **Will** +9 (+2 vs. spells and spell-like abilities)

Defensive Abilities evasion; **Immunities** undead immunities

OFFENSE

Speed 30 ft.

Melee ultrathin switchblade +14 (2d4+9 S)

Ranged resonant dirge pistol +12 (1d8+6 So, critical sicken)

Offensive Abilities trick attack, debilitating trick

TACTICS

Use the tactics from Subtier 5–6.

STATISTICS

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

Feats Quick Draw

Skills Acrobatics +14, Computers +19, Engineering +19, Stealth +19

Languages Common

Other Abilities unliving, operative exploits (cloaking field, holographic clone), specialization (ghost)

Gear kasatha microcord II, resonant dirge pistol^{AR}, ultrathin switchblade^{AR}, mk 1 diffraction cloak^{AR}

SPECIAL ABILITIES

Sabotage Life Support (Ex) A marooned one gains a +5 bonus to Engineering checks to disable any device that provides life support.

Strangle (Su) When a marooned one succeeds at a grapple combat maneuver, the target must attempt a DC 16 Fortitude save. If the target fails, it takes 1d6+9 bludgeoning damage and 1d4 Constitution damage; if it succeeds, it takes half the bludgeoning damage and negates the Constitution damage.

JURY-RIGGED FIRE SUPPRESSION   CR 6

Type technological; **Perception** DC 31 (notice non-frozen over suppression system); **Disable** Engineering DC 24 (manually disable nozzles)

Trigger location (area **A5**); **Reset** manual
Initial Effect wash of cryoclastic liquid (6d12 C); Reflex DC 16 half; multiple targets (all targets in area **A5**); **Secondary Effect** frozen armor (staggered for 2d4 rounds); Fortitude DC 15 negates; only affects targets who failed their save on the initial effect.

Development: With a successful DC 23 Mysticism check (DC 25 in Subtier 7–8), a PC can identify that Hinji's reanimation has brought him back as a marooned one, but that the events might have been intentionally set-up. Such undead usually arise when a sentient being has been abandoned on a derelict ship or lifeless asteroid and left to die slowly in isolation, but Hinji had his crew with him and was working towards a viable rescue plan until his sudden death. If the PCs succeed at this check by 5 or more, or also identified the attacking ships as those of the Corpse Fleet in area **A5**, they realize that the killers of the *Bliss of Pursuit* crew probably reanimated the crew for some purpose–likely to act as sentinels.

Meanwhile, the voice logs can provide hints about the context of the crash: shortly after the Bliss of Pursuit entered the system, an unknown vessel forced it to crash-land after a short starship combat. In the brief time the Bliss of Pursuit's crew had to scan the system, they were able to pick up the signal from Jelev's beacon and fix its approximate coordinates on Aratrosim's surface. After the crash, the survivors seemed to have engaged in some sort of signaling attempt in another area of the ship (see area **A7**) due to the extensive damage to the bridge. The person making the post-crash entries was the ship's security officer. The last two log entries indicate that their damaged scanners detected another ship landing nearby, and the ship's security officer ordered defensive preparations.

Rewards: If the PCs fail to defeat Hinji and investigate the bridge, reduce each PC's credits earned by the following amount:
Subtier 5–6: Reduce each PC's credits earned by 413.
Out of Subtier: Reduce each PC's credits earned by 514.
Subtier 7–8: Reduce each PC's credits earned by 615.

A6. Starboard Crew Quarters

Hanging blue curtains cover two of the bunks in this section of crew quarters. The remaining bunk has been converted into a couch. A shelf opposite the bunks contains several meticulously organized, old-fashioned physical books. An archaic set of swords rests above the couch. Everything appears neat and orderly, though dried blood covers the shower's floor.

Hinji and Qinhu shared this room; the former has kept it tidy since his death and reanimation. A PC that checks behind the curtains and succeeds at a DC 21 Perception check finds Hinji's personal datapad, which requires a successful DC 20 Computers check (DC 22 in Subtier 7–8) to access. Readily available files include several counterintelligence manuals and a number of books on gardening. A second successful DC 23 Computers check

(DC 25 in Subtier 7–8) reveals a secure data module behind a firewall, requiring a final successful DC 23 Computers check (DC 25 in Subtier 7–8) to access. Failing any of these Computers checks more than twice initiates a wipe of the secure data module, which then requires 8 hours of work and a successful DC 30 Computers check to recover.

The data behind the firewall contains surveillance footage of an unknown location at Absalom Station, accompanied by cryptic notes about a rival security officer's movements, and a series of messages between Hinji and Qinhu as they attempt to arrange meetings between Hinji's training and Qinhu's required duties as the house's technomancer. It appears that the young scion Hinji was carrying on an affair with the hacker; a PC who succeeds at a DC 19 Culture check is aware that members of high-ranking merchant families, legal or not, are expected to cement alliances with other families via marriage, not become romantically entangled with retainers, which would account for the secrecy.

A7. Engineering Compartment (CR 6 or CR 8)

Spare parts lie scattered across every available surface and parts of the floor. What appears to be a transmitter dish has been partially disassembled on one of the desks here along with a blinking computer terminal. Wrinkled printouts with frantic notes written in the margins cover another, with cups of long-frozen tea holding a set of blueprints flat. There are several dents in wall at human shoulder height, as though someone punched the wall in frustration.

After tending their injuries and attending to the most pressing repairs, the *Bliss of Pursuit's* crash survivors retreated here to use the compartment's intact computers to seek help. The crew managed to cobble together a data transmission that they could send through the Drift and inform the Xinya family of their findings, but they were unable to broadcast from the damaged ship. Qinhu worked at breakneck speed to code a program to boost Rasheen's beacon's signaling capabilities and use it as a transmitter, and Hinji dispatched the other two crew on foot to deactivate Jelev's original signal, to hide it from other treasure-seekers, and transmit their own data package.

The technomancer, Qinhu hastily scrawled a paper copy of the technical specifications of Rasheen's beacon, which rests on the desk. A crude surface map also shows the route to the beacon from the crash site and lies beside the technical specification.

Computers: While the day-to-day operations were conducted on the bridge, the crew's post-crash activities took place here, and the captain kept important family records behind a firewall on her personal computer in this area. Accessing these systems requires a PC succeed at a DC 21 Computers check (DC 23 in Subtier 7–8). Success grants access to Qinhu's voice logs after the crash (provide **Handout #2: Engineering Voice Logs** on page 22), and some of the captain's documents. These logs confirm that the Xinya family owns the *Bliss of Pursuit*. A subsequently successful DC 23 Culture check

(DC 25 in Subtier 7–8) lets the PCs identify that the Xinya family has connections with the Golden League, a corporate syndicate of several family lineages from old Golarion widely believed to be involved in illicit activities.

Hazard: Low level radiation (medium level in Subtier 7–8; see *Starfinder Core Rulebook* 403–404) leaks from the nearby engineering components in this area. The PCs armor should protect them from the effects of this radiation, though the seal breaker trap placed on the doors here may temporarily disable those resistances.

Trap: The marooned one, Hinji, worked alongside Qinhu's ghost to set-up a series of magical runes along the doors into this room. Creatures entering the room risk setting off the magical runes, which take advantage of the marooned one's skills at disabling life support systems by temporarily disabling anti-radiation systems on the PCs armor. If the PCs break the seal on one door, then the latent magic gives out on the other door as well.

Creatures: If the PCs have not yet encountered Hinji on the bridge, drawing Qinhu to his aid, then Qinhu's ghost lurks here. Qinhu manifests in this chamber as a shadowy figure at the end of the room opposite wherever the PCs enter. The shape takes on more detail as it turns and demands to know why the PCs are "interrupting important plans" before initiating combat. Hinji arrives to support the ghost after 1d4+1 rounds of combat if not already destroyed.

SUBTIER 5–6 (CR 6)

QINHU XINYA MIANG	CR 4

Male ghost (*Starfinder Alien Archive 2* 58)
NE Medium undead (incorporeal)
Init +3; **Senses** darkvision 60 ft.; **Perception** +13
DEFENSE   **HP** 43 **RP** 3
EAC 15; **KAC** 16
Fort +3; **Ref** +3; **Will** +7
Defensive Abilities incorporeal; **Immunities** undead immunities
OFFENSE
Speed 30 ft., fly 60 ft. (Su, average)
Melee corrupting touch +6 (4d6, DC 14)
Offensive Abilities harmful spells, frightful moan
Technomancer Spells Known (CL 4th)
  2nd (3/day)—*caustic conversion, microbot assault*
  1st (6/day)—*holographic image* (DC 16), *jolting surge, magic missile*
  0 (at will)—*dancing lights, psychokinetic hand*
TACTICS
During Combat Qinhu uses his frightful moan ability to soften up enemies, then prioritizes any opponent using spells. Otherwise, he supports Hinji and targets opponents that pose the greatest threat to him with his corrupting touch.
Morale Aware that he will rejuvenate in time, Qinhu is reckless in combat and fights until destroyed.

Scaling Encounter A7

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

Both Subtiers: Reduce Qinhu's corrupting touch damage by 1d6 and the ghost also takes a –2 penalty on all attack rolls. In addition, the radiation leak in this room is somewhat contained, reducing the DC of the radiation sickness by 2.

Qinhu Xinya Miang

STATISTICS

Str +0; **Dex** +3; **Con** +0; **Int** +5; **Wis** +0; **Cha** +1
Skills Computers +10, Mysticism +10, Stealth +15
Languages Common
Other Abilities rejuvenation, spell cache, unliving

SPECIAL ABILITIES

Corrupting Touch (Su) As a standard action, the ghost can make a single melee attack against EAC. On a successful hit, this attack deals the listed damage. This damage has no type—it manifests in the form of aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A successful Fortitude save halves the damage dealt.

Frightful Moan (Su) The ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot radius of the ghost must succeed at a Will save (DC 15) or become frightened for 2d4 rounds. This is a hearing-dependent, mind-affecting fear effect. A creature that successfully saves against frightful moan cannot be affected by the same ghost's moan for 24 hours.

SEAL BREAKER   CR 4

Type magical; **Perception** DC 25 (notice magical runes on walls); **Disable** Mysticism DC 20 (ruin runes without triggering)
Trigger location (doors entering **A7**); **Reset** automatic
Effect glitch on armor disabling radiation protection for 1d4 rounds; Fortitude DC 16 negates; single target (creatures passing through doors into area **A7**)

SUBTIER 7–8 (CR 8)

QINHU XINYA MIANG   CR 6

Male ghost (*Starfinder Alien Archive 2* 58)
NE Medium undead (incorporeal)
Init +3; **Senses** darkvision 60 ft.; **Perception** +18

DEFENSE   HP 75 RP 4
EAC 17; **KAC** 18
Fort +5; **Ref** +5; **Will** +9
Defensive Abilities incorporeal; **Immunities** undead immunities

OFFENSE
Speed 30 ft., fly 60 ft. (Su, average)
Melee corrupting touch +10 (6d6, DC 16)
Offensive Abilities harmful spells, debug spell, frightful moan, draining touch
Technomancer Spells Known (CL 6th)
  2nd (3/day)—*caustic conversion, microbot assault*
  1st (6/day)—*holographic image* (DC 17), *jolting surge, magic missile*
  0 (at will)—*dancing lights, psychokinetic hand*

TACTICS
See Subtier 5–6.

STATISTICS

Str +0; **Dex** +3; **Con** +0; **Int** +5; **Wis** +0; **Cha** +2
Skills Computers +13, Mysticism +13, Stealth +18
Languages Common
Other Abilities rejuvenation, spell cache, unliving

SPECIAL ABILITIES

Corrupting Touch (Su) As a standard action, the ghost can make a single melee attack against EAC. On a hit, this attack deals the listed damage. This damage has no type—it manifests in the form of aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A successful Fortitude save halves the damage dealt.

Draining Touch (Su) As a standard action, the ghost can make a single melee attack against EAC. On a hit, this attack drains 1d4 points from any one ability score of its choice, and it recovers 6 Hit Points. Once a target has been affected by this attack, it cannot be affected again for 24 hours.

Frightful Moan (Su) The ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot radius of the ghost must succeed at a Will save (DC 16) or become frightened for 2d4 rounds. This is a hearing-dependent, mind-affecting fear effect. A creature that successfully saves against frightful moan cannot be affected by the same ghost's moan for 24 hours.

SEAL BREAKER   CR 6

Type magical; **Perception** DC 27 (notice magical runes on walls); **Disable** Mysticism DC 22 (ruin runes without triggering)
Trigger location (doors entering **A7**); **Reset** automatic
Effect glitch on armor disabling radiation protection for 1d4 rounds; Fortitude DC 17 negates; single target (creatures passing through doors into area **A7**)

Development: After defeating the ghost (and likely Hinji as a follow-up), the PCs can survey the remainder of the engineering room. The written notes on the desk can provide the location of Jelev Rasheen's beacon, which is only a small hike away from the crashed *Bliss of Pursuit*. Now that the PCs have the beacon's location, they can set out to recover it.

Treasure: Qinhu's mortal equipment lies along the western wall; the Corpse Fleet landing party left it here to ensure their reanimation rites had a greater chance of success. The equipment contains the following in Subtier 5–6: lashunta mind mail I (*Starfinder Armory* 69), an advanced semi-auto pistol with 12 rounds and a set of mk 2 fiery runeplates (*Starfinder Armory* 113). In Subtier 7–8, the weapons and armor are replaced by a regimental dress II (*Starfinder Armory* 69) and an elite semi-auto pistol with 12 rounds. The contents also include Qinhu's personal credstick, which contains 2,500 credits.

Rewards: If the PCs fail to defeat Qinhu and investigate the ship's engineering section, reduce each PC's credits earned by the following amount:

B. THE SILENT BEACON

B = BEACON

N

B

1 SQUARE = 5 FEET

Subtier 5–6: Reduce each PC's credits earned by 812.

Out of Subtier: Reduce each PC's credits earned by 1,037.

Subtier 7–8: Reduce each PC's credits earned by 1,263.

B. THE SILENT BEACON (CR 7 OR CR 9)

Jelev Rasheen wisely placed her beacon in a rare spot on a jut of rock that rose from the moon's ice core, so that cryovolcanic activity wouldn't displace the beacon. Fortunately for the PCs, the *Bliss of Pursuit's* pilot had the beacon's signal fixed before the Corpse Fleet attacked and was able to bring the ship down nearby, crash-landing on solid ice rather than breaking through the ice shell and becoming lost in the ocean. The beacon is about a 20-minute hike from the ship and doesn't require any further checks for environment incidents.

Read or paraphrase the following as the PCs arrive.

A sheening path of rock and ice winds around a sudden growth that juts from the icy ground surrounding the area. Patches of dark ice gleam in the light of the gas giant overhead. At the peak of the winding path, a golden pillar glimmers at the edge of a slowly drifting fog bank. Near the base of the pillar, an access panel is visible; below it, two dark forms lie motionless under a thin layer of snow.

Each of the squares here count as being ice and must be treated as difficult terrain, along with increasing the DC of all Acrobatics checks by 5. Along with this, a pervasive fog encompasses the area obscuring all sight beyond 5 feet, including darkvision. In addition, creatures 5 feet away have concealment, while the targets of laser weapons count as having both cover and concealment from the fog. At the start of every round there's a 20% chance that the fog abates in the area for that round.

The beacon rests at the top of a rise about 20 feet above the entry path, with a sharp drop on one side. Creatures can scale the walls to get up without using the path, but must succeed at a DC 25 Athletics check in order to successfully climb the jagged ice sides. Accessing the beacon requires some time and is covered in the development section.

The two bodies belong to the crewmembers sent from the *Bliss of Pursuit* to recode the beacon. The two never completed their full modifications, stopping just as they disabled the beacon's transmitter in preparation to send their own distress signal. A PC who has fought the glaciomonitors, and succeeds a DC 20 Medicine check on the bodies, can identify that the two crew members were slain by a glaciomonitors's freezing breath.

Creatures: As the PCs make their way to the beacon site, they should each attempt a Perception check. PCs who achieve a 25 or higher (27 or higher in Subtier 7–8) on this check can spot the electric-blue bioluminescence of the glaciomonitors stalking them. These creatures, whose evolution has been influenced by the moon's connection to the Plane of Water, use their bioluminescence to communicate in short and long flashes resembling flashlight signals. Possessing the animal cunning of apex pack predators, the glaciomonitors carefully maintain their distance. Using caution and their fog shroud ability, the glaciomonitors hide.

The glaciomonitors attack from out of the fog. Any PC who succeeds at a DC 23 Perception check (DC 25 in Subtier 7–8) is able to act in the surprise round.

SUBTIER 5–6 (CR 7)

GLACIOMONITORS (2)	CR 5

N Large outsider (aquatic, cold, native, water)

Init +5; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE	HP 70 EACH

EAC 17; **KAC** 19

Fort +7; **Ref** +6; **Will** +4

Defensive Abilities fog phase; **Immunities** cold

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., swim 30 ft.

Melee claws +13 (1d6+8 S)

Ranged frost breath +10 (1d6+5 C & P; critical staggered [DC 13])

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

TACTICS

Before Combat The glaciomonitors stalk their prey under the cover of fog. They attempt to lure a PC away with their bioluminescent lights before striking.

During Combat The glaciomonitors prefer to soften up their targets with their frost breath before closing in for melee, moving in together against a single target if given the opportunity.

Morale If one glaciomonitor is reduced to 10 Hit Points or less, it flees. Its packmate covers its escape with its breath weapon until it is out of range before breaking off and joining it in escaping. If one glaciomonitor is slain, the other fights until death.

STATISTICS

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

Skills Athletics +10, Stealth +20, Survival +10

Languages none

Other Abilities amphibious, arctic adaptation, water breathing

SPECIAL ABILITIES

Arctic Adaptation (Su) A glaciomonitor ignores all vision penalties from precipitation and fog, and they take no movement penalties from icy ground.

Fog Phase (Su) For a number of rounds per day equal to its CR, a glaciomonitor can partially dissolve into water vapor, gaining DR 5/magic. These rounds need not be consecutive. Additionally, once per day as a reaction, when it would be struck by a critical hit or the extra damage from a trick attack, a glaciomonitor can render itself completely incorporeal, negating the effect.

Frost Breath (Su) A glaciomonitor's breath weapon has a range increment of 30 feet.

SUBTIER 7–8 (CR 9)

GLACIOMONITORS (2)   CR 7

N Large outsider (aquatic, cold, native, water)
Init +5; **Senses** darkvision 60 ft.; **Perception** +14
DEFENSE   **HP** 105 EACH
EAC 19; **KAC** 21
Fort +9; **Ref** +11; **Will** +6
Defensive Abilities fog phase; **Immunities** cold
Weaknesses vulnerable to fire
OFFENSE
Speed 30 ft., swim 20 ft.
Melee claws +18 (2d6+11 S)
Ranged frost breath +15 (2d6+7 C & P; critical staggered [DC 15])
Space 10 ft.; **Reach** 10 ft.
TACTICS
See Subtier 5–6.
STATISTICS
Str +4; **Dex** +5; **Con** +2; **Int** -3; **Wis** +1; **Cha** +0
Skills Athletics +14, Stealth +24, Survival +14
Languages none
Other Abilities amphibious, arctic adaptation, water breathing
SPECIAL ABILITIES
Arctic Adaptation (Su) A glaciomonitor ignores all vision penalties from precipitation and fog, and they take no movement penalties from icy ground.
Fog Phase (Su) For a number of rounds per day equal to its CR, a glaciomonitor can partially dissolve into water vapor, gaining DR 5/magic. These rounds need not be consecutive. Additionally, once per day as a reaction, when it would be struck by a critical hit or the extra damage from a trick attack, a glaciomonitor can render itself completely incorporeal, negating the effect.
Frost Breath (Su) A glaciomonitor's breath weapon has a range increment of 30 feet.

Development: With the glaciomonitors defeated, the PCs can reach the beacon and confirm its validity without requiring any sort of check—a cursory scan

Scaling Encounter B

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

Both Subtiers: Remove the glaciomonitors' fog phase ability and one glaciomonitor has the sickened condition as it suffers from malnutrition.

with a personal comm unit reveals that the device is authentic. Further examination of the beacon reveals a highly encrypted data package containing the coordinates of Rasheen's next intended destination. Due to the information's age and level of encryption, the PCs won't have the opportunity to decode it on-site. They must transmit the information to a suitable storage site in order to return it to the Lorespire Complex for further analysis. The only option to receive the information is the PCs starship.

The PCs can activate the beacon without any checks, and can direct the stored information to transmit to

Glaciomonitor

their waiting ship, however the process will take the better part of a day to complete. A PC who does this can attempt a DC 24 Engineering check (DC 26 in Subtier 7–8) to note that someone had modified the beacon to send out a minor data packet through the Drift once the beacon had been activated. Removing this modification is incredibly difficult and requires a subsequent successful DC 30 Engineering check (DC 32 in Subtier 7–8). Failing this check activates the beacon, which begins the data transfer and sends the mysterious signal into the Drift.

To maximize the efficiency of the data transfer to their ship, the PCs must return to their starship and enter near orbit of the planet. The route back to the ship from this location is far less treacherous than the previous route taken by the PCs, so there are no further environmental events that occur.

Treasure: The corpses of the two Bliss of Pursuit crewmembers have some surviving equipment on their person. The bodies contain a mk 2 dermal plating augmentation that requires a successful DC 18 Medicine check to remove, and 20 ft. of smart cable (*Starfinder Armory* 107). In Subtier 7–8 the augmentation is a recoil stabilizer (*Starfinder Armory* 89) and the other body clutches onto an autocartographer (*Starfinder Armory* 98). The bodies both have credsticks with a combined value of 4,500 credits (6,000 credits in Subtier 7–8).

Rewards: If the PCs fail to defeat the glaciomonitors and secure the beacon, reduce each PC's credits earned as follows.

Subtier 5–6: Reduce each PC's credits earned by 999.

Out of Subtier: Reduce each PC's credits earned by 1,250.

Subtier 7–8: Reduce each PC's credits earned by 1,501.

C. HOLDING PATTERN

By the time the PCs return to their ship, the Corpse Fleet outpost has already followed-up on the PCs' arrival and detected the beacon's reactivation. A single ship sent to investigate approaches the moon in order to engage the trespassing vessel.

As the PCs initiate their download, they receive an alert from their scanners detecting the incoming starship. If the PCs successfully analyzed the images from area **A5**, they recognize the ship as the same model that attacked the *Bliss of Pursuit* and likely lead to that ship crashing on the moon's surface. The continuing download prevents the PCs from leaving the system, as entering the Drift would cut off the connection and risk data corruption. This means that the PCs have to stand and fight the incoming attacker.

Starship Combat: The PCs starship begins in the center of the map, while the Corpse Fleet vessel begins 3d6+5 hexes away. Both ships have a random facing at the onset of the combat. Immediately before combat, the Corpse Fleet vessel, the *Congregation of Perpetual Agonies*, hails the PCs starship. The Corpse Fleet captain, a skeletal elebrian bone trooper named **Inzevra** (LE female bone trooper mystic), identifies herself and the name of her ship before asking the PCs their purpose within the system. Inzevra plays coy with the PCs, attempting to learn as much about the PCs' mission as she can before launching her inevitable attack. She uses Bluff (see Captain in the appropriate ship statblock below) to try to keep

her motives concealed, but Inzevra's foremost concern is learning why the PC came to the area. If the PCs call out the Corpse Fleet's involvement in the *Bliss of Pursuit's* landing and the ensuing attack on the crash site, then Inzevra drops all pretenses and asks bluntly if the PCs slew her undead sentinels. If the PCs respond to this, Inzevra closes communications by promising that she'll recover one or more of the PCs' bodies to seed new undead on the world.

The *Congregation of Perpetual Agonies* focuses its efforts on taking down the PCs quickly. Inzevra motivates her crew through encouragement, saving demands for when the ship suffers its first in-combat critical roll. The pilot prioritizes making evade stunts, but uses other stunts to counter any unexpected actions performed by the PCs. Engineers prioritize patching, but otherwise uses the divert action to send power to weapons. Gunners take the fire at will action unless they fail to hit the PCs' starship for two consecutive rounds, at which point they switch to regular shoot actions. Finally, the science officers use shield balancing to compensate for damage as a priority, but otherwise target the PCs' life support with the target systems action.

The Corpse Fleet vessel retreats from the area once reduced to 20 Hull Points or less (60 Hull Points or less in Subtier 7–8). It attempts to retreat from the map (beyond the range of the PCs ability to maintain the download) and goes for several minutes before stopping and entering the Drift. Once the Corpse Fleet ship retreats, the PCs don't have to worry about any additional ships attacking them.

SUBTIER 5–6

CONGREGATION OF PERPETUAL AGONIES   TIER 4

Blackwind Sepulcher (*Starfinder Core Rulebook* 307)

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 2

AC 20; **TL** 20

HP 85; **DT** —; **CT** 17

Shields medium 60 (forward 15, port 15, starboard 15, aft 15)

Attack (Forward) heavy emp cannon (special), light laser cannon (2d4)

Attack (Aft) gyrolaser (1d8)

Attack (Turret) light torpedo launcher (2d8), light torpedo launcher (2d8)

Power Core Pulse White (140 PCU); **Drift Engine** Signal Booster; **Systems** basic computer, basic long-range sensors, crew quarters (common), mk 5 armor, mk 6 defenses; **Expansion Bays** cargo holds (5)

Modifiers +2 Computers; **Complement** 6

CREW

Captain Bluff +11 (5 ranks), Diplomacy +11 (5 ranks) gunnery +11, Intimidate +11 (5 ranks), Piloting +11 (5 ranks)
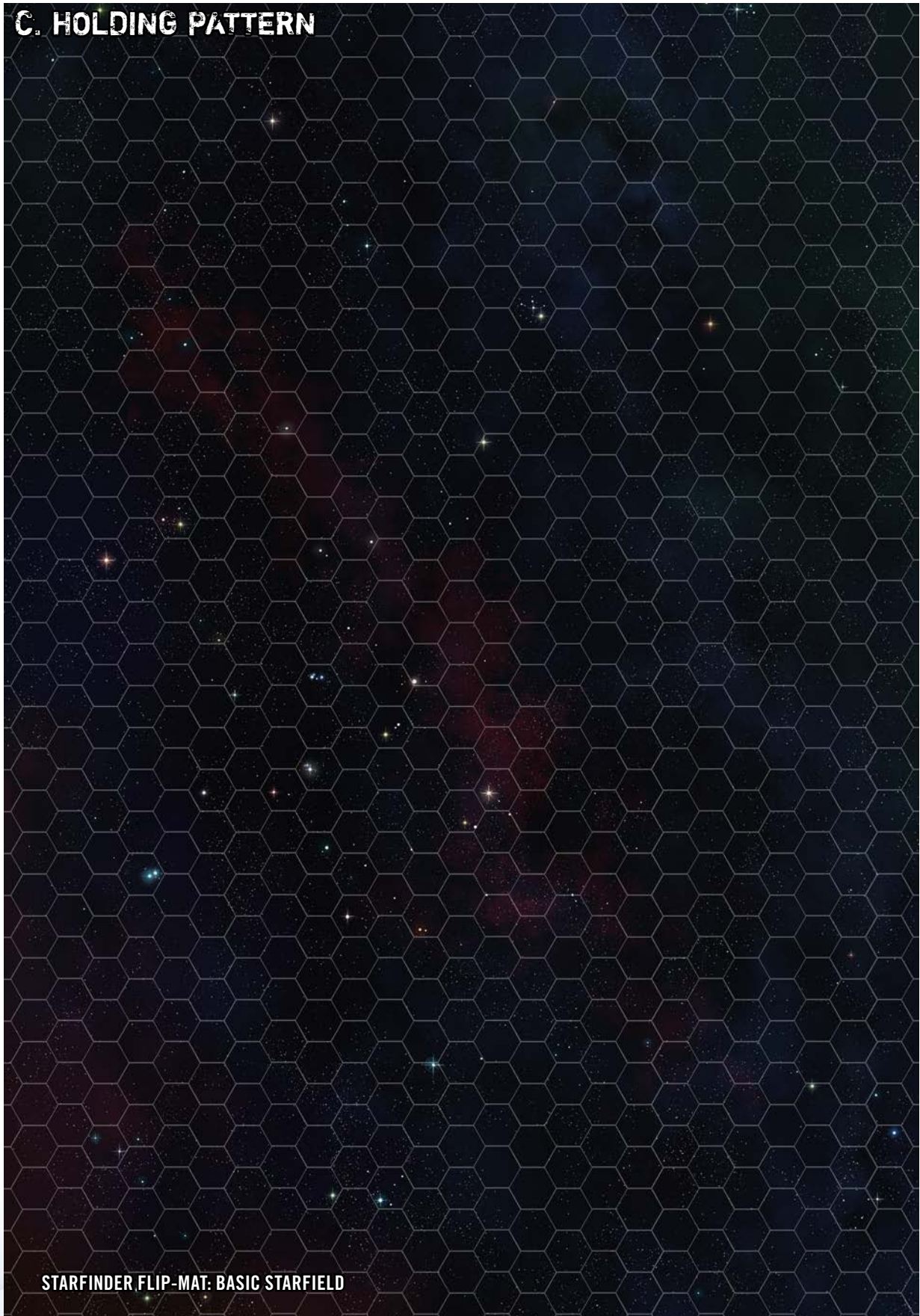
Engineer Engineering +16 (5 ranks)

Gunners (2) gunnery +11

Pilot Piloting +11 (5 ranks)

Science Officer Computers +13 (5 ranks)

C. HOLDING PATTERN

STARFINDER FLIP-MAT: BASIC STARFIELD

SUBTIER 7–8

CONGREGATION OF PERPETUAL AGONIES — TIER 7

Crypt Warden (*Starfinder Adventure Path #3: Splintered Worlds* 50)

Large destroyer

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 21; **TL** 19

HP 170; **DT** –; **CT** 34

Shields medium 100 (forward 30, port 25, starboard 25, aft 20)

Attack (Forward) heavy laser net (5d6), plasma cannon (5d12)

Attack (Port) gyrolaser (1d8)

Attack (Starboard) gyrolaser (1d8)

Attack (Turret) light EMP cannon (special)

Power Core Arcus Maximum (200 PCU);

Drift Engine Signal Basic; **Systems** basic computer, basic medium-range sensors, crew quarters (common), mk 4 defenses, mk 5 armor; **Expansion Bays** cargo hold, escape pods, life science lab, medical bay (modified)

Modifiers +2 Computers; **Complement** 20 (minimum 6, maximum 20)

CREW

Captain Bluff +19 (7 ranks), Computers +21 (7 ranks), gunnery +19, Intimidate +19 (7 ranks), Piloting +19 (7 ranks)

Engineer (1 officer, 6 crew) Engineering +14 (7 ranks)

Gunner (1 officer, 3 crew) gunnery +14

Pilot (1 officer, 2 crew) Piloting +14 (7 ranks)

Science Officer (1 officer, 4 crew) Computers +16 (7 ranks)

Development: Once the PCs defeat the *Congregation of Perpetual Agonies*. They will have a moment to rest before the beacon finishes its upload. No additional Corpse Fleet ships accost the PCs, and if the PCs decide to purse any leads on the Corpse Fleet, they find no signs of the undead remaining within the system. Within only a few short hours, the uplink finishes and the PCs can depart back to Absalom Station without further incident.

Rewards: If the PCs fail to defeat or drive off the Congregation of Perpetual Agonies, reduce each PC's credits earned by the following amount:

Subtier 5–6: Reduce each PC's credits earned by 999.

Out of Subtier: Reduce each PC's credits earned by 1,083.

Subtier 7–8: Reduce each PC's credits earned by 1,333.

CONCLUSION

Upon returning to Absalom Station, the PCs can meet Radaszam in the Lorespire Complex for a full debrief. The vesk faction leader is exhilarated to have his theory proven correct, and to be on the trail of the legendary Jelev Rasheen. Radaszam eagerly indicates that he plans on presenting the data package to Historia-7 of the Dataphiles upon her return from taking some "personal time." Radaszam leans in conspiratorially, informing the PCs that he's quite worried about Historia-7, and hopes to someday learn and be of assistance to whatever she's currently dealing with or investigating.

If the PCs hadn't already figured out the association, Radaszam can perform a check on local records against the *Bliss of Pursuit,* identifying it as a vessel belonging to the Xinya family. The Acquisitives leader knows the Xinya family for their association with the Golden League, and he becomes pensive if the PCs report that the beacon sent a separate signal when they reactivated it. Radaszam believes that the Golden League may have information about the next set of coordinates and a possible race may have just begun between the two organizations.

Finally, Radaszam listens to any reports about the Corpse Fleet and the presence of the *Congregation of Perpetual Agonies*. If the PCs destroyed the Corpse Fleet vessel, then Radaszam thanks the PCs for their tireless service. If the vessel escaped, Radaszam

Congregation of Perpetual Agonies

still congratulates the PCs on surviving, but mulls over the enemy vessel and if its captain will forget the slight. Either way, the Starfinder Society informs the Stewards about the Corpse Fleet presence in the Arat system. Several weeks later, a Stewards patrol returns to Absalom Station reporting signs of a hastily abandoned base with some Eoxian architectural elements, but otherwise found the system clear of Corpse Fleet activity.

REPORTING NOTES

If the PCs failed to stop Xinya family message from transmitting from the beacon in area B, check box A. If the PCs destroyed the *Congregation of Perpetual Agonies* before it could escape, check box B on the reporting sheet.

PRIMARY SUCCESS CONDITIONS

If the PCs successfully download the data package from Rasheen's beacon and present it to Radaszam, they succeed in their mission. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon. PCs who complete this scenario also gain the Explorer's Perseverance boon on their Chronicle Sheet.

SECONDARY SUCCESS CONDITIONS

The PCs succeed at their secondary success condition if they accomplish at least two of the following objectives: identify the Corpse Fleet as the *Bliss of Pursuit's* attackers prior to engaging in the starship combat in area **C**, identify the *Bliss of Pursuit* as belonging to a family of the Golden League prior to the mission's conclusion, prevent the beacon from sending a message to the

---

Scaling Encounter C1

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

Subtier 5–6: Reduce the number of gunners on the Corpse Fleet ship by 1 and reduce the maximum shields by 20 (removing 5 from each side).

Subtier 7–8: Reduce the maximum shields on the Corpse Fleet ship by 40 (removing 10 from each side), also reduce the HP by 50 and the ship starts with a random critical roll already made on it. In addition reduce the gunnery bonus on the Corpse Fleet ship by 2.

Xinya family, or destroy the *Congregation of Perpetual Agonies* before the ship can escape. Fulfilling their secondary success condition earns each PC 1 additional Fame and 1 Reputation for any factions associated with their current faction boon.

FACTION NOTES

If the PCs satisfy the primary goal, they impress Radaszam and earn more prominence among the Acquisitives faction. Each PC earns 1 additional reputation with the Acquisitives, in addition to any other reputation earned from this scenario. PCs who complete this scenario with an Acquisitives faction boon slotted also gain the Rasheen's Footsteps boon on their Chronicle Sheet.

HANDOUT #1: SHIP BRIDGE VOICE LOGS

"**Day Zero, 20:21.** Casualty report—extensive. Captain Jiang and the flight officer are both dead. Science officer and medical officer both wounded, Qinhu badly, but all capable of working. Thrusters damaged, Drift engine nonfunctional. No idea who hit us; could someone else have a copy of the map? This was no accident—caught them on scan just before they opened fire. Good thing we got a fix on that beacon first. Will make a full damage assessment and see if we can't make some repairs and get off this ice ball."

"**Day Two, 11:27.** Qinhu and Chuan at work in the engine compartment; engines and comms are fried, but I checked on that beacon and it's in full working order. Qinhu thinks he can write a program to use it to broadcast a distress signal. Lien and I are taking turns on watch at the scanners—I don't like the look of those blue lights outside. Qinhu says it's just optical illusions from the ice, but they're too regular to be any kind of atmospheric phenomenon. Lien's been falling to pieces ever since we got back in. Thought a medic would be able to handle shock better"

"**Day Three, 18:04.** Qinhu's done with the programming; sent Lien and Chuan to upload it to the beacon and send an SOS about an hour ago. Wanted to go with them—those lights outside are still bothering me—but good thing I didn't, we just got a ping on the scanners. Looks like another starship is about to land, a small one. Setting up defensive protocols; Qinhu's still in rough shape but he's got all his spells and he's as angry as I am. If it's the same scum that shot us down, let's see how well they like an ambush."

HANDOUT #2: ENGINEERING VOICE LOGS

"**Day Zero, 21:43.** Can you still call it a good landing if only half the crew can walk away from it? At least I'm only down a leg…Lien splinted it, but the painkillers are taking their time kicking in…can't happen soon enough. The Drift engine is completely shot…if Chuan can't get the comms up and running by the time I wake up…we'll be in real trouble."

"**Day One, 22:23.** Off the painkillers long enough to put together a data package to transmit while Chuan tries to repair the comm array. Hinji won't let up about the damn beacon and the damn lights—he took Lien and went out to make sure it was what we were looking for, saw some light bouncing off the ice, and now thinks we're being stalked like this is one of his training exercises. He's setting watches like the problem's outside the ship, for hell's sake…I can't tell if he's trying to keep the others focused or if he genuinely doesn't realize we'll die here without a rescue."

"**Day Two, 10:17.** I could kiss Hinji—the beacon's the answer! Our array's beyond repair, but the beacon's a giant transmitter, even if it's out of date. He was able to download enough of the source code for me to analyze…If I can hack together a program to boost its signal output and punch through to the Drift, we can use it to transmit the package home and get help."

"**Day Three, 17:52.** It's done—all I want is more pills and sleep. Hinji's going to get a good evaluation out of this; he got Lien to stop crying long enough to cold-proof the EVA suits so she and Chuan can upload the program—I'd rather do it myself, but I can barely make it to the bridge on this leg. At least we have enough supplies for at least a month or so. There's plenty of ice to convert, and if those lights are some life form, maybe Hinji can do some hunting…

plinking noise in background…wait, what? Oh. Oh hell, no, not again!"

gunfire in background, heavy panting in the foreground, then audio cuts off abruptly

Starfinder Society Scenario #1–35: Rasheen's Riches

Event _____ **Date** _____

GM # _____ **GM Character #** _____

GM Name _____ **GM Fame Earned** _____

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

_____
Character #   Fame   Faction Boons

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

_____
Character #   Fame   Faction Boons

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

_____
Character #   Fame   Faction Boons

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

_____
Character #   Fame   Faction Boons

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

_____
Character #   Fame   Faction Boons

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

_____
Character #   Fame   Faction Boons

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

_____
Character #   Fame   Faction Boons

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

Starfinder Society Scenario #1-35: Rasheen's Riches

Character Chronicle #

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

MAX CREDITS

SUBTIER	☐ Normal Max Credits
5-6	4,103

SUBTIER	☐ Normal
Out of Subtier	5,097

SUBTIER	☐ Normal
7-8	6,091

SUBTIER	☐ Normal
–	–

Items Found During This Scenario

☐ **Rasheen's Footsteps (Social Boon; Acquisitives Tier 2):** Before using this boon, you must have a Reputation Tier of 2 of higher with the Acquisitives faction and spend an additional 2 Fame to check the box that precedes this boon; once you do so, this boon is active and can be slotted as a Social boon.

Once per adventure when this boon is slotted, you can gain a +4 bonus on the first Diplomacy, Bluff or Intimidate check you make when interacting with a previously undiscovered creature or new species not already known to the Pact Worlds. You can also choose, once per adventure, to gain a +4 bonus on the first Acrobatics, Athletics, or Perception check you make while exploring an area on a previously unexplored world. You must choose to apply these bonuses before attempting the skill checks.

☐ ☐ ☐ **Explorer's Perseverance (Slotless Boon; Limited Use):** By discovering Jelev Rasheen's beacon, you've uncovered the first step taken in this legendary explorer's final voyage. The event has kindled an exploratory spirit within you, allowing you to earn some modicum of victory even from failure. Once per adventure, any time during that adventure when you would miss out on the rewards in a scenario, you may check a box off this boon. Instead of losing the full value of rewards listed for that encounter, instead you lose only 50% of that value. Note, this only affects the credit value of an encounter; you still miss out on any Chronicle sheet rewards associated with the encounter, such as item access. Once all check boxes are marked off this boon, you cannot use it any further.

EXPERIENCE

Starting XP	
+	GM's Initials
XP Gained (GM ONLY)	
=	
Final XP Total	

FAME

Initial Fame	
+	GM's Initials
Fame Gained (GM ONLY)	
–	
Fame Spent	
Final Fame	

CREDITS

Starting Credits	
+	GM's Initials
Credits Garnered (GM ONLY)	
+	GM's Initials
Day Job (GM ONLY)	
–	
Credits Spent	
=	
Total	

All Subtiers	**Subtier 7-8**
advanced semi-auto pistol (5,500; item level 7)	autocartographer (13,500; item level 9; *Starfinder Armory* 98)
clearsight goggles (2,750; item level 5; *Starfinder Armory* 100)	elite semi-auto pistol (18,200; item level 10)
ferocity blazon (4,000; item level 6; *Starfinder Armory* 113)	recoil stabilizer (8,550; item level 8; *Starfinder Armory* 89)
lashunta mind mail I (4,250; item level 6; *Starfinder Armory* 69)	regimental dress II (18,600; item level 10; *Starfinder Armory* 69)
mk 1 diffraction cloak (3,200; item level 5; *Starfinder Armory* 112)	ultrathin switchblade (9,100; item level 8; *Starfinder Armory* 8)
mk 2 dermal plating (6,950; item level 7)	
mk 2 fiery runeplates (14,000; item level 9; *Starfinder Armory* 113)	

Reputation

Faction _____	Reputation ___|___	Faction _____	Reputation ___|___
Faction _____	Reputation ___|___	Infamy _____	

For GM Only

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