

YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-15, TIER 1-4



THE INFERNAL GALLERY

BY JESSICA CATALAN





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How to Play

Starfinder Society Scenario #2-15: The Infernal Gallery 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 campaign, but can easily be adapted for use with any world. For more information on the Starfinder Society Organized Play Campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at StarfinderSociety.club.

GM Resources

The Infernal Gallery makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive*, *Starfinder Alien Archive 3*, and *Starfinder Armory*, as well as *Starfinder Flip Mat: Basic Starfield* and *Pathfinder Flip Mat Classics: Swamp*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at paizo.com/sfrd.

Scenario Tags

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



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The discovery of the Drift revolutionized space travel, opening the vast expanses of the universe for exploration. Accessible only via Drift engines, this colorful transitive plane can be used as a shortcut, allowing starships equipped with Drift engines to travel faster and farther, covering enormous distances at a pace faster than light. However, with every activation, Drift engines tear away a fraction of the other planes of existence, leaving the Drift littered with debris, wreckage, and creatures from throughout the multiverse. With no safe way to determine what a planar anomaly contains in advance, most starships automatically adjust their course to avoid planar wreckage; a rare few fly toward planar matter, though, hoping the potential profits outweigh the danger.

One week ago, the *Clutter Collector*, an ysoki-operated salvage barge known for trawling the Drift, discovered a massive, swampy chunk of planar debris they dubbed the Drift Bog. Led by **Captain Winks** (CN female ysoki), the crew landed in the swamp and found it filled with parasites, pests, and toxins. Swiftly infected by unknown pathogens and becoming increasingly confused, Winks and her crew spotted a crumbling manor house in the distance. As they approached, blood-sucking vermin attacked them, and they quickly drew the attention of larger beasts. Though Winks and her crew were forced to flee, they recovered a single object of value floating in the muck before they did: a painting of an austere vesk soldier. Winks and her crew recorded the coordinates of the Drift Bog and quickly returned to Absalom Station.

On the journey back to the station, Winks' crew became feverish, and Winks herself became convinced the painting was deteriorating before her eyes. The painted vesk soldier's scales fell off, his flesh rotted, and the background became a fiery landscape. Disturbed, Winks immediately sold the painting and the coordinates of the Drift Bog to the vesk pawnbroker and information dealer Julzakama, who she knew wouldn't ask her too many questions, then sought medical help. Finding the painting completely mundane despite Winks' insistence it was cursed, Julzakama sold the painting and coordinates to the Starfinder Society for a quick profit.

Unbeknownst to all involved, the Drift Bog is a chunk of the Palace of Delusion, a macabre art gallery located in Stygia, the fifth layer of Hell. The Palace's master, Duke Crocell, collects and displays the nightmares of mortals within, believing they contain

WHERE IN THE UNIVERSE?

The Infernal Gallery begins in the Lorespire Complex on Absalom Station, headquarters of the Starfinder Society, then moves to Julzakama's Loans, a pawn shop in the Downlow district. From there the PCs travel into the Drift, a mysterious plane accessible only through specialized Drift engines, which allow for faster-than-light travel. There, the PCs explore a piece of toxic swamp torn from Stygia, the fifth layer of Hell. For more information on Absalom Station, see *Starfinder Pact Worlds* (page 38), and for more about the Drift, see the *Core Rulebook* (page 290). Both of these books are available at bookstores and hobby shops everywhere and online at paizo.com.

a pattern through which he can achieve enlightenment. Furious over the theft and destruction of a portion of his collection and unable to enter the Drift, Duke Crocell has commanded his infernal servants to hire mortal minions, the Devil's Talon mercenaries, to retrieve his possessions.

SUMMARY

Following a mission briefing with Venture-Captain Arvin, the PCs visit the pawnbroker Julzakama to pick up a mysterious painting and learn what they can of its origins. After a conversation with the shopkeep, the PCs recover the painting for Venture-Captain Arvin, select a ship, and travel to a piece of toxic bog torn from Stygia, which is now floating in the Drift. The site is guarded by mercenaries hired to reclaim all the art in the extra-planar bog, and after a brief conversation with the enemy captain, the PCs engage in a starship battle. After scanning the planar debris, the PCs land and explore the site, collecting art objects while facing off against fiendish parasites, the hazards of the toxic swamp, and a petitioner. Eventually, they discover the source of the artistic relics—the dilapidated, sinking corner of an ancient

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manor house called the Palace of Delusion. There, they combat weaponized toys and a haunt-like trap, and they rescue or battle an imp disguised as a captive celestial bird. Finally, after learning what they can of the site and collecting the art objects, the PCs return to their starship, fly to Absalom Station, and report their findings to Venture-Captain Arvin—potentially giving an imp a ride to freedom.

GETTING STARTED

The PCs begin in Absalom Station at the Lorespire Complex, where **Venture-Captain Arvin** (N male damaya lashunta mystic) has gathered them for a mission. Read or paraphrase the following to get the adventure underway.

Venture-Captain Arvin stands at the head of a long conference table. “Greetings, Starfinders. Thank you for arriving so quickly.” He gestures to several comfortable chairs situated around the table, inviting everyone to take a seat. “Yesterday, I purchased an interesting painting from a local contact. It’s valuable, certainly, but that’s not my main concern. I’m interested in its origins.”

“According to my contact, the painting was acquired in the Drift, at the site of a large extraplanar disturbance. I’d like you to pick up the painting and question its owner. Find out everything he knows about the painting and where it was discovered. Speaking of my contact,” the Venture-Captain’s upper lip curls slightly. “He’s a vesk pawnbroker by the name of Julzakama. He runs a shop in the Downlow district called Julzakama’s Loans. He’s brash, greedy, and certain to give you a hard time. Don’t let him push you around. And no matter what he says, don’t pay him anything! I’ve already wired him the promised funds.” Arvin presses a hand to his temple, massaging it for a moment as if trying to rid himself of foul memories. “I make no claim to like Julzakama, but he is useful. He has a habit of acquiring interesting objects and information, which he has shared with the Starfinder Society on more than one occasion. When you’re done speaking with him and retrieving the painting, return to me. I’ll see the painting is properly appraised and treated while you select a starship, requisition supplies, and travel to the coordinates where the painting was discovered. When you arrive, I’d like you to track down the painting’s source and collect any other art pieces or objects at the site before they’re lost. I’d also like you to uncover what you can of the site. What plane was it pulled from, what purpose it served, and so on. Context is an integral component of any exploration.”

Arvin nods, gesturing with an incline of his head at a circular device resting on the table. “This is a null-space chamber. Use it to collect and store any delicate objects and art you find. I expect it returned when your mission is complete. Any questions?”

As Venture-Captain Arvin hands the PCs a *mk 2 null-space chamber* (Core Rulebook 227), they have a chance to ask for further information. A few likely questions the PCs could ask are presented below.

Why are we interested in this painting? “I have a hunch this painting is quite valuable, much more than Julzakama suspects. Perhaps even of historical significance. Irrelevant of its value, the fact that Julzakama has come to us with this object, instead of an art dealer, has me intrigued. As much as I hate to admit it, Julzakama hasn’t brought us anything that didn’t warrant further investigation.”

What is the Drift?/What is an extraplanar disturbance?/Why are we looking for art in the Drift? “The Drift is a transitory plane of existence accessible only through a technology known as a Drift engine. Starships utilizing a Drift engine can use the Drift as a shortcut, effectively enabling a starship to travel at speeds faster than light.

This has allowed us to explore locations that would take lifetimes to reach.

Unfortunately, every activation of a Drift engine shears away a piece of another plane, depositing it into the Drift. For obvious reasons, this can be dangerous, and starships are automatically programmed to alter their course to avoid such extraplanar disturbances. Although the material transferred into the Drift is typically minimal, large planar incursions occur on occasion. The place the painting was discovered is one such site. Honestly, we have no idea if the place this painting was found contains anything else of interest. But if it does, I don’t want history lost to the Drift.”

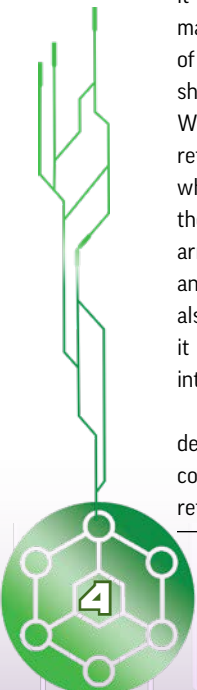
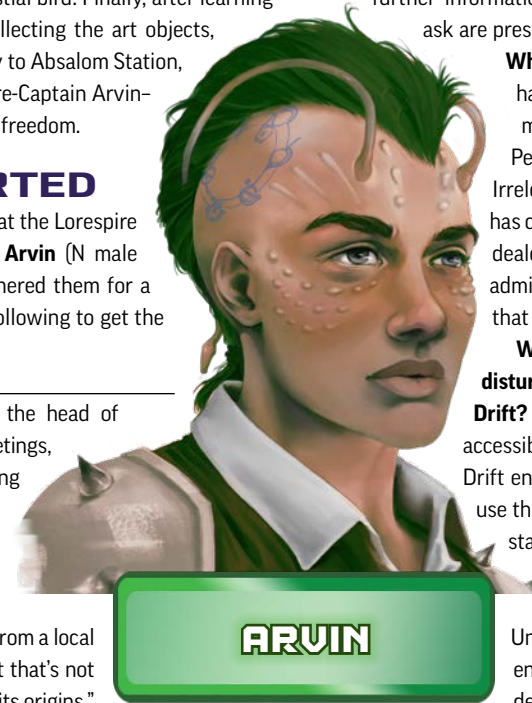
What do we know about the coordinates? “Next to nothing, I’m afraid. The coordinates lead to a location in the Drift that contains material torn from another plane of existence. Further details I leave for you to uncover. Julzakama’s sure to know more than he’s told me.”

Boons: Once the PCs have concluded their questioning, they may slot their boons. There are no specific boons tied to this adventure, though the PCs should be prepared for Drift travel, starship combat, and exploration.

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 Julzakama or the Downlow district. They learn all of the information from the DCs equal to or less than the result of their check.

10+: Downlow is the largest district in the Spike, hundreds of levels of access corridors and machinery that descends below Absalom Station’s radial plane. The poorest of Absalom Station’s



citizens make their home in the slums of the Spike, as do countless gangs and criminal enterprises.

15+: Julzakama is a pawnbroker and loan shark whose shop sells a wide variety of useless junk. He makes most of his credits on loans and information. Typically, only the desperate deal with him, but he has provided the Society with several impressive leads in the past.

20+: Julzakama is a domineering and overly proud vesk. He respects aggression, bravado, and power, and considers diplomacy a sign of weakness.

JULZAKAMA'S LOANS

The journey to Julzakama's Loans takes less than an hour, through the claustrophobic slums of the Spike to Downlow. Julzakama's Loans is located on a crowded, filthy alley lined with metal and concrete buildings that are universally caked in oil-soaked graffiti. Trash fills the street, and the stench of bodily waste is thick in the air. A metal door located under a red neon sign that reads 'Julzakama's Loans' is the only entrance to the pawn shop. When the PCs enter Julzakama's Loans, read or paraphrase the following.

Julzakama's loans is a run-down, crowded shop with shelves crammed full of worthless junk. In between teetering piles of out-of-date comm units, coils of mismatched wires, and broken appliances are jugs of unidentifiable liquids and heaps of broken metal. It's humid, and the entire place reeks. At the back of the shop is a desk topped by a series of metal bars that reach all the way up to the ceiling. Behind the desk stands a muscular vesk in a greasy, torn muscle shirt, watching a vidscreen. The image displays a new interview with a white-furred female ysoki from AbadarCorp gingerly snacking on an apple while answering questions about the insufficient screening measures employed by AbadarCorp colonies.

At the sight of customers, Julzakama smiles a toothy grin and shuts off the vidscreen.

"You know, I really like that Datch lady. She speaks her mind and I think AbadarCorp could use more leaders like her," the vesk exclaims before bellowing at his new arrivals. "Anyways, you Arvin's pets? Come in, then. No need to hide." Julzakama chuckles, giving his scaly neck a good scratch. "Well, what do you want?"

Julzakama is an overbearing brute that considers everyone weaker than himself. He refuses to acknowledge any PCs on an individual basis, calling everyone by their race or affiliation, followed by the diminutive "-ling," such as "rat-ling" for ysoki PCs, "kas-ling" for kasathas, "runt-ling" for any small race, or "star-ling" for Starfinders of all kinds. PCs offended by his rude

behavior elicit a deep belly-laugh from the pungent vesk. He does not apologize.

A PC who succeeds at a DC 15 Culture check recognizes the program Julzakama was watching as a fringe Absalom Station news agency that reports on outlandish topics. The ysoki woman is a rising member of AbadarCorp known as Datch, who has risen to prominence through her ability to impress media outlets and in standing against the Starfinder Society for their recent actions over the past several years—namely, the events of the Scoured Stars.

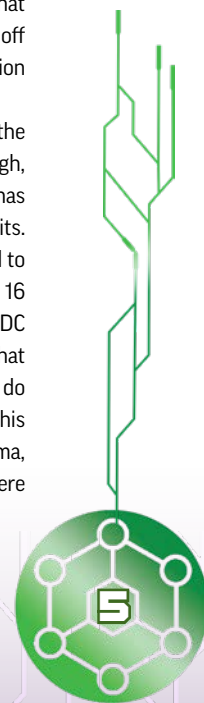
PCs who have met Julzakama in the past, such as in *Starfinder Quest: Into the Unknown*, or *Starfinder Society Scenario #1-10: The Half-Alive Streets*, are instead called 'bud' and offered a 'Thirst Burst' Energy Drink. PCs who accept a drink are charged 5 credits by the greedy vesk. PCs who do not know Julzakama and request an energy drink are charged 10 credits instead. In either case, a PC who succeeds at a DC 10 Intimidate check (DC 13 in Subtier 3-4) to present a strong face prompts Julzakama to laugh and waive the fee, allowing that PC to have the drink free of charge.

Julzakama hands over the painting to any PCs who request it, slipping the stinky, mud-encrusted, framed painting through the metal bars with a grin and the words, "Pleasure doing business with you, star-ling." The painting is a portrait of an austere vesk soldier with a commanding presence. A PC that examines the painting and succeeds at a DC 16 Culture check or relevant Profession check (such as historian or soldier) identifies the vesk soldier as Major Sifkali, a Veskarium war hero who distinguished himself on the battlefield against the Swarm. A PC that succeeds at a DC 18 Culture check or relevant Profession check (such as art critic, artist, or painter) realizes the portrait is a priceless work of art by Aelon Vimariss, a verthani artist that became famous for painting Veskarium war heroes. Cleaning off the painting gives PCs a +2 bonus to their Culture and Profession checks regarding the painting.

PCs that ask Julzakama for further information about the painting or its provenance are met with a boisterous laugh, followed by a demand for payment. As Arvin noted, Julzakama has already been paid and is trying to con the PCs out of extra credits. Extracting information from Julzakama without being subjected to rude mockery requires a successful DC 14 Intimidate check, DC 16 Bluff check, or DC 21 Diplomacy check (DC 17 Intimidate check, DC 19 Bluff check, or DC 24 Diplomacy check in Subtier 3-4). PCs that have met Julzakama in the past get a +2 bonus to this check, as do any vesk or Large PCs. PCs that are Small take a -2 penalty to this check. PCs that fail this check may still ask questions of Julzakama, although he mocks them and does not provide details about where the painting was found.



JULZAKAMA



What do you know about the painting?

"The portrait's of a Veskarium soldier that fought against the Swarm. A major, I think. Don't know who painted it, but it's worth every credit your boss paid for it. More than he paid, I'd wager. You're welcome."

How did you get the painting? "Bought it off a rat-ling named Winks. She's captain of the *Clutter Collector*. That's a salvage barge that picks up junk from the Drift. Only this ain't junk. It's good stuff."

Why would Winks sell you the painting? "Same reason everyone sells me their stuff, star-ling: desperation. The rat-ling reeked of it. She was scared of the portrait. Kept saying it was corrupted or cursed or some nonsense. Swore up and down the vesk in it was rotten and burnt!" Julzakama shakes his head and chuckles. "Painting looked fine to me. Still does. If I'd seen signs of a curse, I would've charged your boss extra!"

Why was Winks seeing things?/Why was Winks scared?/What was wrong with Winks?

Julzakama shrugs. "Do I look like a doctor?" He scoffs. "Winks was messed up. Sick or something. Must've been seeing things. Rat-lings aren't as tough as us vesk."

Where was the painting found? "I sent your boss the coordinates, star-ling. Look it up. You want me to do your job for you?" Julzakama laughs, then takes a deep swig of his energy drink. "It was in a big hunk of swamp floating in the Drift. Not sure what plane it's from, but there was gravity, and the atmosphere was toxic. The rat-ling's that found it called it the Drift Bog. They tried exploring it, but they were attacked by bugs, and the rat-ling said they saw bigger beasts stomping around in there. Not sure what kind and frankly, I don't think the rat-ling even saw 'em. She was sick when she got here, seeing things. Even said she saw a big old house in the distance. One of them old fashioned wooden ones, like you see on the history vidcasts." With a sudden frown, Julzakama quickly adds, "Not that I watch those things..." Clearing his throat he continues, "The rat-ling said the house was real fancy, but it was flooded and sinking into the swamp. Like I said, she was fevered. Probably dreamt the thing. Whatever's really there, something made her sick. Could be poison, disease, or worse." With a wide grin he adds, "Have fun."

EMBARKING ON ADVENTURE

It's another hour back to the Lorespire Complex, where the PCs can drop off the painting to Venture-Captain Arvin and tell him what they've learned. Venture-Captain Arvin provides the PCs with medical supplies to help combat any diseases and poisons, including six medpatches, six brown hypopens (*Armory 106*), and a



MYSTERIOUS PORTRAIT

recovery aegis (*Armory 115*). In Subtier 3-4, this also includes a filtered rebreather armor upgrade and a white hypopen. PCs that want to make purchases should do so now.

The journey through the Drift takes only 3d6 days to reach the site of the *Clutter Collector's* prior mission. The only notable event is the discovery of a beacon leftover by a vessel belonging to the Church of Triune. The beacon can be scanned with a successful DC 15 Computers check, which reveals that the device contains several logs pertaining to a vessel known as the *Three Eyes of Illumination* that was heading out into the Vast in order to examine a series of Drift beacons that had suddenly gone dark. The vessel left the beacon on populated space lanes so passing vessels could download its files in the event the vessel didn't return from its mission. A PC who succeeds at a DC 16 Culture or Mysticism check notes that this type of data beacon is a common practice

among ship captains who often enter into potentially dangerous missions. The PCs can download the data and return it to the Society, though this discovery has no impact on their primary mission and instead serves to foreshadow future adventures.

A. MALICE (CR 1 OR CR 3)

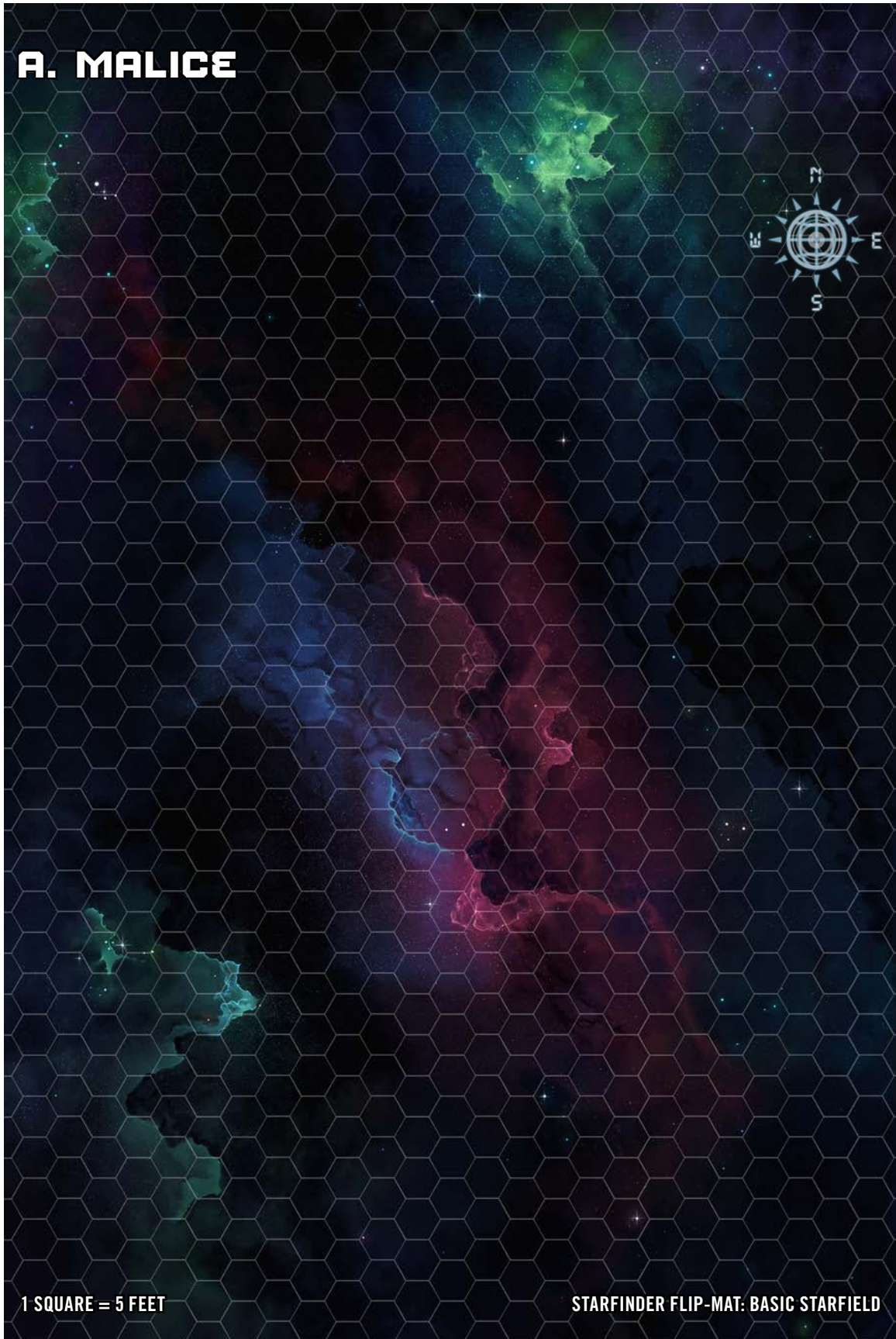
The PCs enter the Drift and travel to the location first explored by the *Clutter Collector* and its crew. During this time the PCs should select their starship roles. As they approach their destination, they find it guarded by another ship.

A massive chunk of fetid swamp floats amid the swirling purple and pink void of the Drift. Water pours off the sides of the planar bog, forming globules of green and brown water that float slowly away. Blocking the path to the Drift Bog is an ominous red starship, all hard angles and protruding spikes, its hull marked with a distinct insignia—a trio of black talons tearing through a white circle wreathed in black flames.

The starship, *Malice*, is affiliated with the Devil's Talon mercenary company. Its crew are under orders to retrieve the art and objects from within the Drift Bog on behalf of their infernal employers. Curious if the PCs are alone or expecting reinforcements, **Reva Monstratti** (LE female tiefling), captain of the *Malice*, hails the PCs' ship. If the PCs choose not to answer the communication, proceed with the starship combat starting on page 8. If the PCs choose to answer the communication, read or paraphrase the following.

THE INFERNAL GALLERY

A. MALICE



1 SQUARE = 5 FEET

STARFINDER FLIP-MAT: BASIC STARFIELD



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A holo-display flickers to life, revealing a scowling tiefling woman with deep purple scaled skin, curling ivory horns, golden eyes, a shaved head, and a jagged scar running across her cheek. "Attention, Starfinders. This is Reva Monstratti of the Devil's Talon, captain of the *Malice*. We have legitimate claim to this site and all objects therein. Identify yourselves and state your purpose here. Speak, or be destroyed."

A PC that succeeds on a DC 15 Culture check or appropriate Profession check (such as mercenary or soldier) recalls that the Devil's Talon are a mercenary company that operate throughout known space. PCs that surpass the DC by five or more additionally recall that the Devil's Talon are mostly comprised of failed Hellknight aspirants who banded together under mysterious benefactors. If asked, Captain Reva mentions her employer is "not someone you want to cross." If the PCs mention their desire to explore the Drift Bog, Captain Reva laughs, then boasts, "You're too late. We've already got boots on the ground. Leave while you still can. That's not a request."

Reva's goal is to determine if the PCs are expecting reinforcements. After a short conversation, or if the PCs chose not to answer her hail, Captain Reva orders her crew to attack.

Starship Hazard: Large quivering orbs of hellish swamp water float off the Drift Bog and through the Drift. Murky but translucent, the water is a hindrance during starship combat. Hexes containing swamp water are difficult to see through. Pilots flying through these hexes take a -2 penalty to their Piloting checks. Gunners utilizing direct-fire weapons through these hexes take a -2 penalty to their gunnery rolls, though tracking weapons move to avoid striking this planar debris.

Starship Combat: Ordered to leave no witnesses, the Devil's Talon engage the PCs in starship combat. They begin as marked,

near the planar swamp with their forward arc facing the PCs. The PCs begin within the marked space (facing as they choose if they did not retreat from the *Malice*, or with their rear arc facing the *Malice* if they chose to retreat). The crew of the *Malice* are stubborn and aggressive, attacking with all available weapons while the captain taunts the PCs then makes demands of her crew. The engineer diverts power to the shields or engines, the science officer targets the PCs engine, and the pilot attempts to line up appropriate shots for their gunners. Fearing the consequences that await them should they fail, the Devil's Talon do not retreat or surrender.

SUBTIER 1-2 (TIER 1)

MALICE

TIER 1

Medium Transport

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

AC 12; **TL** 13

HP 70; **DT** - ; **CT** 14

Shields basic shields 20 (forward 5, port 5, starboard 5, aft 5)

Attack (Forward) gyrolaser (1d8, 5 hexes)

Attack (Turret) light torpedo launcher (2d8, 20 hexes)

Power Core Pulse Gray (100 PCU); **Drift Engine** Signal Basic;

Systems basic computer, crew quarters (common), cut-rate sensors, mk 1 armor, mk 2 defenses; **Expansion Bays** cargo hold (3), guest quarters (common), recreation suite (gym)

Modifiers -2 Computers (sensors only), +1 Piloting;

Complement 6 (minimum 1, maximum 6)

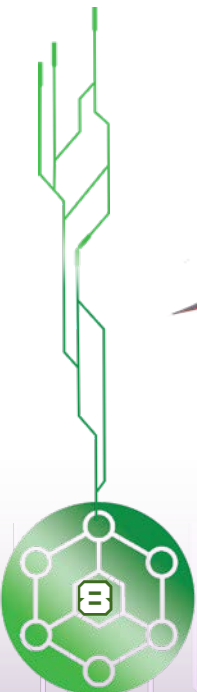
CREW

Captain Bluff +6 (1 rank), Diplomacy +6 (1 rank), gunnery +5 (1st level), Intimidate +6 (1 rank)

Engineer Engineering +6 (1 rank)



MALICE



Gunners (2) gunnery +5 (1st level)
Pilot Piloting +11 (1 rank)
Science Officer Computers +6 (1 rank)

SUBTIER 3-4 (TIER 3)

MALICE

TIER 3

Medium Transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 16; **TL** 17

HP 70; **DT** –; **CT** 14

Shields basic shields 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) heavy laser cannon (4d8, 10 hexes)

Attack (Aft) gyrolaser (1d8, 5 hexes)

Attack (Turret) light torpedo launcher (2d8, 20 hexes)

Power Core Arcus Heavy (130 PCU); **Drift Engine** Signal Basic;

Systems basic computer, budget short-range sensors, crew quarters (good), mk 3 armor, mk 4 defenses; **Expansion**

Bays cargo hold (2), guest quarters (good), recreation suite (gym), smuggler compartment

Complement 6 (minimum 1, maximum 6)

CREW

Captain Bluff +8 (3 ranks), Diplomacy +8 (3 ranks), gunnery +7 (3rd level), Intimidate +8 (3 ranks)

Engineer Engineering +8 (3 ranks)

Gunners (2) gunnery +7 (3rd level)

Pilot Piloting +13 (3 ranks)

Science Officer Computers +8 (3 ranks)

Infamy: If the PCs choose to destroy the *Malice* instead of disabling it, killing all of its crew members, they gain 1 Infamy.

Development: After defeating the *Malice*, the PCs can scan the Drift Bog with their ship's sensors. They determine there are life forms in the bog and there is gravity, and they can locate a safe landing site. PCs that succeed at a DC 15 Computers check using their ship's sensors discover the remaining atmosphere in the Drift Bog is thin and highly toxic, and gravity is unstable near the swamp's edges. They also determine the Drift Bog is deteriorating, with atmosphere and water leaking off in places, and large hunks of land breaking away. This knowledge grants the PCs a +2 bonus to all skill checks and saving throws made while floating in the Drift or to avoid falling into the Drift. PCs that succeed at a DC 18 Computers check using their ship's sensors are able to piece together a rough topographical map of the Drift Bog. In Subtier 3-4, fetid clouds in the atmosphere make the task more challenging, increasing the DC to 21. The map grants the PCs a +2 bonus to all Perception, Profession, and Survival checks made to navigate the Drift Bog.

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

Subtier 1-2: Reduce each PC's credits earned by 140.

Out of Subtier: Reduce each PC's credits earned by 216.

Subtier 3-4: Reduce each PC's credits earned by 292.

SCALING ENCOUNTER A

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

All Subtiers: Remove one gunner from the *Malice* and reduce its HP by 10.

EXPLORING THE SWAMP

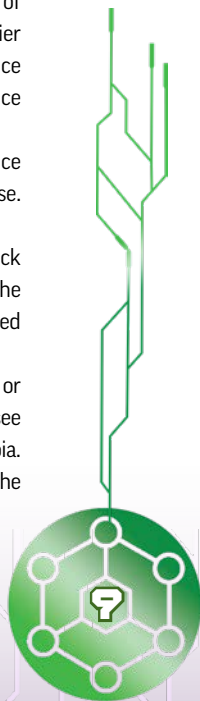
As the PCs disembark, read or paraphrase the following.

The Drift Bog is wet and muddy, its warm, murky water flecked with bits of red and black plant matter. Twisted, gnarled trees sprouting sickly black leaves grow throughout the swamp, blocking line of sight and creating shifting shadows. The leaves sway as if blown by a breeze, though no wind exists. Swarms of biting insects form clouds in the air, nearly blocking out the kaleidoscopic, swirling sky of the Drift. The beating of their wings creates an inescapable droning that makes it difficult to hear.

All Perception checks made to see or hear in the Drift Bog take a –2 penalty due to the clouds of insects and their consistent buzzing. The water in the Drift Bog is muddy and thick, ranging from knee-deep to hip-deep on a Medium humanoid throughout most of its area. Unless otherwise noted, the Drift Bog counts as a shallow bog, is difficult terrain, and increases the DC of any Acrobatics check attempted by 2. Swaying tree branches and writhing vines seem to snag and tangle the PCs as they travel, with a DC 14 Perception check revealing that the trees purposefully reach for passersby and cling to them. This has no mechanical effect at this point in the adventure.

PCs may want to collect biological or environmental samples of the Drift Bog. The DC for these skill checks is 16 (DC 19 in Subtier 3-4). PCs who flew a Pegasus starship can use their ship's science lab to gain a +2 bonus to these Life Science and Physical Science checks. The results of these checks are listed as follows:

- PCs inspecting the insects that succeed on a Life Science check discover that nearly all of them are toxic or transmit disease. It is probable that the larger species here do as well.
- PCs inspecting the flora that succeed on a Life Science check discover the plants are drawn to living organisms. This grants the PCs a +1 bonus to Reflex saves made to resist becoming hampered by plants in the Drift Bog (such as the trees in encounter **B**).
- PCs inspecting the atmosphere that succeed at a Medicine or Physical Science check determine it is similar to insanity mist (see Hazards on page 10), causing confusion, hallucinations, and paranoia. This atmosphere could have caused Captain Winks' belief that the painting was cursed.



SCALING EXPLORING THE SWAMP

When running this scenario for fewer than 6 PCs, make the following adjustments. Lower the DCs of all skill checks and saving throws by 1 for a group of 5 PCs, or by 2 for a group of 4 PCs.

- PCs inspecting the water that succeed at a Medicine or Physical Science check determine it is mildly toxic and not safe to drink (see Hazards below).

- PCs inspecting the earth or mud that succeed at a Physical Science or Survival check learn about its composition. This grants the PCs a +1 bonus to Acrobatics and Athletics checks made to climb atop or across exposed mud (such as the mud hills in encounter **B**).

The journey through the swamp is a long and unpleasant slog. Along the way the PCs may get lost or traipse into deep patches of sucking mud that require significant effort to escape. Instead of representing the results of the PC's efforts with a long series of skill checks, have each PC attempt a DC 18 Perception check or a DC 16 Survival check to navigate the swamp (DC 20 Perception or DC 18 Survival in Subtier 3–4). The overall success of the PCs' efforts depends upon how many PCs succeed. If running this scenario for 4 PCs, reduce the number of successes needed for each threshold by 1. If the PCs are in a vehicle, they earn 1 bonus success on top of however many they roll (or 2 bonus successes if every PC can fit in the vehicle).

4-6 PCs succeed: The PCs have no trouble with navigation, taking no penalties.

2-3 PCs succeed: The PCs take a somewhat circuitous path through the swamp but mostly keep their bearings. When they arrive at area **C**, they are fatigued.

0-1 PCs succeed: The PCs repeatedly get lost along the way and can't seem to find a stable place to rest. They are fatigued when they arrive at area **B** and for the remainder of the scenario.

Hazards: The Drift Bog's thin atmosphere is toxic, and swarms of biting insects fill the air, eager to fly up noses, into ears, and down clothes. Remind players that all armors provide basic environmental protections (*Starfinder Core Rulebook* 196), keeping them safe from such hazards. PCs that do not wear armor can use one of six emergency space suits kept on their starship. Even with these protections, the insects buzz around the PCs, gnawing on their armor and attempting to find tiny gaps to wriggle through. PCs who choose not to activate environmental protections immediately begin to cough, as the air is painful to breathe. After one minute, any PCs that remain unprotected from the atmosphere must succeed at a DC 16 Fortitude save (DC 19 in Subtier 3–4) or suffer from insanity mist (*Core Rulebook* 419), with a frequency of

1/hour. This is in addition to the effects of thin atmosphere. PCs that drink swamp water must succeed at a DC 15 Fortitude save (DC 18 in Subtier 3–4) or become sickened for one hour. Further consumption causes PCs to become nauseated instead.

Treasure: Floating in the water is a silver tactical spear and a mud-caked diffraction resonator. In Subtier 3–4, there is also a harmonic shrieking knife. A DC 15 Perception or Survival check (DC 18 in Subtier 3–4) reveals the weapons floated here from deeper in the swamp.

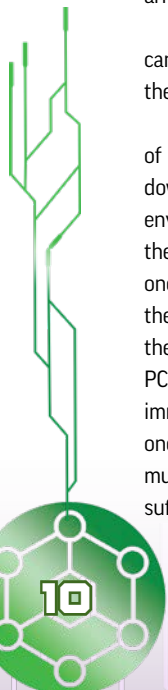
DEVIL'S TALON REMAINS

As the PCs explore the Drift Bog, they come across an expanse of still, black water 15 feet deep. Five humanoid bodies dressed in matching black and gray fatigues float on the surface of the lake at a distance of 40 feet. Swimming to the bodies requires a successful DC 12 Athletics check (DC 15 in Subtier 3–4), while dragging them back to shallow water requires a successful DC 16 Athletics check (DC 19 in Subtier 3–4). Inspecting the bodies uncovers the insignia of the Devil's Talon on their combat gear (which matches the insignia on the hull of the *Malice*). A successful DC 16 Medicine check (DC 19 in Subtier 3–4) reveals the Devil's Talons bled out from large circular bite marks and were partially eaten. Surpassing the DC by 5 or more also reveals that many of the mercenaries are infected with a disease that liquefied their brains.

Development: As the PCs leave the area, a PC who succeeds at a DC 14 Perception check (DC 17 in Subtier 3–4) notices a distant rippling from the deep water. A moment later, the ripples begin to move, clearly approaching the PCs. The ripples increase in speed as they approach and seem to belong to something Large moving beneath the surface of the water. PCs can easily outswim the ripples or otherwise flee. PCs that stand their ground find the ripples suddenly stop 10 feet away, as if a creature submerged deeper. The ripples do not return, and no creature appears.

Art: PCs that succeed on a DC 14 Perception check (DC 16 in Subtier 3–4) notice three black glass orbs floating around the corpses, which they can easily collect. A PC holding an orb has the distinct feeling of a hand resting on their shoulder. The PC must succeed at a DC 17 Will save (DC 19 in Subtier 3–4) or hear faint whispers in their ear, uttered in an unknown tongue. These effects continue as long as the PC is holding an orb. After a PC rolls this save once for one orb, use the result of that save any time that PC picks up an orb. Collectively, these orbs count as one art object for the purposes of this scenario's success conditions.

Treasure: The mercenaries were well-equipped for battle, carrying a suit of thinplate, a runner spark knife (*Armory* 10), 10 silver carbonedge shuriken, a silver tactical handaxe (*Armory* 8), a static arc pistol, a thunderstrike pulse gauntlet, three tactical semi-auto pistols loaded with silver bullets, and 40 rounds of small arms silver bullets. In Subtier 3–4, the mercenaries also have an enforcer armor I (*Armory* 69), a mercenary NIL grenade launcher loaded with six screamer grenades, a sheet lightning pistol (*Armory* 15), a silver carbonsteel curveblade, a sonorous resonant staff (*Armory* 13), and a thunderstrike sonic pistol.



Rewards: If the PCs do not claim the combat gear, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 60.

Out of Subtier: Reduce each PC's credits earned by 118.

Subtier 3-4: Reduce each PC's credits earned by 136.

THE WEIGHT OF SIN

Not long after leaving the lake behind, the PCs discover signs of civilization, with a few toppled pillars and slick stairs rising up out of the bog. PCs that succeed at a DC 15 Perception check (DC 18 in Subtier 3-4) hear a mumbling voice ahead, though no words can be discerned. PCs examining the architecture discover it is made of worked stone. PCs that succeed at a DC 19 Culture, Engineering, or relevant Profession check (such as architect or stonemason) discover the stonework is millennia old and in exceptional condition for its age, likely created in the ancient past. When the PCs continue, read or paraphrase the following.

The swamp gives way to a platform of slick white stone, rising up a few inches over the water's surface. A pillar tops the platform, before which is a wispy, ghost-like figure vaguely resembling an elf. A shining silver scepter pierces the spirit through the shoulder, pinning them to the pillar in a way that looks painful. The wispy figure mutters then looks up, a wide grin spreading across their face. "You're alive!" A moment later the smile is gone, replaced by a look of fear. The figure shakes their head, covers their ears, and mutters, "No! Ignore the pretty lies..."

The figure impaled on the pillar is a petitioner, trapped in Hell for millennia, that no longer remembers their identity. They are certain the PCs are illusions sent to torment them with hope of escape. A PC that succeeds at a DC 18 Diplomacy or Mysticism check (DC 22 in Subtier 3-4), or a PC that frees the petitioner, can convince the petitioner they are real and persuade them to answer a few questions. If asked, the petitioner explains they died long ago and is trapped here by their sins, which were fashioned into the form of the scepter they used in life to hold power over others. The spirit does not know where they are and has never heard of the Drift. If asked about the house, the petitioner replies, "House? Ah, His house! It isn't far. But you shouldn't go there. It's dangerous..." They cannot remember who owns the house but, after some thought, they manage to recall the house is filled with "nightmares and worse." If asked for advice the spirit replies, "Run..." in a terrified tone.

Art: The silver scepter which pierces the petitioner is driven directly into the stone pillar. It is solid, and functions as a silver tactical baton (a silver sledge [Armory 8] in Subtier 3-4). A PC that succeeds at a DC 15 Culture or Mysticism check (DC 18 in Subtier 3-4) recognizes the scepter as a religious article, belonging to a person of import. Surpassing the DC by 5 or more additionally reveals that the iconography on the scepter is not associated with any known religion. Removing the scepter from the pillar is easy (although the petitioner cannot manipulate the scepter).

Doing so sets the petitioner free. If freed, the petitioner travels to the edge of the Drift Bog and leaps into the Drift.

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

Subtier 1-2: Reduce each PC's credits earned by 10.

Out of Subtier: Reduce each PC's credits earned by 20.

Subtier 3-4: Reduce each PC's credits earned by 30.

B. SLITHERMAW NEST (CR 2 OR CR 4)

The gnarled trees part, revealing a series of mud hills that rise five feet above the deep water. Ahead, towering above them, is a single mud mound a full 15 feet higher than the rest. The tallest mound of mud is a nest for fiendish parasites known as slithermaw. Although many eggs remain buried beneath the mud, three of the parasites have hatched and are incredibly hungry.

If the PCs got lost while navigating the swamp, they may be fatigued when they arrive (see Exploring the Swamp on page 9).

Creatures: Three freshly hatched slithermaws squirm out of the mud nest and attack the PCs. These leech-like parasites are slimy, their circular mouths lined with rows of sharp teeth and surrounded by thin, writhing tendrils. They sway their heads back and forth, opening and closing their mouths as they taste the air. Mindlessly hungry, they fight to the death.

Hazards: The green spaces on the map are a deep bog four feet deep. Rules for deep bogs appear on page 398 of *the Core Rulebook*. Swimming through the deep bog requires a successful DC 12 Athletics check.

The brown spaces on the map are mud hills that rise five feet above the water. Climbing atop or moving along a mud hill requires a successful DC 13 Acrobatics or Athletics check (DC 16 in Subtier 3-4). The tallest mud mound, where the larval parasites begin, rises twenty feet above the water, and requires a successful DC 18 Acrobatics or Athletics check (DC 21 in Subtier 3-4) to climb or move across. Failure on any of the Acrobatics or Athletics checks results in the PC failing to make much progress, moving only a single five-foot space. All mud spaces count as difficult terrain.

The trees on the map grasp at passing PCs and cling to them, hampering their aim. Any PC that attempts to attack from a space adjacent to a tree must succeed at DC 13 Reflex save (DC 16 in Subtier 3-4) or take a -1 penalty to all attack rolls for 1 round.

The log rising up out of the mud on the east edge of the map is slick, but solid ground. Walking along it requires a DC 10 Acrobatics check to balance (DC 13 in Subtier 3-4). The log does not otherwise hamper the PCs' movement. The sticks that connect to the slithermaw's hill are too flimsy to bear weight; they sink into the swamp if stepped on.

SUBTIER 1-2 (CR 2)

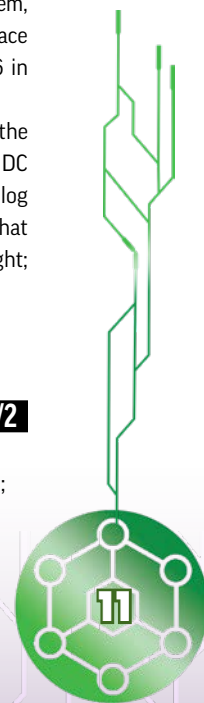
SLITHERMAW HATCHLINGS (3)

CR 1/2

NE Small vermin

Init +1; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.;

Perception +4



B. SLITHERMAW NEST

PCS START HERE

SLITHERMAWS



1 SQUARE = 5 FEET

PATHFINDER FLIP MAT CLASSICS: SWAMP

DEFENSE HP 13 EACH

EAC 10; **KAC** 12
Fort +4; **Ref** +2; **Will** +0
DR 1/good

OFFENSE

Speed 10 ft., burrow 10 ft., climb 10 ft., swim 10 ft.

Melee tendrils +6 (attach) or
 bite +6 (1d6+2 P plus waking nightmare)

Ranged ensnaring spit +3 (entangled)

TACTICS

During Combat The slow and clumsy slithermaw hatchlings hinder their enemies with ensnaring spit and then switch to melee, latching onto their targets by driving their hooked tendrils into the PCs' flesh before feeding.

Morale Mindlessly hungry, the hatchlings fight to the death.

STATISTICS

Str +2; **Dex** +1; **Con** +3; **Int** -; **Wis** +0; **Cha** -4

Skills Athletics +4

Other Abilities amphibious, mindless

SPECIAL ABILITIES

Ensnaing Spit (Ex) As a standard action, the slithermaw hatchling can spit sticky, caustic mucous as ranged attack against the KAC of a single target within 60 feet. If struck, the target is entangled for 1d4 rounds.

WAKING NIGHTMARE

Type disease (injury); **Save** Fortitude DC 9

Track mental; **Frequency** 1/day

Cure 1 save

Targets afflicted with waking nightmare endure disconcerting delusions that increase in intensity and frequency as the disease progresses and the target's brain liquefies.

SUBTIER 3-4 (CR 4)

SLITHERMAW LARVAE (3)

CR 1

NE Small vermin

Init +1; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.;

Perception +5

DEFENSE HP 20 EACH

EAC 11; **KAC** 13

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

DR 1/good

OFFENSE

Speed 10 ft., burrow 10 ft., climb 10 ft., swim 10 ft.

Melee tendril +8 (attach) or
 bite +8 (1d6+3 P plus waking nightmare)

Ranged ensnaring spit +5 (entangled)

TACTICS

During Combat The slow and clumsy slithermaw larvae hinder their enemies with ensnaring spit and then switch to melee, latching onto their targets by driving their hooked tendrils into the PCs' flesh before feeding.

SCALING ENCOUNTER B

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

Subtier 1-2: Reduce the number of slithermaw hatchlings by one.

Subtier 3-4: Reduce the number of slithermaw larvae by one.

Morale Mindlessly hungry, the larvae fight to the death.

STATISTICS

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

Skills Athletics +5

Other Abilities amphibious, mindless

SPECIAL ABILITIES

Ensnaing Spit (Ex) As a standard action, the slithermaw larva can spit sticky mucous as ranged attack against the KAC of a single target within 60 feet. If struck, the target is entangled for 1d4 rounds.

WAKING NIGHTMARE

Type disease (injury); **Save** Fortitude DC 10

Track mental; **Frequency** 1/day

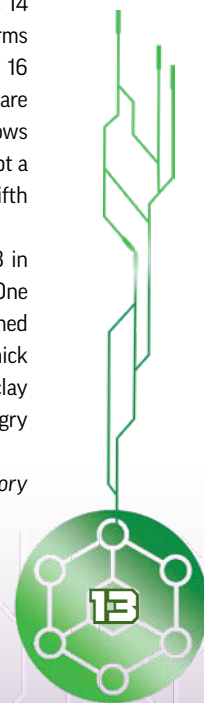
Cure 1 save

Targets afflicted with waking nightmare, endure disconcerting delusions that increase in intensity and frequency as the disease progresses and the target's brain liquefies.

Development: PCs that inspect their wounds and succeed on a DC 14 Medicine check realize they are similar to the bite marks on the Devil's Talon mercenaries, but significantly smaller. They also discover the infectious disease they transmit. A successful DC 14 Life Science check can determine that the bugs are larval forms of a much larger and more dangerous insect. A successful DC 16 Mysticism check (DC 19 in Subtier 3-4) determines the insects are fiendish in nature, while exceeding the DC by 5 or more narrows their origins to Hell. PCs that believe they are in Hell can attempt a DC 17 Mysticism check (DC 20 in Subtier 3-4) to recall that the fifth layer of Hell, Stygia, is a swamp.

Art: PCs that succeed on a DC 15 Perception check (DC 18 in Subtier 3-4) discover two large vases in the mud atop the nest. One is porcelain, with intricately detailed depictions of capering horned humanoids painted in blue and white, while the other is a thick clay pot with an angular design. The first PC that touches the clay pot clearly sees that the angular design depicts salivating, hungry faces (which no one else perceives).

Treasure: Inside the clay pot is a *least electron crystal* (Armory 26), which is instead a *minor electron crystal* in Subtier 3-4.



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

Subtier 1-2: Reduce each PC's credits earned by 74.

Out of Subtier: Reduce each PC's credits earned by 111.

Subtier 3-4: Reduce each PC's credits earned by 148.

C. PALACE OF DELUSION

The PCs arrive at the Palace of Delusion, the source of the art objects in the Drift Bog. The PCs no longer suffer a penalty to Perception checks, as no creatures or insects willingly approach the manor. The Palace of Delusion is subject to normal light. The wooden walls are soggy, but solid (Break DC 20, Hardness 5, HP 60, Athletics DC (to climb) 21). The floor throughout the manor is coated in mud and flooded with water half a foot deep. This flooding increases the difficulty of Acrobatics checks by 1 but does not otherwise hamper movement. The PCs have time to rest for 10 minutes between each encounter. If the PCs took a circuitous path through the swamp, they may be fatigued when they arrive here (see Exploring the Swamp on page 9).

C1. EXTERIOR (CR 1 OR CR 3)

Perched at the edge of the bog, crumbling where it falls away into the Drift, a dilapidated wooden manor sinks into the swamp. Tall wooden planks and decorative eaves reach up into the sky before ending in shards and splinters. Whatever once existed on the second floor of this building is nowhere to be seen, ripped away into the Drift upon the bog's arrival. Three filthy windows dot the exterior, while a large hole, partly filled with the remains of a collapsed stairwell, is the only obvious entrance to the building's interior. Not even the persistent insects of the bog draw near the shattered ruin.

There are multiple ways to enter the Palace of Delusion, including the main entrance (which leads to area **C2**) and three windows (leading to areas **C2**, **C3**, and **C4**). Because it lacks a roof, PCs can attempt to fly inside from above or from the shattered sides that hang over the Drift or climb up and over the home's exterior walls. Doing so can grant them access to areas **C2**, **C5**, or **C6** (as areas **C3** and **C4** have a ceiling). Spaces with rubble (including the entryway into area **C2**) are difficult terrain.

Traps: PCs approaching the windows see shifting, shadowy, ghost-like forms trapped within the glass, howling in terror and banging on the windows as if attempting to escape. Any PC that comes in contact with the window is assaulted by psychic pleas from the souls trapped within the windowpanes, as they desperately beg for freedom. This is a magical trap.

SUBTIER 1-2 (CR 1)

SHRIEKING SOULS TRAP **CR 1**

Type magical; **Perception** DC 21; **Disable** Engineering DC 12 (shatter the window) or **Mysticism** DC 16 (calm the spirits)

Trigger touch; **Reset** 1 round

Effect psychic assault (2d10 plus shaken 1 minute); Will DC 12 half and negates shaken

SUBTIER 3-4 (CR 3)

ADVANCED SHRIEKING SOULS TRAP **CR 3**

Type magical; **Perception** DC 24; **Disable** Engineering DC 15 (shatter the window) or **Mysticism** DC 19 (calm the spirits)

Trigger touch; **Reset** 1 round

Effect psychic assault (4d10 plus shaken 1 minute); Will DC 14 half and negates shaken

Development: The windows are not locked, though they grind open slowly with an audible scream. PCs hoping to free the souls in the windows can do so by shattering the windows, which causes the desperate and angry souls trapped within the windowpanes to be set free. They fly off into the Drift, fleeing their eternal condemnation to Hell.

C2. GRAND HALL

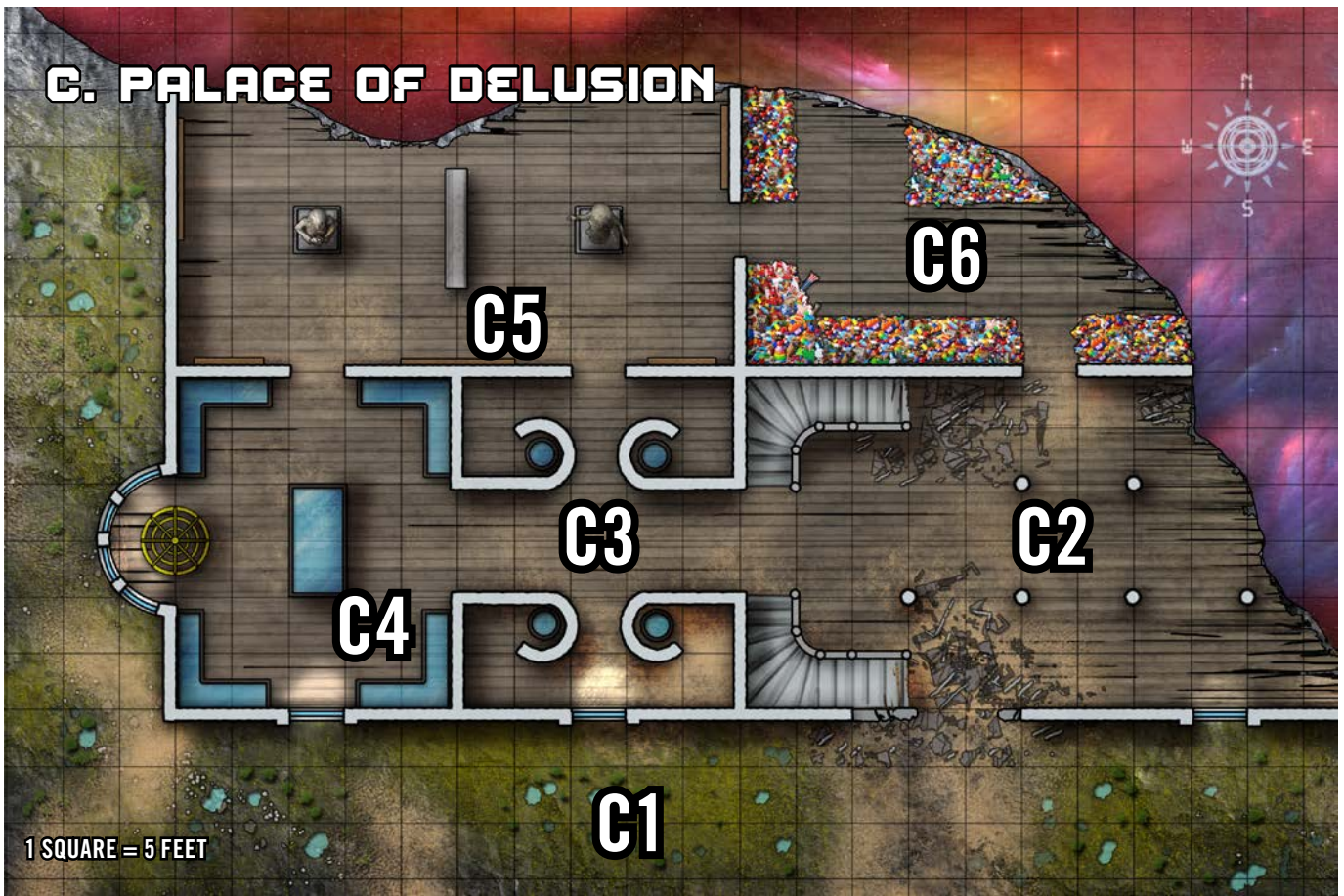
This once-grand hall is a wreck. The upper half of a wide curving staircase has collapsed, partially blocking a hole in the southern exterior wall. The west wall is host to a grand mural, nearly twelve feet tall, that towers over the chamber. The winged, scaled humanoid it depicts leers down at the room, watching through life-like yellow eyes. Beneath the mural, an archway leads to a white hallway, while another arch in the north wall leads to a chamber open to the Drift. Two rows of stone pedestals topped by decorative busts line the room, running from west to east, where the building gives way to a broken stretch of wood and swamp water that trickles out into an endless expanse.

When the PCs first enter this room, they suddenly become aware that they are being watched by something ominous and powerful. The mural depicts a sinister-looking scaled humanoid dressed in regal robes, with a sharp-toothed grin and membranous wings. The mural is magical, and examining it with *detect magic* reveals it radiates incredibly powerful magic (caster level 20th), though the PCs cannot discern further properties of the effect. PCs examining the painting that succeed at a DC 16 **Mysticism** check identify the subject of the painting as a unique fiend. Exceeding the DC by five or more further identifies the figure as Duke Crocell, a powerful and unique devil that collects the nightmares of mortals. Learning Duke Crocell's name allows the PCs to attempt a second DC 16 **Mysticism** check to recall that Duke Crocell makes his home in Stygia, the swampy fifth layer of Hell. Exceeding the DC by five or more further reveals that his domain is the Palace of Delusion, an infernal art gallery dedicated to his obsession with mortal fears.

Hazard: The floor near the east edge of this room is unstable and slanted toward the Drift. PCs within 15 feet of the hall's broken end hear the floor creak and feel it sway under their feet.



THE INFERNAL GALLERY



Traps: The window in the south wall contains trapped souls, as described in area C1.

Art: The PCs can collect four busts from the pedestals. Each is carved of fine marble and depicts malformed faces of various races, all twisted in terror. Two additional busts hover lazily just outside the hall, floating 15 feet away in the Drift. Another 10 feet distant are a dozen floating rocks, wooden planks, and globules of mud and swamp water. The PCs can collect the valuable busts with a variety of creative methods, likely involving rope, grappling line, flight, or launching themselves into the Drift, grabbing the busts by hand, and kicking off of the hunks of rock to return. The exact skill checks required are left to the GM to determine, based on the PCs' plans, although most methods likely require Acrobatics or Athletics checks, or a ranged attack roll. The DC of these checks is 16 for Subtier 1-2 (DC 19 for Subtier 3-4).

Development: The second time the PCs enter this room, the mural has changed. The image of Duke Crocell is gone. The rest of the mural remains, as if his image had simply walked out of the painting. When the image is gone, the PCs no longer experience the feeling of being watched.

C3. NIGHTMARE THEATERS

This featureless white hall curls off in multiple directions, eerie in its stillness. Coming from deeper in the house are the distant sounds of weeping, laughter, and creaking wood.

SCALING ENCOUNTER C1

Make the following adjustments to accommodate a group of four PCs. Make the same adjustments if the PCs encounter this trap in another room.

All Subtiers: The trap does not inflict the shaken condition.

This room is separated into four alcoves, each displaying a necklace that holds a soul gem at its center. These gems contain the souls of mortals that were haunted by exceptionally potent fears. Considering them a delectable part of his collection, Duke Crocell placed each soul gem in a specialized room that acts as a twisted theater, pulling the nightmares out of the soul's memories and replaying them on the malleable walls. As the PCs enter this room, screams emerge from the walls, rising into a discordant symphony of anguished wails. The walls shudder, like ripples on water, and then bulge outward. Agonized faces and outstretched hands reach out of the walls, grasping for help.

PCs that succeed on a DC 15 Perception check (DC 18 in Subtier 3-4) notice that the hands and faces bulging from the walls never

protrude more than a foot, allowing PCs to walk down the center of the hallway and remain out of reach. PCs that succeed at a DC 18 Mysticism check (DC 21 in Subtier 3–4) believe the bulging walls are a magical manifestation of a captive soul's terror. Given the strength of the effect, the soul is likely nearby.

Entering one of the alcoves causes the bulging walls to change, depicting images related to the soul gem displayed within, with any faces and hands matching those of the trapped soul. The images and souls are described under Art below. Removing a necklace from its display case causes the walls in that alcove to revert to flat, featureless walls, silencing the screams echoing in that alcove.

Traps: The window in the south wall contains trapped souls, as described in area C1.

Art: Each alcove contains a valuable necklace on display in a glass case on the wall. PCs that examine a necklace and succeed at DC 18 Mysticism check (DC 21 in Subtier 3–4) realize the central gem contains an imprisoned soul. Smashing a soul gem to free the soul trapped within requires striking it with a solid object, and results in an audible sigh of gratitude as a few colorful wisps, vaguely resembling a humanoid form, dissipate into the air.

Alcove A: A leather choker with a green soul gem contains the soul of a boisterous male vesk terrified of being outed as a fraud. Within this chamber PCs feel vulnerable and exposed.

Alcove B: A glass bead necklace with a purple soul gem contains the soul of a sickly female gnome terrified of succumbing to the Bleaching. Within this chamber, PCs feel as though they're wasting away.

Alcove C: A silver pendant with an orange soul gem contains the soul of a male lashunta that was afraid of heights. Within this chamber PCs feel like they're falling.

Alcove D: A thick gold necklace with a blue soul gem contains the soul of an agender android that escaped slavery and was terrified of being recaptured. Within this chamber the PCs have the feeling that pursuers are closing in on them.

Rewards: If the PCs collect the necklaces but destroy the soul gems, do not reduce their credits earned. If the PCs do not collect the four necklaces, reduce each PC's credits earned by the following amount.

Subtier 1–2: Reduce each PC's credits earned by 130.

Out of Subtier: Reduce each PC's credits earned by 215.

Subtier 3–4: Reduce each PC's credits earned by 300.

C4. SCRIPTORIUM (CR 2 OR CR 4)

Glass cases displaying crumbling books and scrolls fill this square room. A heavy iron chandelier holding fat, greasy candles hangs from the ceiling, casting flickering light. Archways in the north and east walls lead to other chambers, while a simple glass window in the south wall looks out onto the Drift Bog.

A window-lined alcove in the west wall surrounds a cylindrical gold cage that runs from the flooded floor up to the lofty ceiling. Within is a brightly colored bird with long, sparkling tail-feathers. The bird cocks its head curiously, then lets out an

excited trill. "Oh, joyous day!" the bird tweets. "I thought I was done for, but you... YOU! Have you come to rescue me? Please! I long to see the hills of Elysium once more!" The bird pecks at the cage's latch, clearly unable to lift it on its own. "Hurry!"

The glass cases are four feet high and hold their contents three and a half feet above the ground. The ceiling rises to a height of 20 feet.

The gilded cage is built into the floor and ceiling (Break DC 25, Hardness 15, HP 70). The bars can be bent enough to allow the bird to escape with a DC 20 Strength check. The cage door can be pried open with a DC 18 Strength check. Using appropriate tools on either of these checks grants the PCs a +2 bonus to this check. The locked cage door requires a DC 17 Engineering check to unlock (DC 20 in Subtier 3–4).

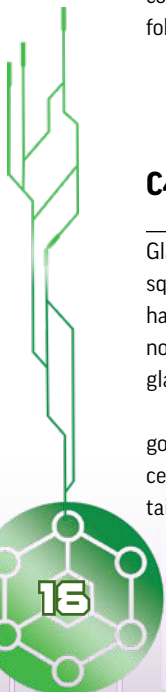
Creatures: The pleasant bird is an imp in disguise by the name of Kremzle. Well aware it cannot safely leave the Drift, and hearing the PCs approach, it has taken on a bird's form and locked itself in the birdcage. Although it hoped that allies of its master, Duke Crocell, would be the first to reach the Palace of Delusions, Kremzle has prepared for other intruders. He introduces himself as Iffelby and attempts to convince the PCs he's a celestial bird from Elysium, trapped in the bowels of Hell for centuries, and grateful to be freed. The imp hopes that the PCs will take him (and the art they're sure to steal) to a starship with a functioning Drift engine, on which he can hitch a ride back to the Material Plane. From there, summoning his master's minions and returning to the rest of the Palace of Delusion will be a simple task—and surely his master will reward him for his service! In Subtier 3–4, Kremzle is accompanied by another imp, Zinzarat, who lurks invisibly in the corners of the room. Zinzarat plans to follow the group and slip onto their ship unnoticed.

Kremzle, in the guise of Iffelby, happily speaks with the PCs, explaining they are in Hell (though not which layer), and that he was captured by a foul devil, and gifted to a scale-winged fiend he knows only as 'The Duke.' He has been here a very long time and desperately wants to be brought home, urging the PCs to move swiftly whenever possible. Iffelby attempts to endear himself to the PCs and is certain to ask all the PCs their names. He enquires if the PCs have a ship, and if it can get them all out of this "horrible place."

PCs that succeed at a DC 22 Sense Motive check can tell that the bird is lying and is not what he seems. If confronted, Iffelby admits that he is not from Elysium, but does want to leave this place. If the PCs continue to confront Iffelby, or his ruse is otherwise detected, Kremzle returns to his natural form and attacks (with his invisible companion joining the fight in Subtier 3–4).

In Subtier 3–4, the PCs can hear the flap of the invisible Zinzarat's wings with a successful DC 34 Perception check. If they notice Zinzarat, she flies away and follows the PCs from a distance, hoping to attack them later once their guard is down.

If the PCs do not detect the Kremzle's ruse, he follows the PCs to their starship and rides with them back to Absalom Station. In Subtier 3–4, Zinzarat also hitches a ride on the starship.



Traps: The window in the south wall contains trapped souls, as described in area C1.

SUBTIER 1-2 (CR 2)

KREMZLE CR 2

Imp (*Starfinder Adventure Path #13: Fire Starters 56*)

LE Tiny outsider (devil, evil, extraplanar, lawful)

Init +4; **Senses** darkvision 60 ft., *detect magic*, see in darkness; **Perception** +7

DEFENSE HP 18

EAC 12; **KAC** 13

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

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

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

OFFENSE

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

Melee sting +6 (1d4+2 P plus imp poison)

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

Spell-Like Abilities (CL 2nd)

1/week—*contact other plane* (devils only)

1/day—*augury*, *suggestion* (DC 17)

At will—*invisibility* (self only)

Constant—*detect magic*

TACTICS

Before Combat Kremzle uses change shape to assume the form of a celestial bird.

During Combat Kremzle begins by casting *suggestion* on the strongest looking PC, telling them to go play with the toys in area C6. He then resorts to sting attacks, trusting his defenses to protect him from the PCs. He spreads his attacks around so that his poison weakens as many PCs as possible.

Morale If reduced to 8 HP or fewer, the imp flees, turning invisible as soon as possible.

STATISTICS

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

Skills Acrobatics +7 (+15 to fly), Bluff +12, Mysticism +7

Languages Common, Infernal; limited telepathy 30 ft.

Other Abilities change shape (animal)

SPECIAL ABILITIES

Change Shape (Su) An imp can assume the appearance of a Tiny beast, such as a rat, raven, or spider. From this form, in addition to the normal benefits of this ability, the imp can gain a climb speed of up to 30 feet. While in its new form, the imp can have a different sort of natural attack. Damage from that attack might be of another kinetic type but retains the dice and the poison of the imp's sting.

IMP POISON

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

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

Cure 1 save

SCALING ENCOUNTER C4

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

Subtier 1-2: Remove Kremzle's fast healing and reduce his resistance to acid and cold to 5.

Subtier 3-4: Remove Kremzle and Zinzarat's fast healing and reduce their resistance to acid and cold to 5.

SUBTIER 3-4 (CR 4)

KREMZLE AND ZINZARAT CR 2

Imps (*Starfinder Adventure Path #13: Fire Starters 56*)

HP 18 each

TACTICS

Before Combat Kremzle uses change shape to assume the form of a celestial bird. Zinzarat casts *invisibility* on herself and hides.

During Combat Kremzle begins by casting *suggestion* on the strongest-looking PC, telling them to go play with the toys in area C6. Zinzarat begins with a sting attack if invisible, then uses her suggestion spell as Kremzle did. Both imps then resort to sting attacks, trusting their defenses to protect them from the PCs. They spread their attacks around so that their poison weakens as many PCs as possible.

Morale If an imp is reduced to 8 HP or fewer, the imp flees, turning invisible as soon as possible. The remaining imp fights for one more round before retreating.

Art: The paper records in the glass cases are ancient and extremely fragile; even the preservation magic on the cases has decayed with time. PCs would be wise to record images of the scrolls with their electronic devices before attempting to collect them. Collecting the scrolls is delicate work and requires a DC 18 Sleight of Hand check or relevant Profession check (such as librarian, scribe, or scholar) in Subtier 1-2 (DC 21 in Subtier 3-4). Failure causes the paperwork to crumble to dust. The paperwork counts as one art object for the purpose of meeting scenario success conditions.

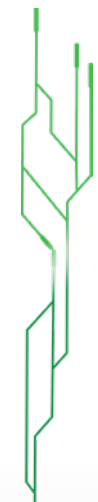
Development: Any imps that survive the encounter follow the PCs back to their starship, sneak aboard, and hitch a ride back to Absalom Station.

Rewards: If the PCs do not fight or interact with Kremzle, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 72.

Out of Subtier: Reduce each PC's credits earned by 108.

Subtier 3-4: Reduce each PC's credits earned by 144.



C5. ART GALLERY

A pair of filthy stone statues rise up out of the deep mud that fills this ruined art gallery. A soggy velvet bench sits forlornly between them, tangled with heaps of swamp plants, and five paintings hang askew on the walls. Jagged shards of wood, crumbling tiles, stone limbs, and the tattered remains of eviscerated paintings float in the Drift, which has overtaken the north end of the hall and the ceiling.

The swamp water that once filled this hall is long gone, lost along with whatever else once stood in this hall. Two arches in the south wall and one in the east lead to other chambers. The floor is covered in wet mud one foot deep.

Art: This art gallery is a fraction of a much bigger gallery that remains in Hell. Only five paintings and two large statues remain whole. The statues are each cut from a single piece of heavy stone and stand six feet tall. One depicts an ysoki in a triumphant pose, and the other depicts a graceful elf looking very solemn. Although both statues appear dirty, upon closer inspection it's clear the statues weep a thick red substance from their eyes. A DC 14 Life Science or Medicine check identifies the substance as blood (belonging to an ysoki and elf, respectively). The first PC to touch each statue clearly hears that statue weeping (which no other PCs perceive). Hauling each statue into the null-space chamber requires a DC 19 Strength or Athletics check (DC 22 in Subtier 3–4).

The art hanging on the walls are painted in a variety of styles and come from different places and time periods. For each painting, select a PC who will perceive that painting differently than their companions, spreading them out among the PCs as evenly as possible. The five paintings are:

Painting 1: A beautiful, androgynous human dancer adorned with sashes. One PC instead sees the dancer's limbs as burnt stumps trailing ribbons of ash. They dance on a backdrop of flame.

Painting 2: A portrait of a smiling, athletic shirren cradling a crystalline ball in their arms. A DC 15 Culture check recognizes the shirren as a famous sports star, Elzozle, that died a decade ago. Instead of the ball, one PC sees their own severed head.

Painting 3: A serene pastel landscape of rolling meadows beneath a yellow sky. One PC sees snarling faces hiding among the flowers.

Painting 4: An augmented holo-painting of skittermanders on parade. One PC instead sees the skittermanders running in terror from a monstrous, bat-faced beast that's devouring the slowest of them. A DC 15 Life Science check identifies this creature as a stridermander.

Painting 5: A happy kasatha family sits around a table piled high with delicious looking food. One PC instead sees themselves and their companions sitting around a table, enjoying a feast of rotten food, clearly overstuffed and looking ill. A shadowy figure in the background seems to be forcing them to eat.

Treasure: PCs that succeed on a DC 16 Perception check (DC 19 in Subtier 3–4) uncover 30 feet of titanium alloy cable line and an *obsidian electrovore figurine of wondrous power* (Armory 113) buried in the mud. In Subtier 3–4, there is also a *dented kasa* (Armory 112).

Rewards: If the PCs do not discover the muddy equipment, reduce each PC's credits earned by the following amount.

Subtier 1–2: Reduce each PC's credits earned by 72.

Out of Subtier: Reduce each PC's credits earned by 108.

Subtier 3–4: Reduce each PC's credits earned by 144.



WEAPONIZED TOYS

C6. TOY ROOM (CR 3 OR CR 5)

This crowded room is packed full of children's toys from throughout the galaxy and time. Most are dolls of all sorts—porcelain figures, marionettes, and puppets sit alongside action figures, fashion dolls, and soft stuffed animals. Only two walls and a precariously tilted floor have not yet floated away into the Drift.

As the PCs enter this room, every toy's head swivels in unison, creaking loudly as they turn to stare at the PCs with empty, artificial eyes. No matter how the PCs move, the dolls heads all continue to follow their movements throughout the room.

Creatures: Restless spirits trapped within some of the toys rise to attack the PCs when they are distracted. In Subtier 1-2 this is a wooden marionette that attacks with razor-sharp wires, a vesk soldier action figure that attacks with a miniature laser gun, a fluffy stuffed rabbit that bites with sharp teeth, and a cursed doll that looks like one of the PCs and attacks by poking itself with needles (which hurts the PC it looks like). In Subtier 3-4 this is a pair of weaponized devil-in-a-boxes.

Hazard: The floor here is slanted and slippery. Any creature that is knocked prone slides five feet toward the Drift. Creatures adjacent to the Drift that fall prone must succeed at a DC 13 Reflex save (DC 16 in Subtier 3-4) or slip off the edge of the house and float five feet away.

SUBTIER 1-2 (CR 3)

WEAPONIZED DOLLS (4) CR 1/2

Variant weaponized toy (*Alien Archive 3 132*)

NE Tiny construct (technological)

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

DEFENSE HP 13 EACH

EAC 10; **KAC** 12

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

Immunities construct immunities

Weaknesses vulnerable to critical hits

OFFENSE

Speed 20 ft.

Melee slam +4 (1d4+2 B)

Space 0 ft.; **Reach** 0 ft. (5 ft. with rabbit weaponized doll's adaptive attack)

Offensive Abilities adaptive attacks

TACTICS

Before Combat The weaponized dolls act like the other dolls in the room.

During Combat The weaponized dolls each target a different PC with their adaptive attacks until their target falls unconscious, then they select a new target from among the undamaged PCs. The rabbit weaponized doll attacks the strongest-looking opponent, the marionette weaponized doll attacks the opponent nearest to the Drift, the soldier

SCALING ENCOUNTER C6

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

Subtier 1-2: Remove the cursed weaponized doll.

Subtier 3-4: Remove one devil-in-a-box.

weaponized doll attacks spellcasters, and the cursed weaponized doll attacks one of the remaining opponents.

Morale If reduced to 5 HP or less, a weaponized doll moves out of sight and attempts to hide among the mundane dolls in the room. It does not re-engage again, even if handled or harmed.

STATISTICS

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

Skills Bluff +4, Intimidate +4, Stealth +9

Languages Common, Infernal

Other Abilities unliving

SPECIAL ABILITIES

Adaptive Attacks (Ex) Each of the four weaponized dolls has a unique attack based on its form.

Cursed Weaponized Doll: As a standard action, the cursed weaponized doll can focus its ire on a single target within 30 feet and then stab itself with a pin, dealing 2d6 piercing damage to the target (Will DC 9 half). This is a mind-affecting effect.

Marionette Weaponized Doll: The marionette can lash out at a single target within 15 feet with razor-sharp wires. This is a ranged attack with a +7 attack bonus that targets KAC and deals 1d6 slashing damage. If the attack roll result equals or exceeds the target's KAC + 4, the marionette also automatically trips the target (this takes no action).

Rabbit Weaponized Doll: The rabbit weaponized doll has a melee attack with a +4 attack bonus that allows it to bite a single target within 5 feet, targeting KAC and dealing 1d6+2 piercing damage.

Soldier Weaponized Doll: The soldier weaponized doll has a miniature laser cannon with a range of 60 feet and an attack bonus of +7 that targets EAC and deals 1d4 fire damage. On a critical hit, the target is knocked prone.

SUBTIER 3-4 (CR 5)

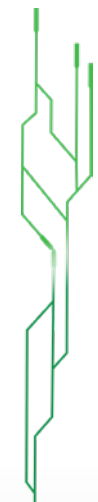
WEAPONIZED DEVIL-IN-A-BOXES (2) CR 3

HP 40 each (*Alien Archive 3 132*, page 21)

Languages Common, Infernal

TACTICS

Before Combat The weaponized devil-in-a-box remains motionless until handled or combat begins.



STARFINDER SOCIETY SCENARIO

During Combat The weaponized devil-in-a-box dashes in and out of combat to attack with spring attack.

Morale If reduced to 5 or fewer Hit Points, the devil-in-a-box retreats to its box and remains still, looking like a common toy. It does not re-engage, even if handled or damaged.

Art: Some of the dolls and toys are valuable works of art. PCs that don't want to collect all the toys can pinpoint the valuable ones with a successful DC 17 Culture, Perception, or applicable Profession check (such as auctioneer, puppeteer, or toymaker) (DC 20 in Subtier 3-4). The toys count as one art object for the purpose of meeting scenario success conditions.

Rewards: If the PCs do not collect the valuable toys, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 142.

Out of Subtier: Reduce each PC's credits earned by 204.

Subtier 3-4: Reduce each PC's credits earned by 266.

CONCLUSION

The PCs return to their starship and leave the Drift Bog behind, flying back to Absalom Station. Throughout the journey they hear child-like giggling, sudden inexplicable screams, and footsteps down an otherwise empty corridor, and they occasionally have a nagging feeling that they're being watched. The effects wane after only 2 days of travel through the Drift.

If Kremzle remains with the party in the guise of Iffelby; or if Kremzle or Zinzarat are hiding on the PCs starship; they disembark with the PCs at Absalom Station, then fly off a short distance. Kremzle reverts to his natural form, grins at the PCs, and gives them a mocking salute, exclaiming "Thanks a lot, suckers!" The imp becomes invisible and flies away, disappearing into the crowds of Absalom Station until he can make contact with his master. Zinzarat, if present, remains invisible. PCs who carried these sneaky stowaways each earn the Diabolical Hitchhiker boon on their Chronicle sheets.

The PCs report their findings to Venture-Captain Arvin and hand over the null-space chamber full of art objects. Arvin is shocked and intrigued by the PCs' harrowing tales and wonders aloud if the spoils will be worth the potential repercussions of angering the mysterious 'Duke' and the Devil's Talon. With a shake of his head, Arvin assures the PCs that they have no need to worry—although they should get cleaned up. He offers to take them for a complimentary trip to the spa to thoroughly wash away the lingering stench (and experience) of the infernal bog, followed by a fancy dinner.

REPORTING NOTES

If the PCs freed the petitioner, check box A. If the PCs shattered a window and freed the trapped spirits of Hell, check box B. If the PCs let members of the Devil's Talon survive, check box C. If any imps made it to Absalom Station, check box D.

PRIMARY SUCCESS CONDITIONS

If the PCs acquire at least 10 art objects, they succeed at their primary mission and each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon.

SECONDARY SUCCESS CONDITIONS

If the PCs succeed at three of the following seven objectives, they succeed at their secondary success condition; each PC earns 1 Fame and 1 Reputation for any factions associated with their current faction boon.

- Acquire 17 or more art objects.
- Collect environmental samples from the Drift Bog (such as air, earth, water, flora, or insects).
- Determine they were on Stygia.
- Determine they were in the Palace of Delusion.
- Determine the name of the Duke.
- Free a spirit (the petitioner, a soul gem, or a window spirit).
- Scan the Drift Bog with starship sensors.

APPENDIX 1: ALIEN ARCHIVE

WEAPONIZED DEVIL-IN-A-BOX

CR 3

Alien Archive 3 132

N Tiny construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE **HP** 40

EAC 14; **KAC** 16

Fort +3; **Ref** +3; **Will** +0

Defensive Abilities boxed; **Immunities** construct immunities

Weaknesses vulnerable to critical hits

OFFENSE

Speed 30 ft.

Melee cutters +12 (1d6+4 S; critical bleed 1d4)

Space 2-1/2 ft.; **Reach** 0 ft. (or 5 ft.)

Offensive Abilities mobile reach, pounce

STATISTICS

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

Skills Acrobatics +13, Athletics +8

Feats Mobility, Spring Attack

Languages Common (can't speak any language)

Other Abilities unliving

SPECIAL ABILITIES

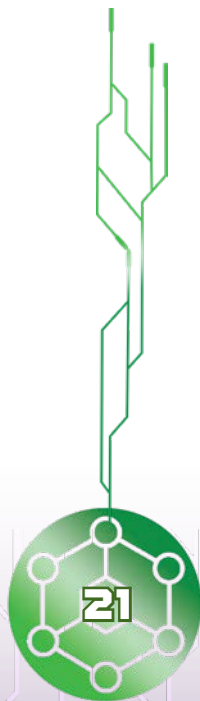
Boxed (Ex) A weaponized devil-in-a-box has an attached box with a lid. While inside its box or motionless, the creature looks like a normal toy.

As a move action, a weaponized devil-in-a-box can pull itself partially into its box, gaining partial cover. It takes a –2 penalty to attack rolls and can move at only half speed while doing so. As a full action, a weaponized devil-in-a-box can pull itself fully into its box, granting itself total cover. While withdrawn in this way, the devil-in-a-box can't move or attack, and it can't see. In either case, the devil-in-a-box can emerge from its box as a move action.

The box has hardness 10 and 20 HP, and a creature that targets the container with a melee or ranged attack automatically hits it. A devil-in-a-box whose box has the broken condition takes a –2 penalty to AC. If the box is destroyed, the penalty increases to –4, and the devil-in-a-box is staggered until a new box is attached.

Mobile Reach (Ex) Provided it emerges fully from its box or moves before it attacks, a weaponized devil-in-a-box's reach increases to 5 feet.

Pounce (Ex) When a weaponized devil-in-a-box charges, it can also make a full attack.



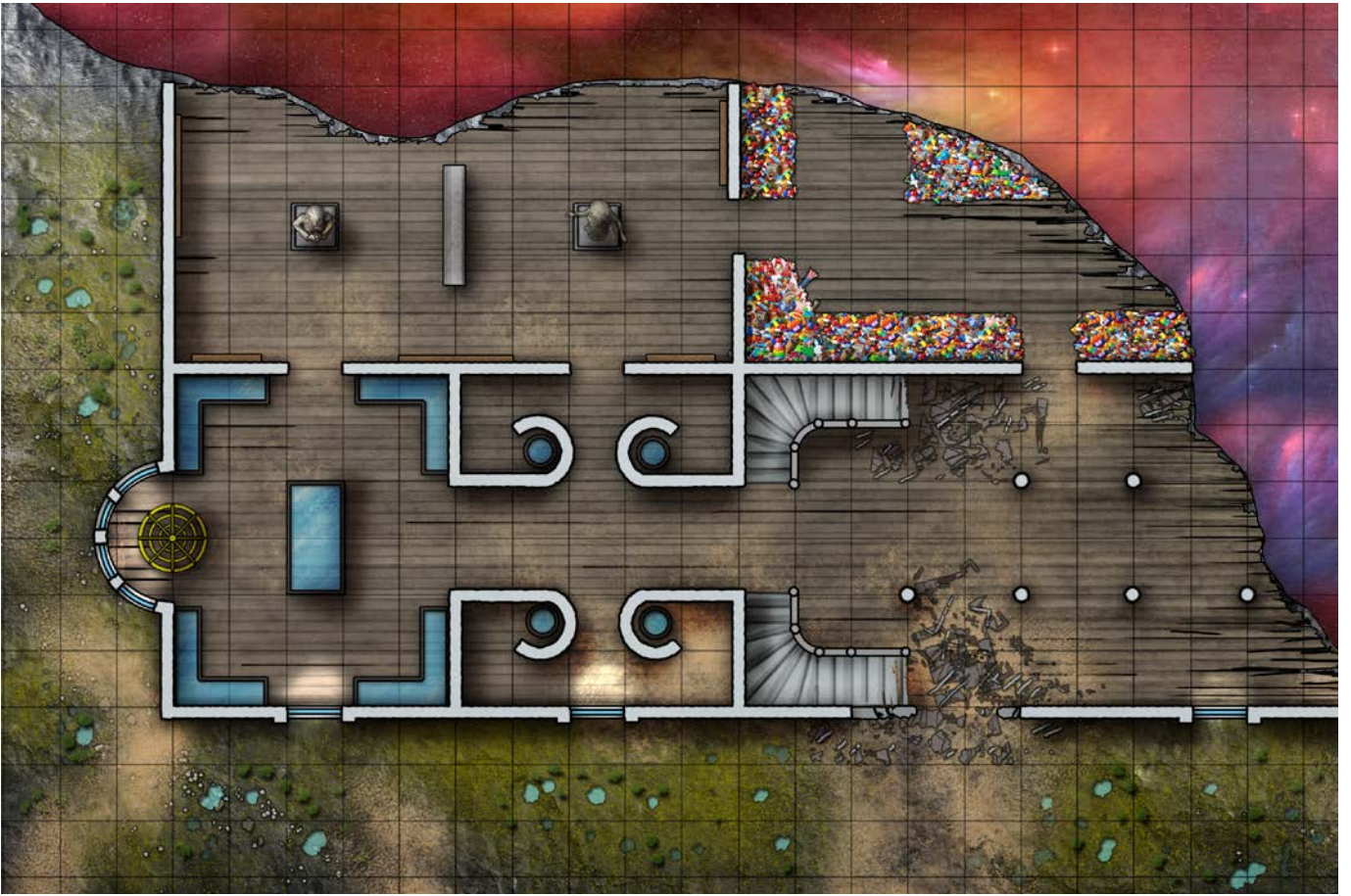
APPENDIX 2: ART TRACKER

GM REFERENCE: ART TRACKER

The following checklist details the number and location of art objects in the order they appear in the scenario, with 1 checkbox for each object relevant to the scenario's success condition.

- black glass orbs (Devil's Talon Remains, page 10)
- silver scepter (The Weight of Sin, page 11)
- vases (Slithermaw Nest, page 13)
- busts (Grand Hall, page 15)
- necklaces (Nightmare Theaters, page 16)
- paper records (Scriptorium, page 17)
- paintings (Art Gallery, page 18)
- statues (Art Gallery, page 18)
- batch of toys (Toy Room, page 20)

THE INFERNAL GALLERY



STARFINDER SOCIETY SCENARIO



Event Reporting Form

Date _____ Event Code: _____

Location _____

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

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

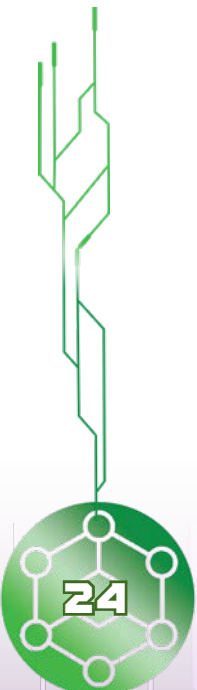
Player Name:		Class	Faction:		Dead
Character Name:		Org Play #:	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	Infamy

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

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

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

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



THE INFERNAL GALLERY

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Starfinder Society Scenario #2-15: The Infernal Gallery

Character Chronicle #

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

Items Found During This Scenario

Diabolical Hitchhiker (Ally) You picked up an unexpected passenger on your journey back to Absalom Station. What appeared to be an imprisoned bird from the holy plane of Elysium was actually the imp Kremzle in disguise, and he deceitfully (or invisibly) hitched a ride on your starship. After taunting you, he flew off to participate in his own machinations, but your paths may cross again. This boon will have an effect in a future scenario.

All Subtiers

diffraction resonator (2,080; item level 4; *Armory* 23)
electron crystal, least (1,430; item level 3; *Armory* 26)
figurine of wondrous power (obsidian electrovore; 3,000; item level 5; *Armory* 113)
 nanite hypopen, brown (160; item level 2; *Armory* 106)
recovery aegis (1,350; item level 3; *Armory* 115)

Subtier 3-4

dented kasa (3,000; item level 5; *Armory* 112)
 filtered rebreather (4,600; item level 6)
 harmonic shrieking knife (2,180; item level 4; *Armory* 11)
electron crystal, minor (3,850; item level 6; *Armory* 26)
 nanite hypopen, white (2,300; item level 9; *Armory* 106; limit 1)
 silver sledge (1,350; item level 3; *Armory* 8)

Reputation

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

MAX CREDITS	SUBTIER <input type="checkbox"/> Normal Max Credits
	1-2 700
	SUBTIER <input type="checkbox"/> Normal
	Out of Subtier 1,080
SUBTIER <input type="checkbox"/> Normal	
3-4 1,460	
SUBTIER <input type="checkbox"/> Normal	
- -	
EXPERIENCE	Starting XP
	+ <input type="text"/> <small>GM's Initials</small>
	XP Gained (GM ONLY)
	= <input type="text"/>
	Final XP Total
FAME	Initial Fame
	+ <input type="text"/> <small>GM's Initials</small>
	Fame Gained (GM ONLY)
	- <input type="text"/>
	Fame Spent
Final Fame	
CREDITS	Starting Credits
	+ <input type="text"/> <small>GM's Initials</small>
	Credits Garnered (GM ONLY)
	+ <input type="text"/> <small>GM's Initials</small>
	Day Job (GM ONLY)
- <input type="text"/>	
Credits Spent	
= <input type="text"/>	
Total	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #