

STARFINDER

FLY FREE OR DIE
ADVENTURE PATH

THE WHITE GLOVE AFFAIR

BY KENDRA LEIGH SPEEDLING





COMPENT WINDFALL

TIER 8

Huge bulk freighter

Speed 6; **Maneuverability** poor (turn 3); **Drift** 2

AC 20; **TL** 21

HP 200; **DT** 5; **CT** 40

Shields medium shields 140 (forward 35, port 35, starboard 35, aft 35)

Attack (Forward) heavy laser cannon (4d8)

Attack (Turret) light plasma torpedo launcher (3d8; 14 hexes)

Power Core Nova Heavy (200 PCU); **Drift Engine** Signal Booster; **Systems** basic short-range sensors, anti-hacking systems, biometric locks, crew quarters (good), mk 4 armor, mk 5 defenses, mk 2 duonode computer; **Expansion Bays** cargo holds (7), escape pods, guest quarters (luxurious), recreation suite (trivid den)

Modifiers +2 to any 2 checks per round, +2 Computers (sensors only), +0 Piloting; **Complement** 20 (minimum 4, maximum 50)

CREW

Captain Computers +16 (8 ranks), Diplomacy +16 (8 ranks), gunnery +14 (8th level), Intimidate +16 (8 ranks), Piloting +16 (8 ranks)

Engineer Engineering +16 (8 ranks)

Gunner gunnery +14 (8th level)

Pilot Piloting +21 (8 ranks)

SPECIAL ABILITIES

Automated Operations Many systems on the CompEnt Windfall are automated, allowing the ship to operate with a skeleton crew of as few as four. These systems can be manually overridden to operate the ship with a full complement, with additional crew members filling roles of their choosing.

The CompEnt Windfall, a proprietary design of the Kalistocracy, is manufactured exclusively by Compiler Enterprises on the Horse Eye Orbital Plate near Aballon. The station produces one starship per month for the purpose of being ferried to the Fortune's Heart transfer station, loaded with treasure, and auctioned off to eager Kalistocrats. The Windfall is therefore fairly rare; most of those in existence are owned by Kalistocrats who have won previous auctions or those who have purchased them from these winners. Selling one's auction ship isn't necessarily frowned upon by Kalistocrats, though most would be reluctant to part with such a symbol of economic triumph.

The Windfall is designed to operate via partial automation by default, requiring only a small skeleton crew to maintain the systems. Though it has enough weaponry to defend itself, it's primarily a cargo ship; rather than sheer firepower, the Windfall's security comes more from the secrecy of its route, biometric locks to ensure only authorized individuals are allowed onboard, and anti-hacking systems to avoid breaches. Even so, piracy of the barges has recently increased as word of their valuable cargo has spread, so upgrades in armaments are likely imminent.

Most of the Windfall's floor plan is dedicated to cargo bays, with space reserved for a luxurious stateroom so that the winner of the auction might enjoy their journey in comfort, as well as a trivid den for the crew or the auction winner and their retinue to entertain themselves during long trips. The Windfall's decor is ostentatiously expensive and elegant, with gold-trimmed molding, jeweled light fixtures, and sumptuous furnishings. The crew quarters, though not as extravagant as the stateroom, are quite comfortable, and piloting a Windfall to Fortune's Heart is generally considered a plush gig among those in the know—assuming they can pass the rigorous security checks required.

STARFINDER

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This book refers to other Starfinder products using the following abbreviations, but these additional supplements are not required to make use of this book. Readers interested in references to Starfinder hardcovers can find the complete rules of these books available online for free at paizo.com/sfrd.

Alien Archive 2 AA2

Alien Archive 3 AA3

Armory AR

Character Operations Manual COM

Pact Worlds PW



ON THE COVER

Kalistocrat Estriar Isatra Jaez looms in the foreground while shantaks strike the golden Windfall commerce barge in this cover by Tomasz Chistowski.



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THE WHITE GLOVE AFFAIR

PART 1: ALL THAT GLITTERS

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The crew of the *Oliphant* have a chance to hijack one of the Kalistocracy's golden commerce barges. But once they sneak on board, they discover their information is missing one minor detail: the ship is empty!

PART 2: THE LONG CON

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Now that they've arrived at Fortune's Heart, a secret trading resort in the Drift, the crew must impersonate Kalistocrats and infiltrate the station; there, they can identify their rivals and persuade them to drop out of the auction—by force if necessary.

PART 3: GOING, GOING, GONE

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To get the keys to the commerce barge, the crew must win an auction in a room full of Kalistocrats. But even if the crew win the auction, they have no way to actually make good on their bid. Time to grab the keys and run for the ship with the whole station on their tail!

ADVANCEMENT TRACK

The PCs begin this adventure at 7th level.

7

The PCs should reach 8th level while dealing with their rivals, before the auction.

8

The PCs should be 9th level by the end of the adventure.

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ADVENTURE BACKGROUND

Adherents of the ancient philosophy of the Prophecies of Kalistrade are found throughout the Pact Worlds, though few outside the faith know much about its tenets. The Kalistocracy is often assumed to be a pyramid scheme, and following the prophecies can indeed lead to unimaginable riches... for the lucky few who don't bankrupt themselves trying. Success as a Kalistocrat prophet means a life of luxury, but the ever-increasing number of business enterprises and investments required to maintain that status also requires a delicate balancing act; one failed investment could lead to ruin.

Nowhere is this tension more apparent than on the Kalistocracy transfer station of Fortune's Heart. Every month, an empty Kalistocrat commerce barge called a Windfall, designed to strict specifications, arrives at the station. For the next several weeks, it's loaded with rare starmetals, precious minerals, and valuable mining data. When the next empty barge arrives after a month's time, an auction is held for the loaded Windfall, along with many other treasures. Winning the barge promises untold wealth to the victor, who is then free to sail off into the Vast and sell the resources on board for exorbitant prices. Invitation to the monthly auction is determined by lottery among Kalistocrat prophets interested in bidding. These Kalistocrats attend with their retinues in tow, hoping to win the auction or, failing that, socialize with their peers and make new contacts.

The *Oliphaunt* was originally designed to replace the golden commerce barges, and when the PCs stole the ship from the Horse Eye Orbital Plate, Tarika downloaded a storehouse of encoded data, which she has finally been able to decipher. This data includes security information the PCs could use to board one of the commerce barges and hijack it from within. Unfortunately, Tarika doesn't know that the barges are empty until they reach Fortune's Heart, where they're loaded up with valuable cargo and auctioned off.

This month's auction may prove unusually eventful—several weeks ago, a courier ship carrying various trade goods was ambushed by pirates, who killed those onboard and thoroughly looted the ship. Among the plunder was a data module that appeared to contain confidential business plans and proprietary mining techniques for a mineral-extraction corporation, but this was all a fake shell concealing the data's true contents: multiple communications from deep cover agents belonging to V-Spec, a verthani covert intelligence organization. The data module was resold twice before it was purchased by the Kalistocracy, which included it among the cargo for this month's barge, named the *White Wind*.

The Kalistocrats are unaware that the module is stolen, or of its true contents.

If the module's true contents were to be discovered, it would fetch a far higher price, as rival intelligence organizations and criminal syndicates would jump at the chance to uncover V-Spec spies in their midst. Two V-Spec agents have been dispatched to reclaim the module before it falls into the wrong hands. The agents have tracked the data module to Fortune's Heart and are planning their next move; security around the barge is extremely tight, and the agents can't just steal the chip back or shoot their way out of this problem. They need help.

Now Tarika is ready to share what she's learned with the crew of the *Oliphaunt*. She thinks she's found them the job of a lifetime—and she has, but not how she thinks! After all, the ship she's about to suggest the PCs hijack is empty of cargo. If the crew want that much bigger payout, they'll have to reach Fortune's Heart, steal a loaded commerce barge, and negotiate with or avoid a station's worth of scheming Kalistocrats and cunning verthani spies.

PART ONE: ALL THAT GLITTERS

The adventure begins on Absalom Station, soon after the PCs have rescued Shan from Enthra. Tarika has deciphered data she captured when the crew stole the *Oliphaunt*, and she has a proposition for them. She can meet them anywhere on the station, perhaps returning to an establishment they've visited in a previous volume, such as King Curney's Casbah (detailed on page 46 of *Starfinder Pact Worlds* and page 28 of *Starfinder Adventure Path #34: We're No Heroes*), the Revenant Urge (*Starfinder Adventure Path #35: Merchants of the Void 4*), or Noodles Between (*Starfinder Adventure Path #36: Professional Courtesy 5*).

"I appreciate y'all helpin' Shan out, and it'd be nice to sit back and take it easy for a bit, but—well, I mentioned I deciphered the data from your *Oliphaunt* escapade, didn't I? I s'pose y'all are curious to know what secrets that little cache was hidin'!"

Tarika pauses, fiddling with the wrench at her belt for a moment before continuing. "It's big. Real big. Seems the *Oliphaunt* was built to replace the Windfalls—the gold commerce barges the Company builds for the Kalistocracy on the Horse Eye Orbital Plate. You prob'ly saw one. Those things have a reputation for bein' loaded with serious treasure; we're talkin' retire-to-your-own-private-moon money. The Kalistocracy does its best to keep the routes secret, but piracy's gone up recently, which was the whole reason the Company started work on an alternative.

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Well, we don't have any pirate warships sittin' around... but we do have all the security data contained in that module! With that, an enterprisin' individual—such as myself—could create credentials for a small team of like-minded folk—such as y'all—who could slip onto the ship, redirect its course to somewhere isolated, and, ah, liberate the treasures onboard. “So? What do y'all say? Up for the heist of the century?”

Tarika outlines her plan: she'll forge identification and credentials so the crew can board the *Golden Thread*, the commerce barge currently at the Horse Eye Orbital Plate. Once the crew board, they can temporarily incapacitate the barge's crew and hijack it to a new destination, an uninhabited asteroid in the Diaspora. From there, they can transfer the treasure to the *Oliphant* and be gone before anyone else realizes what's happened. Some potential questions follow.

What do we know about the ship's crew? “Windfalls are mostly automated; a skeleton crew can operate one. You're probably lookin' at a team of four mercenaries. Unfortunately, we can't just replace 'em—that'd set off too many alarm bells. But it's a big ship for four people, so y'all should be able to hide out until you can hijack it.”

“Temporarily incapacitate?” “Look, that crew's just working folks trying to make a living, like the rest of us. So... yeah, ain't gotta kill 'em, right? It's not their fault they took the wrong transport job. I know it's harder this way, but y'all are professionals!”

What about the *Oliphant*? “Well, can't exactly take it back to the Orbital Plate, can we? You'd get sniffed out pretty quick. You can take a passenger ship there, like you did before, and I'll take the *Oliphant* to the asteroid in the Diaspora and wait for ya with a bottle of champagne to celebrate.”

Are we sure we want to do something this illegal? Tarika's brow furrows thoughtfully. “It's a risk, for sure. But this kind of opportunity comes along once in a lifetime. A haul like this, we could all retire rich. And Reisora and these Kalistocrats, they've been makin' people's lives hard for a long time, including ours. I mean, these people basically worship money! Don't you want to stick it to 'em? I sure do.”

I've got a better plan! Tarika encourages the crew to follow her outlined strategy, pointing out that the more complicated things get, the more likely it is that something will go wrong. (Unbeknownst to them, the heist of the *Golden Thread* is doomed to fail anyway, so try to keep the players from spending too much time making plans they'll never get a chance to implement. There will be plenty of opportunity for their own schemes later on!)

As soon as the PCs are ready (they might want to buy some nonlethal weaponry to more easily incapacitate the mercenaries aboard the *Golden Thread*, for example), Tarika gives them forged identification and departs in the *Oliphant* for the remote asteroid rendezvous point in the Diaspora. The crew can then take a passenger ship to the Horse Eye Orbital Plate, a journey requiring 1d6 days.

HORSE EYE ORBITAL PLATE (CR 7)

The PCs arrive at the Horse Eye Orbital Plate without incident, recognizing it from their theft of the *Oliphant* (more details on the Horse Eye Orbital Plate can be found on page 25 of *Starfinder Pact Worlds* and pages 31–34 of *Starfinder Adventure Path #34: We're No Heroes*). The station's docking bays are not connected to one another from the outside; after the crew disembark from the shuttle, they pass through a security station where their fake identities are given a cursory inspection. The crew can make their way through the interior of the station to the docking bay of the commerce barge, a ship called the *Golden Thread*. Anacite workers and security patrols move through this area; if they spot the PCs without a staff escort, they sound an alarm, but the crew know the layout of the station, allowing them to avoid detection.

Creatures: Upon nearing the *Golden Thread*'s docking bay, the PCs hear a whirl of machinery; a patrol of anacite sentries approaches. If the crew does nothing, the patrol arrives in 5 rounds. The PCs can try to sneak past the patrol, create a distraction, or fight.

To sneak past the patrol, each character must attempt a DC 20 Stealth check. If at least half of the crew succeeds, they avoid the patrol's notice. To create a distraction, a single crew member must succeed at a DC 25 Computers check to hack the local system and trigger a nearby door alarm. On a success, the patrol, lured by the sound of the alarm, heads in the other direction and leaves the way clear for the crew to reach the ship. If either of these strategies fails and the PCs are spotted, a character can attempt a DC 32 Bluff check to trick the patrol—which has a starting attitude of hostile—into believing the PCs have business in the docking bay.

If the PCs defeat the sentries in combat, they can quickly board the *Golden Thread* before reinforcements arrive; security patrols do not have clearance to enter the ship. This encounter takes place in a 15-foot-wide hallway outside the docking bay.

ANACITE SENTRIES (4)

CR 3

XP 800 each

HP 30 each (page 55)

TACTICS

During Combat One of the sentries activates the computerized alarm system for this block of docking bays, setting off an audible intruder alert, while the others use their combined blast on the strongest-looking foe. They then divide their attacks between opponents, hoping to neutralize as many as possible.

Morale The sentries fight until destroyed.

Development: If the crew fail to evade or defeat the anacite sentries before the anacites set off the docking bay alarm, the crew members of the *Golden Thread* do a thorough search of the ship before they depart. To find an appropriate hiding place, one of the PCs must succeed at a DC 22 Engineering check or DC 25 Perception check. If they fail, they're not

yet hidden when the mercenary crew arrives. The PCs can attempt DC 22 Stealth checks to avoid the mercenaries and try again to find a hiding place, at the same DC; failing this Stealth check, however, leads to a confrontation with the crew of the *Golden Thread* (see The Golden Thread below).

Story Award: If the PCs avoid fighting the anacite sentries, award them 3,200 XP.

THE GOLDEN THREAD

Shortly after the PCs sneak onto *Golden Thread*, the mercenary crew arrives. This should occur after the PCs have hidden themselves, but before they try to hack the starship's computer. The mercenaries chat among themselves as they secure the ship and prepare to launch; if the PCs are listening in on the ship's comm, they overhear some of these conversations.

Development: If the mercenaries notice the PCs while boarding or searching the ship, they attempt to capture them alive for questioning and turn them over to the anacites on the platform. If the PCs are captured, *Golden Thread* is grounded for a day while the anacites investigate whether the ship was sabotaged. This gives the PCs the opportunity to escape custody and sneak back on board, though this last-ditch effort is beyond the scope of this adventure.

Once the ship has left the Horse Eye Orbital Plate, the PCs can hack its computer to determine its layout and the location of the treasure onboard. The data they've received from Tarika includes the necessary security codes and passwords, so no Computers check is required; the PCs only need access to one of the terminals throughout the ship. However, once the PCs access the computer, they realize they have a big problem: the ship is empty. According to the manifest, the *Golden Thread* is headed to a transfer station called Fortune's Heart somewhere in the Drift, where it will pick up valuable cargo. The mercenaries aboard are guiding the ship to this station, but will then disembark and depart. Tarika was right about the ship containing a fortune in treasure—but wrong about the timing. For the PCs to have any hope of claiming their prize, they need to stay on the *Golden Thread* until it reaches its destination, then track down the treasure.

Currently, the mercenaries are the main obstacle to this plan. The PCs might attempt to stay hidden aboard the ship until it reaches the transfer station. Since most of the ship is automated, this is a feasible strategy: it's a large ship, and there are only four crew members keeping an eye on things. With clever planning, the PCs could avoid notice throughout the journey. The PCs might incapacitate the mercenaries, but they'll need to detain them in a way that keeps them from raising the alarm on Fortune's Heart. The *Golden Thread* lacks a brig, but has multiple cargo holds that could be modified for this purpose. Creating a makeshift brig requires a successful DC 25 Engineering check to refit the door, as well as a successful DC 25 Computers check to disable the communications and computers within the bay. A character may decide on the straightforward solution of eliminating the mercenaries

altogether; the mercenaries will raise the alarm and come to each other's aid, and together they present a CR 8 encounter.

HIDING OUT

The trip to Fortune's Heart takes 6 days. The mercenaries take rotating shifts, leaving one person on the bridge at "night" and three active during the "day." For every 24-hour period the PCs hide out on the *Golden Thread*, each character must succeed at a DC 25 Stealth check or be spotted by the mercenaries. The following adjustments can be made to this DC; these are cumulative. At your discretion, apply similar adjustments if the PCs come up with alternative strategies.

Avoid Cameras: The *Golden Thread* has security cameras, but the crew isn't expecting trouble and doesn't monitor them closely. Still, careless movements put the PCs at risk of being spotted. Once every 24-hour period, the PCs can attempt a DC 22 Computers check to redirect cameras away from their location or patch in dummy footage. On a success, all PCs gain a +2 bonus to their Stealth checks to hide for that 24-hour period.

Communications Hack: A character who succeeds at a DC 22 Computers check can hack the ship's systems to track the mercenaries' movements; this grants the PCs a +2 bonus to their daily Stealth checks to hide for the duration of the voyage. On a failed attempt to hack communications, the character can try again after 24 hours.

Create A Distraction: Once per day, if a PC fails their Stealth check to remain hidden, a PC who succeeded at their check can create a distraction to divert the mercenaries' attention from their ally. The PC attempting the distraction must succeed at a DC 22 Computers check to set off an alarm elsewhere on the ship, Engineering check to simulate a mechanical malfunction, or Mysticism check to create a minor magical distraction. On a success, the original character's failed Stealth check is treated as a success as the mercenaries hurry to investigate the distraction. If the PCs attempt to create a distraction two 24-hour periods in a row, the DC of the Stealth check for the next 24-hour period increases by 1.

Downtime Activities: A PC can use the maintain readiness^{COM} downtime activity to gain a +2 bonus to their next Stealth check to hide. A PC who uses the secure area downtime activity (*Character Operations Manual* 155) grants a +2 bonus to the next Stealth check to every character hiding in that area.

Fortify Position: If the PCs select an especially well-hidden spot (as noted in The Golden Thread Features on page 8), they gain a +2 bonus to their Stealth checks. Identifying well-hidden spots requires a successful DC 22 Engineering or Survival check.

Nocturnal: PCs who sleep during the "day" and are active while most of the mercenaries are asleep gain a +5 bonus to their Stealth checks for the 24-hour period they're nocturnal. However, this leaves such PCs vulnerable to being noticed while resting. If a PC is not in a location designated as well-hidden, there is a cumulative 20% chance per day that one of the mercenaries (determined randomly) will enter the room

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while the character is resting. A PC keeping watch can try to spot approaching mercenaries with a DC 20 Perception check; on a success, they hear the approaching mercenary in time to rouse everyone. To avoid notice, the PCs must either leave the room or succeed at a DC 25 Stealth check to hide (none of the bonuses granted above apply to this check). The particular features within a room, or defensive preparations the PCs have made, might increase or lower this DC, at the GM's discretion.

If the PCs are caught, the mercenaries subdue them with nonlethal attacks and interrogate them. The mercenaries aren't about to toss stowaways out the airlock, but they're suspicious of intruders. A PC lying to the mercenaries about their intentions must succeed at a DC 25 Bluff check. On a success, the crew members accept the cover story, though they still keep a close eye on the PCs throughout the journey.

CREW MEMBERS

The Kalistocracy hires mercenaries to fly the Windfall commerce barges to Fortune's Heart. Most functions on the barges are automated, allowing the ships to operate with a skeleton crew of four. The security checks required for this job are rigorous, but a team meeting these standards can expect excellent pay. This month's crew has been working together for some time and operates as a seamless unit.

Captain/Engineer: As the team's leader, Adalia Keldis is the *Golden Thread's* de facto captain for the journey. Adalia is a hardscrabble, middle-aged woman originally from Absalom Station. Practical and straightforward, she nevertheless has a fondness for good drink and a laugh with her teammates, most of whom she's worked with for years. Given that the barge's operations are mostly automated, she plans to take the opportunity of a week-long journey to work on her own projects in a makeshift workshop she has already assembled in one of the cargo holds.

ADALIA KELDIS CR 4

XP 1,200

Female human mechanic
N Medium humanoid (human)

Init +3; Perception +10

DEFENSE HP 45

EAC 16; KAC 17

Fort +5; Ref +7; Will +4

OFFENSE

Speed 30 ft.

Melee light sap +8 (1d4+4 B nonlethal)

Ranged thunderstrike sonic pistol +10 (1d8+4 So; critical deafen)

Offensive Abilities overload (DC 16), target tracking

TACTICS

During Combat Adalia stays at range while using overcharge on her pistol. If attempting to capture someone alive, she softens them up first before using her sap. She knows she's stronger with her team and retreats to unite with them if separated.

Morale Adalia is a pragmatist and surrenders if reduced below 20 HP, unless she can secure her team's escape by holding the line or if she believes her foe won't grant mercy.

STATISTICS

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

Skills Computers +15, Diplomacy +15, Engineering +15, Physical Science +10, Profession (mercenary) +10

Languages Akitonian, Castrovelian, Common, Kasatha

Other Abilities artificial intelligence (exocortex), custom rig (datapad), mechanic tricks (neural shunt, overcharge)

Gear basic lashunta tempweave, light sap^{AR}, thunderstrike sonic pistol with 4 batteries (20 charges each), datapad, *Golden Thread* keycard (opens all doors onboard), magboots^{PW}, medpatches (2), credstick (60 credits)

SPECIAL ABILITIES

Target Tracking (Ex) As a move action, Adalia can designate a single foe to track, gaining a +2 bonus to attack rolls against that target.

Gunner: Daoros, the most visually intimidating member of Adalia's crew, can certainly hold his own in a fight. Originally from a small settlement in the Diaspora, he became friends with Adalia after they were assigned to the same security detail guarding a convoy. Daoros is a kind soul who likes nothing more than to unwind by playing his guitar; he is, however, fiercely protective of his friends.

DAOROS CR 4

XP 1,200

Male nuar soldier
LG Medium monstrous humanoid

Init -1; Senses darkvision 60 ft.;

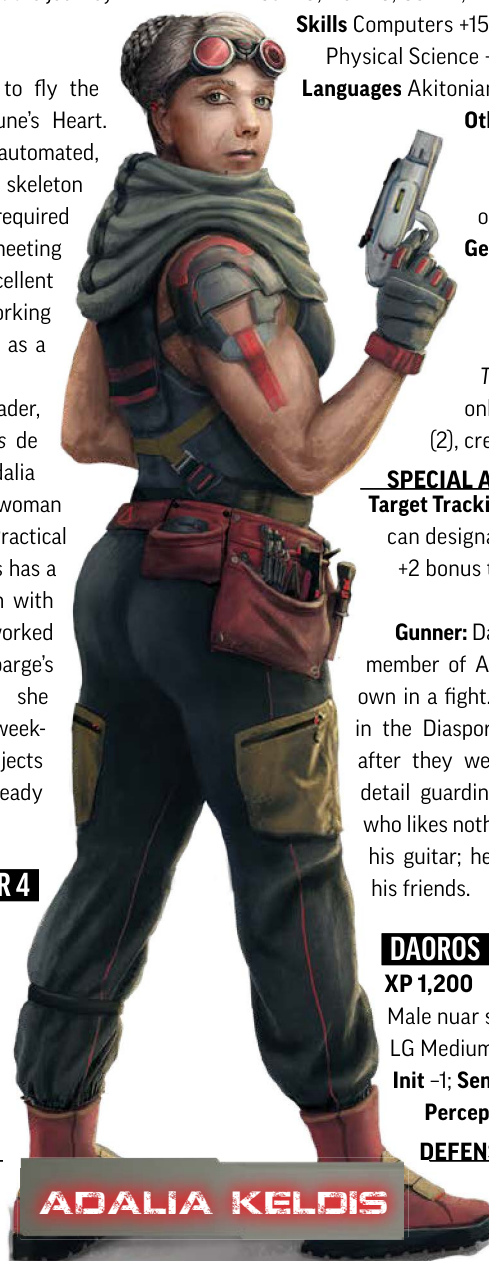
Perception +10

DEFENSE

HP 50

EAC 16; KAC 18; +4 vs. bull rush, reposition, and trip

Fort +7; Ref +4; Will +5



OFFENSE

Speed 30 ft.

Melee unarmed strike +12 (1d4+12 B) or
standard taclash +12 (1d4+8 S nonlethal)

Ranged static polarity rifle +9 (1d8+4 E plus polarize 1d4) or
mk 2 stickybomb grenade +9 (explode [15 ft., entangled
2d4 rounds, DC 15])

Offensive Abilities fighting styles (armor storm), gore,
hammer fist

TACTICS

During Combat Daoros charges into melee range, using his
unarmed strike and staying on the front line to protect his
companions. If attempting to capture someone alive, he
hits them once with his unarmed strike, sternly requests
that they surrender, then switches to his taclash. He uses
his grenades to prevent foes from fleeing.

Morale Daoros is a mercenary, not a fanatic, and surrenders
if reduced below 25 HP or if his allies surrender. If his
allies are still threatened, he fights to the death.

STATISTICS

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

Skills Athletics +15, Intimidate +10, Survival +10 (+12 when
orienteering)

Languages Common, Orc

Gear mining jack II^{AR} (radiation buffer), standard taclash,
static polarity rifle^{AR} with 2 high-capacity batteries
(40 charges each), mk 2 stickybomb grenades (2), lingo
serum^{AR}, mk 1 healing serum, datapad, *Golden Thread*
keycard (opens all doors onboard except the door to area
10), credstick (250 credits)

SPECIAL ABILITIES

Gore (Ex) Daoros can charge without taking the normal charge
penalties to the attack roll or his AC.

Science Officer: Korumahar Laveni, known as
Koru to his friends, is the most recent addition to
Adalia's team, having joined 2 years ago after assisting
in an exploration on Castrovel. He has a keen investigative mind
and is often preoccupied with his experiments. His shy streak
makes him easily flustered in social situations, though he's
grown comfortable around his teammates, and he's nursing a
serious crush on Shiari-8—the android is the only one of the
group unaware of this.

KORUMAHAR LAVENI

CR 4

XP 1,200

Male damaya lashunta mystic
N Medium humanoid (lashunta)

Init +1; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE

HP 48 **RP** 3

EAC 15; **KAC** 16

Fort +4; **Ref** +2; **Will** +7

OFFENSE

Speed 30 ft.

Melee light sap +6 (1d4+4 B nonlethal)

Ranged pusher decoupler +8 (1d6+4 A; critical demoralize)

Mystic Spell-Like Abilities (CL 4th)

At will—*mindlink*

Mystic Spells Known (CL 4th)

2nd (3/day)—*mystic cure*, *predict foe*^{COM}

1st (6/day)—*lesser remove condition*, *life bubble*, *reflecting
armor* (DC 16)

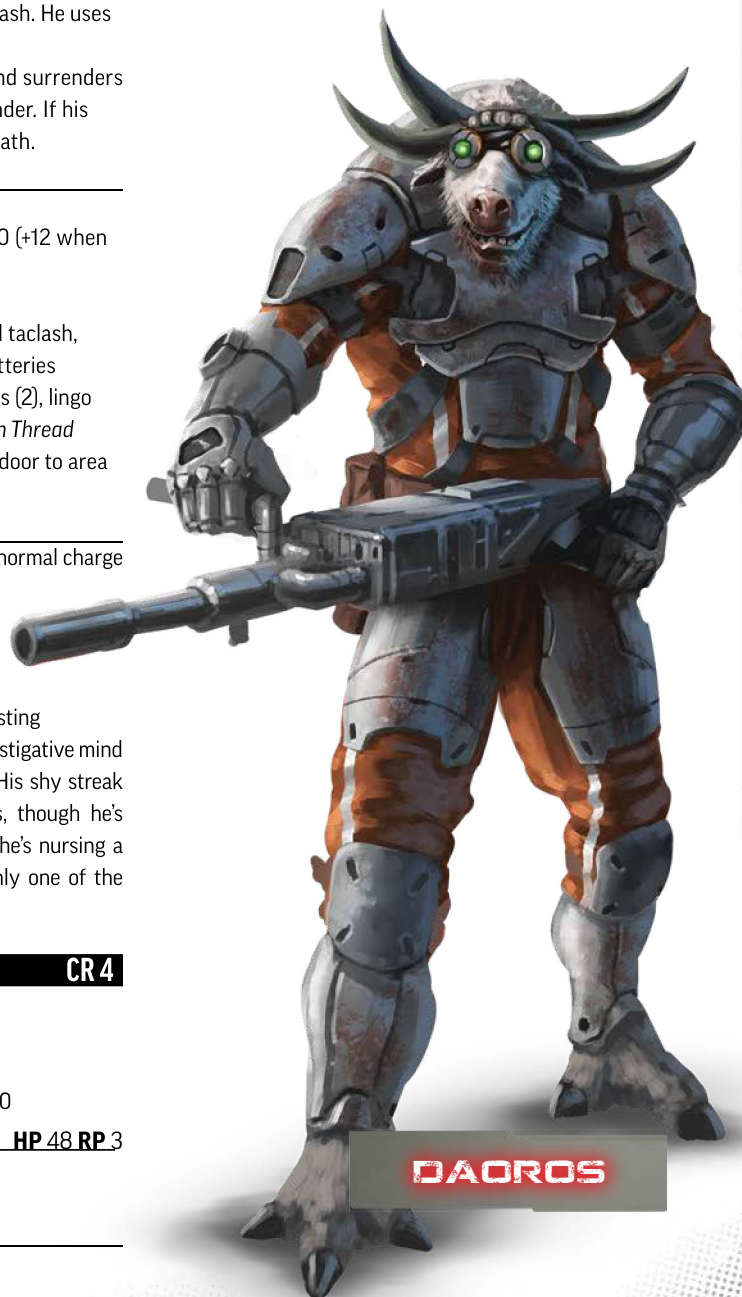
0 (at will)—*daze* (DC 15), *detect magic*

Connection Akashic

TACTICS

Before Combat If he expects combat, Koru casts *reflecting
armor*. If alone, he telepathically alerts allies in range.

During Combat Koru uses *predict foe* on the



DAOROS

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SIDE JOBS

**THE
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strongest-looking opponent and targets enemies with his decoupler. He stays close to his allies so he can heal them.

Morale Koru surrenders if his allies do, or if reduced below 20 HP.

STATISTICS

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

Skills Computers +10, Culture +16, Life Science +10, Mysticism +16

Languages Castrovelian, Common, Shirren; limited telepathy 30 ft.

Other Abilities access, Akashic record

Gear basic lashunta tempweave (infrared sensors), light sap^{AR}, pusher decoupler^{AR} with 2 high-capacity batteries (40 charges each), datapad, *Golden Thread* keycard (opens all doors onboard except the door to area **10**), scientist serum of enhancement, xenobiologist's field kit^{COM}, leather-bound holy text of Yaraesa worth 20 credits, credstick (140 credits)

Pilot: Shiari-8 has been a friend of Adalia almost since the android's birth 15 years ago. They met Adalia in the midst of a job that went bad. Shiari-8 helped out, and the two quickly became friends. Clever and easily bored, Shiari-8 often switches their attention from task to task. They use "they" as a default pronoun, though they often change between "he" and "she" as well, depending on their inclination. Their team has long since learned to read these signals in presentation, switching to the appropriate pronoun as needed.

SHIARI-8 CR 4

XP 1,200

Genderfluid android technomancer
CN Medium humanoid (android)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE HP 43

EAC 15; **KAC** 16

Fort +2; **Ref** +4; **Will** +7; +2 vs. disease, mind-affecting effects, poison, and sleep

OFFENSE

Speed 30 ft.

Melee tactical switchblade +6 (1d4+3 S)

Ranged microwave scorchgun +8 (1d6+4 F)

Technomancer Spells Known (CL 4th)

2nd (3/day)—*invisibility*, *recharge*

1st (6/day)—*life bubble*, *magic missile*, *overheat* (DC 16)

0 (at will)—*detect magic*, *token spell*

TACTICS

During Combat Shiari-8 stays at range, using their spells on the most formidable foes. If approached, they step away to cast *invisibility* and move to a more advantageous position. If attempting to capture an opponent alive, they switch their scorchgun to the stun setting.

Morale Shiari-8 surrenders if reduced below 20 HP and attempts to negotiate for their allies' safety.

STATISTICS

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

Skills Computers +16, Mysticism +11, Piloting +15

Feats Mystic Strike

Languages Castrovelian, Common, Kasatha, Vercite

Other Abilities magic hacks (energize spell), spell cache (nanite tattoo)

Gear basic lashunta tempweave (concealed compartments^{AR}), microwave scorchgun^{AR} with 2 batteries (20 charges each), tactical switchblade, datapad with library chip^{PW} (Physical Science), *Golden Thread* keycard (opens all doors onboard except the door to area **10**), spell gem of delay countermeasures^{COM}, credstick (10 credits)

THE GOLDEN THREAD FEATURES

All rooms and hallways on the *Golden Thread* are lit with normal light during "daytime" hours. The ship lights in every area except the bridge automatically lower to dim light during "nighttime" hours but can be turned back up manually. The ceilings in the rooms and corridors are 15 feet high except where otherwise noted. The doors are as sturdy as steel (*Core Rulebook* 408), but all are typically unlocked except the door to area **10**. Use the map of the Kalistocracy Windfall on the inside back cover for the *Golden Thread*.

1. AIRLOCK

This otherwise-standard airlock is notable for the gold engraved pattern on its doors and walls, weaving artfully between the blinking control panel lights. Past the airlock doors that lead inside, a hallway extends straight ahead, with additional branches to the port and starboard.

The mercenaries have little reason to go here during the journey. This is a well-hidden spot, except on the day of **Event 2**, when the team moves in and out of this area.

2. CARGO HOLDS

These large cargo holds are mostly empty, though one



contains several space suits and jetpacks for use by the crew and another has a dozen inactive security robots with jeweled eyes and gold plating lined against the wall. In the cargo hold occupying the port-side wing, machinery arrayed across a dusty metal table serves as a hastily put-together tech workshop.

These cargo holds contain robots to be delivered to Fortune's Heart, as well as supplies for the journey. Adalia has set up a makeshift tech workshop in area **2f** and is often there during the day if she's not taking a night shift. Areas **2a** and **2d** are the least trafficked and are well-hidden. The robots in **Event 1** are in area **2c**.

Treasure: Cargo hold **2b** contains four space suits, four jetpacks, and a crate holding two mk 3 riot grenades^{AR}, two mk 3 holo grenades^{AR}, and a mk 2 web grenade^{AR}. With a successful DC 20 Perception check, a PC in area **2d** finds a dropped credstick containing 1,500 credits wedged between the floor panels. Adalia's engineer's puzzle box^{AR} sits on a table in cargo hold **2f**.

3. ENGINEERING

Sleek metal controls line the walls of this room, and several comfortable hover-chairs sit in front of a data console. A humming power core is against the aft wall. Its other three sides are encased in fiberglass, with a small maintenance hatch allowing access.

This room contains the ship's power core and the controls for its machinery. Adalia checks on everything here every morning. If the PCs created a distraction with an Engineering check to simulate a malfunction, she spends the rest of that day and the next running tests here.

Treasure: This room contains an engineering specialty tool kit, a zipstick^{AR}, and three rolls of ion tape^{AR}.

4. ESCAPE PODS

This wedge-shaped room beyond the door of a vacant cargo bay contains six golden escape pods arranged in neat rows.

Tucked away at the end of the ship's wing, the room is little used and well hidden. The escape pods in this room are supplied with higher-quality emergency food and drink than typical, including a bottle of fine wine in each pod. The PCs can jump into or behind the escape pods if they notice a crew member about to walk in on them in this room, gaining a +4 circumstance bonus to their Stealth checks to hide.

5. RECREATION SUITE (TRIVID DEN)

Two comfortable couches in the center of the room face a

vidscreen on the forward wall. Two round tables are in the aft corners; the one in the far corner has another vidscreen set into the top and several inputs for virtual board, dice, and strategy games, with one game currently hooked up. Chairs and an L-shaped couch surround the table.

The entertainment system contains a variety of movies and programs. Daoros is sometimes found practicing his guitar here, and Koru and Shiari-8 often play cards together here if they're on the day shift together. In the evening, team members not on the night shift will often watch a movie here before retiring.



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Treasure: The game on the table is Shiari-8's imperial conquest strategy game^{AR}.

6. MESS HALL

Two long metal tables rings with chairs take up the center of this room, and the port wall holds an open archway to the galley. Cabinets holding expensive bottles of wines and liqueurs line the wall behind it.

This room is typically unoccupied except at mealtimes, though there's a 20% chance whenever the PCs enter during the daytime that Daoros has gotten hungry and headed here for a snack (a PC can hear him inside before the door is opened with a successful DC 18 Perception check).

Treasure: The cabinets hold several bottles of valuable wines and liquors worth a total of 1,000 credits.

7. GALLEY

Counters and appliances take up most of the wall space in this narrow room, and an open archway leads out to the mess hall. A shallow ionized sink is set into the counter in one corner.

The crew doesn't linger in this small room except when preparing food, though anything in the mess hall can easily be seen from here and vice versa.

Treasure: A mk 3 culinary synthesizer^{AR} is installed here; a character trained in Engineering can remove it with 10 minutes of work. Two self-heating pots^{AR} sit on the counters.

8. CREW QUARTERS

This room holds four generously sized beds draped in gold-colored blankets. The opposite wall holds a vanity and four metal footlockers, one for each crew member.

Daoros and Koru have taken up residence in area **8a**, while Adalia and Shiari-8 are staying in area **8c**; area **8b** is currently unoccupied. Crew members not on the night shift are all in their rooms at night. During the day, the crew member on the night shift is sleeping in their room; their roommate avoids the room during this time to let them rest. If both crew members in a room are on the day shift, one or both might spend time here during the day. In particular, Koru is often in his room reading. A successful DC 18 Engineering check is required to open the footlockers. The lockers located in the unoccupied room are empty.

Treasure: The lockers in the crew members' rooms contain their personal effects: four sets of everyday clothing, a hygiene kit, and one oxygen candle^{PW} per locker. Adalia's locker in area **8c** also contains two bottles of Veskarium rum worth 100 credits each, which she's

saving for the end of the trip. Daoros's locker in area **8a** contains his guitar (a euphonic musical instrument^{AR}), and Koru's contains a portable altar^{AR} to Yaraesa and a library chip^{PW} (Culture).

9. LAVATORY

This spacious washroom, just off the hallway, contains sonic toilets and sinks, as well as a sonic shower. The white tiling on the walls is engraved with golden patterns.

Though not well-hidden, the washrooms can serve as a convenient place to hide, due to their centralized location. They are typically unoccupied. At night, the PCs can freely use these facilities without being noticed by the mercenaries, provided they verify that the crew member on duty is still on the bridge. During the day, the PCs need to maneuver carefully to avoid notice here.

10. GUEST STATEROOM

A king-sized four-poster bed sits against the wall of this lavishly appointed stateroom, its fine silk bedding covered with a white comforter embroidered with golden thread. To either side is a mahogany nightstand. In the center of the room, a plush couch and two chairs surround a low table. A vidscreen set into the wall near the entry door cycles through a variety of nature scenes, from lush forests to beautiful ocean beaches.

Among the mercenaries, only Adalia has a keycard that can open this room, and though she checks it when she boards the ship, she doesn't otherwise venture in. It's well hidden and provides an additional +2 bonus to the PCs' daily Stealth checks.

Treasure: In the drawer of the nightstand is a gold-embossed copy of the Prophecies of Kalistrade worth 500 credits, an empty silver jewelry box worth 200 credits, and two vials of pheromonal perfume^{AR} designed to affect humans.

11. PRIVATE BATHROOM

This large washroom contains a sonic toilet and sink, across from which sits a luxurious bathtub. Unlike those in most ship facilities, the controls on the bathtub and the jets placed within indicate it uses real water. A small cupboard is set into the wall above the tub.

Like the stateroom, the guest washroom is well hidden and provides an additional +2 bonus to daily Stealth checks to avoid detection. It has an occupancy lock rather than a keycard lock, but its only point of entry is through the guest stateroom.

Treasure: Inside the cupboard are expensive towels, soaps, oils, and grooming supplies worth a total of 500 credits.

12. BRIDGE

A double door in this cone-shaped room, at the nose of the ship, leads out to the hallway. Near the door is a large navigation table surrounded by chairs; its holovid display currently shows a route winding through the Drift. At the pointed tip of the room is a piloting console, and enormous windows looking out onto space take up most of the room's sides.

At least one crew member is always on the bridge (usually Shiari-8 during the day), though at night, the individual on duty may take a periodic break to go to the washroom or grab a snack from the galley.

Treasure: The vidscreen set into the table contains a chip with a navigational map^{AR} of Pact Worlds space.

EVENT 1: SECURITY MALFUNCTION (CR 8)

Multiple luminance-class security robots are stored in one of the cargo holds of the *Golden Thread*. Although most of these are inactive, awaiting the ship's arrival at Fortune's Heart, Adalia has been surreptitiously running tests on them to try to discern the secrets of their construction. Unbeknownst to her, she's accidentally activated a few during her investigations.

This event can occur at any time, but should occur before **Event 2**. It may happen when the PCs venture into cargo hold 2c, or the robots might begin patrolling the hallways nearby. As the robots have not yet been programmed to recognize anyone—even the mercenaries—they attack immediately.

LUMINANCE-CLASS SECURITY ROBOT (3) CR 5

XP 1,600 each

HP 65 each (page 60)

TACTICS

During Combat The security robots align their shields against the last foe that hit them. Due to a programming glitch, they focus on melee attacks unless they cannot reach any opponents, using their shardspray on foes grouped together.

Morale The robots fight until destroyed.

Treasure: If the PCs dealt with the robots quickly or are able to hide them before the crew members arrive to investigate, a character trained in Engineering can remove the weapons, shields, and jeweled components from the destroyed robots with 10 minutes of work; 2,500 credits worth of precious gems can be salvaged from each robot.

Development: Fortunately, the crew members are occupied elsewhere at the time of this encounter. However, the longer it goes on, the more likely that the sound of the scuffle will carry on. The PCs can engage in combat for 4 rounds without

risking attention. After this, there's a cumulative 20% chance per additional combat round that the crew members will notice the disturbance and investigate, arriving in 3 rounds. (At the GM's discretion, especially noisy weapons or spells may draw the crew's attention earlier.) If the PCs have finished fighting before the mercenaries arrive, they can hide with successful DC 25 Stealth checks. Alternatively, they can attempt to create a distraction, as detailed in Hiding Out (page 5). If evidence of intruders is left behind, such as the remains of destroyed robots, the PCs each take a -4 penalty to their Stealth checks to avoid detection on the *Golden Thread* for the rest of the journey.

EVENT 2: DRIFT AMBUSH (CR 10)

On the fourth day of the journey, after the PCs have attempted their Stealth checks to hide, the entire ship rocks as something smashes against its hull. (If the PCs failed to hide this 24-hour period and are detected, this event might occur during the confrontation with the mercenaries.) Alarms sound and the mercenaries frantically try to assess the damage, communicating over their personal and ship-wide comms. If the PCs are still in hiding, read or paraphrase the following.

Multiple alarms blare through the ship as it jolts as though struck by a large object. The ship's intercom crackles to life as Shiari-8, sounding uncharacteristically panicked, exclaims, "Everyone, we've got a big problem! Something's hitting the airlock, and I see another silhouette ahead of us, coming up fast. Looks like some sort of giant reptile-bat, but I can't make out much detail. Whatever it is, it's not friendly."

"Keep her steady," Adalia responds. "Daoros, meet me at the airlock; let's see what we can do about these bastards. Koru, stand guard at the door."

Two male voices chorus assent, one notably shakier than the other. Another blow rocks the *Golden Thread* from the aft.

From these communications, and perhaps their own monitoring of the ship's systems, the PCs can determine that the *Golden Thread* was struck from behind by a creature that, according to scans, is now clinging to the hull and attacking the external airlock doors. Another such creature, coming up from the front, is clinging onto the top of the *Golden Thread's* exterior and making its way toward the airlock doors.

The PCs can investigate the source of the alarm, though doing so while avoiding the mercenaries hurrying around the ship is difficult. Alternatively, they might continue monitoring the situation. If the PCs don't reveal themselves, Adalia and Daoros go outside to investigate, get wounded in combat, and retreat back inside (Adalia is reduced to 20 HP and Daoros to 25 HP). They don't know what the creatures are, but the PCs overhear the pair as they describe the "monsters" to their teammates. According to Koru's calculations, it won't take long for the creatures to break through the airlock. The PCs can see that the mercenaries stand little chance without their help.

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This encounter likely takes place on the *Golden Thread's* hull, though it might move inside the ship depending on the PCs' actions. If the PCs intend to fight outside, there are enough jetpacks in the cargo holds for themselves and the mercenaries. Assuming everyone moves quickly, they all have enough time to don these jetpacks before the airlock is destroyed.

Creatures: Though neither the PCs nor the mercenaries can immediately identify them, the *Golden Thread* is under attack by shantaks. Lost in the Drift for decades, the two creatures see the barge as their ticket out. They hope to make their way inside the ship, force the crew to pilot out of the Drift, then kill all who remain. Although they hate active starships, they see this as their best chance of escaping to normal space.

The PCs have a choice to make. If they emerge from hiding (provided they haven't already) and assist the mercenaries, they all have the best chance of making it out alive but reveal themselves as stowaways. The PCs could go outside and deal with the shantaks, but doing so without attracting attention is difficult. PCs skilled in Computers can hack the ship's monitoring systems with a successful DC 26 check to provide a different cause for the shantaks' disappearance, such as getting hit by debris in the Drift or giving up the fight. Letting the shantaks break through and kill the mercenaries would maintain the PCs' cover but leave them with a severely damaged ship. If the shantaks force their way in, the resulting damage can be repaired before arriving at Fortune's Heart with a successful DC 30 Engineering check. If the PCs already killed the mercenaries or are holding them captive, they don't have to worry about being secretive and can freely deal with the shantaks.

It takes the shantaks several minutes to break in, during which the PCs can prepare their chosen strategy and—if they wish—reveal themselves to the mercenary team. The mercenaries are extremely surprised to see the PCs but save their questions for after the emergency is resolved. Instead, they support the PCs during the battle and accept tactical suggestions, reducing the encounter's difficulty; consider allowing the players to control the mercenaries during this encounter. Shiari-8, as the pilot, can take evasive maneuvers and try to throw off the shantaks, or can set the ship's course to autopilot and join the battle personally; if they take evasive maneuvers, they can attempt a DC 25 Piloting check at the beginning of each round. Success causes one of the shantaks (determined randomly) to be off-kilter that round.

SHANTAKS (2)

CR 8

XP 4,800 each

HP 125 each (*Alien Archive 2* 110)

TACTICS

During Combat The shantaks try to take out nearby foes or those who pose the biggest threat. If they reduce the crew to one person, they try to force that person into the bridge, hoping the survivor will head for home.

Morale Knowing this might be their last chance to get out of the Drift, the shantaks fight to the death.

Development: After dealing with the shantaks, the PCs might have some explaining to do! Adalia, patched up from the fight, asks pointed questions about their identities and presence on the ship. Regardless of the PCs' answers, the mercenaries recognize they'd be dead if it wasn't for the PCs' intervention and believe they owe them a debt. Whether the PCs are honest or have a cover story, the mercenaries promise not to alert anyone on Fortune's Heart to their presence. They also tell the PCs about the security patrol that will be inspecting the area when the *Golden Thread* arrives, and that upon arrival, the commerce barge will be decontaminated with an extreme sterilization procedure that adheres to Kalistocrat standards of purity. This decontaminant gas is highly toxic to living organisms, so the PCs will need to leave the ship right after it docks.

If the PCs dealt with the shantaks without revealing themselves, they can continue to attempt checks to hide on the ship, with the mercenaries unaware of their involvement.

If the PCs don't learn of the looming decontamination from Adalia and her team, the PCs can find this information in the ship's computer as it approaches Fortune's Heart; the computer, however, does not contain information about the security patrols, so that will still come as a surprise.

Treasure: If the mercenaries survive, they gift the PCs a few items in appreciation for their assistance; note that all of these items are listed in NPC stat blocks or locations aboard the *Golden Thread*, and if the PCs have already looted some of these items, the mercenaries have less to reward them with! Adalia gives the PCs the Veskarium rum from her locker, as well as her magboots^{AR}. Daoros gives them his guitar; if the PCs protest they can't take something so personal, the honorable nuar insists they take it as a mark of the debt he owes them. Koru gives them his scientist serum of enhancement and his xenobiologist's field kit^{COM}, and Shiari-8 contributes their *spell gem of delay countermeasures*^{COM} and their imperial conquest strategy game^{AR}. If the PCs haven't found or used the grenades in cargo hold **2b** already, Adalia offers those as well.

Story Award: If the PCs successfully avoid detection on the *Golden Thread* until the beginning of **Event 2**, award them 1,600 XP. If the mercenaries survive until the end of the journey, and the PCs have not already earned XP for fighting and defeating them, award the PCs 1,200 XP for each surviving mercenary.



After 6 days of travel, the *Golden Thread* arrives at Fortune's Heart. As it approaches, read or paraphrase the following.

Through the strange energies of the Drift, a sunburst-shaped space station comes into view, pointed docking bays jutting out from its circular main body. Though nowhere near as big as Absalom Station, it's still large enough to comfortably host hundreds of people. Every so often, a gleaming starship nears the station and a docking bay opens to allow entry. As it nears Fortune's Heart, the *Golden Thread* is hailed by the traffic controller on the station, directing it to a nearby docking bay.

Once the ship connects to the docking bay, the mercenaries disembark and the PCs must hurry to safety before the decontamination protocols begin. If the mercenaries are friendly with the PCs, they part ways amicably as the *Golden Thread's* crew heads to a prearranged transport back to Absalom Station that leaves from another docking bay. The crew has no knowledge of the treasure's location on Fortune's Heart—they were hired only to deliver the barge without being told anything about the station beyond the docking bays.

The rest of this adventure takes place on Fortune's Heart. See the map on page 16 and the Codex of Worlds on page 62 for an overview of the station. Specific areas relevant to the adventure are detailed below.

DOCKING BAY CORRIDORS (CR 7)

The station's outer edge is the maintenance ring, which consists of corridors linking the station's many docking bays. It has an industrial appearance but is well-lit and clean. The corridors have directions and signs for the benefit of the station's many guests, so the crew has no problem finding their way to the station's interior; according to holograph maps of the station, the nearest entrance leads to a section called the Caravans Wing. A character who examines the map and succeeds at a DC 22 Mysticism check recognizes that many of the wings are named after the six sections of the *Prophecies of Kalistrade*; a character with the Kalistocrat Childhood background (*Starfinder Adventure Path* #34: *We're No Heroes* 43) automatically succeeds at this check.

Creatures: Security robots regularly patrol the docking bays to prevent unauthorized entry. If the PCs already learned of these security patrols from the *Golden Thread's* mercenary team, they can avoid these robots. Otherwise, they encounter a security patrol in a docking bay corridor. A successful DC 22 Perception check allows a character to detect the patrol as it approaches, giving the PCs time to hide (which requires a successful DC 22 Stealth check).

If the robots spot the crew, they attack. Use the hallway in the map of area **A** on page 14 for this encounter.

LUMINANCE-CLASS SECURITY ROBOTS (2) CR 5

XP 1,600 each

HP 65 each (page 60)

TACTICS

During Combat The security robots align their shields against a foe that hits them. They use their numbing beams to subdue opponents for capture, switching to their

EYE ON THE PRIZE

The PCs began this adventure with a goal: stealing a golden commerce barge from the Kalistocracy. Although their first attempt has ended in failure—the ship turned out to be empty—they can still succeed. Fortune's Heart is big and confusing, however, and your players might not know how to proceed or what to do. While "The White Glove Affair" provides your players with a path to success, you might need to nudge the players a little to help them find that path. As always, they could decide to strike out on their own!

First, the crew encounters Estriar, a Kalistocrat. Whether they negotiate with him or defeat him, the PCs gain access to his holoskin and datapad. With these tools, they can disguise themselves as Estriar and his retinue as well as use his stateroom as a base of operations—though they might have to overcome a pair of anacites there.

From Estriar's chambers, the crew learns of the auction for the previous Windfall barge; if they win this auction, they can still make off with their prize. They also identify rivals on the station who'll make their task harder, as well as encounter Marayeen, a friend of Estriar's. Once the PCs meet up with Marayeen, your job becomes easier since she can give the crew critical information and advice when they get lost or frustrated.

However, your PCs might have other plans. You'll have to improvise if they go off script, but you can use the NPCs and timeline detailed in this part of the adventure to successfully get the crew to the auction, which is fully detailed in Part Three.

shardspray if foes group together and their slam if cornered in melee combat.

Morale The robots fight until destroyed.

Treasure: Each of the robots has valuable starmetal and gem components worth 2,500 credits if the PCs have the opportunity to salvage them and 10 minutes to work.

Story Award: If the crew avoids the patrol using the information from the mercenary team, or otherwise sneaks past the robots, award them 3,200 XP.

EVENT 3: WELCOMING COMMITTEE (CR 8)

As the PCs move further into Fortune's Heart, they turn the corner into another corridor just as a kasathan man dressed in Kalistocratic attire emerges from the docking bay doors on the other side of the hall.

Creature: Estriar Isatra Jaz of Clan Kastris, House Tivora, Sworn-Friend of the Blood of Mur, is a high-ranking Kalistocrat. Assuming the PCs aren't accompanied by anyone in Kalistocrat garb, he immediately realizes they don't belong on the station. He calls for them to stop and identify themselves before recognizing them; Estriar had caught wind of the crew's involvements with

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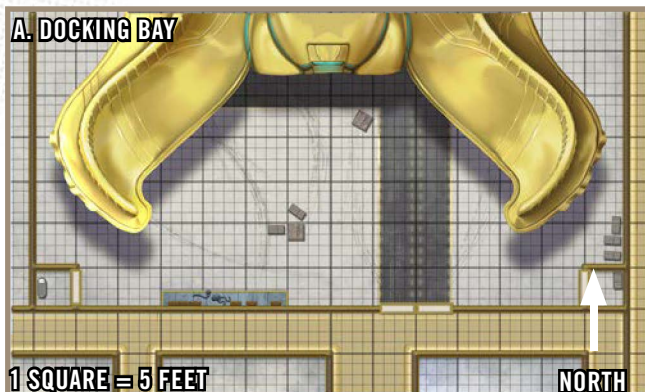
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Eline Reisor and Project Oliphaunt, which he monitored for his own ventures. Estriar deduces that they've likely come for the auction, but he also sees an opportunity to relieve his recent financial woes and parleys with them. When the PCs meet him, his attitude toward them is indifferent. The PCs can change his attitude with successful DC 27 Diplomacy or Intimidate checks. If he becomes friendly and has some idea of what the PCs plan, he offers them his holoskin, datapad, and keycodes to his suite but asks for a third of the take from the barge. If he becomes helpful, he provides the above resources but is happy to escape with his life. Estriar then absconds from the station, content to distance himself from upcoming events. If the PCs refuse to work with Estriar or fail to change his attitude, he reaches for his comm and his weapons. At this point, the PCs need to subdue him quickly if they don't want their heist to end before it starts. Use the map of area **A** above for this encounter.

ESTRIAR ISATRA JAEZ

CR 8

XP 4,800

Male kasatha envoy

LN Medium humanoid (kasatha)

Init +4; Perception +16

DEFENSE

HP 115 RP 4

EAC 20; KAC 21

Fort +7; Ref +9; Will +11

OFFENSE

Speed 30 ft.

Melee ultrathin sword cane +15 (2d4+9 P; critical bleed 1d4)

Ranged whisper sonic suppressor +17 (2d4+8 So; critical stifle)

TACTICS

During Combat On the first round of combat, Estriar uses his *spell gem of laser net* to put a barrier between himself and enemies. He then uses his *spell gem of mirror image* and attacks with his sonic suppressor, using improved get 'em each round. He reserves his *spell gem of supercharge weapon* for especially dangerous threats.

Morale Estriar flees if reduced below 20 HP. If he can't, he tries to negotiate with his foes into sparing him; if they refuse, he fights to the death.

STATISTICS

Str +1; Dex +4; Con +2; Int +2; Wis +0; Cha +6

Skills Acrobatics +16, Bluff +16, Culture +21, Diplomacy +21, Sense Motive +21

Languages Castrovelian, Common, Elven, Kasatha

Other Abilities envoy improvisations (improved get 'em, situational awareness, spell gem understanding^{COM}, sudden shift^{COM})

Gear gold AbadarCorp travel suit, ultrathin sword cane^{PW}, whisper sonic suppressor^{AR} with 2 high-capacity batteries (40 charges each), mk 1 healing serum (2), *spell gem of charming veneer*^{COM} (2), *spell gem of laser net*^{COM}, *spell gem of mirror image*, *spell gem of security seal*, *spell gem of supercharge weapon*, batteries (10), tier 2 datapad (security module I), holoskin with 1 battery, silver sapphire ring worth 150 credits, four white opera gloves worth 100 credits each, white and gold ceremonial Kalistocrat clothes worth 700 credits, credstick (4,650 credits)

Development: The docking bays aren't heavily trafficked, and the nearby docking bay is empty aside from Estriar's ship. If PCs violently deal with Estriar, they can go through his possessions and come up with a plan. The corridor and docking bay are each monitored by a camera, but the vid feed isn't monitored in real time; a character can hack these cameras (Computers DC 22) or disable them (Engineering DC 22) to cover the crew's tracks. If needed, the easiest place to hide or dispose of Estriar is in the docking bay, either hiding him in one of the corner storage rooms or spacing him. A character can hack Estriar's datapad with a successful DC 22 Computers check; it has a fingerprint lock, and a character who uses Estriar's hand—living or dead—to bypass this lock has a +5 bonus to hacking attempts. From Estriar's correspondence, the PCs can identify him as a high-ranking Kalistocrat prophet in the textile trade who only recently arrived at the station. They also learn basic details about Fortune's Heart, including the fact that the white-gloved Kalistocrat prophets are a minority on the station; most of the population is made up of service workers, administrative staff, and the personal retinues of each Kalistocrat. Estriar's messages also mention "attending the upcoming auction on Fortune's Heart" without elaboration.

Estriar vainly used his holoskin to adjust minute details of his appearance to his liking. If the PCs disposed of Estriar, you should hint at the holoskin being an excellent tool for concealing someone as the kasatha, subtly encouraging the PCs to have someone pose as the Kalistocrat—which should help them blend in on the station until they track down the treasure. With the holoskin, even a non-kasatha can impersonate Estriar as long as they don't have physical contact with anyone. The rest of the crew can adopt the roles of Estriar's retinue. Fortunately, Estriar kept only two anacite ambassadors for his personal staff, both waiting in his quarters. Estriar's datapad provides the room number and keycode for his suite on Fortune's Heart, as well as the information that he and the anacites are the only registered occupants. Luckily, there are too many people milling about the

station for anyone to notice that Estriar's retinue has changed, particularly since he arrived only recently, but the crew will need to deal with the anacites in his suite.

As the PCs depart the docking bay area, any character who succeeds at a DC 27 Perception check hears a faint sound in the maintenance ducts overhead, like something quietly moving away. They find nothing by investigating the ducts, but the crew can reasonably suspect that their confrontation with Estriar wasn't entirely unobserved.

IN THE FOOTSTEPS OF THE PROPHETS

By now, one of the PCs is likely pretending to be Estriar, providing cover for the others. The nearest entrance to the station's interior from the *Golden Thread's* docking bay leads to the Caravans Wing; a map of the station appears on page 16.

The corridors are paneled in elegant gold molding, and seashell-shaped lights cast a soft glow over the halls. In contrast to the concrete corridors around the docking bays, plush carpet covers the floor, and gentle music plays from well-hidden speakers. Multiple storefronts line the hallways, selling everything from clothes to travel supplies to electronics, and delicious scents waft from cafes and restaurants situated between the stores. The area resembles an elegant mall or shopping sector. Through the hallways bustle well-dressed people of many different species, some of them wearing white and gold.

The crew must head through the Ascensions Wing and Scales Wing to reach the west guest quarters, where they can find Estriar's suite. The Ascensions Wing contains a similar mix of shops, restaurants, and offices to the Caravans Wing, while offices primarily comprise the Scales Wing. The guest quarters areas resemble an upscale hotel in layout and decor. To keep guests comfortable, the station operates on a typical day-night cycle. During "nighttime" hours, businesses aboard the station close and lock their doors, but some establishments stay open later than others. Estriar's keycodes allow the crew to navigate the station but don't override door locks, nor can the PCs access private offices or the Pure Chambers at the center of Fortune's Heart. Opening a locked station door requires a successful DC 25 Computers or Engineering check for all doors except those leading to the Pure Chambers, which have a DC of 40. Failing a check to hack a door to the Pure Chambers sets off a station-wide alarm. Prying too much into restricted areas risks blowing the crew's cover, so consider giving the PCs a warning if they attempt to break into the Pure Chambers.

While the PCs stay on Fortune's Heart, encourage them to explore the station—first to determine the location of the treasure, and then to gain information to acquire it. If they wish to do any shopping, they can purchase gear up to item level 8, at your discretion. Notable locations on the station are listed below. The PCs will visit many of these locations over the course of the adventure but might explore further on their own.

1. Crown Jewel: A lavish restaurant by austere Kalistocrat standards, the Crown Jewel offers delicacies made to the highest standards of Kalistocrat purity. Head Chef **Inora Baun** (LN female damaya lashunta) prides herself on pairing consistency with creativity, so diners can expect new twists on dishes they've adored on previous visits (see *The V-Spec Agents* on page 25).

2. Lustre: This high-end boutique caters to Kalistocrats seeking the finest apparel, and its stock varies to suit upcoming station events. Proprietor **Yaoli Kura** (N female human) is always eager to help her clients find the perfect outfit with custom tailoring included in the staggering prices. Also prominent among the shop's wares are a selection of white outfits in an array of concealing styles and elegant fabrics.

3. Hanging Gardens: This beautiful botanical garden, a three-dimensional construction made possible by hover technology, offers welcoming greenery to those seeking a touch of nature on the station. Manicured paths wind through the verdant landscape; a team of expert gardeners lovingly tend to plants from all over the Pact Worlds and beyond.

4. Gildenvue Theater: Fortune's Heart boasts a 400-seat theater that hosts a variety of performances throughout the year, from plays to operas to dance showcases. When no live performances are scheduled, the theater's state-of-the-art holo-theater system has a vast catalog of movies on demand, though station management requests 3 hours' advanced notice to book the theater for this purpose (see **Event 6** on page 30).

5. Estriar's Suite: See page 17 for information on this area.

6. Auction Hall: See page 31 for information on this area.

7. Peachtree Lounge: The Peachtree Lounge offers cutting edge mixology, thanks to head bartender **Lordai Fera** (NG nonbinary human) who uses their magical talents to create fantastical concoctions. Lordai also has a reputation for being a bit of a gossip, and they might share tidbits of information they've overheard with those they take a liking to (see *Ralvarian Eumaris Harrington III* on page 21 and *Taelarinis* on page 24).

8. Prixe Mari: Prixe Mari is a restaurant aboard Fortune's Heart that specializes in traditional kasathan cuisine. Like all the food and drink on station, its offerings adhere to Kalistocrat standards of purity, sometimes necessitating creative substitutions that put a different spin on ancient dishes. Rather than having a set head chef, its array of kasathan celebrity chefs rotates by the month, as does the menu. This month's chef, **Saraa Ovis Liranelle** of Clan Fenik, House Dacia, North Star of the West (N female kasatha), showcases kasathan dishes from several centuries before the Gap, updated to modern palates (see *Meeting with Marayeen* on page 18 and **Event 5** on page 30).

9. Presentation Hall: This large room can be reconfigured from a theater to a boardroom as needed. Kalistocrats on the station often use the hall to present to shareholders, potential business partners, or executives in their companies.

10. Meditation Room: The meditation room is frequently used by those on station seeking peace and quiet. Its glass holo-ceiling can display numerous illusionary skyscapes or become transparent to reveal a stunning view of the Drift. The

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FORTUNE'S HEART



= 1/4 MILE



NORTH

chamber is fairly open and bare with some adjoining side rooms for those who desire complete solitude.

11. Chrysalis Teahouse: Unlike most of the cafes on Fortune's Heart, the Chrysalis Teahouse specializes only in tea. It serves rare varietals from all over the galaxy, although it's best known for its traditional kasathan tea ceremonies. Teamster **Haloru Mora Qelvais** of Clan Soris, House Vurdi, Jeweled Eye of Galain (LG male kasatha) presides over these ceremonies with a grace borne of long years of experience (see **Event 4** on page 29).

12. Bank: The bank's interior has security as tight as one might expect from Kalistocrats, but its cybersecurity has some gaps. The PCs can attempt checks to investigate financial transfers from the bank's vicinity.

13. Fitness Center: The Kalistocracy values keeping both the mind and body sharp; Fortune's Heart's top-of-the-line fitness center contains a weight room, exercise machines, and a swimming pool designed to look like a lush Castrovelian riverbank, complete with surrounding foliage. The fitness center also has a sparring ring for martial skills and dueling (see Kantir Sursa on page 20).

ESTRIAR'S SUITE (CR 8)

The suite's front room features elegant furnishings with a couch and holo-screen opposite the entrance and a carved wooden desk near the door. A well-stocked minibar sits against the east wall, near an oval table with four chairs. Two open doors to the northeast reveal small bedrooms, while an open door to the northwest reveals a larger bedroom containing a four-poster canopy bed. To the west, a door leads to a luxurious bathroom boasting a large hot tub.

Creatures: Estriar's anacite companions await him in the suite's living room, expecting him to return shortly. They don't know Estriar well, so the PCs can potentially fool them into believing Estriar has returned with new friends. PCs trying to trick the anacites must attempt a DC 28 Bluff check. On a failure, the anacites spot the falsehood and attack. Alternatively, the crew might attack the anacites first, killing or incapacitating them. Use the map for area **B** above for this encounter.

ANACITE AMBASSADORS (2) CR 6

XP 2,400 each

HP 90 each (*Alien Archive 2 10*)

TACTICS

During Combat If attacked, or if they spot the crew's ruse, the anacites deploy their retractable lasers, then switch to their slam attack if engaged in melee combat.

Morale The anacites fight until destroyed.

Treasure: Each anacite carries a credstick holding 1,000 credits. Estriar's room also contains some of his valuable personal possessions: an impressive wardrobe of Kalistocrat garb (worth a total of 8,000 credits) and his collection



of jeweled rings (worth a total of 10,000 credits). In the bathroom is a medicine kit containing five tier 2 medicinals (two sedatives, two stimulants^{AR}, and one sal volatile^{COM}). If the characters access Estriar's personal computer, they find his financial accounts. Although lacking in credits, he does have some stock in a technology company that the crew can transfer to themselves for a gain of 10 Build Points.

Development: Tricking or eliminating the anacites gives the crew a safe haven. Estriar's personal computer in the corner contains some useful information; similar to his datapad, a PC can hack it by succeeding at a DC 22 Computers check, and they can get a +5 bonus to this check if they have Estriar's fingerprint. The PCs can also learn more about the auction by investigating around the station.

ESTRIAR'S COMPUTER

An examination of Estriar's computer gleams basic information on the auction (listed in the DC 10 section of Station Gossip on page 18) and Estriar's social schedule for the week. Kalistocrats are hosting or attending social galas and networking events throughout the week, most of which are invite-only, and Estriar was no exception. He's scheduled to attend an Idaran-style tea ceremony the day after the crew arrive on Fortune's Heart (6 days before the auction), a dinner for those in the textile and fashion trade 4 days before the auction, and a performance of Qabarat ribbon-dance 2 days before the auction. His calendar also lists a meeting with "Marayeen" scheduled for the evening the crew arrive; a search through his messages reveals that Marayeen Salvaris is a friendly business colleague. In the message setting up the meeting, Estriar mentions "calling in a favor." According to his records, he lent her a substantial sum several years ago after some of her investments didn't pay off. The loan's status is noted as "deferment."

Estriar's files also contain some unwelcome news. In the hopes of winning this month's auction, he leveraged his fortune in a risky speculation that has fallen through. Aside from some

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STEALING THE BARGE?

The crew might consider stealing the *White Wind* from its docking bay rather than engaging in a risky con. Outright theft of the ship is nearly impossible. The *White Wind* is more heavily protected than the empty *Golden Thread*, its docking bay under constant surveillance and guarded by an overwhelming force of robots. Even if someone managed to reach the barge, it's protected against intrusion and unauthorized operation with state-of-the-art security systems, which only the access key can bypass. The crew can only get that access key by winning the barge in the auction.



MARAYEEN

locked-in investments and personal possessions, he was essentially broke. Assuming his identity gives the PCs freedom to move about the station but doesn't provide the riches necessary to win the auction. His files do, however, contain notes on some favors he hoped to call in from other Kalistocrats visiting Fortune's Heart to help his chances, which he planned to have Marayeen coordinate.

STATION GOSSIP

Successful Diplomacy checks to gather information on the station or Perception checks to overhear gossip allow the crew to learn the following.

DC 10: The PC learns the information about the auction in the adventure's introduction. They also learn this month's commerce barge, the *White Wind*, is in one of the station's docking bays. Security around the *White Wind*'s bay is nigh-impenetrable, including squads of security robots and biometric locks on both the bay door and the ship itself. The auction is a monthly social event for the Kalistocrats, and attendees use the opportunity to network and impress their peers.

DC 20: Many Kalistocrats have interest in the *White Wind*, but only a handful have the resources to stand a chance in the auction. Bidders engage in backroom wheeling and dealing to discourage rivals, but violence is prohibited. Gossip is key to these negotiations—some competitors engage in industrial espionage, hack their rivals' communications, or conduct illicit surveillance.

DC 25: One of the attendees this month is Eline Reisora, an Executive Vice President of EJ Corp and an influential Kalistocrat. An avid Qabarat ribbon-dance fan, she's attending a performance 2 days prior to the auction. Eline hasn't indicated interest in the *White Wind* but might have her eye on other valuable items also scheduled for the auction.

DC 30: Another attendee attracting interest is a verthani by the name of Ixander Merinesta, a Kalistocrat owner of a multi-planetary refining company. Word has it he's quite the gentleman, though oddly no one had heard of him until a few days ago. Still, his social media profile and company website are polished and present any impressive financial profile.

MEETING WITH MARAYEEN

To maintain their cover, the PCs must keep Estriar's social calendar, starting with his meeting with Marayeen. Fortunately, this opportunity allows the crew to acquire information and call in Estriar's favor. Estriar and Marayeen are scheduled to have dinner at *Prixé Mari*. When the PCs arrive, they're directed to Marayeen's table by the restaurant's host.

Jeweled chandeliers hang from the ceiling of this lavish dining room. Circular tables of multiple sizes are scattered throughout the room, complete with silver velvet chairs around them. Staff in black and white suits bustle between tables, bearing trays of spice-scented food, and a long bar with an impressive array of bottles stands behind the counter. A quiet hum of conversation fills the room, accompanied by soft music piping through the restaurant.

At a table near the center of the room sits a human woman with light brown skin and black hair streaked with red. Her white clothing embroidered with gold appears a bit more flamboyant than that of most of the other diners. As she sees her old friend approaching, she rises to her feet, smiling warmly and holding out a hand. "Estriar, darling, it's been ages. How are you?"

Marayeen Salvaris (LN female human envoy) is a native of Absalom Station and Kalistocrat prophet with business interests ranging from fashion to starship parts. While she comes across as a bubbly social climber, she has a keen intellect, and more than one competitor has made the mistake of underestimating her. She and Estriar first met when she engaged his corporation as a supplier for her high-end fashion line, *Candy Ice*, and the two developed a friendly rapport over the years. However, they aren't close enough to speak with one another often, and a character who has reviewed Estriar's correspondence and notes has a good enough idea of his personality—serious, intellectual, and dignified, though clearly calculating—to imitate him reasonably well. Unless the character impersonating Estriar does something wildly out of character, and so long as they're subtle when inquiring about topics Estriar would be expected to already know, no Bluff check is required against Marayeen. If, however, the character makes an obvious misstep

and you decide Marayeen has a reason to have suspicions, Bluff checks are opposed by Marayeen's Sense Motive of +13.

Though willing to assist "Estriar," Marayeen is apologetic: she lacks the credits necessary to repay him. However, she offers to help him identify potential rivals and arrange for the minor favors Estriar hoped to call in, if he deducts the net worth of those services from her debt. As a good-faith down payment, she offers Estriar a credstick containing 1,000 credits; though that amount isn't enough to matter in the auction for the *White Wind*, the might parlay these funds into other favors or gear.

To improve their odds at the auction, Marayeen recommends the PCs identify their rivals. Although plenty of people on Fortune's Heart are interested in the commerce barge, only a few have the resources to be serious competitors. Once the PCs know who their rivals are, they can try persuading them to drop out of the auction. Attacking a rival is inadvisable, as any deaths or disappearances on station would trigger a security crackdown and could even lead the Kalistocrats to cancel the auction altogether. The crew has many ways to identify their rivals, noted individually for each NPC (page 20), such as attending social functions prior to the auction, socializing around the station, hacking communications, and other espionage tactics. Marayeen doesn't encourage anything blatantly illegal, but she's a businesswoman and willing to take advantage of gray areas. If the PCs haven't yet learned of Eline's presence on the station, Marayeen mentions her during this conversation.

The PCs can identify and approach their rivals in any order. Marayeen recommends chatting with their rivals once they've identified each NPC, to size them up; although she doubts any would willingly leave the auction simply because the PCs ask, the crew might gather insight into their rivals' motivations.

The crew can also call on Marayeen to arrange minor favors for them at any point before the auction; see the Estriar's Minor Favors sidebar for a list of what she can arrange. The chipper Kalistocrat is a social butterfly whose connections to Estriar are well-known, which frees the PCs to focus on their main schemes.

AVOIDING ELINE

Eline Reisor's presence on Fortune's Heart complicates matters for the crew. The station is large enough that the PCs likely won't stumble on one person by accident. Besides the auction, Eline attends only one event in common with Estriar (see **Event 6** on page 30). Otherwise, as the crew explores the station, there's a flat 10% chance per day for each location they visit that Eline will also be present. A PC who succeeds at a DC 22 Perception check spots Eline before they fully enter the area, allowing them to retreat without being noticed. If the PCs don't notice Eline initially, they automatically spot her once they get close. To avoid her notice, each character must succeed at a DC 25 Bluff check to create a diversion that draws her attention away or a DC 25 Stealth check to conceal themselves. There's one important fact that the PCs

ESTRIAR'S MINOR FAVORS

Estriar's records contain details of the minor favors he hoped to call in from others on Fortune's Heart. By calling these in, the PCs can gain each of the following benefits once during Part 2 of this adventure.

- Obtain a single item worth 1,000 credits or less.
- Create a distraction that causes one room on the station to be empty for 1 hour.
- Attempt a Computers check on the crew's behalf to create or detect a forgery, gain root access to computer terminals controlling minor functions on Fortune's Heart (not including the docking bays), or hack a system, with a modifier of +15.
- Improve the attitude of one indifferent or unfriendly NPC on the station by two steps.
- Provide information about a particular individual, location, event, or other discrete topic, as if a PC succeeded at a very difficult Recall Knowledge check. If they use this benefit on "Ixander Merinesta" or "Thais Vex," they learn only the publicly available information about their cover identities.

don't know: Eline has an illusion refractor augmentation (page 29), allowing her to see through holoskins or other illusionary disguises, but not mundane ones.

If one of the characters chose the Kalistocrat Childhood background, Eline is their sister and almost certain to recognize them. However, if none of the characters have this background, she has never seen them in person and doesn't know them on sight; eventually, however, after returning to her suite and refreshing her memory, she realizes who they are. Interaction between Eline and the crew is also likely to immediately jog her memory, and the crew's presence during a Windfall auction can't be a coincidence. If you decide that Eline identifies the PCs on the station, she interferes in the auction by funding additional bidders, who—while they have no real chance of winning—drive up the price, raising the DC to bid on the *White Wind* by 2.

Eline has a good reason to hunt down the PCs—they stole the *Oliphaunt* from her and, by jeopardizing her career and fortune, have placed her immortal soul at risk. Even if she recognizes them on the station, she has a compelling excuse to observe and even interact with them, rather than calling in station authorities: what she really wants is the *Oliphaunt*, and the *Oliphaunt* isn't here! Without the ship, capturing the crew doesn't actually solve her problem—and even she won't seize the PCs to torture them for information. If she spots the crew and recognizes them, she sticks to public or highly secure locations where she's surrounded by overwhelming force, monitor their activities and, if confronted by the crew, engage in conversation to trick them into revealing the location of the *Oliphaunt*. However, she won't fight them or summon the station's security—at least not yet.

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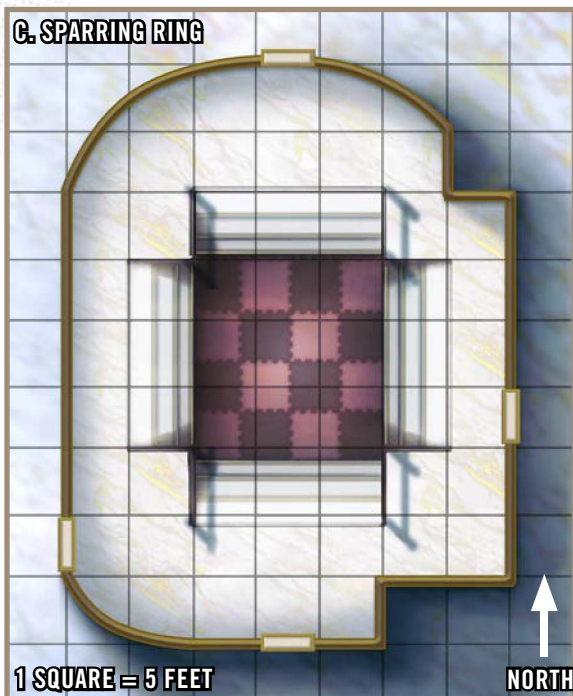
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C. SPARRING RING



If the PCs try to pick a fight with Eline, you should remind them that Fortune's Heart is a Kalistocrat stronghold; not only does Eline know its layout and inhabitants far better than the crew does, she can call on station security at any time and expect obedience. The crew should keep their eyes on the prize: the Windfall barge and its cargo of starmetals and other valuables.

A final confrontation with EVP Eline Reisora is on the horizon, however—it will take place in *Starfinder Adventure Path #38: Crash and Burn*.

THE RIVALS

The PCs have five main rivals in the auction for the *White Wind*. At first, the crew won't know much about these people. The descriptions below present methods for the crew to identify their rivals, including any exploitable weaknesses and allies. Some of these interactions lead directly to encounters.

KANTIR SURSA

A Triaxian native, Kantir has business interests in armaments and defense. His company, Sursa Industries, has multiple contracts with military factions across the Pact Worlds, including organizations such as the Stewards and the Hellknights, although he also offers private militia services to those with the credits to pay.

Personality: Kantir feels more comfortable among people of action than gossipy socialites, with whom his blunt and to-the-point manner often ruffles feathers. He doesn't intend to be rude, but he sees little point in dancing around a topic. Kantir pays keen attention to anyone who shares his martial interests.

Identifying the Rival: Kantir can be identified as a rival with a DC 25 Computers check to hack communications on

Fortune's Heart—not accustomed to duplicity, Kantir discusses his participation in the auction with his associates over unsecured channels. Alternatively, a character who spends time in the station's fitness center and who succeeds at a DC 22 Athletics check impresses Kantir enough for the ryphorian to openly share his interest in the auction. The PCs can also acquire this information with a successful DC 25 Diplomacy check to gather information.

Weakness: Kantir is a keen duelist and bored of socializing on Fortune's Heart. He wants the *White Wind* for the credits it could bring him but isn't as interested in winning the barge as other buyers. He's also a betting man, and if he knows of the crew's interest in the auction, he offers them a wager: if they defeat Kantir in a duel, he'll bow out of the bidding. He happily fights them all at once, saying that's "more of a fair fight." If "Estriar" loses, however, he must reassign some of his business contracts to Sursa Industries (a deal the PCs can easily accept since the business isn't really theirs). If the PCs don't raise the subject themselves, a character who succeeds at a DC 24 Sense Motive check gets the impression that Kantir might be open to negotiation.

TERMS AND CONDITIONS (CR 8)

The duel with Kantir takes place at the sparring ring in Fortune's Heart's fitness center; use the map of area C above. When the PCs arrive for the duel, read or paraphrase the following.

The fitness center has a room for the sparring ring, which is a recessed square area five feet below the rest of the room with steps leading down into from all sides. Clustered in the corners of the room stand training dummies, weapon and armor racks, and other practice gear.

Kantir, a muscular summerborn ryphorian man, stretches in the ring. He's well-armored and wears a red surcoat over his usual white silks. As the door opens, he straightens up and nods. "I see you're prompt!" he says approvingly. "This should prove interesting."

Creature: Kantir insists on a nonlethal duel. Staff here can loan the PCs any weapons with an item level 9 or lower and the stun or nonlethal property, though the PCs can also use their own weapons to deal nonlethal damage. Magical or technological buffing before the duel is permitted, and the combatants begin at each end of the sparring ring. If the PCs attack Kantir with lethal damage, he responds in kind, but luminance-class security robots (page 60) quickly hurry in to break up the fight.

KANTIR SURSA

CR 8

XP 4,800

Male summerborn ryphorian vanguard^{COM}

LN Medium humanoid (ryphorian)

Init +2; Senses low-light vision; Perception +21

DEFENSE

HP 132 RP 4

EAC 22; KAC 24

Fort +10; Ref +10; Will +7

Defensive Abilities mitigate, uncanny agility; **Resistances** fire 5

OFFENSE

Speed 30 ft.

Melee static shock truncheon +19 (1d12+8 E nonlethal; critical arc 1d4) or
field knight's shield entropic strike +19 (3d4+14 B nonlethal; critical staggered)

Ranged flare compliance ray +16 (2d4+8 F nonlethal; critical blind)

Offensive Abilities entropic attunement (staggered), entropic strike (3d4)

TACTICS

During Combat Kantir charges into combat to trip the strongest-looking opponent with his entropic charge. On subsequent rounds, he makes full attacks to maintain his entropic pool, channeling his entropic strike through his shield. If he has trouble hitting an opponent, he attempts to trip them. He uses energize against the first energy attack to target him unless he expects a stronger energy attack later.

Morale Kantir cedes the match if reduced below 30 HP.

Base Statistics Without Entropy Points, Kantir's stats are EAC 21; KAC 23.

STATISTICS

Str +4; **Dex** +2; **Con** +6; **Int** +1; **Wis** +2; **Cha** +0

Skills Athletics +16, Culture +16, Intimidate +21

Feats Improved Combat Maneuver (bull rush), Improved Combat Maneuver (trip)

Languages Common, Triaxian

Other Abilities entropic pool, reactive 1/day, vanguard aspect embodiment (exergy), vanguard aspect insights (exergy, momentum), vanguard disciplines (energize, entropic charge)

Gear lashunta ringwear III (endurance module^{AR}, mk 1 mobility enhancer), field knight's shield^{COM}, flare compliance ray^{AR} with 1 battery (20 charges), static shock truncheon with 1 battery (20 charges), white and gold ceremonial Kalistocrat clothes worth 1,000 credits, credstick (453 credits)

Development: If the PCs best Kantir, he bows out from bidding for the *White Wind* as promised. If they fail to defeat him but fight honorably without breaking the duel's terms, he gives them a set of reconfigurable training weights worth 200 credits as a consolation prize. If, however, they break the terms of the duel, Kantir is livid and vows to defeat them in the auction at any cost.

Story Award: For defeating Kantir in the duel and removing him as a rival, award the PCs 4,800 XP.

RALVARIAN EUMARIS HARRINGTON III

Born in a small outpost on an asteroid in the Diaspora, **Ralvarian Eumaris Harrington III** (NE male bleaching gnome technomancer) worked his way up from nothing to financial success—but at the cost of Bleaching due to his single-minded focus. His company, InnoSys, develops and manufactures technological items and augmentations, particularly hybrid items.

Personality: Ralvarian is an irritable gnome of fickle moods. While highly intelligent, he's of a nervous disposition and often impatient with those he considers inferiors.

Identifying the Rival: Identifying Ralvarian as a rival and determining his weaknesses happen automatically if a character spends several hours at the Peachtree Lounge—



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KANTIR SURSA

the gnome frequently visits, and the staff gossip about his activities, as his tips vary wildly based on the success of his recent ventures. Otherwise, with a successful DC 24 Engineering check or DC 27 Diplomacy check while gathering information on the station, a PC impresses a member of his retinue, who shares the fact that he's a rival with their "new friend."

Weakness: Ralvarian is extremely superstitious and adheres to the Kalistocracy's strictures even more fervently than the average prophet. He has backed out of more than one business deal due to the "portents" not being in favor of that course of action. If the crew can trick him into thinking there are bad omens related to the auction, he'll flee the station rather than attend. The precise skills necessary to trick Ralvarian depends on the PCs' strategy, but no matter what, they need three successful DC 26 checks; for example, the crew might use Engineering to briefly cut power to Ralvarian's rooms, Mysticism to convince him the pattern left behind in his tea cup is unlucky, and Bluff to plant the idea in conversation. If the PCs fail one of these checks they can try again, but if they fail three times before succeeding three times, Ralvarian deduces that one of his rivals is trying to sabotage him and won't be scared off. It might take a few days to seed these false omens in Ralvarian's path, but if the PCs succeed, he departs the station immediately.

Allies: **Tera** (N female human technomancer) is a member of Ralvarian's retinue who owes Estriar a favor; the PCs can find her name in his records. The PCs can request, perhaps through Marayeen, that Tera play some minor tricks on her employer in exchange for the discharge of her debt. If the crew have allied with the V-Spec agents (page 25), Luxrana can also assist in this task. Assistance from either NPC gives the PCs a +2 circumstance bonus to checks to fool Ralvarian.

Story Award: For conning Ralvarian into dropping out of the auction, award the PCs 3,200 XP.

SEVARANNA PILOS

Sevaranna is an undine woman of lashunta parentage, born in Candares on Castrovel. Although new to the Kalistocracy, she achieved prophet status just a few years ago and is one of the most successful Kalistocrats currently present on Fortune's Heart. She began her career working for Astral Extractions' corpscium mining operations in her

home city but soon achieved enough success—and investors—to branch out in her own venture. Not wanting to go head-to-head with Astral Extractions, she instead dedicated her operations to mining valuable minerals off-planet and thus has a keen interest in the commerce barge's contents.

Personality: Though quiet in social settings, Sevaranna has good intuition about others' motivations. She's deeply loyal to friends but doesn't forgive those who cross her.

Identifying the Rival: A successful DC 24 Profession (miner) or DC 28 Culture check when going through Estriar's files allows a character to recognize Sevaranna's name and background. Sevaranna is also attending the ribbon-dance performance in **Event 6**; a character who succeeds at a DC 26 Diplomacy or Perception check at that event overhears her plans to bid on the barge. If the crew doesn't approach Sevaranna, she seeks them out to arrange a meeting after the PCs have dealt with all rivals they're aware of.

Weakness: Characters who recognize Sevaranna's name, or who research her after the ribbon-dance performance, realize she's likely to be the hardest rival to talk out of the auction for the *White Wind*, as it relates directly to her business interests. However, she also has a reputation for assisting those who impress her, and meeting with her might provide the PCs an opportunity to do so. Marayeen can arrange a meeting with Sevaranna at the crew's request.

DISPUTE RESOLUTION (CR 9)

Sevaranna hosts a private meeting with the PCs in her chambers, greeting them when they arrive. She has dismissed her retinue for the day. Use the map on page 17 for this encounter.

The living room of this guest suite looks much like Estriar's, although datapads and holographic displays clutter the desk. A well-dressed woman with lashunta features and blue skin sits on a couch facing the front door, a small round table and chairs arranged in front of her. Atop the table sits a steaming teapot, along with several teacups and a plate of almond-scented baked goods.

"Welcome," Sevaranna says, gracefully gesturing a white-gloved hand to the array on the table. "Please, have a seat and help yourselves. We have business to discuss."



**RALVARIAN
EUMARIS
HARRINGTON III**



**SEVARANNA
PILOS**

Creatures: Sevaranna politely hears out any proposal the crew might make but remains unmoved. As she begins to decline their offer, however, the door to the master bedroom opens an inch, barely revealing a masked assassin aiming a sniper rifle through the gap. The assassin, Elamar, has been hired by one of Sevaranna's business competitors to eliminate her. To notice him, a character must succeed at a DC 30 Perception check; otherwise, he initiates combat by shooting Sevaranna, turning his attention to the PCs if they attack him.

The PCs can defend Sevaranna or assist Elamar in her assassination. If they do nothing or attempt to leave, Sevaranna concludes they were involved in the plot and attacks them if she survives long enough.

ELAMAR

CR 9

XP 6,400

Male human operative

CN Medium humanoid (human)

Init +8; Perception +18

DEFENSE

HP 135

EAC 22; KAC 23

Fort +8; Ref +15; Will +8

Defensive Abilities evasion, uncanny agility

OFFENSE

Speed 50 ft., climb 30 ft., swim 30 ft.

Melee ultrathin switchblade +17 (2d4+11 S)

Ranged *anchoring whisper sonic suppressor* +19 (2d4+9 So; critical stifle) or phantom assassin rifle +19 (3d6+9 P)

Offensive Abilities debilitating trick, trick attack +5d8, triple attack

TACTICS

During Combat Elamar opens combat by shooting Sevaranna with his phantom assassin rifle before switching to his sonic suppressor and using Bluff to trick attack his opponents. He stays mobile to keep an escape route open.

Morale Elamar attempts to escape if reduced below 30 HP. If escape is impossible, he fights to the death.

STATISTICS

Str +2; Dex +6; Con +3; Int +1; Wis +0; Cha +4

Skills Acrobatics +23, Athletics +18, Bluff +23, Stealth +18

Languages Akitonian, Common

Other Abilities operative exploits (uncanny shooter, versatile movement), specialization (daredevil)

Gear gold AbadarCorp travel suit, phantom assassin rifle^{AR} with 10 rounds, ultrathin switchblade^{AR}, whisper sonic suppressor^{AR} (*anchoring fusion seal*) with 2 high-capacity batteries (40 charges each), *serum of enhancement* (sneak), laser microphone scanner, magnegloves^{AR}, mk 2 glass cutter, reconfigurable clothing^{AR} (contains everyday, formal, professional, and uniform clothing), credstick (84 credits)

Female undead witchwarper^{COM}

LN Medium outsider (native)

Init +4; Senses darkvision 60 ft.; Perception +17

DEFENSE

HP 120 RP 4

EAC 22; KAC 22

Fort +8; Ref +10; Will +10

Resistances cold 5

OFFENSE

Speed 30 ft.

Melee buzzblade dueling sword +15 (2d6+9 S)

Ranged aphelion laser pistol +17 (3d4+9 F; critical burn 1d4)

Offensive Abilities infinite worlds (3/day, 3rd level)

Undine Spell-Like Abilities (CL 9th; ranged +17)

At will—energy ray (cold only)



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SEVARANNA PILOS

CR 9

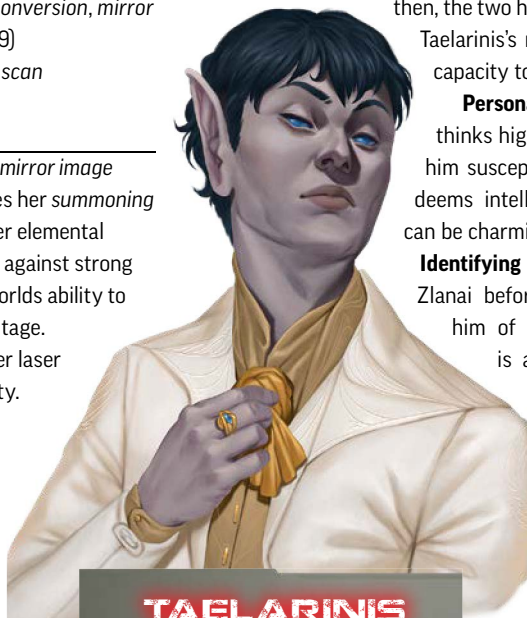
XP 6,400

Witchwarper Spells Known (CL 9th; ranged +17)
 3rd (3/day)—*dispel magic*, *prescience*^{COM} (DC 20)
 2nd (6/day)—*augury*, *caustic conversion*, *mirror image*, *slice reality*^{COM} (DC 19)
 1st (at will)—*overheat* (DC 18), *scan environment*^{COM}

TACTICS

During Combat Sevaranna casts *mirror image* when combat begins, then uses her *summoning grenade* to call a Medium water elemental to defend her. She uses *inhibit* against strong combatants and her infinite worlds ability to shape the terrain to her advantage. When forced to fall back on her laser pistol, she uses its boost quality. If reduced below 80 HP, she activates her black force field.

Morale Fearing for her life, Sevaranna attempts to flee if reduced below 30 HP. If she can't escape, she fights to the death.



TAEALARINIS

STATISTICS

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

Cha +6

Skills Diplomacy +22, Mysticism +22, Sense Motive +17

Languages Aquan, Brethedan, Castrovelian, Common, Shirren; limited telepathy 30 ft.

Other Abilities alternate outcome 1/day, paradigm shifts (inhibit, magic deletion)

Gear clearweave II^{AR} (black force field), aphelion laser pistol with 2 high-capacity batteries (40 charges each), buzzblade dueling sword with 1 battery (20 charges), *mk 3 summoning grenade*^{AR}, *mk 1 mindlink circlet*, tier 4 datapad, jewelry worth 1,500 credits, white and gold ceremonial Kalistocrat clothes worth 2,000 credits, credstick (943 credits)

Development: If the PCs save Sevaranna, she's extremely grateful. Not only does she agree to drop out of the bidding for the *White Wind*, she urges them to take the assassin's gear.

If the crew helps Elamar kill Sevaranna, he nods to them before reconfiguring his clothing into a professional business suit and departing. His employer didn't cover their tracks well, so the investigation that follows Sevaranna's death is quickly resolved and doesn't cause a security crackdown—and the PCs avoid attention.

Story Award: No matter how the PCs resolve the situation, award them 6,400 XP for this encounter.

TAEALARINIS

Originally from Sovyrian, **Taelarinis** (LE male elf technomancer) has had a long career and an even longer life. Raised in a wealthy family, he built upon his inheritance. Eventually,

he bought a biotech conglomerate out from under the nose of a competitor, a witchwyrd named Zlanai (page 25). Since then, the two have had a bitter feud, exacerbated—in Taelarinis's mind—by Zlanai's longer life and her capacity to outwait him.

Personality: Taelarinis is arrogant and thinks highly of his own abilities, which leaves him susceptible to flattery. He avoids those he deems intellectually beneath him, although he can be charming when he wishes.

Identifying the Rival: If the PCs interact with Zlanai before Taelarinis, she's quick to accuse him of "going after that barge." Taelarinis is also attending the tea ceremony in

Event 4; if the PCs interact with him there, they can identify him as a rival and determine his weakness with a successful DC 25 Sense Motive check or a DC 27 Diplomacy check. A character with a Charisma score of 16 or higher, or who succeeds at all the required skill checks during the tea ceremony, get a +2 circumstance bonus to

this check. Otherwise, the PCs overhear at the tea ceremony that Taelarinis is meeting with several members of his retinue the next day at the Peachtree Lounge to discuss "an important matter." They can attempt a DC 25 Disguise or Stealth check to eavesdrop on this conversation and learn of his involvement in the auction and his weakness, described below.

Weakness: Taelarinis can't stand the idea of his conglomerate falling into Zlanai's hands, and his steps to prevent this outcome include everything from his unsuccessful efforts to gain an heir—in addition to being generally insufferable, he has unrealistically stringent criteria for a romantic partner—to expensive research into methods to extend his lifespan. If the PCs can offer a way to keep Zlanai's hands off his business permanently (truthful or not), he'd happily step out of the running for the *White Wind* in exchange. To convince Taelarinis their offer is sincere, the PCs must succeed at three DC 27 checks, though the exact skills required depend on their approach; Bluff, Diplomacy, and Sense Motive are likely. If the PCs fail, they can try again, but failing three times before succeeding three times leads Taelarinis to disregard them and refuse to discuss the matter further. If they succeed, however, he agrees to stay out of the auction for the *White Wind* in exchange for what the PCs have promised.

Allies: If the crew have allied with the V-Spec agents (page 25), Varav can advise them here; his assistance gives the PCs a +2 circumstance bonus to skill checks to trick Taelarinis. If the PCs ask, Zlanai also happily points out some of Taelarinis's foibles, giving them a +1 circumstance bonus to Bluff and Sense Motive checks when attempting to trick him.

Story Award: For beguiling Taelarinis into dropping out of the auction, award the PCs 4,800 XP.

ZLANAI

A fixture in Kalistocrat circles since the Gap, **Zlanai** (LE female witchwyrd) has accumulated her fortunes for centuries—and her inability to remember her dealings during the Gap doesn't seem to trouble her. She owns a multi-system conglomerate with holdings in a number of industries, and she has a particular fondness for biotech and the medical field. Like most witchwyrds, she says nothing of her home world, though it's rumored she's a member of the Tetrad.

Personality: Zlanai is cool and collected, courteous but distant. Her calm demeanor breaks only at the mention of one of her competitors: an elven man named Taelarinis (page 24); two centuries ago he purchased a company she hoped to acquire, and she's still mad about it.

Identifying the Rival: If the crew interacts with Taelarinis before they meet Zlanai, he tells them about her, hoping they'll interfere with her plans. Zlanai also attends the dinner in **Event 5**, so the PCs will meet her there. Though she reveals little of herself, characters who succeed at a DC 25 Profession (merchant) or DC 27 Culture check when chatting with others at the dinner can identify her as a rival, along with her weakness. Otherwise, a PC who succeeds at a DC 27 Computers check in the vicinity of the bank on Fortune's Heart can intercept a notification of a large bank transfer from one of Zlanai's tertiary accounts to her main one—enough to potentially win the *White Wind*.

Weakness: Zlanai still holds a grudge against Taelarinis and will fall for a proposal to stage a hostile takeover of Taelarinis's conglomerate. The conglomerate is too large for Zlanai to take over by herself, but the crew can try to persuade her that they'll purchase an equally large number of shares, allowing their combined effort to win a majority and fire Taelarinis from his own board. If they can convince her to commit her liquid wealth to the scheme, she can't participate in the auction. Convincing Zlanai to participate in this plan requires four successful DC 27 skill checks, though the specific skills the crew uses depend on their approach and roleplaying. If they fail they can try again, but if they fail three times before succeeding four times, Zlanai decides they're agents of Taelarinis and refuses to speak to them further. If they succeed, she withdraws from the auction and buys a substantial—but still a minority—share in Taelarinis's

firm (which will ultimately avail her nothing when the PCs renege on their side of the deal).

Allies: If the PCs have allied with the V-Spec agents (see below), they can assist here, granting a +2 circumstance bonus to skill checks to trick Zlanai. If asked, Taelarinis takes great pleasure in taking Zlanai down a peg and happily advises the PCs, giving them a +1 circumstance bonus to Bluff and Diplomacy checks when interacting with her.

Story Award: For getting Zlanai to drop out of the auction, award the PCs 4,800 XP.

THE V-SPEC AGENTS

After the crew has successfully dealt with one of their rivals, they're approached by a verthani man who introduces himself as Ixander Merinesta, owner of a multi-planetary refining company. The PCs might recognize his name from their investigations, but he isn't a rival for the *White Wind*. In fact, "Ixander Merinesta" and

his assistant "Thais Vex" are the aliases of Varav Hakovel and Luxrana Siv, special agents for a Verces-based intelligence agency known as Vimal Special Security, or V-Spec. Ixander cordially invites the crew to a meal at the Crown Jewel, Fortune's Heart's most expensive restaurant. He suggests they might be able to assist one another in their endeavors. Assuming the PCs agree, Ixander schedules the dinner for that evening.

When the PCs arrive, read or paraphrase the following.

The glass ceiling of this elegant restaurant appears as if it were open to the Drift. Lights hovering near the ceiling illuminate tables covered in white cloth, and a grand piano at the restaurant's far corner plays a lovely tune despite having no visible pianist. All the tables appear empty, save for one at the center of the room occupied by two verthani: a man, recognizable as Ixander Merinesta, and a woman. Both appear dressed in well-tailored business suits, though only Ixander wears the white gloves of a Kalistocrat prophet, paired with a set of cuff links in the shape of playing cards. Several waitstaff stand at attention next to the wall near the table.

"Good evening," Ixander says, nodding politely. He regards the woman sitting next to him. "This is my associate, Thais Vex. We're pleased you've decided to join us this evening."

After the PCs take a seat, the meal is served: a Kalistocrat feast of sorghum porridge with pickled spring peas, braised venison with butterfly-chrysalis confit, icecherry wine, and a

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silken-tofu plum tart for dessert. Despite the small portions, which keep with Kalistocratic avoidance of excess, the quality is exceptional. The emptiness of the restaurant is noteworthy—even the staff members depart after serving the food and drinks. If asked, Ixander tells the crew he reserved the whole restaurant for their “sensitive discussion.” He and Thais are friendly, if mysterious, and attempt to assuage any apprehension by assuring the PCs they mean no harm to them or their interests. After some pleasantries, Ixander clears his throat and states the following.

“I imagine the nature of our invitation has piqued your curiosity. I apologize if our caution has caused you any uneasiness; we hope to discuss a matter of some delicacy and didn’t wish to be overheard. Now, given your activities, I expect you share those sentiments. Allow me to lay a few cards on the table: I know you’re interested in acquiring the *White Wind*. I also know that you lack the funds to do so honestly, and I know that at least one of you isn’t who you appear to be.” He holds up a hand to forestall any interruption. “Before you grow alarmed, let me assure you that we have no intention of interfering in your plan. In fact, we want to help you. It’s my hope that we can come to a mutually beneficial arrangement.”

Ixander offers the crew a deal: he and Thais will help acquire the *White Wind* if the PCs will, in exchange, recover a secure data module from the barge’s treasures and bring it to a prearranged drop point. He tells them the module contains confidential company business plans and proprietary mining techniques, and that it fell into the hands of the Kalistocrats after being looted by pirates and resold several times. He and Thais are interested only in the data module; PCs can have the ship and everything else on it.

Ixander does most of the talking for the pair. He answers the PCs’ questions but hides his true identity and important facts about the data module. Although the data module’s encryptions appear as the agents described, it actually contains communications from deep cover V-Spec agents around the galaxy. This data could expose these agents and endanger their lives. Varav and Luxrana have been dispatched to recover the module, though their superiors were unwilling to dedicate much money to the problem—a stance that has Varav, who takes agents’ safety very seriously, privately seething.

The responses below can answer questions that the crew might ask the verthani. Throughout this conversation, PCs

can attempt DC 20 Sense Motive checks. Characters who succeed discern that Ixander genuinely wants the data module, and he seems sincere about wanting to help the crew in order to get it. Characters who succeed by 5 or more, however, can tell he’s concealing something about his true identity and the module itself. For their part, the verthani maintain a nonthreatening demeanor—they know how they suspicious their proposition seems and have more than enough experience in working with skittish allies. They reassure the PCs and encourage an alliance. If pressed, they’ll admit that Ixander isn’t really a Kalistocrat, just a businessman seeking his lost property, but they don’t reveal their true identities under any circumstances.

What’s so important about this module? Ixander pauses, weighing his words carefully. “For those in the mining industry, the information in that module is quite valuable. My assistant

and I are taking a calculated risk talking to you. The data would be more trouble for you to sell than it’s worth, and our assistance will prove far more useful to your scheme than some mining data.”

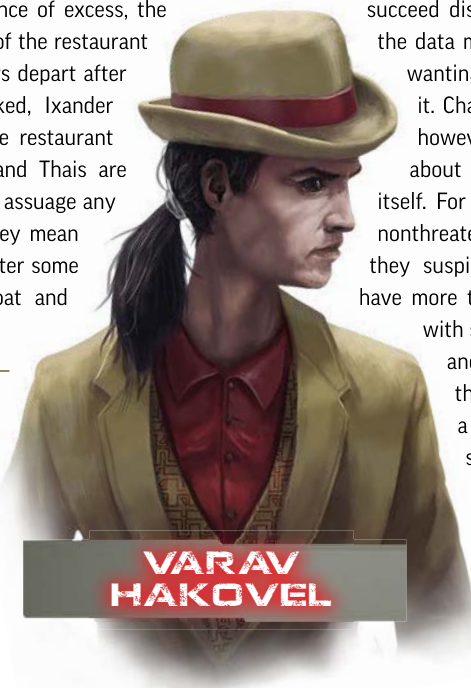
Couldn’t you just tell the auctioneers the module is your stolen property? “I could, certainly, and in seven to eight months I’m sure I’d have it back. Unfortunately, some of that information is time-sensitive—locations of minerals and the like—so I’d rather skip the paperwork.”

Why not bid on the barge or steal the module yourself? “For the same reason as you, I suspect. We lack the necessary funds to win the auction legitimately, and I’m sure you’ve noticed the security measures around the *White Wind*. If we had more time, we could arrange something—but we don’t. Combining our forces is the best way for us all to get what we want.”

Why would we need your help? “Ms. Vex and I are skilled in negotiation, surveillance, research, and corporate espionage tactics, all of which would prove useful to your endeavors here. We can also provide you with some useful technology. And... we’ve discovered something about the auction that you’ll want to know. If you agree to our terms, we’ll share it.”

Does your associate talk? Thais raises an eyebrow, then states, “When I wish. I prefer to observe.”

What makes you say we aren’t who we appear? The two verthani exchange glances before Ixander nods and he says, “I was in the maintenance duct examining the security around the docking bay a few days ago. Noticed your scuffle in the corridor. Clever, taking on his identity.” (Ixander doesn’t



VARAV
HAKOVEL

mention his illusion refractor augmentation, which allows him to see through the crew's holoskin.)

How do we know we can trust you? "What would we gain from double-crossing you? We mean you no harm, and we want your operation to succeed. You have my word." A character who succeeds at a DC 20 Sense Motive check can tell that while Ixander might be hiding something, he takes his word very seriously and means what he says.

A quintessential gentleman spy, Varav has been the handler of a V-Spec constellation for several years following a promotion due to his impressive fieldwork. As the one of the pair more accustomed to social assignments, he takes the lead in interactions with the PCs, keeping his "Ixander" persona fairly close to his actual personality. Varav's demeanor stays calm and collected, even in the midst of trouble. In spite of what's at stake currently, he enjoys getting away from his desk for awhile. He's a charming man with an urbane air but rarely lets on much of his true thoughts, even to his own agents. Privately, he has a deep affection for Luxrana, though he feels that to act on such feelings would be highly inappropriate—besides, he knows the job is all that matters to her.

Luxrana was born to a poor family in Cuvacara and orphaned at a young age. As an adult, she earned distinction in Cuvacara's police force before being recruited by V-Spec shortly thereafter. Though she maintains a cool and aloof bearing, she's an adrenaline junkie, completely at home in assignments that require stealth, sniping, and jumping off tall buildings. Missions like this one, involving elaborate false identities, aren't her strong suit. Knowing that her circumstances would've been much worse without Cuvacara's social safety net, she's fiercely loyal to both V-Spec and her work and takes pride in her training. She harbors a devotion to Varav more romantic than collegial but has never voiced such unprofessional feelings—besides, she knows the job is all that matters to him.

VARAV HAKOVEL

CR 7

XP 3,200

Male verthani operative

LN Medium humanoid (verthani)

Init +3; **Senses** low-light vision; **Perception** +15

DEFENSE

HP 100

EAC 19; **KAC** 20

Fort +6; **Ref** +9; **Will** +10

Defensive Abilities evasion, uncanny agility; DR 1/--

OFFENSE

Speed 40 ft.

Melee advanced sword cane +13 (1d4+8 P; critical bleed 1d4)

Ranged whisper sonic suppressor +15 (2d4+7 So; critical stifle) or

flare compliance ray +15 (2d4+7 F nonlethal; critical blind)

Offensive Abilities debilitating trick, trick attack +4d8

V-SPEC

An intelligence agency dedicated to protecting the Ring Nation of Vimal's interests both on and off Verces, V-Spec isn't well-known beyond its home world. Even on the planet, most don't know much about the organization's activities. The covert side of V-Spec is made up of cells known as constellations with a handler in charge of each. For operational security, constellations aren't briefed on one another's activities, which Central Command coordinates. Handlers receive wide latitude when it comes to their missions, though anyone who botches an operation too badly is quickly ushered into retirement.

Unlike the Stewards, also founded on Verces, V-Spec and similar national organizations defend the interests of their own nation. Though some in the political community argue that modern society has no need for such factionalism, the benefits of these organizations—including defending national interests beyond the border—have thus far overruled certain objections. V-Spec and similar agencies often work with the Stewards in matters where their interests overlap, but these partnerships can get tense.

TACTICS

During Combat Varav has no interest in fighting the PCs head-on and retreats if attacked, delaying long enough to secure Luxrana's escape route.

STATISTICS

Str +1; **Dex** +2; **Con** +1; **Int** +5; **Wis** +2; **Cha** +4

Skills Bluff +20, Culture +15, Diplomacy +20, Disguise +20, Sense Motive +15

Languages Castrovelian, Common, Shirren, Vercite, Vesk

Other Abilities operative exploits (master of disguise, mentalist's bane), skin mimic, specialization (spy)

Gear silver AbadarCorp travel suit, advanced sword cane^{PW}, flare compliance ray^{AR} with 1 battery (20 charges), whisper sonic suppressor^{AR} with 1 high-capacity battery (40 charges), *glove of storing*, datapad, whisper comm^{AR}, deck of cards worth 10 credits, credstick (200 credits);

Augmentations illusion refractor, mk 1 dermal plating, vocal modulator

LUXRANA SIV

CR 7

XP 3,200

Female verthani operative

LN Medium humanoid (verthani)

Init +7; **Senses** darkvision 60 ft., low-light vision;

Perception +15

DEFENSE

HP 105

EAC 20; **KAC** 21

Fort +6; **Ref** +13; **Will** +6

Defensive Abilities evasion, uncanny agility

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OFFENSE

Speed 50 ft.

Melee tactical knife +13 (2d4+8 S)

Ranged whisper sonic suppressor +15 (2d4+7 So; critical stifle) or
glamered shadow assassin rifle +15 (2d6+7 P)

Offensive Abilities debilitating strike, trick attack +4d8

TACTICS

During Combat Luxrana avoids fighting the PCs directly and retreats if attacked, delaying long enough to secure Varav's escape route.

STATISTICS

Str +1; **Dex** +5; **Con** +2; **Int** +4; **Wis** +1;

Cha +2

Skills Acrobatics +20, Bluff +15, Computers +20, Stealth +20, Sense Motive +15

Languages Common, Eoxian, Vercite, Vesk

Other Abilities operative exploits (cloaking field, debilitating sniper), specialization (ghost)

Gear silver AbadarCorp travel suit, shadow assassin rifle^{AR} (glamered fusion seal) with 20 rounds, tactical knife, whisper sonic suppressor^{AR} with 2 high-capacity batteries (40 charges each), efficient bandolier, adamantine alloy cable line (50 ft.), grapppler, mk 2 glass cutter^{AR}, mk 1 warning wire^{AR}, whisper comm^{AR}, credstick (200 credits); **Augmentations** high-density datajack, minimal speed suspension, standard darkvision capacitors

Treasure: Varav and Luxrana have a cache of useful items they intended to use in their own plans. To seal their alliance, the verthani give the crew two short-circuit grenades (page 29), a holoshroud^{AR}, a noise dampener (page 29), a tracking bug^{PW}, two jammer charges, and three mk 3 micro taps (these last two items are described on page 53 of *Starfinder Adventure Path #15: Sun Divers*). They also give each of the PCs a whisper comm^{AR} to keep in covert contact and might agree to lend other helpful items from their personal gear at the PCs' request.

Development: The verthani see an opportunity in the crew's involvement, and they do what they can to convince the PCs to join forces. If the PCs refuse, the agents express their regret, reiterate that it would be best to work together rather than accidentally end up at cross-purposes, and end the meeting. They might make future overtures as the week goes on—perhaps providing the PCs assistance if they get in trouble—with the hope of winning them over.

If the crew agrees to work together, "Ixander" tells them what he knows about the auction: before the barge key

codes are electronically transferred, there's a split-second delay while the credits are moved from the winning bidder's account to the station account. Because the PCs don't actually have the necessary money to make good on their bid, they won't receive access to the codes unless they can somehow cheat the system. The agents are happy to assist with the PCs' schemes, as long as they don't risk blowing their cover.

Suspicious PCs might investigate their mysterious new allies. A search on the infosphere reveals publicly available knowledge about Ixander Merinesta and his company, Darkside Refineries, including a company website and social media profiles for Ixander and Thais. With a successful DC 30 Computers check, however, a PC can tell that these sites are far more recent than their top layer of code indicates. The false identities are very professionally made, far beyond the capabilities of a criminal gang or even most corporations; the likely source is a governmental intelligence agency.

If the characters try to gather information about the verthani while on the station, they automatically learn the information presented in the DC 30 section of *Station Gossip* (page 18), if they haven't already. No one else on Fortune's Heart seems to have ever met the two before.

The PCs might use a micro tap to bug the verthani's quarters, which are easily located on the station. The character placing the micro tap must attempt a DC 28 Sleight of Hand check to conceal the bug. On a failure, Varav and Luxrana notice the bug. They don't deactivate it or betray their knowledge of its existence but are more careful in their conversations within their quarters. On a success, however, they don't realize the bug's presence. The agents are too well-trained to discuss their business openly, even in private quarters, but they might occasionally drop comments that don't line up with their cover identities. Even in private, Luxrana refers to Varav only as "sir"; he in turn calls her "Lullaby," one of her code names. The PCs might deduce from this that the verthani are more than they appear, but their conversations indicate they don't plan to betray the crew and, in fact, express concerns about the PCs failing to uphold their end of the deal.

If the PCs call the agents' bluff at any point, challenging their story or accusing them of being dishonest, the agents admit they aren't who they say, but stress that they're being honest about their desire to help the PCs obtain the *White Wind* and repeat their assurances that they have no intentions of double-crossing the crew. The agents are in a bind; they can't reveal their true identities to civilians, but they also don't want to lose potential allies. If the PCs eventually prove themselves trustworthy (such as by returning the data



LUXRANA SIV

module), Varav and Luxrana introduce themselves with their true names.

Story Award: For allying with Varav and Luxrana, award the PCs 4,800 XP.

EVENT 4: AN AFTERNOON TEA

Estriar had a reservation at the Chrysalis Teahouse; the PCs should attend to keep up appearances and maintain their cover, but this event also gives the PCs a chance to identify and learn more about one of their auction rivals, Taelarinis (page 24). This event takes place the afternoon after the crew arrives on Fortune's Heart, 6 days before the auction. The Chrysalis Teahouse is in the Contemplations Wing; when the PCs arrive, read or paraphrase the following.

The teahouse's main room is illuminated by floating lanterns than hover near the ceiling. The tables have been pushed together to create one long seating area. Carved wooden chairs line the table, which is covered with a white cloth; each place setting has a teapot and several wooden tools. The scent of cinnamon wafts through the air.

As attendees gather around the table, an elderly kasathan man emerges from behind a curtain at the back of the room. The chatter from the attendees fades into a respectful silence. "Welcome, friends!" he says. "I am Teamaster Haloru Mora Qelvais of Clan Soris, House Vurdi, Jeweled Eye of Galain. I am your host this afternoon. I hope we enjoy a convivial atmosphere together."

The tea ceremony is attended by roughly 15 Kalistocrats, along with their retainers. Many of those present are kasathas, while other attendees have attended to get a taste of Idaran culture. Though Teamaster Haloru leads the ceremony, everyone is expected to participate. Individual place settings at the tables contain the teapot and tools for each person along with a small electric-powered brazier. Taelarinis (page 24) is one of the Kalistocrats in attendance, and the crew can attempt to eavesdrop on him or make conversation with him here.

The tea used in the ceremony is a traditional spiced kasathan tea, made with black tea leaves and a blend of cinnamon and other spices. An Idaran tea ceremony has several stages, each of which requires a successful skill check to properly perform. Any PC who wishes to can participate; kasathan PCs gain a +2 racial bonus to these checks. PCs who fail still participate in the ceremony and proceed to later stages, but their ignorance of kasathan ways becomes immediately apparent to everyone. If the PC impersonating Estriar fails to correctly perform the tea ceremony, increase the DC for Bluff, Diplomacy, and Intimidate checks against Taelarinis by 2. Teamaster Haloru remains courteous and encouraging throughout, however, assuming the PCs are at least sincere in their desire to learn.

- First, the tea implements are ritually cleansed in bowls of fresh water. A PC who succeeds at a DC 22 Culture check

V-SPEC GADGETS

V-Spec's research division has developed numerous technologies. Most remain classified and reserved for agents, but some declassified items have found their way into markets, both legitimate and otherwise, across the Pact Worlds.

ILLUSION REFRACTOR

SYSTEM
Eyes

AUGMENTATION CYBERNETIC PRICE 7,000 LEVEL 7

An illusion refractor consists of two sets of ultrathin, prism-cut lenses implanted behind the retinas to spot irregularities in the motion of light around an illusion or disguise. You can see through technological holographic images, such as those produced by a holoskin, and gain a +2 circumstance bonus to Perception checks to see through magical illusions.

NOISE DAMPENER

LEVEL 6

TECHNOLOGICAL ITEM PRICE 4,300 BULK –

CAPACITY 40 USAGE 1/minute

A small, nondescript disc about the size of a keycard, a noise dampener controls sound within its area using specialized sonic waves. As a standard action, you can activate a noise dampener by attaching it to a flat surface. Once activated, it affects a 30-foot radius. Sounds within this radius can't be heard beyond the radius, and sounds beyond the radius can't be heard within it.

V-Spec agents often use noise dampeners during covert assassinations or classified discussions.

SHORT-CIRCUIT GRENADE

LEVEL 9

TECHNOLOGICAL ITEM PRICE 2,000

A short-circuit grenade emits a powerful electrical signal on impact. It has a 20-foot range increment and a capacity of drawn, and its explode special property creates an electromagnetic pulse in a 10-foot radius; technological constructs within this area take 2d6 electricity damage and must succeed at a Fortitude save or be stunned for 1d4 rounds.

knows what to do; alternatively, a PC who succeeds at a DC 25 Perception check can surreptitiously observe others to see what they do and mimic their actions without obviously seeming ignorant.

- The water is then heated in a small stone teapot over an open flame until it's about to boil before being poured into teacups. Dried tea leaves are whisked quickly into the water and stirred constantly for 2 minutes. A PC must succeed at a DC 12 Dexterity check or a DC 22 Sleight of Hand check to properly heat the water and whisk in the tea.
- Finally, a wooden dipper is used to add drops of a sweetener—which is typically honey, but to adhere to

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Kalistocrat dietary guidelines, agave syrup is substituted for this particular ceremony. A character must succeed at a DC 22 Culture or Mysticism check to know that 12 drops of syrup should be added, one for each month of the Tempering.

After attendees prepare their cup of tea, they're served snacks and given the opportunity to mingle; if the PCs haven't yet interacted with Taelarinis, they can do so now.

Treasure: After the ceremony ends, Teamaster Haloru approaches the PC who did the worst at the tea ceremony (who failed the most checks or rolled most poorly); he praises the character's good-faith effort and participation, encouraging them to return the Chrysalis Teahouse for instruction. "In the meantime," he says, "please accept this gift, so you might practice as often as you wish." Haloru gives the character an antique kasathan tea set worth 500 credits.

EVENT 5: WINING AND DINING

Estriar also had a reservation for a private banquet at Prixé Mari, a restaurant on the station, 4 days before the auction. The crew can take this opportunity to identify and interact with a potential rival—in this case, the witchwyrd Zlanai (page 25). When the PCs arrive, read or paraphrase the following.

At the center of the banquet room, a long, rectangular dining table is draped with a white tablecloth. A centerpiece of golden spun sugar adorns its middle, and place cards with names scribed in elaborate calligraphy rest in front of each place setting. Several circular tables arranged throughout the rest of the room have identical place settings but no cards. Those already seated at the long table all wear white clothing, including long gloves, and the people seated at the circular tables periodically get up to check on them. Staff in black suits circulate through the room, carrying goblets of wine and other beverages to those who summon them.

There are 15 Kalistocrat prophets, along with their retinues, attending the banquet; Zlanai is among them. The long table is reserved for Kalistocrats, while their retinues sit at the circular tables. The meal is served in three individual courses: a fish and tamarind soup, whole roasted Akitonian red squirrels marinated in lemon, and pomegranate coconut milk pudding for dessert. Each character must attempt a DC 22 Culture or a DC 25 Perception check to maintain proper table etiquette. On a failure, a PC takes a -2 penalty to Diplomacy checks while at the dinner, as the other attendees view them as uncouth.

During the dinner, a Kalistocrat named **Moira** (LN female human) initiates conversation with the character impersonating Estriar, indicating that "now would be a good time to discuss our deal." A successful DC 22 Bluff check or DC 25 Diplomacy check allows the character to draw the conversation out long enough to discern Moira's meaning: she's a silk wholesaler in negotiations with Estriar to become one of his suppliers. To seal the deal, "Estriar" must succeed at a DC 22 Profession

(merchant) or DC 25 Diplomacy check. If the PC succeeds, Moira sends the paperwork over via her datapad and gifts her new business associate with a set of fine calligraphy pens worth 500 credits to commemorate their arrangement. If the PC fails one of these checks, however, Moira tuts at Estriar's absentmindedness and ends the conversation, saying, "I suppose since you can't bother to remember me, I'll just take my business to one of your competitors."

Meanwhile, PCs at the retinue tables might overhear useful gossip. A successful DC 22 Diplomacy or Profession (merchant) check allows them to identify one rival they haven't yet identified and that rival's weakness.

If the PCs haven't attempted to interact with Zlanai before or during dinner, they have another chance to do so afterward as the Kalistocrats gather their retinues and prepare to leave.

EVENT 6: THE SILKEN WEB

The penultimate event on Estriar's social calendar—2 days before the auction—is a performance of Qabarat ribbon-dancing. This event takes place at the Gildenvue Theater in the Seekers Wing. One of the PCs' rivals, Sevaranna Pilos (page 22), will be in attendance—but so will their enemy, Eline Reisora, a fact the crew is probably unaware of unless they've specifically kept tabs on her. When the PCs arrive, read or paraphrase the following.

This enormous theater displays the height of opulence with red velvet seats in neat rows and a glimmering chandelier at the apex of its arched ceiling. The corners of the red- and gold-paneled walls feature exquisite carvings with inlaid gemstones in a staggering array of colors, arranged in the shapes of wildlife and flowers from all over the Pact Worlds. Soft lights illuminate the aisles, and a dark red curtain hangs over the stage. A hum of excited chatter fills the room, intermixed with the notes of the orchestra warming up. As the lights dim, elegantly dressed audience members hurry to their seats.

The curtain rises to reveal a dozen people standing motionless on stage, bathed in a blue glow. They hold long strips in each hand, the fabric arrayed across the stage floor in a riot of color. The orchestra falls silent for a moment, then begins in earnest as the performers begin to dance, their ribbons trailing gracefully along with them.

This evening's performers are the Silken Web, a dance troupe specializing in the ancient art of Qabarat ribbon-dance, an acrobatic dance style where the performers hold silken ribbons to form graceful patterns as they move, first on the stage and then—after intermission, when the fabric is attached to the ceiling—in the air, as the dancers create stunning aerial displays. The first act of the Silken Web's performance is beautiful. During intermission, audience members mingle in the theater and enjoy drinks and snacks, their chatter filled with admiration for the show so far.

During intermission, the PCs spot several of the dancers hurrying back and forth through the lobby, looking concerned. Overheard conversation indicates the dancers are worriedly discussing what to do about something. If the PCs follow the dancers back into the empty theater, they can inquire what's wrong. The dancers seem unsure if they should discuss their problem with guests, but if pressed, they reveal the nature of their crisis.

One of the dancers of the troupe, **Haiyel** (CN male damaya lashunta), suffered a nasty fall from the top of a silk recently and got seriously injured. Although he has physically recovered, this is his first public performance since his injury, and the psychological impact is taking its toll. He has locked himself in his dressing room and insists that he can't do the aerial portion of the performance, of which he's an integral part. The dancers worry for their colleague; however, they're eager for the show to continue, as they fear the Kalistocrats will accuse them of breaching their contract for failing to complete the performance as promised.

A character who succeeds at a DC 20 Profession (psychologist) or DC 25 Diplomacy check can talk Haiyel through his terror and convince him to perform. Alternatively, a character could take Haiyel's place for the dance, but Haiyel's routine is difficult and the character has no time to prepare; the character must succeed at a DC 28 Acrobatics or Profession (Dancer) check to pull off an acceptable performance. If the PCs save the performance with either method, the dancers are incredibly grateful. In thanks, the troupe manager gives them her mk 2 improvisation adornment^{AR} as well as a portion of the performance's proceeds (2,000 credits).

Sevaranna Pilos attends the performance, and the PCs can interact with her during intermission or afterward. However, Eline is also present. The crew probably wants to avoid her, and they can do so with a successful DC 27 Disguise, Bluff, or Stealth check. However, Eline automatically recognizes any character who fills in for Haiyel. As noted on page 19, Eline won't draw attention to the crew or initiate violence even if she recognizes them since what she really wants is for them to lead her to the *Oliphant*. She will, however, closely monitor their activities and make matters more difficult for them during the auction.



When the day of the auction arrives, the PCs have all morning to make final preparations or overtures to their major rivals, as the auction does not begin until mid-afternoon. Although they've ideally managed to get these rivals out of contention,

there are still others interested in bidding on the *White Wind*, so the crew's victory isn't assured.

The PCs also have to get around the credit transfer Varav told them about: although they might win the auction, they don't actually have enough money to follow through on their bid, and this fact will be revealed once bidding is over, before the *White Wind*'s access codes are granted. If the PCs did not ally with the V-Spec agents, they should have the opportunity to learn of the credit transfer issue another way, such as with a successful DC 25 Computers check while at the auction to examine the auction computer setup, DC 25 Culture check to know how high-value auctions function, or DC 25 Diplomacy check when hobnobbing around the station to overhear discussion of the process.

There are multiple solutions to this problem; the simplest is to use a jammer charge (*Starfinder Adventure Path #15: Sun Divers* 53), provided by the V-Spec agents, at exactly the right moment, interrupting the transfer of funds. Normally, this would affect all computers in the area, including the secure datapads issued to all bidders for the auction, thus disrupting the transfer of the *White Wind*'s security access code that grants entry and control of the ship; however, a character trained in Engineering can try to key the datapad used for the transfer so that it becomes immune to the jammer charge. The PCs can't attempt this process until they're in the auction and have their assigned datapad, and it requires a successful DC 27 Engineering check. If the PCs succeed at this check, they can freely activate the jammer charge, knowing it will interrupt the transfer while still allowing the crew to get the access codes to the *White Wind*.

Alternatively, the PCs might attempt to spoof the transfer, using the identification code of another bank account—perhaps one belonging to an unsuspecting Kalistocrat who has sufficient funds; this requires a successful DC 26 Computers check in the vicinity of the bank (to locate an appropriate account), followed by a successful DC 28 Computers check at the time of the auction to make it temporarily appear as if those funds are in "Estriars" account. This tactic steals money from an unlucky account owner, but the consequences of that theft are beyond the scope of the adventure. Your players may come up with other ideas to deceive or avoid the credit transfer; adjudicate these plans, assigning DCs in the 22–32 range.

AUCTION PROCEEDINGS

All Kalistocrat prophets on Fortune's Heart are invited to participate in the auction. Members of their personal retinue can attend but cannot themselves bid. On the morning of the auction, a manifest is sent to each Kalistocrat prophet, detailing the items up for auction. All bidding is done electronically, through secured datapads issued in the auction room by the Kalistocrats in charge. Use the map on page 32 for all encounters at the auction hall.

D1. Business Lounge: This semicircular room has thick white carpeting and seashell-shaped lights providing soft illumination.

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A few tables stand in the middle of the room, and several partitioned cubicles containing desks and computers are spaced along the walls.

D2. Bidding Room: This room is where bids must be placed. Multiple rows of chairs overlook a raised stage containing a lectern and display cases housing jewels and sculptures.

D3. Item Storage: This plain room holds the items being auctioned that aren't on display.

D4. Refreshment Rooms: To the east and west of the entrance hall and bidding room are smaller rooms set up for mingling, with tables laden with hors d'oeuvres and fine beverages.

When the PCs have had a chance to mingle and look around, read or paraphrase the following.

The auction hall is buzzing with activity. As attendees trickle from the outer rooms into the bidding room, a smiling brown-haired woman standing at the lectern taps her microphone with a white-gloved hand. "Welcome!" she exclaims, gesturing to the rows of seats. "I'm Jennera Delline, Executive Assistant to the CEO-Captain of Fortune's Heart, and I'll be your auctioneer today. On behalf of CEO-Captain Merez, I'd like to welcome you all to this month's auction. I hope everyone's been enjoying themselves profitably?"

A murmur of assent rises from the audience, and her smile widens. "Excellent! If everyone would please take your seats, you'll find your auction datapads plugged into the armrests. Bidding will begin momentarily."

The auction comprises two events. First, various miscellaneous items are auctioned off, followed by an hour-long break during which the attendees can socialize, network, and enjoy refreshments. After this intermission comes the main event—the auction of the Windfall commerce barge.

The Auction Manifest sidebar on page 33 lists the main items being auctioned in the first half. This list includes only gear, but there are many other items up for auction, such as art objects and jewelry. Feel free to modify the list to fit your PCs' interests, and tell the PCs what items are available (but not their Bid DCs) when they arrive so they can decide what to bid on.

During an auction, each PC selects one of the six roles described below. The PC impersonating Estriar at the auction (which might be different than the PC who has impersonated Estriar to this point) must take the bidder role. PCs cannot duplicate roles, but (with the exception of the bidder) they can change roles from round to round. Each item in the auction is assigned a Bid DC; see the Auction Manifest sidebar on page 33 for Bid DCs for items in the first half of the auction. The Bid DC for an item is generally equal to 10 + the item's level, though for rarer items this DC is increased by 2 to represent greater demand.

Both time and the number of bids being sent in are abstracted to streamline play. The auction itself takes place in auction rounds, during which everyone filling a role can attempt a check against the Bid DC using the skill listed for their role. The PCs can act in any order they choose during an auction round, but the bidder must act last. If PCs other than the bidder are successful, they grant a +2 bonus to the bidder. If the bidder succeeds at their check, the PCs win the auctioned item.

Bidder: To bid on an item, the bidder must attempt a check against the item's Bid DC with a bonus equal to their initiative modifier plus their Wisdom modifier. Any abilities that aid skill checks, such as a biohacker's basic booster, can be used for this check.

Analyst: The analyst keeps an eye on the competition, figuring out their strategies and forestalling any gambits against the PCs. The analyst uses Sense Motive for their checks.

Distraction: The distraction mingles with the crowd, striking up conversations with rival bidders and using other ploys to prevent bids from being made in time. The distraction uses Bluff for their checks.

Hacker: The hacker can interfere with others' bids to ensure they arrive at the central auction computer just a bit after the time cutoff. The hacker uses Computers for their checks.

Observer: The observer identifies likely rivals in the crowd, allowing the other members of the group to quickly hone in on their targets. The observer uses Perception for their checks.

Persuader: The persuader approaches other bidders and encourages or threatens them to stop bidding and save their credits for something else. The persuader uses Intimidate for their checks.

In the first half of the auction, things move quickly. Each item is bid on for up to 2 auction rounds, as there are fewer total buyers interested in each individual item. If the bidder succeeds the first round, the PCs win the item; if not, they have one more chance to bid. Items the PCs win are presented to the buyer at the podium. The PCs still need to buy these items; the base cost is the normal price for the item, but for every 5 by which the bidder beats an item's Bid DC, the price the PCs pay for the item decreases by 10%. Feel free to skip or mention only in passing any items your PCs aren't interested in purchasing; these items simply go to other buyers.

EVENT 7: HOSTILE TAKEOVER

When the first half of the auction concludes, the attendees are invited to the adjoining refreshment rooms (areas **D4**) before bidding begins for the *White Wind*. However, just as everyone is dispersing, a new arrival sweeps into the bidding room, imperiously announcing herself as **Raithera Harrington I** (NE female bleaching gnome), daughter of Ralvarian. Raithera announces that due to her father's "incapacity"—as demonstrated by too many poor business decisions—he's been voted off the company board, effective immediately, and Raithera has inherited his position. Though she's not a Kalistocrat prophet, she asks that she be allowed to bid on the *White Wind* in his stead to represent the family holdings. (If the PCs didn't successfully get Ralvarian to leave, this plays out largely the same, except Raithera confronts her father personally; the man is too shocked to do more than sputter as his daughter's retinue guides him away.)

A significant new rival at this stage of the game is a problem for the PCs. To eliminate Raithera from the auction, they must convince the Kalistocrats in charge that she shouldn't be allowed to participate (requiring a successful DC 25 Diplomacy or Mysticism check to cite applicable tenets), convince Raithera not to bid (requiring a DC 30 Diplomacy or Intimidate check), or trick her into believing part of her takeover has gone wrong and she needs to go attend to it immediately (requiring a DC 27 Computers check to send false messages to her). If Raithera is not removed as a rival, she increases the Bid DC for the *White Wind* by 2.

AUCTION MANIFEST

Bid DC	Auctioned Items
18	hoverskates ^{AR} , inertial cavitation pistol ^{AR} , minor graviton weapon crystal, mk 2 mindlink circlet
19	autocartographer ^{AR} , mk 2 diffraction cloak ^{AR} , revealing scope ^{AR} , telekinetic gloves ^{AR}
20	Arquand horns ^{AA2} , dark blue rhomboid aeon stone, elite domestic drone ^{AR} , vial with one pinch of void dust ^{AR}
21	alabaster helix aeon stone ^{AR} , inspiration blazon ^{AR} , mk 1 magic resistor ^{AR} , ring of counterspells ^{AR}
22	advanced emotion regulator ^{AR} , mantle of willpower ^{AR} , platinum AbadarCorp travel suit, void hide I ^{AA3}

EVENT 8: PARTY CRASHERS (CR 8)

After Raithera is dealt with and the PCs have settled into a refreshment room to mingle, more trouble arrives. This encounter takes place in whichever refreshment room (area **D4**) holds the most PCs.

A crash from a nearby vent interrupts the hum of polite chatter filling the room. Several screams split the air as four small, emaciated creatures with pointed ears and mouths full of razor-sharp teeth explode from the vent, kicking its cover to the floor. Small sections of the creatures' flesh appear to have rotted away. They shriek in glee, giddily slashing their claws at the room's occupants. There is a panicked rush for the door as attendees and staff scramble over one another, screaming for help.

Chaos reigns in the room as Kalistocrats and their retinues scramble to escape, temporarily blocking station security robots from getting into the room.

Creatures: The little monsters are driftdead hobkins gremlin malefactors. They rode into Fortune's Heart on a ship they were attempting to sabotage, and they couldn't resist the opportunity to wreak their havoc on an entire station. Unfortunately for them, their sabotage was a little more effective than they expected, ripping a hole through a station wall to the Drift beyond. Although the damage was in a contained storage area and quickly auto-repaired, the gremlins perished instantly, only to return as driftdead. They're just as eager to cause mayhem as when they were alive.

DRIFTDEAD MALEFACTORS (4)

CR 4

XP 1,200 each

Agender driftdead hobkins gremlin malefactors (*Starfinder* Alien Archive 3 44, 26)

NE Small undead (extraplanar)

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

Aura confusion (30 ft., DC 11, 2 rounds)

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DEFENSE

HP 43 each

EAC 15; KAC 16

Fort +5; Ref +5; Will +7

Defensive Abilities out of phase, spatial incorporeality;

DR 5/cold iron

OFFENSE**Speed** 30 ft., fly 60 ft. (Su, average)**Melee** bite +7 (1d4+3 P) or

claw +7 (1d4+3 S)

Ranged Drift rip +7 (1d4+2)**Spell-Like Abilities** (CL 4th; ranged +7)**1/day**—hologram memory (2nd level, DC 17), hurl forcedisk (DC 17)**3/day**—fear (1st level, DC 16), mind thrust (1st level, DC 16), reflecting armor (DC 16)**At will**—ghost sound (DC 15), psychokinetic hand (DC 16)**TACTICS**

During Combat The driftdead malefactors quickly focus on anyone who poses a threat to them, attempting to cause the greatest amount of collateral damage possible. They eagerly engage opponents in melee range, relying on their

incorporeality to protect them, and reserve their spell-like abilities and Drift rip for foes who prove hard to hit.

Morale The driftdead malefactors fight until destroyed.

STATISTICS

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

Skills Computers +10, Engineering +10, Intimidate +15,

Stealth +15

Languages Aklo, Common; limited telepathy 60 ft.**Other Abilities** collateral damage, perfect coordination

Treasure: In gratitude for defending the station against the driftdead malefactors, Jennera gifts the PCs with several items not yet cataloged for next month's auction: a *red dwarf captive-star amulet*^{AR} and several fine paintings worth a total of 3,000 credits.

Development: Once the gremlins are dealt with and the attendees calmed by station security, everyone resettles in the bidding room and the second half of the auction begins.

THE WHITE WIND AUCTION

As the second half of the auction starts, read or paraphrase the following.

The auction attendees settle back in the bidding room seats as Jennera takes the lectern once more. Smoothing stray bits of hair back into place, she smiles at the audience. "Now that that bit of excitement is over with, how about a round of applause for those who dealt with our undead incursion so handily?"

Appreciative applause fills the chamber. When it dies down, Jennera says, "Without further ado, on to the main event: the commerce barge, *White Wind*! Guests, begin your bidding!"

The second half of the auction proceeds slightly differently than the first. The auction for the *White Wind* lasts up to 6 rounds, as it's the primary item of interest among the attendees. The PCs need three successful bidder checks during these rounds in order to win the auction; if they earn 3 successes before the full number of rounds has elapsed, the auction ends. Initially, the Bid DC for the *White Wind* is 30. However, decrease this by 2 for every major rival the PCs have removed (including Raithera, if applicable). PCs other than the bidder can assist the bidder each round, as they did in the first half of the auction. If the PCs have allied with the verthani agents, the bidder gains an additional +2 bonus, as Varav and Luxrana covertly help their efforts to bid on the barge.

If the PCs don't obtain the necessary successes, the *White Wind* goes to another bidder, perhaps forcing them to adopt an alternative strategy to get the access key, though such backup plans are beyond the scope of this adventure.

During the bidding, Eline Reisora enters the auction hall. She's not participating in the auction and is only a spectator, but her presence should alarm the PCs, since she's likely to recognize them and might reveal them as something other than a Kalistocrat and retinue.

**DRIFTDEAD
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A TIMELY EXIT

If the PCs win the auction, they are invited to the lectern to exchange their credits for the access key. This is the time for the PCs to enact whatever strategy they have decided upon to get around their lack of credits. If the PCs allied with Varav, just as the access key is transferred to “Estriar’s” datapad, a murmur from their whisper comms catches their attention.

“Sorry to disturb,” Varav’s voice comes over the comm, “but you may wish to wrap this up. That magisterial blonde woman with the impressive hat who just wandered in? I recognize that glint in her eyes: illusion refractor. She can see right through your holoskin. Can’t fathom why they declassified that one—anyway. Move. We’ll try to slow your pursuers.”

Just then, a shout echoes from the back of the room.

“That’s not Estriar!” Eline calls, pointing to the stage. “Those people are frauds trying to steal the White Wind! Seize them!”

Eline’s accusation results in confusion, giving the PCs an opening to escape. Fortunately, there’s no quick way to revoke the access key granted, so the Kalistocrats can’t stop them from escaping on the barge—but they have to get to it first!

BIDDING ROOM SECURITY (CR 8)

As the PCs near the bidding room door, read or paraphrase the following.

Three security robots block the door leading out of the bidding room. In unison, they raise their arms and say, “Stand down and submit to investigation.” Meanwhile, a second squad of robots clanks its way towards the door, but a grenade rolls under the feet of the confused crowd and explodes with a burst of shocking electromagnetic energy, causing the first group of robots to stagger and freeze in place.

Luxrana has thrown an EMP grenade at the first wave of robots to improve the PCs’ odds of escape, whether or not they’ve allied with the V-Spec agents—she’s decided getting the chip from the PCs later is V-Spec’s best chance of recovering it.

If the PCs are allied with the V-Spec agents, Luxrana’s voice hisses over the comms.

“Go!” Luxrana shouts. “I’ll keep more robots off your tail, but those three are all yours.”

Creatures: Three luminance-class security robots stand in front of the door, intending to subdue and capture the PCs.

LUMINANCE-CLASS SECURITY ROBOT (3) CR 5

XP 1,600 each

HP 65 each (page 60)

TACTICS

During Combat The robots open combat with their numbing beams, intending to capture foes alive and engaging in melee combat only with those who approach the door.

They align their shields against a foe that damaged them the previous round.

Morale The robots fight until destroyed.

Development: If the PCs do not defeat the robots within 5 rounds, another group of three robots reaches them. The PCs only receive XP for defeating one of these groups. If they defeat the initial three robots with extra rounds remaining, those rounds are added to the number of rounds they have to deal with the next encounter.

ZEALOUS BODYGUARDS (CR 7)

This encounter takes place in the business lounge (area D1), just outside the bidding room.

Creatures: The only current occupants of the room are a Kalistocrat prophet on a business call and her two shimreen bodyguards. Although the Kalistocrat poses no threat and reacts to the uproar by diving under a table, her guards hear the shouts and sound of battle from the bidding room and attack immediately.

SHIMREEN WARRIORS (2) CR 5

XP 1,600 each

HP 74 each (*Alien Archive* 3 96)

TACTICS

During Combat The shimreens engage in melee, reserving their ranged attacks for those they can't reach. They use amplify the first time they're hit with an energy attack. Fearful of hitting their employer or damaging the room, they avoid using their grenades.

Morale The shimreens cease attacking and retreat to cover their employer if reduced below 20 HP.

Development: If the PCs do not defeat the bodyguards within 5 rounds, another patrol of three luminance-class security robots arrives as reinforcements from the hallway; the PCs get no experience for defeating these robots.

Treasure: Grabbing the guns and frag grenades off the bodies of the guards on the way out the door takes a character 1 round, but there's no time to scavenge their armor.

ANACITE REINFORCEMENTS (CR 8)

Assuming they hurry, the PCs can make it through the station's corridors to the maintenance ring without further trouble. However, as they reach the corridor outside the *White Wind*'s docking bay, they're intercepted by a security patrol alerted to their likely destination. Use the portion of the map of area A on page 14 showing the corridor for this encounter.

Hazard: Though Eline and the Kalistocrats in charge can't remotely revoke the PCs' access keys to the *White Wind* or station doors, including the door to the docking bay, they're monitoring the PCs' progress on the station's cameras. When the anacite patrol reaches the PCs, Eline deactivates the artificial gravity in the corridor, creating a zero-gravity

environment (*Core Rulebook* 402). The flying anacites are not hindered by zero gravity.

Creatures: The security patrol in front of the docking bay consists of six anacite sentries.

ANACITE SENTRIES (6) CR 3

XP 800 each

HP 30 each (page 55)

TACTICS

During Combat The anacite sentries focus their combined blasts on a single opponent. If unable to do so, they stay mobile and attack individually with their frost subduers.

Morale The anacite sentries fight until destroyed.

DOCKING BAY (CR 9)

The access key to get through the door to the docking bay also deactivates the numerous security robots arrayed around the *White Wind*.

The *White Wind* is nestled in the docking bay with an array of more than fifty security robots standing guard. They activate as the door to the bay opens—then settle back into passive monitoring as the deactivation code is transmitted from Estriar's datapad.

Just as the bay's door slams shut, the door to a holding cell in the corner opens, remotely activated by Kalistocrats trying to prevent the PCs' escape. Use the portion of the map of area A on page 14 showing the docking bay for this encounter.

Creature: The holding cell in the *White Wind*'s docking bay contains a scavenger slime the station uses for repairs, which immediately attacks the PCs. This gelatinous red blob has numerous bits of broken technology sticking out of it. The gun jutting from its amorphous form, however, looks quite functional (see *Treasure*).

SCAVENGER SLIME CR 9

XP 6,400

HP 145 (*Starfinder Alien Archive* 100)

OFFENSE

Ranged aphelion artillery laser +21 (3d8+9 F)

TACTICS

During Combat The hungry slime first attacks the most delicious-looking creature, then switches its attacks to those who injure it most severely.

Morale The scavenger slime fights to the death.

Treasure: The PCs can quickly grab the slime's aphelion artillery laser on their way to the ship.

Development: As the PCs hurry onto the *White Wind*, they hear the footsteps of many additional security robots approaching the docking bay door. Assuming they don't linger, they can fire up the ship and take off before security locks down the docking bay.

FLY AWAY HOME (CR 9)

Once the PCs have taken off in the *White Wind*, they have one final obstacle: a CompEnt Guardian is moving to intercept them. The PCs need to shoot it down and get their Drift engine up and running before reinforcements arrive.

Starship Combat: Start with the *White Wind* 5 hexes in front of the docking bay, and the Guardian 15 hexes to the *White Wind*'s port side.

COMPENT GUARDIAN

TIER 7

Large destroyer

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

AC 21; **TL** 21

HP 170; **DT** -; **CT** 34

Shields medium shields 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward) particle beam (8d8)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Attack (Turret) high explosive missile launcher (4d8)

Power Core Arcus Maximum (200 PCU); **Drift Engine**

Signal Basic; **Systems** advanced medium-range sensors, biometric locks, crew quarters (good), mk 5 armor, mk 6 defenses, mk 2 duonode computer; **Expansion Bays** brig, cargo holds (2), escape pods

Modifiers +2 to any 2 checks per round, +4 Computers (sensors only), +0 Piloting; **Complement** 13

CREW

Captain (2 officers) Computers +14 (7 ranks), Engineering +14 (7 ranks), gunnery +12 (7th level), Intimidate +19 (7 ranks), Piloting +14 (7 ranks)

Engineer (1 officer, 2 crew) Engineering +14 (7 ranks)

Gunners (2) gunnery +12 (7th level)

Science Officer (1 officer, 2 crew) Computers +14 (7 ranks)

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

Development: Once the PCs defeat the CompEnt Guardian, they can escape into the Drift. Play up the drama of the timing; as long as the PCs leave as soon as the combat concludes, they exit just ahead of their pursuers.

CONCLUDING THE ADVENTURE

If the crew allied with the V-Spec agents, they might go to the rendezvous point before returning to Tarika. They can find the data module Varav described among the ship's goods. At first, it seems to contain exactly as the verthani described. However, curious PCs who investigate the module further and succeed

at a DC 24 Computers check identify the visible contents as a fake shell. A successful DC 28 Computers check reveals the module's true contents. This data could be quite valuable to the right bidder, though selling this information would be a betrayal of people who have only helped the crew—if secretive—and will result in the deaths of V-Spec agents. If sold, the data module fetches 10,000 credits on the black market.

Given the circumstances that the crew left Fortune's Heart, Varav and Luxrana are already making contingency plans in case the crew doesn't come to the rendezvous point. If the PCs deliver the module as promised, the agents are pleasantly surprised, especially if the PCs reveal they know its true contents. In this case, the agents request the PCs keep quiet about any V-Spec secrets they might have learned, promising to do likewise regarding the PCs' business. If the agents obtain the data module from the PCs—whether or not the PCs learned of its secrets or admitted to doing so—the agents express their appreciation and thank the crew for their assistance. They privately resolve to keep an eye on the PCs' activities, in case they can provide some assistance at a later time.

If the PCs choose to sell the data module instead, the agents aren't pleased, nor are they wholly surprised; it's a cutthroat galaxy, and backstabbing isn't personal. They're professionals with little time for personal vendettas, and they'll be too busy enacting their own contingency plans to seek revenge against the PCs. However, they don't forget being double-crossed and certainly aren't about to aid the PCs in the future. If the crew of the *Oliphant* takes a job that lands on Verces, they should keep their distance from Varav Hakovel and Luxrana Siv.

When the PCs meet up with Tarika, she's delighted to see they succeeded with their heist, if slightly delayed. The events on Fortune's Heart have stirred up a great deal of attention, and Tarika emphasizes that many powerful groups are now hunting the PCs. "Everyone's lookin' for you as a crew," she says, "the crew of the *Oliphant*. It's time for ya each to go your own ways for a while, leave the ship somewhere safe, and let the heat die down. I'll take care of sellin' the loot. For a very small fee, of course! Tiny! Percentage wise, I mean." In fact, Tarika has already lined up clients for instant sales—she quickly transfers 40 Build Points and 6,200 credits to the PCs. "This is only the tip of the iceberg," she insists, practically hopping with glee. "By the time I've sold off all this cheddar, y'all are gonna be millionaires!" At this point, if the PCs negotiated with Estriar, Tarika can handle paying what they owe him (which still leaves them filthy rich); if the PCs renege on the agreement, however, the consequences are beyond the scope of this adventure.

The PCs will need to decide what to do with the *Oliphant* while they lie low, and can have the ship upgraded during that time. More credits—a lot more—will come from Tarika, enough to live an extravagant lifestyle. For now, the crew can say their farewells to each other and start planning how they'll spend all that money that's coming in. Unfortunately, their newfound prosperity is destined to be short-lived, as detailed in the next adventure, *Starfinder Adventure Path #38: Crash and Burn!*

THE WHITE GLOVE AFFAIR

PART 1:
ALL THAT GLITTERS

PART 2:
THE LONG CON

PART 3:
GOING, GOING, GONE

SIDE JOBS

THE PROPHECIES OF KALISTRAD

ALIEN ARCHIVES

CODEx OF WORLDS



SIDE JOBS

"Just entered orbit around this undersized planetoid; heard there was plenty of starmetal to be found there, so it'd make a nice cover-up. These bizarre fey that ran the place offered me a dose of joy. First one's free. Now, I've done a few narcotics in my day, but I swear that for an instant I felt as carefree as a child. I had no worries, no stress, just wonder and... joy. No hangover, no bender, just a high. And what a high it was. No wonder these fey keep a tight rein on exporting the stuff."

—from the personal log of Jurrjen No-Clan

Side jobs are designed for when you need some extra encounters in between the big plot beats of an adventure path (especially the Fly Free or Die Adventure Path). Maybe your players managed to skip some of the content presented, or maybe you ended up with a larger group of players than the adventure assumes. Additionally, if your players come up short of their expected wealth by level, a side job can be a worthwhile way to provide some extra credits without shoehorning them into some existing encounter.

Alternatively, if you aren't running Fly Free or Die, you can use the side jobs presented here for a quick palate cleanser between campaigns or when you're looking for a session's worth of fun and excitement. Whatever the reason, any group can easily use side jobs.

Keep in mind, however, that if your group is typically sized and has collected the average amount of credits and recovered gear, running your players through all of an adventure path's encounters and these side jobs will give the PCs more experience and gear than the rest of the adventure path expects. This option can also be a great way to help your players if they seem to be having a lot of trouble. Side jobs don't present a great deal of extra material, so they likely won't have a substantial impact on the PCs' overall effectiveness—but by the same token, if the adventure is already a cakewalk for your players, you might not want to give them further advantages heading into the next set of encounters.

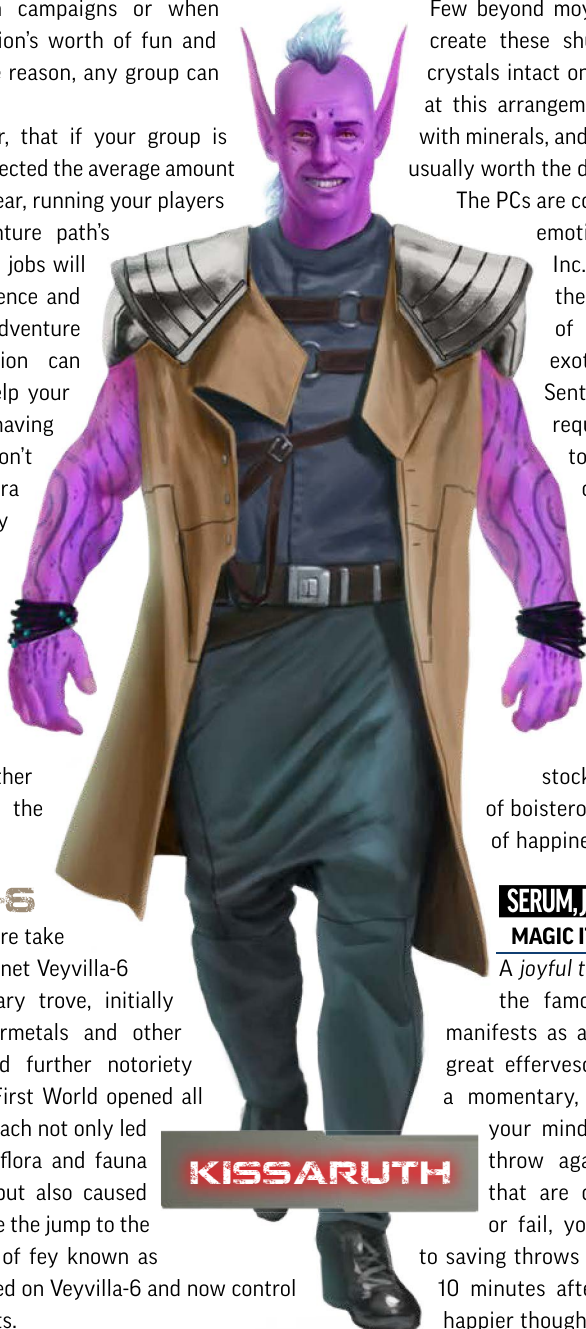
VEYVILLA-6

The side jobs presented here take place on or around the planet Veyvilla-6 in the Vast. This planetary trove, initially sought after for its starmetals and other mineral resources, gained further notoriety when planar rifts to the First World opened all across its surface. This breach not only led to an abundance of new flora and fauna in a matter of decades, but also caused large groups of fey to make the jump to the Material Plane. A species of fey known as moyishuus (page 59) settled on Veyvilla-6 and now control much of the world's exports.

As beings infused with raw emotions, these moyishuus are the only one capable of detecting and mining the planet's rare resource of unusual magical crystals that actually contain feelings—they call the material sensestone. Moyishuu leaders created a leasing company through which existing mining consortiums can request permission to dig on Veyvilla-6. Said consortiums usually gain a generous percentage of the minerals dug up, though the contract states that the moyishuus own 100% of any sensestone. Furthermore, upon discovery of any sensestone, all regular operations must be halted until every last bit of it is carefully retrieved and placed in cold iron containers called shutters.

Few beyond moyishuus know how the process to create these shutters, which certainly keep the crystals intact once inside. While many would balk at this arrangement at a glance, Veyvilla-6 teems with minerals, and most overseers find the profits are usually worth the delays.

The PCs are contracted by Veyvilla-6's dominant emoticrafting corporation, Sentiment Inc., which has offices in orbit around the gas giant Veyvilla-7. While most of the system's commerce lies in exotic minerals and bottled emotions, Sentiment Inc. has some jobs that require a touch that moyishuus, due to the dominance of their emotions, can't provide. The PCs' contact for these missions is **Kissaruth** (CN nonbinary moyishuu envoy), a public face for the company who has heard of the crew's recent exploits. Kissaruth's soulfeel is a primal joy, and they exude it with every ounce of their body. They have bright purple skin, a stocky build, and a deep appreciation of boisterous idle chat, relishing every ounce of happiness they can find in conversation.



KISSARUTH

SERUM, JOYFUL THOUGHT

LEVEL 7

MAGIC ITEM PRICE 870 BULK –

A joyful thought serum is synthesized from the famous sensestone of Veyvilla-6. It manifests as a rosy purple brew bubbling with great effervescence. Upon imbibing the serum, a momentary, overwhelming joy encompasses your mind; you can attempt a new saving throw against any mind-affecting effects that are currently affecting you. Succeed or fail, you gain a +4 enhancement bonus to saving throws against mind-affecting effects for 10 minutes afterward as your mind focuses on happier thoughts.

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SIDE JOBS

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OF
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**ALIEN
ARCHIVES**

**CODEx OF
WORLDS**

MINERAL FARM

This side job is suitable for 7th-level characters.

BACKGROUND

While strip mining an asteroid field in the Diaspora for his clan, the dwarf Jurrgen Ironfield came across a chamber of akata cocoons made of the valuable starmetal noqual. Unfortunately, he was distracted enough not to notice an older akata sneak up on him. Heavily wounded, Jurrgen defeated the creature and made it back to his vessel with his prize... and a little more.

Jurrgen soon learned he had contracted void death, and though he was eventually cured, it impacted his mind. The dwarf concocted a scheme to breed akatas for their noqual cocoons, though it would require the sacrifice of innocents. After several kidnappings and deliberate infections, Jurrgen's clan learned of his crimes and tried to bring him to justice. The dwarf fled the Pact Worlds with a safe full of noqual and several akatas, which he learned to control with generous applications of saltwater from spray bottles. He became Jurrgen No-Clan.

The Veyvilla system seemed like the perfect place to hide and grow his operation. For almost a year, he has quietly acquired bodies and continued the cycle of cocooning akatas ripe with noqual.

THE JOB OFFER

Kissaruth asks the PCs to investigate Jurrgen's noqual business. While moyishuus' professional relationship with the dwarf miner has been fruitful, his noqual acquisition rate seems unusually high. Kissaruth directs the PCs to Jurrgen's base of operations, called No-Clan's Labor, on a small moon orbiting the rocky Veyvilla-4. Jurrgen's contract is for a rich vein of noqual discovered under the moon's surface, but Sentiment Inc.'s own surveyors are unconvinced that the dwarf actually finds as much starmetal as he sells.

Kissaruth asks the PCs to visit Jurrgen and find out if anything strange is going on. They make it plain that they aren't asking for the PCs to do anything violent; at worst, they PCs might need to intimidate the dwarf into confessing whatever he's hiding. Almost as an afterthought, Kissaruth adds that if the dwarf attacks the PCs unprovoked, they should certainly feel justified in returning fire. They offer the PCs 5,000 credits for the job, no matter the outcome.

NO-CLAN'S LABOR

When the PCs arrive at No-Clan's Labor, chaos has broken out. Some botched experimentation led to the release of a pair of void slimes: oozes composed of noqual cocoon pieces and akata protoplasm. Jurrgen is trapped in a back room of his laboratory with some of his pet akatas.

1. RECEPTION AREA

Jurrgen employs a part-time receptionist, but PCs find this room empty of people. There are several comfortable chairs along with a small desk with a computer console, which the PCs can access with a successful DC 17 Computers check. It doesn't contain any immediately incriminating information, but it does show Jurrgen's schedule; a PC who succeeds at a DC 25 Culture check recognizes some of the names that have appointments as alleged players in humanoid trafficking circles.

2. CONFERENCE ROOM (CR 7)

Jurrgen meets with his contacts in this room, which contains a large conference table surrounded by chairs and a small wet bar (currently empty).

Creatures: The two void slimes have crawled their way up from the workshop below and are exploring this room.

VOID SLIMES (2)

CR 5

XP 1,600 each

HP 67 each (page 61)

3. LIVING QUARTERS

Jurrgen rests here in his off-hours. In addition to a bed and a closet, there's a wall of security monitors that keep watch on the workshop. By flipping through the feeds, the PCs can get a preview of what awaits them below.

4. NOQUAL PROCESSING WORKSHOP (CR 8)

The area is the main floor of Jurrgen's noqual farming operation, where he stores, processes, and works with the starmetal harvested from cocoons. Various pieces of chemical engineering equipment are scattered about the room, some even humming as they separate valuable materials from dross.

Creatures: Jurrgen hid in the cocooning chamber when the void slimes got loose, but as the PCs enter, he has returned to the workshop floor and corralled his five akatas to act as a front line against the oozes. When the PCs enter, he jumps to the conclusion that his old clan has sent them to put an end to his immoral operation and unleashes the akatas on the PCs. Jurrgen surrenders if all his akatas die and he has been reduced to 30 or fewer Hit Points.

AKATAS (6)

CR 1

XP 400 each

HP 18 each (*Starfinder Alien Archive* 2 8)

JURRGEN NO-CLAN

CR 6

XP 2,400

Male dwarf mercenary rookie (*Starfinder Pact Worlds* 174)

NO-CLAN'S LABOR



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NE Medium humanoid (dwarf)

Senses darkvision 60 ft.

DEFENSE HP 90

Fort +8; **Ref** +6; **Will** +7; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities slow but steady

OFFENSE

Speed 30 ft.

Melee noqual hook sword +16 (1d8+5 S; critical bleed 1d4)

Offensive Abilities traditional enemies

STATISTICS

Skills Bluff +13, Engineering +13, Intimidate +18, Physical Science +13

Languages Common, Dwarven, Gnome

Other Abilities stonecunning

Gear noqual^{AR} hook sword^{AR}, spray bottle filled with saltwater

Treasure: In addition to his noqual hook sword, Jurrgen has fashioned other gear from leftover noqual. A PC who succeeds at a DC 25 Perception check finds a cabinet that holds noqual ammunition for small arms, longarms and heavy weapons—50 rounds apiece—and a set of noqual elite defiance series armor that Jurrgen finished crafting only recently.

5. CELLS

Jurrgen keeps his humanoid prisoners in these holding cells before and after infecting them with void death to make

more akatas. The cells were sturdy enough to hold the resulting void zombies, but when two disintegrated into void slimes, they dissolved the locks and escaped. At your discretion, there are one or two other NPCs trapped here.

6. AKATA PEN

These barred cages hold Jurrgen's akatas, who are fed only occasionally so they stay hungry and on the cusp of cocooning.

7. COCOONING CHAMBER

Past a small airlock, this rocky chamber deep under the asteroid's surface is devoid of atmosphere. Jurrgen moves his hungriest akatas here to isolate them and fool their senses into believing they need to enter cocoons to survive. After a day or two, Jurrgen lures the akata out of its cocoon with some rancid meat then harvests the noqual left behind.

GETTING PAID

After he surrenders, Jurrgen pleads for his life. He offers the PCs his stash of noqual gear (see Treasure above) if they let him go free, promising to cease his operations. It's up to the PCs whether they take him up on his offer or apprehend him and turn him over to the Veyvilla-6 authorities. If they choose the latter, Jurrgen receives a harsh sentence for his crimes.

In either case, Kissaruth pays the PCs the agreed-upon sum when they report their findings and also includes three *serums of joyful thought* (see page 39) for their trouble.

GIVING UP THE GHOST

This side job is suitable for 7th-level characters.

BACKGROUND

Several years ago, a mine in Veyvilla-6's hinterlands owned by Sentiment Inc. was shuttered after a slow decline in sensestone production. Rather than collapse the dangerous tunnels, the corporation simply boarded up the entrance and abandoned the property. In recent months, the mine gained a reputation as being haunted, as the rare passersby reported strange lights and eerie sounds emanating from within. Sentiment Inc. executives put no stock in these stories until a mysterious upload to popular vidsite AuraVids showed an infosphere-famous "ghost hunter" exploring the mine went viral—and then the moyishuu livestreamer went missing.

Known on social media as UrbexLeriam, the young **Leriam** (NG female moyishuu [page 59] operative) is a light purple moyishuu. This usually cheery and confident host is well-known for her competence with both exploration and technology, along with her enthusiasm for studying the history of the places she explores. She usually investigates urban hauntings, broadcasting with her prized possession: a 360° Panocam, a helmet-like camera that films a 360-degree view of the wearer's surroundings. After she uploads the footage, viewers can watch it through personal VR sets to feel like they're right there.

But UrbexLeriam's latest vid was a tonal shift from her usual showcases. While exploring the collapsing prefab bungalows outside of the mine, she didn't speak a single word except to quietly explain the reasons behind the site's closing. Her tone was more subdued than normal, and occasional cuts to her face-cam revealed her apparent stress. Comments on the vid hotly debate whether the flickering shape barely visible behind the boards covering the mine entrance is a camera glitch or a humanoid figure, as Leriam doesn't seem to notice it. The vid ends with Leriam thanking her viewers and saying that she's about to enter the mine and will later upload what she records there; this promised follow-up never came.

Her fans have posted worriedly, speculating that something has happened to UrbexLeriam, and some have asked Sentiment Inc. to investigate. The company's executives know that this incident could be a public-relations disaster and that they need to discreetly discover what happened.

The truth is that a chamber at the bottom of the mine has become the lair of a fuhlgeist, an outsider from the Ethereal Plane drawn to the residual emotional energies left behind by the mined sensestone. While exploring, Leriam discovered this disused area of the mine, and the fuhlgeist subsequently took her prisoner.

THE JOB OFFER

Kissaruth contacts the PCs with a proposal to search the abandoned mine for the missing Leriam to determine if the streamer is pulling a hoax or if something supernatural is actually occurring. The PCs receive a copy of the vid from Kissaruth to watch; a PC who then succeeds at a DC 30 Mysticism check can confirm that the distortion isn't of natural origin, but they'll need to investigate further in person. Kissaruth offers to pay the PCs 4,000 credits to look into this matter, promising a 1,000-credit bonus if they can rescue Leriam or provide proof of a fraud. Sentiment Inc. would prefer to keep any incidents quiet, but a team of geologists and rescue workers stay on standby, should they be needed.

1. ABANDONED MINE ENTRANCE

The PCs can land their starship a few hundred yards from the mine on a slightly overgrown landing pad at the edge of the nearby purple conifer forest. The huddled collection of prefab bungalows outside the entrance is choked with weeds and kudzu. Comparing their surroundings to the vid, the PCs find no significant change except that the boards blocking the entrance have been removed and set off to one side.

As the PCs move through the buildings, have each attempt a Sense Motive check and note all the results. Tell the player with the lowest result that their character is suddenly overcome with blinding anger; this has no mechanical effect, and the feeling dissipates after a few moments, but encourage the player to express the emotion in that time. A PC who succeeds at a DC 30 Mysticism check knows that ghosts often are driven by strong emotions but only rarely can affect others.

Treasure: A PC who succeeds at a DC 27 Perception check spots a piece of gear discarded under a collapsed table in one bungalow. This algid coolant sprayer (*Starfinder Armory* 21) was purchased erroneously to fight mine fires and never used. It has some traces of rust and no battery.

2. MINESHAFT (CR 7)

The mine's interior is unlit, so the PCs will need to provide their own light sources. A dozen feet past the entrance of the mine, the PCs can find an open elevator car at the top of a long shaft. The elevator operates by mechanical means, rather than electrical, so the PCs can use it to reach the mine tunnels below.

As the PCs step into the elevator, tell the player whose Sense Motive result was the second lowest (from the checks made in area 1) that they break out into a cold sweat as they're gripped with fear; once again, this has no mechanical effect and passes quickly.

Trap: The fuhlgeist has damaged the elevator enough to make it a dangerous hazard. As soon as all the PCs are inside, the elevator door slams shut behind them and the braking mechanism releases, causing the car to plummet 50 feet to the bottom of the shaft. Any character that fails the Fortitude save to take half damage from the fall and crumpling car is buried in the debris and takes additional damage every minute as they're slowly crushed. A buried PC can free themselves with a successful DC 24 Strength check, which they can attempt once per minute. PCs who avoid the being trapped can remove enough debris to free one trapped PC with 1 minute of work and a successful DC 20 Strength check; digging tools can provide a +4 circumstance bonus to this check.

FALLING ELEVATOR TRAP

CR 7

XP 3,600

Type technological; **Perception** DC 30; **Disable** Engineering 25

Trigger location; **Reset** none

Initial Effect elevator car plummets to bottom of the shaft (4d12+4 B); Fortitude DC 17 half; multiple targets (all targets in elevator car); **Secondary Effect** elevator car debris (3d6 B per minute); Fortitude DC 18 half; multiple targets (all targets the failed save against initial effect)

3. TUNNELS

At the bottom of the shaft, mine tunnels stretch off in several directions. The PCs must succeed at three DC 26 Survival checks to find any traces of Leriam left behind, which eventually leads them to area 4. As they explore, eerie lights flicker in distant passageways, echoing noises try to lead them off track, and PCs who haven't yet experienced any flashes of strong emotions are beset by despair, guilt, and jealousy (though not all at once).

4. DUSTY CAVERN (CR 8)

Eventually, the PCs track Leriam to a large cavern that appears to have been untouched for decades. Sparkling crystalline flakes dance through the air, and loose gravel covers the ground. A large, abandoned piece of mining equipment combining a bulldozer with a drill sits in a far corner. A slumped, humanoid form sits in the operator's seat; this is Leriam, still alive but unconscious.

Creature: The fuhlgeist is aware that the PCs have been traipsing around its mine and hides incorporeally within the mining drill, waiting for the PCs to approach Leriam. It then leaps out to attack, alternating between screaming obscenities and sobbing uncontrollably. It fights until destroyed.

FUHLGEIST

CR 8

XP 4,800

HP 110 (page 56)

GETTING PAID

Once they've defeated the fuhlgeist (and perhaps determined that it isn't a ghost, but something much stranger), the PCs can return with Leriam to the surface. They can contact Kissaruth and inform them of the situation, whereupon the PCs get the promised 5,000 credits. After Leriam regains consciousness, she tells the PCs how the fuhlgeist attacked her down in the mines and thanks them for rescuing her. She excitedly checks the footage from her camera but is disappointed to find it too blurry and disjointed to be of any use.



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SUNNY DISPOSITION

This side job is suitable for 8th-level characters with an appropriately tiered starship.

BACKGROUND

Moyishuus almost always have a means of getting the upper hand over denizens of the Material Plane. Between playing off their reputation and exercising their long-term mindset, they can strike deals that benefit them. However, when dealing with other fey, they tend to be uncertain of themselves and prefer to hand over the specifics of negotiation to neutral third parties, especially when dealing with an unfriendly ravai. Here is where the PCs come in—but the situation might change if they can't neutralize a heretofore unknown threat.

At first glance, the sun of the Veyvilla system is nothing special. It does, however, have a resident: a ravai (*Starfinder Alien Archive* 2 106) by the name of Ollale. Ever since moyishuus occupied Veyvilla-6, Ollale has remained content to watch their affairs at a distance, though not without considerable disdain. This ravai preferred their undisturbed eons insulated from the politicking of the fey courts, and while the sudden arrival of First World denizens was an unwelcome surprise, Ollale didn't mind giving the moyishuus their space.

However, some of Veyvilla-6's moyishuus are particularly opportunistic. A research wing of Sentiment Inc. recently discovered that when crystals associated with joy are treated with intense sunlight, their emotional yield increases tenfold. A few executives reached out to Ollale to offer a mutually beneficial nonaggression pact, but they've yet to move past the initial stages of contact. Knowing they're at a disadvantage when dealing with another fey, especially with one as reserved as a ravai, the moyishuus of Sentiment Inc. have decided to reach out to a neutral third party to close the deal.

THE JOB OFFER

Kissaruth once again contacts the PCs and gives them a short briefing on the assignment's background. Sentiment Inc. has already reached out to the ravai Ollale, who has tentatively agreed to a partnership that could prove mutually beneficial to both parties. Kissaruth asks the PCs to negotiate the final details of the deal: the exact number of Sentiment Inc. shuttles allowed to orbit the sun and how much of a cut Ollale will receive from sale of the newly energized crystals.

If this kind of assignment is outside of the PCs' usual skill set Kissaruth acknowledges the oddity of the job and explains that Sentiment Inc. has a policy of outsourcing negotiations with other fey entities to third parties usually consisting of Material Plane entities. They jubilantly

acknowledge that freelancers of their caliber must have some experience talking their way in and out of situations, so this arrangement should be simple: get the most favorable terms possible on these negotiation points for Sentiment Inc. and don't make a bad impression on Ollale. They offer the PCs 8,000 credits for successfully completing the job.

EVENT: SHADOW BOXING (CR 10)

Upon arriving in orbit around the Veyvilla sun, the PCs are immediately hailed by Ollale from an antiquated comms array. The ravai quickly explains that they don't have time for negotiations right now, as they're "being targeted by an assassin in a dark, shadowy ship" who has blocked their emergency transmissions for several days. The ravai pleads for the PCs to neutralize this threat before the message is abruptly cut off.

Starship Combat: A sleek, dark chrome fighter approaches with hostile intent. As the PCs look on, it splits into five identical copies!

This is the *Shade Spiral*, the vessel of svartalgar (*Starfinder Adventure Path* #11: *The Penumbra Protocol* 60) assassin Kadir-Kaen. If the PCs attempt to communicate with the ship during combat, the shadowy fey bluntly states that he has been hired to kill Ollale. He refuses to divulge his client and has no mercy on the PCs, whom he assumes are here to stop him. Kadir-Kaen fights to the death, maneuvering the *Shade Spiral* close to the PCs' vessel near the end of combat to catch it in his self-destructive blast.

SHADE SPIRAL TIER 8

Tiny fighter

Speed 12; **Maneuverability** good (turn 1); **Drift** 2

AC 27; **TL** 27

HP 45; **DT** —; **CT** 9

Shields medium 140 (forward 35, port 35, starboard 35, aft 35)

Attack (Forward) coilgun (4d4; 20 hexes), tactical nuclear missile launcher (5d8, 20 hexes)

Attack (Aft) light plasma cannon (2d12, 5 hexes)

Power Core Pulse Blue (200 PCU); **Drift Engine** Signal

Booster; **Systems** advanced long-range sensors, mk 3 duonode computer, mk 7 armor, mk 8 defenses, security (self-destruct system, shadow squadron); **Expansion**

Bays none; **Modifiers** +3 to any two checks per round, +4 Computers (sensors only)

CREW

Pilot gunnery +14 (8th level), Piloting +21 (8 ranks)

SPECIAL ABILITIES

Shadow Squadron (Su) The *Shade Spiral* contains

proprietary technology that taps into the Shadow Plane. As the *Shade Spiral* enters starship combat, it creates four realistic duplicates of itself that remain in its hex. Each duplicate starship acts simultaneously with the real one, performing the same maneuvers and even appearing to fire on the same target, though they don't need to attempt skill checks. For every shadow duplicate present, the *Shade Spiral* deals an additional 1d6 damage with its direct fire weapons. When an attack hits the *Shade Spiral*, there's a random chance that the attack strikes one of the shadow duplicates, destroying it instead. When a science officer or magic officer (*Starfinder Character Operations Manual* 148) successfully scans or scribes the *Shade Spiral* and learns its defenses, the duplicates are revealed as figments, and the bonus damage they impart decreases to 1d4 per duplicate.

Development: After PCs destroy the *Shade Spiral*, Ollale sends out a now-unimpeded hail and requests to board the PCs' vessel. The ravai teleports onto their ship, and the PCs can get what's possibly their first look at a ravai. Ollale resembles a humanoid grasshopper with golden, leaf-like coverings on many of their joints. They have a mottled red-and-yellow carapace and glow faintly, almost as if lit from within.

Ollale thanks the PCs emotionlessly but earnestly. They briefly explain that there are certain terrible shadowy fey (they mention the general term "ankou" without going into too much detail) who have an unbridled hatred towards ravai and their abilities of life and light. A PC who succeeds at a DC 30 Mysticism check has heard of these terrifying shadow fey but knows that not many on the Material Plane have encountered one (or, at least, haven't lived to tell the tale). After exchanging these few pleasantries, Ollale abruptly changes the subject by saying that they're ready to start talking business.

Treasure: For their troubles, Ollale presents the PCs with a lesser photon crystal and a set of mk 2 fiery runeplates (*Starfinder Armory* 113) before negotiations begin.

Story Award: For defeating Kadir-Kaen, award the PCs 9,600 XP.

THE NEGOTIATIONS

Ollale received the terms from Sentiment Inc. earlier, and they're willing to concede to

a lower cut of the profits, as they have little use for credits. However, they're initially unwilling to budge on the number of allowed processing shuttles. The ravai demands a far lower number than the one listed in the proposed contract. The PCs can negotiate with Ollale to raise the number to the original number by succeeding at DC 28 Bluff, Diplomacy, or Intimidate checks. Each PC can attempt up to two checks, though they must use two different skills; at your discretion, the PCs can also use relevant Profession skills. If the PCs garner at least three successes in total, Ollale concedes this point.

The ravai has one additional point they would like to add to the proposed deal: continued protection against the same forces that sent the *Shade Spiral* to kill them. A PC who succeeds at a DC 24 Culture or Profession (mercenary) check realizes this stipulation will end up costing Sentiment Inc. A PC who succeeds at a DC 26 Culture or Profession (lawyer) check can add a relevant clause to the contract if they so choose. Ultimately, the PCs decide how to resolve this issue.

After the negotiations complete, Ollale places their digital signature on the contract.

GETTING PAID

Upon the PCs' return, Kissaruth is ecstatic to see the group, regardless of the negotiations' results. Hearing the PCs' story, they give an additional reward for the assignment on top of the previously discussed credits: a *serum of enhancement* (diplomat) for each PC in the party to commemorate their negotiation efforts.

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SHADE SPIRAL



THE PROPHECIES OF KALISTRAD

"I'm telling you, they asked if I was 'ready to commit to working for the family for eternity.' I have been grateful to them for all they've done for me, and they're a joy to work for. Who wouldn't want that kind of job security? But I didn't kill them, I swear to you that they hooked themselves up to those machines and... I don't know, uploaded their souls? Look, I didn't agree to be strapped down and digitized, so I panicked and ran. But I didn't kill them!"

—excerpt from testimony of Oza Vale, personal valet to Grandvue family

History speaks of a prophet named Kalistrade born in Druma, a nation on Lost Golarion that had been oppressed for thousands of years by dwarf overlords. Kalistrade received his first prophetic visions while ill and delirious; they were so powerful that they prompted him to embark on an eight-year sojourn in search of spiritual enlightenment. He returned with travel logs, prophecies, and interpretations that he then adapted to the dire situation of his homeland. He tapped into his people's proud traditions, blended them with the visual aesthetics of a revered religion, and added a dash of nose-thumbing at his nation's oppressors. Building on a subculture of asceticism created in defiance to severe dwarven restrictions, such as being forbidden "beards and beer," Kalistrade and his newfound followers embraced their shorn faces and drank no alcohol as a matter of pride rather than subservience. Where other laws were enacted to keep them in check, they found ways to use those laws in their favor. With this spirit of belligerent resilience, Kalistrade captured the hearts and minds of many Druman people. After his death, his adherents—known as Kalistocrats—eventually found themselves in charge of maintaining his prophecies in a wealthy nation defended by a fierce and loyal army.

SCRIPTURES

After his travels, Kalistrade compiled his travel logs, dream journals, and diaries into a book he called the *Ontologies of Self*. He taught his followers from this work and left it to his most promising disciples upon his passing. Without Kalistrade's guidance, these first Kalistocrats debated the interpretations, ultimately creating a dozen variations of the book that often contradicted one another. A century later, Kalistrade's hidden burial site was discovered, and a delegation of members from each of these disparate factions made the pilgrimage to commune with the prophet's spirit in hopes of putting an end to the clashing interpretations. After five days of communion with Kalistrade's spirit, the delegation reconciled most of the contradictions in the doctrine and held a series of conventions known as the Assembly of Auguries, where information curated from the *Ontologies* was appended to other Kalistrade writings and information learned during the communion. This unified edition is known as the *Prophecies of Kalistrade*.

Instead of a single tome of divine writing, the *Prophecies* presents a compilation of principles, teachings, and interpretations combining three points of view that correspond with Kalistrade's own words (the Legacies), canonical clarification from the Assembly of Auguries (the Whispers), and commentary and anecdotes through the ages (the Echoes). While the Legacies comprised the majority of the *Prophecies*, enough time has passed that all three areas now have approximately equally represented. Organizationally, the tomes are divided into six sections: Caravans, Seekers, Scales, Fortunes, Ascensions, and

Contemplations; each contains chapters and verses to allow for reference.

Interpretations of the prophecies have diverged multiple times over the centuries, as various factions of Kalistocrats decided to focus on different aspects—only to converge again after another Assembly of Auguries. As such, physical copies of the *Prophecies* are rare, and owning one more often serves as a show of wealth than a sign of dedication. In keeping with tradition, these few physical tomes are bound by hand, carefully maintained, and rarely leave the pedestal from which their teachings are read. After an Assembly of Auguries meets, the digital versions of the *Prophecies* are updated and redistributed to all of the faithful, in both written and audio versions. New converts typically learn most scripture via historical lessons or anecdotes, often in recorded audio format, while the public is often enticed or encouraged by simple word of mouth.

The *Prophecies of Kalistrade* contains dozens of taboos and superstitions that many adherents take literally. Kalistocrats adhere to a laundry list of rules and regulations that can range from something as simple as not killing certain insects to the strangely specific rule of never signing a contract on Fifthday before drinking kasathan tea. While these superstitions might seem strangely specific to outsiders, what observers don't realize is that, to Kalistocrats, the mere act of following these proscriptions helps them focus their faith, better themselves, and in turn, better their future.

PROPHECIES

The recorded prophecies include events beginning with Kalistrade's own rise and, seemingly, those still yet to happen. Like many prophetic texts, the prophecies themselves are vague and often only evident in hindsight. Many consider them no more useful than warnings from a drunken skittermander about a coming storm as you're being sucked into a black hole.

There are, of course, no known prophecies that discuss events that happened during the Gap. However, one prophecy states that Kalistocrats will amass a large enough wealth to own the world. A hotbed of debate surrounds this particular section, as there are those that believe it foretold the fate of Lost Golarion, while others think it speaks of a time when Kalistocrats will take possession of the entirety of the Pact Worlds (or possibly more). Some particularly wealthy and arrogant Kalistocrats have seized small asteroids and claimed to have fulfilled the prophecy. Regardless of which side of the debate a Kalistocrat chooses, the topic isn't usually broached with outsiders, as they believe the schism makes the organization look unfavorable.

POST-GAP RENAISSANCE

Before the Gap, walking the path of a Kalistocrat was seen as a denial of base instincts, such as doing well at business

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while being pragmatic about the results and not enjoying the act. The trinity of discipline, diplomacy, and detachment regulated life. Modern Kalistocratic philosophy is about making choices that lead toward purity and uplift the trinity of body, mind, and soul in hopes of purifying each aspect of one's being to become a better whole.

Kalistocrats believe that a pure soul is one that's at peace with itself and the choices it has made and that knows it had a positive impact on the world around it. In addition to a mastery of meditation for communing, healing, or divination, purity of mind includes understanding one's own flaws, embracing them, and working to overcome them. To properly house the perfect mind and soul in balance, one must work toward maintaining a purity of body that's free of toxins and other impurities. Every Kalistocrat strives to purify themselves before their death, for a pure soul will ensure a proper and rewarding afterlife.

To outsiders, this shift from denial of desires to promotion of choice often looks like a difference without a distinction, but it's very important to the prophets and also a key aspect of opening up the faith to all species of the known universe. Originally a faith created by humans for humans being oppressed by dwarves, the old philosophy needed to change or else be consigned to history's dustbin.

The Kalistocratic leadership updated their iconography, the Golden Focus, to further edify the change as well as modernize the meaning. The large circle represents the body, while the inner circle represents the soul. The triangle shows that the trinity of body, mind, and soul pull together towards the soul. The gold points of the triangle are for richness of each aspect of purity; the white bands in the nexus of circles and triangle represent purity and

cleanliness distilling that richness through the spikes and into the golden rich eternity of the soul. The outer golden circle pieces are a reminder to moderate the outward display of wealth upon the body. Ostensibly, the symbol has remained the same, but most newly created versions have a slight three-dimensional effect that one can only see when using a specific meditation taught since Kalistrade's first days that causes the circles to skew and the spikes to lengthen and gives it the effect of looking through a "wormhole into the soul."

WORSHIP

Aside from the expected tenets of dress, diet, and dignity, worship is highly personal, and each member decides for themselves how strictly to follow the tenets laid down by the *Prophecies*. Many simply adapt a faith they already had or adapted to include the new rules that being a Kalistocrat requires. Meditation is a key element, performed multiple times per day, but varies from adherent to adherent. Some choose to prepare and take their meals in a very ceremonious fashion, while others treat shopping for new attire as a less frequent, but more involved, religious affair. Ostensibly, the more involved one is in the faith and the stricter the regimen, the more rewards will be reaped, but some are unable, unwilling, or simply uninterested in graduating beyond certain tiers of faith despite the theoretically infinite wealth and eternal life within their grasp.

DIETARY RESTRICTIONS

Some of the religion's early records hint that the Kalistocrats' obsession with a purity of body began solely in response to Kellid men being forbidden to drink alcohol by their dwarven oppressors. Regardless of what outsiders think, Kalistocrats take the religious aspects of their diet seriously by ensuring that no contaminants, plagues, or other impurities harm their bodies. If the body isn't in peak condition, then the mind won't have the fertile ground it needs to find perfection.

Kalistocratic dietary restrictions classify foods into two categories: forbidden and clean, which determine how strictly an adherent must avoid them. Foods and items that have a strong negative effect on the body, especially brain chemistry, are prohibited, including drugs and various other toxins. The second category classifies foods into distinctive levels of cleanliness and takes into consideration how one obtains, prepares, and consumes it. Foods harvested from filth, considered to have low nutritional value, that can't be elevated in cleanliness by cooking or processing, or that are simply a nuisance to eat are considered unclean and must be avoided. Foods that one can easily consume or that provide high sustenance are considered pure, while the rest



GOLDEN FOCUS

fall in some category in between. However, some foods can be elevated from unclean to clean or clean to pure (though rarely unclean to pure) depending on how they're prepared and consumed—one reason many Kalistocrats consider food preparation a form of meditation.

When creatures of varying non-humanoid biologies began joining the Kalistocrats, the subject of dietary restrictions became a frequently debated topic. Most Pact Worlds Kalistocrats, regardless of species, believe in some key principles to observe in their dietary restrictions: the consumption of properly nutritious food without toxins and impurities, followed by the food's cleanliness, and then whether or not the food originates from your home planet. Ultimately, each Kalistocrat determines how strictly to adhere to this diet, but those that wish to attain the highest ranks in the church are expected to keep up with the latest consensus on which foods count as pure, clean, and unclean.

FOOD PREPARATION

For Kalistocrats far from their homes, especially those living and traveling among the stars, maintaining strict dietary habits can prove prohibitively expensive—it's thus a matter of pride for those faithful to reach such a level of wealth that they can afford to have pure meals regularly. These wealthy Kalistocrats set aside storage space on their ships for gardens, kitchens, and even livestock as needed to maintain their dietary needs. As a result, early Kalistocratic space travel was thus restricted to either the extremely wealthy or the more recently recruited who haven't yet settled deeply into their new diets. The faithful lauded the advent of food synthesizers because, seemingly overnight, any faithful could travel among the stars without dodging one of the pillars of their faith. In time, however, some considered these devices as problematic when followers became "reliant" and ate all of their meals from synthesizers, thus no longer needing to put in effort to obtain pure meals. For a time, these adherents were shamed for using them, and maintaining a clean diet while traveling the stars was again restricted to the wealthiest Kalistocrats.

Eventually, a Kalistocrat biohacker designed a specialized synthesizer that orthodox circles came to accept. Before creating a meal, the machine runs a scan of the user to properly customize and infuse the nutrients needed to maintain health (or correct an imbalance); this specialized process requires more UPBs than usual to analyze the data and implement it into a perfectly

formulated meal. Additionally, for those that consider preparing their meals meditative, in place of prepared meals, it can synthesize raw ingredients for preparation, which takes even more time and UPBs. This option ensures that those following stricter diets are still rewarded by taking extra care, ensuring that the true quality of a meal stays still linked with faithfulness and choice—the fact that it also gives the wealthier an advantage is simply a perk in the eyes of a Kalistocrat.

CLOTHING

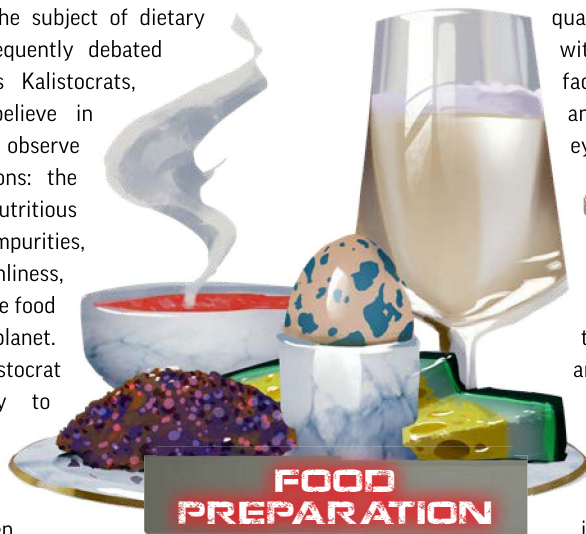
Kalistocrats first donned white solely for recognition, but over time it became a reflection of their purity and cleanliness—an outward display of the soul that resides within the wearer. To ensure that the adherent doesn't come into physical contact with other people or impurities, garments often cover

much of the body with long gloves or sleeves for appendages. In keeping with the philosophy's avoidance of wastefulness, especially on personal comfort, most prophets wear simple and functional outfits that are still easily recognizable. The material used for Kalistocratic garb isn't of paramount importance, but they're often made from silks, which allow for lighter and more comfortable clothing without being extravagant—although it's acceptable to show extravagance when prestige can give one the upper hand.

As more and more non-human species become followers of the Prophecies, modern Kalistocratic garb has become more inclusive, sometimes even incorporating technology and magic, woven directly into the garments, to accommodate creatures with different physiology and senses than humanoids. Some examples include specialized sensors and transmitters that send and receive signals to all known variations of sight, smell, sound, and even psychic waves, so that sentient beings can interpret such signals as an implication of purity in much the same manner that white visually symbolizes purity. This technological addition to the traditional dress code has quickly become a calling card to let people of all species identify an individual as a Kalistocrat.

ETERNAL LIFE

To those outside the faith, the path of a Kalistocrat appears to deny certain aspects of life in order to gain wealth—but this assertion oversimplifies their philosophies. Many faithful consider the affluence they pursue a metaphor, as careful maintenance of a lifetime of restraint bears fruit in



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the afterlife. However, those that reach a certain level of wealth, prosperity, and prestige soon learn of an alternative: that the most pure completely avoid judgment by the Lady of Graves.

Kalistrade himself pioneered this form of enlightenment—cheating Pharasma out of her final verdict on his soul and thus continue on after his death in a personal mindscape. His methods were primitive, occult in nature, and are now lost—along with the rest of Golarion. Fortunately, with advancements in technology, Kalistocrats now have other methods of avoiding ultimate judgment.

The most popular (but still rare) method leverages the power of virtual reality to create a digital mindscape in which a Kalistocrat's consciousness can dwell forever. Requiring astronomical amounts of computing power (usually in the form of several interconnected server banks) and a dash of hybrid technology, the process of uploading a mind and soul is a closely guarded secret that only the wealthiest and highest-ranking Kalistocrats can afford to undertake. However, for those who can, an eternity of perpetual contentment awaits.

A less favored (and even frowned upon by some factions) is the practice of self-mummification. Updating procedures first invented prior to the Gap, a Kalistocrat injects himself with small amounts of preservative chemicals (the exact composition of which is proprietary) that slowly replace flesh with a silicon-based compound over several years. Eventually, the body dies, but it remains animated by the Kalistocrat's life force as an undead being often called a silicon mummy (*Starfinder Alien Archive* 4 74). Those that transform themselves in this way usually continue to do business out of the limelight; if they step into the open, they risk being hunted down by the Pharasmians who believe them to be unholy atrocities.

LEARNING CENTERS

While Kalistocrats come from all walks of life, a large majority of them are either merchants or under the employ of merchants. Due to a combination of pride in one's work, self-accountability, and constant networking, most of these Kalistocrats prefer to travel along their various trade routes, keeping an eye on their goods as much as maintaining business relationships. Therefore, many live aboard ships designed for residential use that travels with their (or their employer's) merchant fleet. This nomadic life, coupled with the very individualistic aspect of their beliefs, means that Kalistocrats don't have temples in the traditional sense.

However, the philosophy employs a High Prophet on each of the Pact Worlds (and on several other planets across the galaxy) that maintains a base of operations where Kalistocrats can comfortably conduct business among other prophets. These locations often operate as banks, investment brokers, or, most frequently, as learning

centers for those looking to better their lives through education, personal growth, and hard work; as a result, people often have their first experiences with Kalistocrats as money lenders, investors, or educators. These locations are recognizably Kalistocratic in that they appear primarily decorated in white with extravagant golden and gem-colored accents, but their aesthetics also integrate the personal interpretations and level of wealth of the High Prophet who runs it.

As the public generally understands little about the Prophecies of Kalistrade, the organization takes great pains to minimize any negative publicity incurred by those members who use the philosophy in bad faith. The Kelldor Memorial Center for Personal Enrichment on Akiton presented such a case. The Center's abuse of finance and labor laws is seen as an extreme example of what can happen when one continues to use the letter of the law for only selfish means. Rumors abound that the founder was cast out for making a deal with Asmodeus for a path to eternity because he knew he wasn't worthy. The simple truth is that this course of action represents just another interpretation of the scriptures, perhaps marking the beginning of another divergence that will ultimately lead to another Assembly of the Auguries.

DEIFIC RELATIONS

Adherence to the Prophecies isn't a belief in a higher power as much as a way of life that entrusts the future to faith in one's self. That said, Kalistocrats know that divine beings are real and play a tangible role in mortal lives. Therefore, it isn't unheard of for Kalistocrats to worship deities, and in fact, such faith has led other faithful into the fold. As long as a Kalistocrat doesn't put their faith in a deity over reliance on one's self or hinder the path of the prophet, the philosophy has room for deific worship.

Abadar's lawful commercial enterprises naturally fit for Kalistocrats. The connections made when serving the Master of the Vault are usually worth their weight in UPBs. Talavat preaches self-reliance and tradition, and Yaraesa highlights mental perfection, so kasatha and lashunta Kalistocrats commonly worship both, respectively. Although small now, there's a growing number of followers of Lissala among newer converts. In some sects that consider secrets and power over allies as forms of wealth, Nyarlathotep might be given prayers just as Asmodeus might receive lip service when contracts trading for wealth and power.

Besmaran pirates are often key disrupting forces in wealth and trade, just as Lao Shu Po's spies and thieves can strip a Kalistocrat of a lifetime of work in the blink of an eye. Both are kept at a distance or else watched closely. While Pharasma herself hasn't stepped in to deal with Kalistocrats trying to avoid ultimate judgment, her faithful tend to intercede on her behalf, so Kalistocrats avoid them at all costs.

POP CULTURE

Celebrity events and fashion shows that Kalistocrats attend as guests, investors, or creatives have effectively turned into pop culture sideshows, often including correspondent panels that cover exactly how the highest quality materials and jewelry can accentuate and elevate full-body attire (that is, naturally, white). After years of working closely with a Kalistocrat on supply chain issues, popular fashion designer **Zhomo** (N male damaya lashunta) recently converted to the philosophy. He and his contact look to expand their clothing empire into the media space that covers the events they attend. To that end, Zhomo's label has paid several popular holovid streamers to wear its distinctive clothing while broadcasting, which has caused some discontent among their audiences.

Another famous Kalistocrat in the media is the chef **Nelti Sagar Jehe Kas** (N female kasatha), who owns successful restaurants on many of the Pact Worlds. Her popularity and reputation in cuisine actually overshadow her life as a Kalistocrat, despite it being her strict adherence to most of the philosophy's cleanliness and culinary requirements that brought her to the forefront. Nelti's ability to lead a kitchen staff through a packed dinner service without soiling her full-body white gowns—all while elevating the simplest of foods to such high levels—has turned her into a bigger sensation than owning restaurants ever did. Nelti integrates her faith so tightly and seamlessly into her culinary skills that many fans remain completely unaware of her faith, while others are fascinated with the ways she cooks around the seemingly endless taboos that Kalistocrats embrace.

KALISTOCRAT (ARCHETYPE)

Kalistocrats have comprehensive knowledge of trade laws, supreme negotiation skills, and a wide network of business connections in most places they dock. They also have a unique and dizzying array of taboos and superstitions from their faith that intrigue those they meet. Despite these requisites, or perhaps in spite of them, Kalistocrats take pride in their beliefs system and readily share their dietary restrictions, prayer habits, and exercise regimen with anybody they deem worthy of their time.

For some Kalistocrats, constant and diligent meditation has enhanced their mind's power over their body, granting them extra strength, speed, or stamina. Others claim their special diet has purged all toxins from their system and granted them a supernatural ability to fend off poisons and diseases. Still more assert that their diligent study and memorization of their texts have improved their understanding of laws and commerce, boosting their ability to turn friendly connections into trading empires.

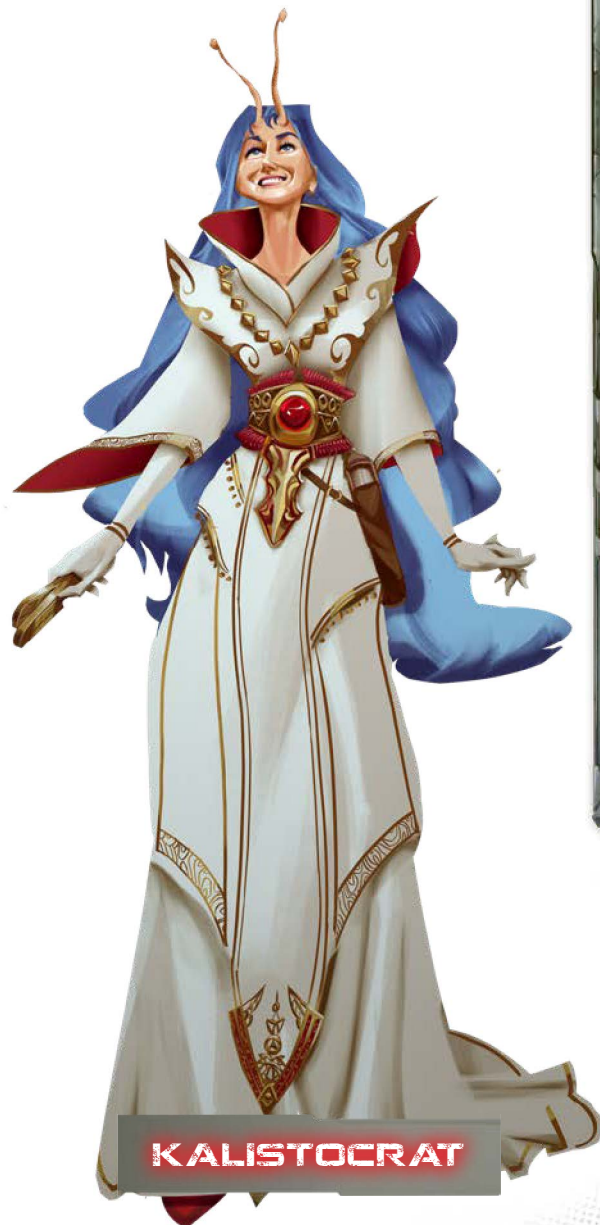
Whatever the commonality may be, one key truth is that each Kalistocrat is on their own personal path of enlightenment. Anybody can walk the path of a prophet, and no two are likely the same.

PREREQUISITE

You must follow a set of taboos and restrictions about diet, physical contact, and cleanliness. Work with your GM to create something that informs your character choices without completely restricting them. Failure to follow this personal path might cause the GM to limit or revoke access or use of the archetype's alternate class features.

ALTERNATE CLASS FEATURES

The Kalistocrat archetype grants alternate class features at 2nd, 4th, and 6th levels. These alternate class features are optional; at each of these levels, you can either choose a Kalistocrat alternate class feature (selecting a feature of your own class level or lower) or keep the normal class



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feature for your class at the level. However, unless stated otherwise, you can gain each alternate feature only once.

The following alternate class features are available for Kalistocrats to choose from at each level indicated.

KALISTOCRAT ALTERNATE 2ND-LEVEL CLASS FEATURES

A Kalistocrat of 2nd level or higher can select from among the following class features.

BODY AND MIND (EX)

2ND LEVEL

Your daily meditation keeps your body and mind in sync, but certain devotions allow you to focus on different areas of your body. Each day, choose one of the following feats for which you meet the prerequisites as a bonus feat: Great Fortitude, Iron Will, or Lightning Reflexes. This choice is made after a 10-minute meditation following an 8-hour rest and can only be changed once every 24 hours.

CULTURAL STUDIES (EX)

2ND LEVEL

Your study and broad knowledge of cultural touchstones helps inform your interactions with creatures of all backgrounds. Culture is a class skill for you, but if you gain or have Culture as a class skill from another source, you instead gain a +1 bonus to checks with the skill. You can use Culture in place of Diplomacy to change a creature's attitude towards you. Once per day, after failing a check to change a creature's attitude by 5 or more, you can spend a Resolve Point to not worsen their attitude.

DIVERSE CONTACTS (EX)

2ND LEVEL

The connections you've made on your travels allow you to reach out and get some information from somebody knowledgeable on many topics. Diplomacy is a class skill for you, but if you gain or have Diplomacy as a class skill from another source, you instead gain a +1 bonus to checks with the skill. You can use Diplomacy in place of Mysticism to identify a creature or magic item that you can describe or otherwise provide information about, taking the same amount of time as gathering information. Also, once a week, you can bargain with a merchant whose attitude you previously changed to helpful to purchase a single magic or hybrid item at a 10% discount; this discount doesn't stack with any other discounts you might have.

MYSTIC DECODER (EX)

2ND LEVEL

Meditating on Kalistrade's writings and prophecies have given you another way to look at and solve indecipherable writings. Mysticism is a class skill for you, but if you have or gain Mysticism as a class skill from another source, you instead gain a +1 bonus to checks with the skill. You can use Mysticism to meditate on the meaning of archaic, encoded, or incomplete messages instead of attempting a Culture check. You can also use Mysticism instead of Bluff to pass

a secret message to another Kalistocrat by concealing it in phrases and passages from Kalistrade's *Ontologies of Self*.

KALISTOCRAT ALTERNATE 4TH-LEVEL CLASS FEATURE

A Kalistocrat of 4th level or higher can gain the following class feature.

NETWORK BUILDING (EX)

4TH LEVEL

You excel at meeting people and making friends from all walks of life. Culture, Diplomacy, and Mysticism are class skills for you, if they aren't already. When doing business with somebody for the first time and attempting a check with one of these skills, you can spend a Resolve Point to roll the check twice and use the better result. Additionally, reduce the DC of checks to recall knowledge or gather information about new people and contacts by 5.

KALISTOCRAT ALTERNATE 6TH-LEVEL CLASS FEATURES

A Kalistocrat of 6th level or higher can select from among the following class features.

IMPROVED FITNESS (EX)

6TH LEVEL

Your meditations have allowed you to exert power over your body that you might not be able to do otherwise. Each day, choose one of the following feats as a bonus feat, even if you don't meet the prerequisites: Improved Great Fortitude, Improved Iron Will, Improved Lightning Reflexes. If your chosen feat's prerequisites are met by the feat chosen for Body and Mind, you don't have to spend a Resolve Point the first time you reroll a failed save each day.

HEALTHY MEDITATION (EX)

6TH LEVEL

Following the path of a prophet pays off when it comes to your health and fitness. As long as you have at least 1 Resolve Point, you gain a +1 circumstance bonus to saves against poisons and diseases. When recovering from ability damage, you can undertake a night of meditation in place of a normal full night's rest to improve your health as if you took a day of bed rest (though you don't also gain the benefits of a normal full night's rest).

Also, the ways in which you define yourself as a Kalistocrat can provide the following options for modifying long-term care you receive. If Culture is a class skill for you, you can attempt a DC 20 Culture check (representing knowledge of special foods or custom remedies outside the mainstream medical texts) to provide assistance; if successful, the person attempting the Medicine check for your long-term care gains a +4 circumstance bonus. If Diplomacy is a class skill for you, you can reach out to a nearby doctor you know or that has heard of you to grant a reroll to the person attempting the Medicine check for your long-term care; you must be within a settlement or be

able to contact a doctor within hours to apply this bonus. If Mysticism is a class skill for you, you can provide long-term care to yourself by entering a day-long meditative state that doesn't require a medical lab or medical bay; attempt a DC 30 Mysticism check with a -4 penalty to gain the benefits of long-term care. You may only choose one of these options at a time for your long-term care.

KALISTOCRATIC GEAR

The following personal gear and hybrid additions to clothing are favored by Kalistocrats. In addition to broadcasting the wearer's adherence to the Prophecies of Kalistrade, the higher-level items also function as symbols of prosperity.

CLOTHING, KALISTOCRATIC LEVEL 1

PERSONAL ITEM	PRICE 5	BULK L
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Created from the finest silks, these clothes are durable and light. They cover as much of the wearer's body as desired, protecting them from unwanted contact while still providing complete mobility and comfort. Wearing such attire provides a +1 circumstance bonus to Bluff, Diplomacy, and Profession checks when doing business with non-adherents, but a Kalistocrat not wearing proper attire while dealing with other Kalistocrats takes a -4 penalty to those same checks.

CLEANLINESS CIRCUITS LEVEL 1

HYBRID ITEM (WORN)	PRICE 50	BULK –
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Wearing white clothes means keeping them clean. This circuitry blends into your clothing and works to ensure that your outfit looks pristine even when it isn't and cleans itself as fast as possible. Cleanliness circuits work by breaking up any substance that has attached to the clothing. If there's more material than can be cleaned immediately, then a secondary feature removes the pigment from the material so that it at least blends in with the white clothing.

Cleanliness circuits can be combined with *defensive threads* and *sense silk* in a single outfit (paying each cost separately), and such an outfit counts as only one worn hybrid item.

DEFENSIVE THREADS LEVEL 1-7

HYBRID ITEM (WORN)	BULK 2
--------------------	--------

MK 1	LEVEL 1	PRICE 50
MK 2	LEVEL 7	PRICE 7,550

One of the strictest taboos for a Kalistocrat is to touch or be touched by somebody that isn't a fellow adherent. *Defensive threads* were designed to be sewn into clothing to detect when the wearer is about to be touched. While active, the threads automatically move the fabric to ensure that no skin stays exposed near any appendage belonging to another creature. The mk 2 version of this item provides even more protection; when you take the total defense action, the bonus to your Armor Class increases by 1.

Defensive threads can be combined with *cleanliness*



circuits and *sense silk* in a single outfit (paying each cost separately), and such an outfit counts as only one worn hybrid item.

SENSE SILK LEVEL 1-8

HYBRID ITEM (WORN)	BULK –
--------------------	--------

MK 1	LEVEL 1	PRICE 50
MK 2	LEVEL 4	PRICE 250
MK 3	LEVEL 8	PRICE 11,000

Kalistocrats have worn white since before they traveled among the stars, and certainly before those who possessed senses beyond the ones normally available to humans became Kalistocrats. This special silk can be woven into clothing to create a field around the wearer that signifies the clothing adheres to the Prophecies of Kalistrade's standards of decency, cleanliness, and personal boundaries. This field is perceived by all the senses of living creatures within range, in much the same way that vision perceives the attire as white (a creature might sense a smell that indicates cleanliness or perceive a vibration that indicates peacefulness). *Mk 1 sense silk* has a range of 30 feet. *Mk 2 sense silk* has a range of 100 feet. *Mk 3 sense silk* also has a range of 100 feet, and you can communicate telepathically with any other wearer of *sense silk* within that range, as long as you share a language.

Sense silk can be combined with *cleanliness circuits* and *defensive threads* in a single outfit (paying each cost separately), and such an outfit counts as only one worn hybrid item.

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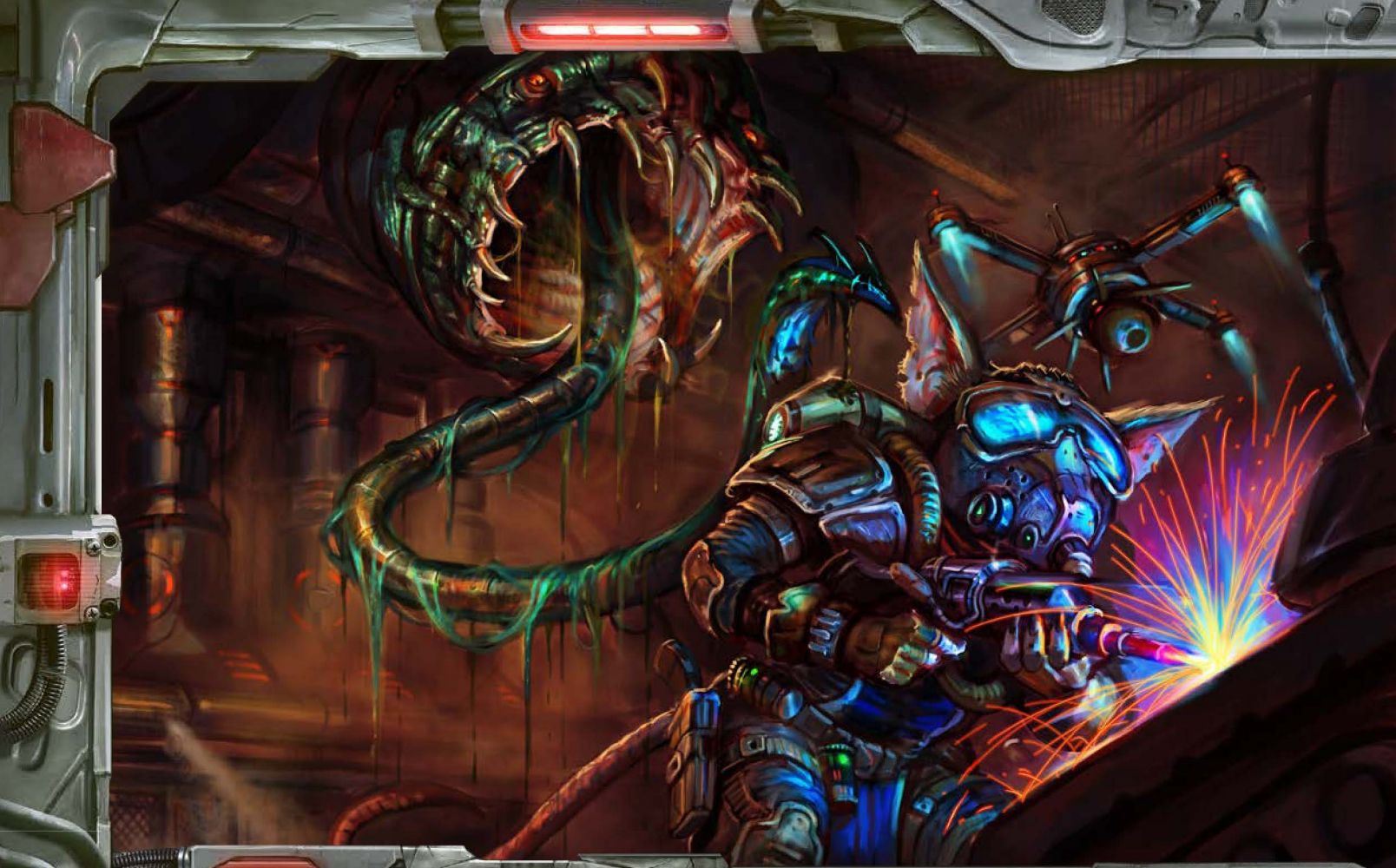
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ALIEN ARCHIVES

"Hokk, we found you in the engine room smashing the flow turbines with a wrench. Care to explain?"

"Something's replaced parts of the ship, captain."

"Replaced? What with? Who would do that?"

"No, you don't understand! Some *thing* got on board, and it can look like metal and plastic! I found what I think was one of its offspring; it had taken the shape of an air filter, but it was like flesh inside! Captain, it can *become* the ship's systems."

—conversation on the *Ring Raven*

ANACITE SENTRY

CR
3

XP
800



LN Tiny construct (technological)

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

Perception +13

DEFENSE

HP 30

EAC 14; **KAC** 15

Fort +0; **Ref** +2; **Will** +4

Defensive Abilities chameleon circuit, integrated weapons;

Immunities construct immunities

Weaknesses sunlight dependency

OFFENSE

Speed fly 40 ft. (Ex, perfect)

Melee slam +6 (1d4+1 B)

Ranged integrated frost subduer +9 (1d3+3 C nonlethal; critical staggered)

Offensive Abilities combined blast

STATISTICS

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

Skills Acrobatics +13, Computers +13, Engineering +8, Sense Motive +8, Stealth +13

Languages Common; shortwave 100 ft.

Other Abilities remote alert, unliving

Gear frost subduer^{AR} with 2 batteries (20 charges each)

ECOLOGY

Environment any (Aballon)

Organization solitary, trio, or brigade (4-9)

SPECIAL ABILITIES

Chameleon Circuit (Ex) An anacite sentry can fade into the background by assuming the colors around it. When an anacite sentry remains stationary for 1 round, it gains a +10 circumstance bonus to Stealth checks. If it takes any action, it loses this bonus until it once again spends 1 round remaining stationary.

Combined Blast (Ex) An anacite sentry can ready an action to fire its ranged weapon at the same time and at the same target as another anacite sentry within 10 feet. If at least two anacite sentries delay in this manner, the main sentry anacite can unleash a single powerful shot as a full action. Each attacking sentry makes a ranged attack roll against the target's EAC. If any of the attack rolls hit, the target takes 1d4+3 nonlethal cold damage per attacking anacite sentry. This is treated as a single attack for the purposes of energy resistance and critical hits. If all the attacks hit, the target must succeed at a DC 14 Fortitude save or be staggered for 1 round.

Remote Alert (Ex) Using wireless signals, an anacite sentry can activate a technological alarm system within 100 feet as a standard action. For example, it could set off an alarm keyed to a door or a security system that will sound throughout a facility. It can't activate magical alarms, nor can it activate traps or hazards this way. If the system the

sentry is attempting to activate has been disabled, this ability fails.

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

Sunlight Dependency (Ex) Anacites are solar-powered constructs, although they can function at reduced capacity away from light. In areas of darkness, they gain the sickened condition.

Anacite sentries are small, sentient constructs with spheroid bodies and metal-feathered wings. Due to their small size and chameleon circuits, these anacites are adept at blending into their surroundings. Although physically unimposing on their own, they're highly cooperative and pose a threat in groups.

The vast majority of anacite sentries are adherents of Those Who Wait, viewing their guard duties as a personal and private version of their eventual purpose.



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FUHLGEIST

CR
8

XP
4,800



CE Medium outsider (incorporeal)

Init +6; **Senses** darkvision 60 ft., blindsight (emotion) 30 ft.;

Perception +16

DEFENSE

HP 110

EAC 20; **KAC** 21

Fort +7; **Ref** +7; **Will** +13

Defensive Abilities incorporeal; **Immune** mind-affecting effects

OFFENSE

Speed fly 30 ft. (Su, perfect)

Melee slam +18 (2d6+8 B plus inflame passions [DC 18])

STATISTICS

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



Skills Acrobatics +16 (+24 to fly), Bluff +21, Mysticism +16, Sense Motive +21, Stealth +21

Languages Common, Gnome; telepathy 100 ft.

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Inflame Passions (Su) A creature hit by a fuhlgeist's slam must succeed at a DC 18 Will saving throw or experience an overwhelming emotion (chosen by the fuhlgeist). A single creature can be under only one affect at a time. This is a mind-affecting emotion effect.

Anger: The victim is overcome with irrational rage and is flat-footed for 1d4+1 rounds.

Despair: The victim is gripped by a terrible sadness and is fatigued for 1d4+1 rounds.

Fear: The victim is consumed by inexplicable dread and is shaken for 1d4+1 rounds.

Jealousy: The victim becomes envious of everyone they see and is sickened for 1d4+1 rounds.

Remorse: The victim is nearly paralyzed by guilt and has their speeds reduced to 10 feet for 1d4+1 rounds.

Strong emotions have subtle psychic effects on the Ethereal Plane, the ghostly realm that serves as a buffer between the Material Plane and the Shadow Plane. When an excess of negative emotions occurs in one place, it sometimes leaves an impression in the ether that gains a rudimentary form of sentience, resulting in a creature known as a fuhlgeist. Though it has no true form and no soul—it's more a mass of spiritstuff and ectoplasm than anything else—it believes itself to be a full, living creature. Gripped by raw, shifting emotions, this outsider can manifest on the Material Plane to lash out at those nearby. Such an occurrence is often mistaken as a haunting, and though fuhlgeists and ghosts have much in common, the former can't be banished by divine means. On the other hand, once a fuhlgeist has been destroyed, it doesn't rejuvenate like a ghost does, and there's no need to discover the tragic story behind its creation (which would be a difficult task, as a fuhlgeist's speech patterns are often disjointed and erratic).

The "emotion crystals" mined by the fey moyishuus (page 59) sometimes attract fuhlgeists like candle flames attract moths. Indeed, the Veyvilla system has the highest recorded fuhlgeist sightings in the known galaxy. The moyishuu government has no clear plans on how to prevent future incursions and unfortunately tends to hush up the most grievous cases of injuries caused by these hostile outsiders.

LOVELORN

CR
4

XP
1,200



CE Tiny undead

Init +3; **Senses** blindsense (life) 60 ft., darkvision 60 ft.;

Perception +10

DEFENSE

HP 43

EAC 15; **KAC** 16

Fort +3; **Ref** +3; **Will** +9

Immunities undead immunities

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d4+4 P plus cynic's bite [DC 15]; critical 1d6 bleed)

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

Spell-Like Abilities (CL 4th)

1/day—*animate dead*

3/day—*fear* (1st level, DC 16), *hold portal*, *lesser confusion* (DC 16), *puncture veil*^{COM}

At will—*ghost sound* (DC 15), *hazard*^{COM} (DC 15), *token spell*

STATISTICS

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

Skills Athletics +10 (+18 to climb), Sense Motive +15, Stealth +15

Languages Common (can't speak)

Other Abilities gloom (DC 20), unliving

ECOLOGY

Environment any

Organization solitary, pair, or tragedy (3–6 plus 2–12 occult zombies)

SPECIAL ABILITIES

Cynic's Bite (Su) A living creature bitten by a lovelorn must succeed at a DC 15 Will saving throw or gain the fatigued condition and become unable to benefit from morale bonuses for 1d4+1 rounds. This is a mind-affecting emotion curse effect.

Gloom (Su) After 5 days, a lair claimed by a lovelorn grows cold, dark, and stale and causes unnatural, thorny vines to grow. This acts as a constant *holographic terrain* (Will DC 20) with a caster level equal to the lovelorn's CR. Lovelorns typically use this ability to conceal entrances to their lairs, but also to make their domains appear depressing and grim. A lovelorn can maintain only one gloom at a time, and while within its gloom, the save DCs of the lovelorn's spell-like abilities increases by 1.

The spiderlike lovelorn is an undead creature with legs of exposed bone and an abdomen that resembles a massive heart. A lovelorn is created from the soul of someone who died when their love took a tragic turn, such as a rejected suitor who died tragically or the victim of a murderous affair. Instead of passing on, the spirit fixates on its body's heart, animating the dead organ and causing it to burst forth from the corpse in the form of a monstrous lovelorn.

A lovelorn feeds on sorrow and misery rather than flesh and blood, and its mere presence in an area corrupts the surrounding environment. A newly spawned lovelorn often starts off hunting old lovers, but will continue to lurk nearby to seed continued misfortune and contempt in a community, feasting ravenously upon the resulting anger and sadness. Its size and stealthiness often allow a lovelorn to remain undetected for years, and one might even haunt a family for generations.

LOVELORN TEMPLATE GRAFT

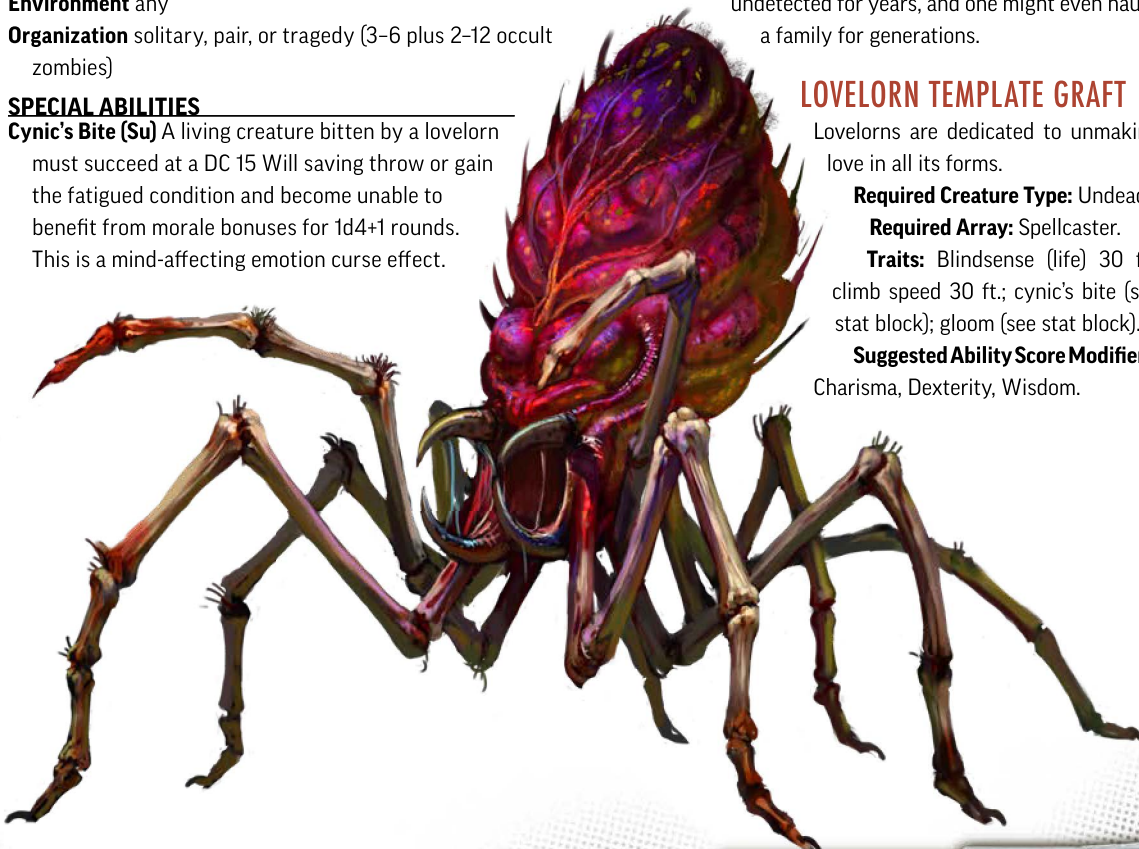
Lovelorns are dedicated to unmaking love in all its forms.

Required Creature Type: Undead.

Required Array: Spellcaster.

Traits: Blindsense (life) 30 ft.; climb speed 30 ft.; cynic's bite (see stat block); gloom (see stat block).

Suggested Ability Score Modifiers: Charisma, Dexterity, Wisdom.



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MIDSHIPS MIMIC

CR
8

XP
4,800



N Large aberration (shapechanger)

Init +2; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE

EAC 20; **KAC** 22

Fort +12; **Ref** +10; **Will** +7

OFFENSE

Speed 10 ft.

Melee slam +19 (3d4+14 B plus grab)

Ranged coolant spray +16 (2d8+8 C)

Special Attacks constrict (3d4+14 B)

STATISTICS

Str +6; **Dex** +2; **Con** +4; **Int** +0; **Wis** +1; **Cha** +0

Skills Computers +16, Disguise +21 (+31 to mimic a starship part), Engineering +16

Languages Common

Other Abilities mimic starship part

ECOLOGY

Environment any (starship)

Organization solitary

SPECIAL ABILITIES

Constrict (Ex) When a midships mimic successfully renews a grapple or pin against a creature, it automatically deals 3d4+14 bludgeoning damage to that creature.

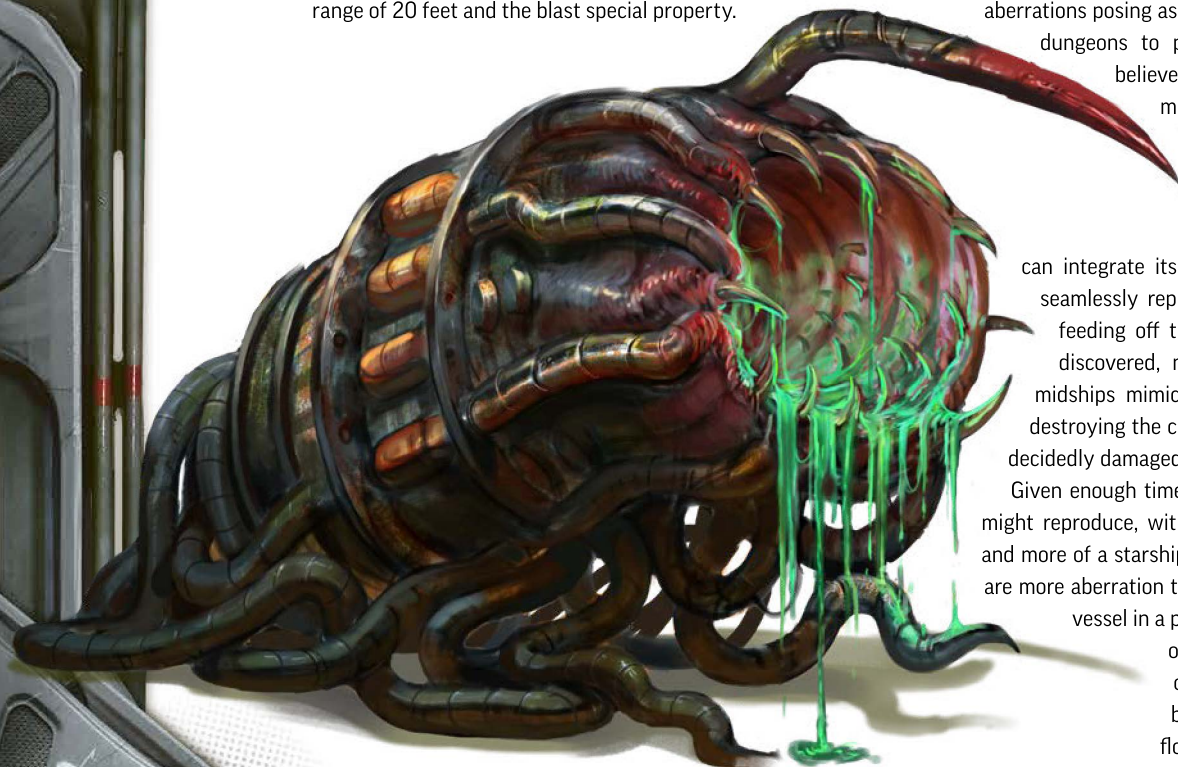
Coolant Spray (Ex) As a ranged attack, a midships mimic can spray nearby foes with the coolant-like substance that runs naturally throughout its body. This attack has a range of 20 feet and the blast special property.

Mimic Starship Part (Ex) As a full action, a midships mimic can assume the general shape of a mechanism or part of an internal system of a Medium or larger starship. A midships mimic can use Disguise to impersonate such a mechanism, as if it were disguising itself as a creature of its own type and size category; it gains a +10 racial bonus to its Disguise check to do so. If the midships mimic is near a functioning part of the starship system (such as a vessel's engines or power core) that it is mimicking, it can digest and replace the complex machinery over the course of 24 hours. During this time, the system is treated as if it has the glitching critical damage condition, but when the midships mimic is finished, the system functions as normal. Afterward, each time that system gains a critical damage condition, the midships mimic loses 40 Hit Points; removing that critical damage condition fully heals the creature. If an integrated midships mimic is reduced to 0 Hit Points, the system it has replaced immediately gains the wrecked critical damage condition, but can be repaired normally; see the critical damage effect table on page 321 of the *Starfinder Core Rulebook* for a list of starship systems that can be affected. Each starship system can sustain one midships mimic at a time.

Tales from Lost Golarion's past speak of shapechanging aberrations posing as treasure chests in crumbling dungeons to prey on adventurers. Many believe that the creatures called midships mimics are descended from those creatures, as they can perform similar feats of masquerade.

However, a midships mimic can integrate itself into a starship's system, seamlessly replacing vital components and feeding off the ship's power. Even when discovered, many crews opt to leave a midships mimic undisturbed, knowing that destroying the creature will leave the system decidedly damaged.

Given enough time however, a midships mimic might reproduce, with offspring consuming more and more of a starship until its most vital systems are more aberration than machine. This leaves the vessel in a precarious situation, for if any of the midships mimics leave or are killed, the ship would become an essentially useless floating wreck.



MOYISHUU

CR
7

XP
3,200



Moyishuu envoy

CN Medium fey

Init +6; **Senses** blindsense (emotion) 10 ft., low-light vision;
Perception +14

DEFENSE

HP 98

EAC 19; **KAC** 20

Fort +6; **Ref** +8; **Will** +10

OFFENSE

Speed 30 ft.

Melee tactical knife +13 (2d4+7 B)

Ranged advanced semi-auto pistol +15 (2d6+7 P)

Special Attacks soulfeel (joy, DC 17)

STATISTICS

Str +0; **Dex** +2; **Con** +0; **Int** +4; **Wis** +1; **Cha** +5

Skills Bluff +19,

Computers +14, Culture +14, Diplomacy +19,
Physical Science +19, Sense Motive +19

Languages Castrovelian, Common,
Dwarven, Gnome

Other Abilities envoy improvisations
(get 'em, inspiring oration^{COM}, quick
inspiring boost)

Gear silver AbadarCorp travel suit,
advanced semi-auto pistol with 25
small arm rounds, tactical knife

ECOLOGY

Environment any (Veyvilla-6)

Organization solitary, pair, or choir
(3-12)

SPECIAL ABILITIES

Soulfeel (Su) A moyishuu is connected to a single dominant emotion that not only affects their personality, but also grants them a unique ability. The moyishuu can use this ability as a standard action, and they can't use it again until they take a 10-minute rest to regain Stamina Points. The moyishuu chooses their soulfeel after taking a full night's rest. Each soulfeel ability is a mind-affecting enchantment effect with a range of 30 feet. A successful Will saving throw negates the effect. The three most common soulfeels are fury, joy and sorrow (all three are detailed below).

Fury: The moyishuu provokes intense rage in a target, causing it to lose its concentration. The target is off-target for 1 round.

RACIAL TRAITS

Ability Modifiers: +2 Cha

Hit Points: 4

Size and Type: Moyishuus are Medium fey.

Emotionsense: Moyishuus have blindsense (emotion) with a range of 10 feet.

Insightful: Moyishuus receive a +2 racial bonus to Sense Motive checks.

Low-light Vision: Moyishuus can see in dim light as if it were normal light.

Soulfeel: See stat block. The DC of the ability is equal to 10 + half the moyishuu's level + their Charisma modifier

Joy: The moyishuu overwhelms the target with a sense of joy and exultation, compelling it to dance about. The target must move at least 10 feet during its next turn.

Sorrow: The moyishuu forces the target to dwell on its past mistakes and misfortunes. The target is unable to take a swift action during its next turn.

The origins of the fey people known as moyishuus are as mysterious as their tightly restricted method of harvesting sensations on their home world. They emerged in the wake of the post-Gap planar terraforming of Veyvilla-6 (see Side Jobs on page 38 for more information) with inexplicable insight into the planet's mineable emotions, and they quickly set up a monopoly on the substance, as well as oversight of all mining on the planet.

Upon waking each day, a moyishuu chooses a dominant emotion that influences their personality and that they can project onto others with their soulfeel ability. While two moyishuus' soulfeels might tap into the same emotion, they individualize it in as many ways as they can; for example, joy might manifest as mischievous glee, kind benevolence, or even sadistic pleasure.

Moyishuus are humanoids with brightly colored skin and darker natural markings across their forearms and shins. They have long, pointed ears and crystalline hair. A typical moyishuu is between 5-1/2 and 6 feet tall, weighs about 135 pounds, and has an average lifespan of over 200 years.



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ROBOT, SECURITY

CR
5

XP
1,600



LUMINANCE-CLASS SECURITY ROBOT

N Medium construct (technological)

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

Perception +11

DEFENSE

EAC 17; **KAC** 21

Fort +5; **Ref** +7; **Will** +2

Defensive Abilities integrated weapons, prism shield;

Immunities construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +12 (1d6+8 B; critical staggered)

HP 65

Ranged integrated advanced numbing beam +15 (1d8+5 C nonlethal; critical staggered)

Offensive Abilities shardspray

STATISTICS

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

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

Languages Common

Other Abilities unliving

Gear advanced numbing beam^{AR}, prism shield

ECOLOGY

Environment any urban

Organization solitary, pair, or gleaming (3–8)

SPECIAL ABILITIES

Integrated Weapons (Ex) A luminance-class security robot's weapon and shield are integrated into its frame and can't be disarmed.

Prism Shield (Ex) A luminance-class security robot's integrated shield is made of rare starmetals and gems in an energy matrix. As a move action, the luminance-class security robot can align its shield against a specific enemy it is observing to gain a +2 bonus to EAC and KAC against that enemy until the start of its next turn. Once per day as a reaction, when the robot has its shield aligned against a specific enemy and that enemy targets the robot with a ranged attack that deals energy damage, the robot can reflect that attack back at its source; the attacker rolls the attack normally, but the result is compared to the attacker's EAC, damaging them on a hit. This ability cannot be used against area effects.

Shardspray (Ex) As a full action, a luminance-class security robot can expel a 15-foot cone of sharp gem shards. All creatures within the cone take 2d6 piercing damage and 1 bleed damage. A successful Reflex save (DC 14) halves the damage and avoids the bleeding condition.



Kalistocrats consider ownership of a luminance-class security robot to be a status symbol, using them to guard homes, businesses, and other important locations. Though some view the expensive materials required for the robots' construction as unnecessarily extravagant, devout Kalistocrats believe that the more credits one invests in these robots, the better they perform their duties, and they add their own personal touches to the robots they commission. Luminance-class security robots are intelligent but highly deferential, and the Kalistocracy jealously guards the secrets of their manufacture.

A character trained in Engineering can remove the weapon and components from a destroyed luminance-class security robot with 10 minutes of work. Sometimes the starmetals and gems removed from these robots have substantial resale value.

VOID SLIME

CR
5

XP
1,600



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N Medium ooze

Init +3; **Senses** blindsight (life) 60 ft., sightless;

Perception +11

DEFENSE

HP 65

EAC 17; **KAC** 19

Fort +9; **Ref** +5; **Will** +2

Immunities cold, disease, ooze immunities; **Resistances** fire 5; **SR** 16

Weaknesses susceptible to salt water

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +14 (1d6+7 B; critical dispel)

STATISTICS

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

Skills Athletics +11

Other Abilities deaf, mindless, no breath

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Deaf (Ex) A void slime can't attempt Perception checks to listen and is immune to effects that rely on hearing to function.

Dispel (Ex) On a critical hit, a void slime's slam attack gains the effects of a *dispelling* weapon fusion, treating the void slime's CR as the slam's item level.

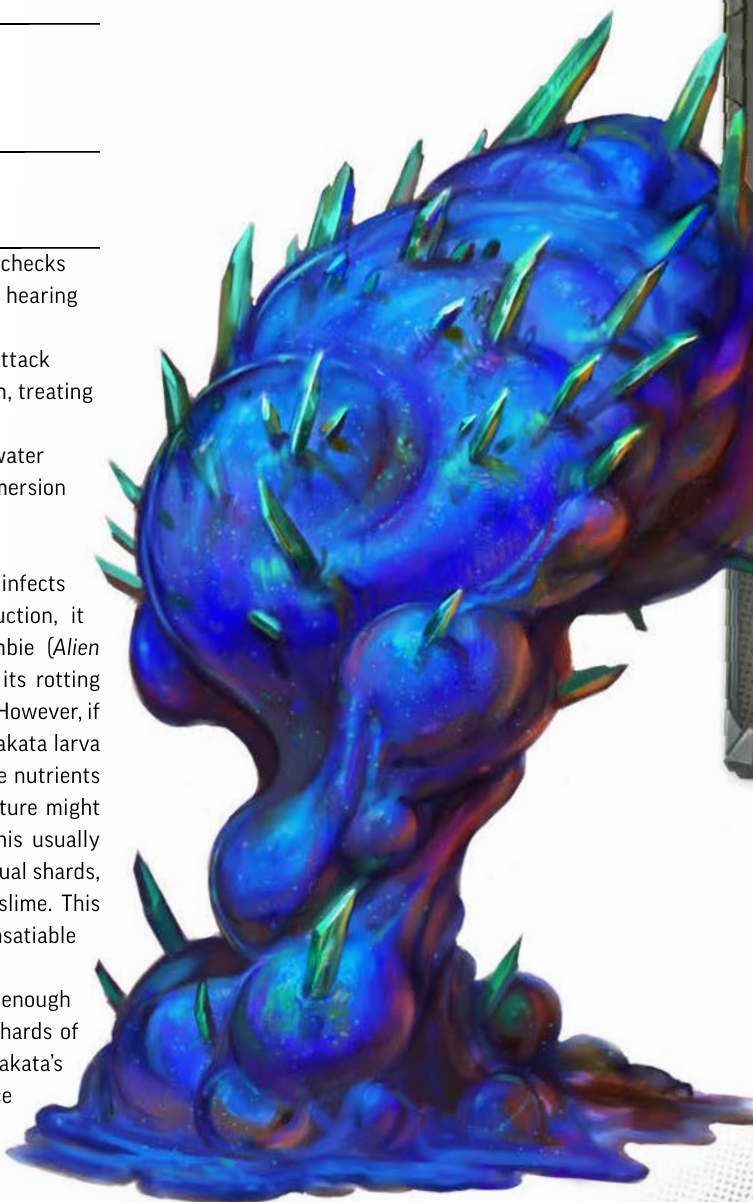
Susceptible to Salt Water (Ex) A splash of salt water deals 1d6 damage to a void slime, and full immersion in salt water deals 4d6 damage per round.

When an akata (*Starfinder Alien Archive* 2 8) infects a humanoid with its foul method of reproduction, it typically results in a host called a void zombie (*Alien Archive* 2 8) which gestates a larval akata in its rotting form for several weeks before once again dying. However, if the void death—the disease that grows a latent akata larva in one's system—claims a creature who lacks the nutrients necessary to feed the larva, the gestating creature might trigger a period of hibernation prematurely. This usually transforms the host's corpse into a slurry of noqual shards, grisly flesh, and larva paste known as a void slime. This misbegotten, half-living form is a thing of insatiable hunger and constant pain.

While a void slime would be dangerous enough with resistances similar to those of an akata, shards of noqual—the starmetal that usually makes up an akata's hibernating cocoon—jut from the ooze's surface at irregular angles. These fragments provide a void slime with a measure of protection against magic and grant its reaching pseudopods the

possibility of dispelling magic from those it strikes. Luckily for those with the knowledge to take advantage, a void slime also shares an akata's susceptibility to salt water.

Both treasure hunters and xenobiologists are fascinated with void slimes, albeit for different reasons. The fortune seekers want only to harvest a void slime's precious noqual, while scientists wish to study the process by which it—and similarly, an akata—creates the starmetal with its unusual biology. Of course, the danger of either task lies in the fact that seeking rare void slimes often means coming into contact with packs of akatas, risking infection with void death in the process.



CODEx OF WORLDS

FORTUNE'S HEART

Valued Base of the Kalistocracy

Diameter: 1 mile; **Mass:** less than $\times 1/100$

Gravity: $\times 1$

Location: The Drift

Atmosphere: Normal

Day: 1 day; **Year:** 1 year

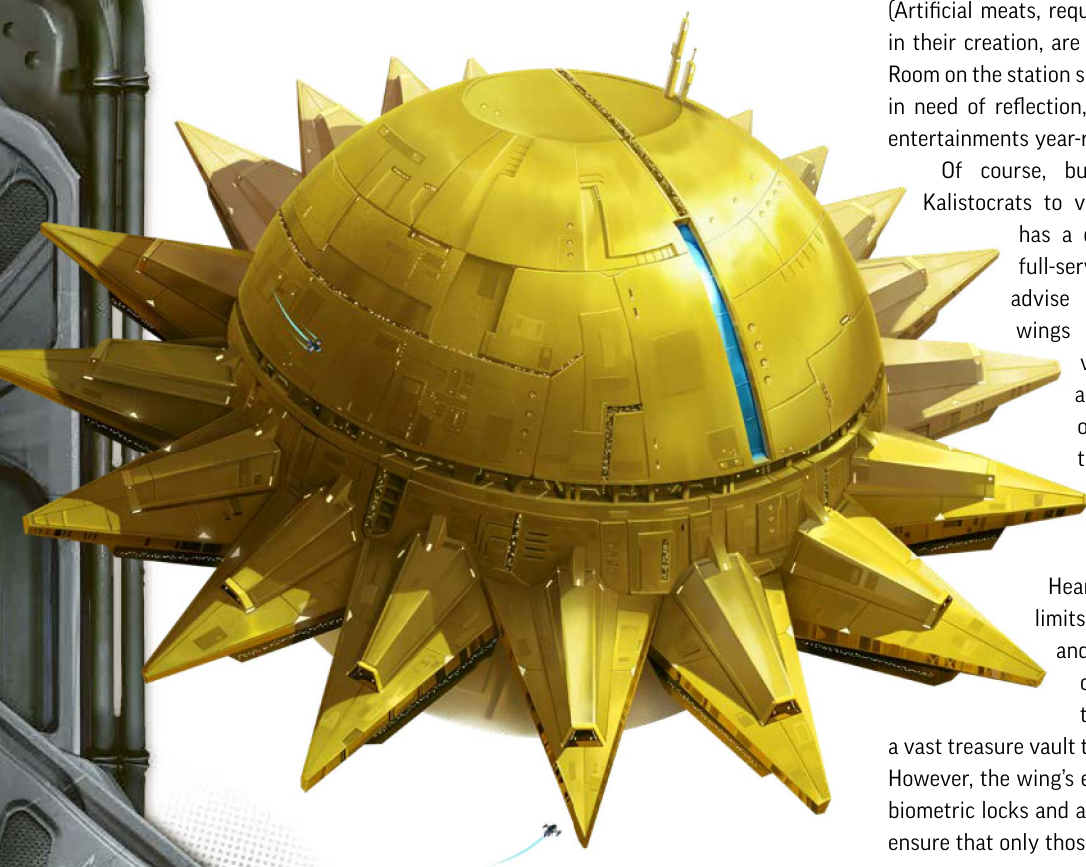
The existence of the Fortune's Heart transfer station is a well-guarded secret of the Kalistocracy, and its exact location in the Drift is entrusted only to Kalistocrat prophets and their retinues, including those lucky enough to participate in the monthly auction held there. Fortune's Heart lacks a permanent population, as most of the Kalistocrats overseeing the station rotate in and out, but its robotic crew members are permanent fixtures at the station. The CEO-captain of the station is also a permanent position, currently occupied by **Valdiel Merez** (LN male half-elf). Below the CEO-captain, a host of executive assistants ensure the station's day-to-day operations run smoothly.

From the outside, Fortune's Heart looks like a sunburst, with angular docking and shuttle bays radiating outward from the station center. A maintenance ring encircles the station, providing access to shuttle bays and stored machinery. The interior of Fortune's Heart is divided into multiple wings, many named after the sections of the Prophecies of Kalistrade: Caravans, Seekers, Scales, Fortunes, Ascensions, and Contemplations. The station's decor is elegant and while relatively restrained—Kalistocrats frown on gaudiness—it's unquestionably expensive, the better to impress guests and showcase the Kalistocracy's wealth.

A monthly auction is the foremost social event on Fortune's Heart, though the station also plays host to many other functions and entertainments, including private events and many open to the wider Kalistocracy. Much of the station is thus filled with rentable offices, guest quarters, and eating establishments. All food and drink on the station strictly adheres to Kalistocrat dietary restrictions and taboos. Ingredients considered "unclean"—such as honey or the flesh of insect-eating fowl—cannot be found on Fortune's Heart, replaced by natural or artificially engineered alternatives. (Artificial meats, requiring a high degree of transformation in their creation, are particularly popular.) The Meditations Room on the station serves as a quasi-chapel for Kalistocrats in need of reflection, while the theater hosts a variety of entertainments year-round.

Of course, business is the primary reason for Kalistocrats to visit Fortune's Heart, and the station has a dedicated financial wing, including a full-service AbadarCorp bank and investment advise agencies. The station includes two wings of elegant guest quarters housing visiting Kalistocrats and their retinues, and every suite and stateroom is outfitted with rich amenities befitting the rank of those who visit while studiously avoiding the appearance of hedonism.

The innermost wing of Fortune's Heart, known as the Pure Chambers, is off-limits to all but the highest-level Kalistocrats and the CEO-captain. Much gossip circulates amongst the Kalistocrats as to what the Pure Chambers hold, from a vast treasure vault to archives containing spiritual secrets. However, the wing's extensive security measures, including biometric locks and a host of patented monitoring systems, ensure that only those authorized to enter can find out.



NEXT MONTH

CRASH AND BURN

By Christopher Wasko

The crew of the *Oliphaunt* become victims of their own success when their daring theft of a commerce barge prompts their two greatest enemies to join forces. Trapped on Absalom Station, blacklisted and broke, the crew have nothing left to lose and only one thing left to gain: revenge.

SIDE JOBS

By Kim Frandsen

Side jobs are brief adventures played between chapters of an Adventure Path or when your players go off on their own. In this outing, the PCs are thrust in the middle of a conflict between two dragon-owned corporations.

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THE WHITE GLOVE AFFAIR

PART 1: ALL THAT GLITTERS

PART 2: THE LONG CON

PART 3: GOING, GOING, GONE

SIDE JOBS

THE PROPHECIES OF KALISTRAD

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COMPENT WINDFALL

↑
FORWARD
1 SQUARE = 5 FEET

MAP KEY

- | | |
|---------------------|------------------------------|
| 1. Airlock | 10. Guest stateroom |
| 2. Cargo holds | 11. Private bathroom |
| 3. Engineering | 12. Bridge |
| 4. Escape pods | a. Captain's chair |
| 5. Recreation suite | b. Pilot's station |
| 6. Mess hall | c. Science officer's station |
| 7. Galley | d. Gunner's station |
| 8. Crew quarters | e. Engineer's station |
| 9. Lavatory | |





THE HEIST OF A LIFETIME

You may not think of yourself as a criminal, but when you've got a surefire tip that'll let you steal one of the Prophets of Kalistrade's golden commerce barges... well, those people basically worship money, so they've got it coming. (And besides, they're insured.) But when the heist goes wrong and your plan turns into a long con, can you stay ahead of the Kalistocrats long enough to make off with the loot?

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- "The White Glove Affair," a Starfinder adventure for 7th-level characters, by Kendra Leigh Speedling.
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- Three side jobs, short adventures that can be played in one session, by Joshua Hennington and Lu Pellazar.
- An archive of alien creatures by Violet Hargrave, Joshua Hennington, Lu Pellazar, and Kendra Leigh Speedling.
- Statistics and deck plans for the Kalistocracy's golden commerce barges and Fortune's Heart, the secret trade resort the Prophets have concealed in the Drift, by Kendra Leigh Speedling.



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