STARFINDER SOCIETY

DATA PURGE

BY COLE KRONEWITTER

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HOW TO PLAY

Starfinder Society Scenario #2–14: Data Purge is a Starfinder Society Scenario designed for 9th- through 12th-level characters (Tier 9–12; Subtiers 9–10 and 11–12). This scenario is designed for play in the Starfinder Society campaign, but it can easily be adapted for use with any world. For more information on the Starfinder Society organized play campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at **StarfinderSociety.club**.

GM RESOURCES

Data Purge makes use of the *Starfinder Core Rulebook, Starfinder Alien Archive 3,* and *Starfinder Armory*, as well as the map *Pathfinder Flip-Mat: Forest Fire.* This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at **paizo.com/sfrd**.

SCENARIO TAGS

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

✓ **DATAPHILES**

✓ **SECOND SEEKERS (LUWAZI ELSEBO)**

DATA PURGE

BY COLE KRONEWITTER

The ysoki Datch has plagued the Starfinder Society with her actions since the Society's triumphant return from the Scoured Stars (see the events of Starfinder Society Season 1 in the *Starfinder Society Guide*). Though Datch's motives remain unknown, it's clear that she has some personal grudge against the Starfinder Society. At some point in the past few months, Datch managed to infect the Lorespire Complex's computer systems with malicious programming, granting her surveillance and control throughout the Starfinder Society's headquarters. More recently, Datch has boldly used her hidden spyware to help a group of mercenaries steal several notable relics (as detailed in *Starfinder Society Scenario #2–12: Colossus Heist*).

Celita, the insightful leader of the Starfinder Dataphiles faction, began to suspect that something was amiss within the Starfinder Society's core network. She dug deeper into the integrity of the Lorespire's computer systems and discovered tampering from an unauthorized party. Immediately fearful of jeopardizing her search, she moved her operations outside of the Lorespire Complex. Celita now understands the extent of the infestation of the Lorespire, and her findings have become cause for great concern: some unknown external threat has planted a virus that reaches nearly every corner of the Lorespire computer system. To access so much of the complex, the intruder had to implant the virus directly into the Society's most critical computer system: Guidance. Guidance is an amalgam intelligence comprised of a variety of personalities of exemplary Starfinders, a symbol of the Society's greatest achievements. To add injury to this insult, Celita identified the virus to be hybrid in nature, with both magical and technological elements, making it incredibly difficult to remove.

Once Celita understood the nature of the intrusion, she developed a solution to counter the infection and debug Guidance. The catch to this process is that a specially prepared datapad must be physically inserted into a receptacle in one of Guidance's servers (either primary or secondary). Since whoever is monitoring the Starfinders can easily detect if someone is coming to reclaim the system, the mission requires secrecy and skill. Celita has worked with First Seeker Luwazi Elsebo to finalize a plan of action: a group of elite Starfinders must sneak into the Lorespire Complex and get to Guidance's core server in order to upload the antivirus files and rid the Complex's systems of the malicious spyware.

SUMMARY

Following a secret briefing on one of Liavara's uninhabited shepherd moons, the PCs return to Absalom Station to infiltrate the Lorespire Complex. To do so, they must navigate little-known tunnels leading underneath the Lorespire campus and into the Adamantine Prison. The PCs quickly run into guardians left by Datch to stop intruders from entering through the lower levels. To continue through the tunnels, the PCs must defeat the guardians while navigating the dangers of gigantic magnetic sorting equipment.

The tunnels lead the PCs to a room inhabited by an inquisitive philosopher worm named Uko, who dwells within the Adamantine Prison and is annoyed to have his solitude interrupted. If the PCs manage to win Uko over, he can offer them magical aid and sage advice on their mission. If the meeting goes awry, Uko calls Starfinder guards, forcing the PCs to leave in a hurry. Once outside of the worm's room, the PCs find themselves in the Adamantine Prison's maintenance tunnels, which are equipped with sophisticated and deadly laser traps that the PCs must navigate before they can progress.

The PCs' next step is to quickly hack the maintenance-drone system. When the PCs use the system, it leads them to a nearby maintenance drone in the lowest levels of the Lorespire that happens to be running maintenance in the midst of a live-fire

exercise in a Starfinder training simulator. If the agents relay any messages outside the training room, Datch could be alerted to intruders, so the PCs must somehow avoid detection.

When the PCs emerge from the training simulator, they navigate the final tunnels and arrive at the secondary server room. After talking their way past Guidance, the PCs can insert Celita's datapad. The virus wipe does no go smoothly, however, forcing the PCs to battle corrupted holographic manifestations of past First Seekers, culminating in a climactic showdown with a digital manifestation of Datch. By defeating the manifestation of the corrupted data, the PCs purge the virus from the Lorespire's servers, ending its digital espionage against the Society.

GETTING STARTED

As the scenario begins, inform the PCs that the Society has dispatched them to a nameless and uninhabited shepherd moon orbiting Liavara in the Pact Worlds. So far, the PCs haven't received any instructions, apart from being told that they are in charge of important geological work and would receive further directions upon arrival. A chartered transport vessel takes the PCs out to the moon. A curmudgeonly vesk named Thresker (who also doesn't know anything about the mission) pilots the vessel.

Read or paraphrase the following to get the adventure underway.

From a craggy, nameless moon in Liavara's orbit, space stretches infinitely outward. The ship kicks dust into the thin atmosphere as it lands under the guidance of its pilot, Thresker. Outside rests a pile of metal poles, clips, wires, and geological equipment in front of a small, shabby tent.

As if on cue, an icy wind cuts across the barren landscape, wresting a large booklet of papers out from under a tumbled mess of wires. Thresker watches it flutter away on the lunar wind before turning to speak.

"I imagine those were the instructions you need to collect."

Thresker reenters the shuttle and takes off without any other conversation, leaving the PCs to their mission. Although the PCs don't know it yet, Celita and First Seeker Luwazi Elsebo will arrive in a just a few minutes to deliver the real mission to the PCs. In the meantime, the PCs can examine the geological equipment for clues, perhaps even setting it up to take samples. The machinery is quite complex, typically requiring a large team and many hours to build. To successfully set up the equipment before Celita and Luwazi arrive, a PC must succeed at a DC 32 Physical Science check (DC 34 in Subtier 11–12). On a success, the PC pieces together the equipment in record time, earning nods of approval from Celita and Luwazi once they arrive. If the PC fails the check, they instead snap one of the surveying poles and finds themself knee-deep in wires when the shuttle lands, earning disapproving headshakes for rushing the process instead.

After the PCs have been on the surface for a few minutes, Celita and Luwazi arrive. Read or paraphrase the following.

The distinctive humming of an approaching spacecraft echoes louder and louder across the emptiness of the rocky, barren moon. The craft lands nearby with an aggressive thud. Suddenly, the shuttle doors glide open to reveal First Seeker Luwazi Elsebo, who surveys the scene with a discerning gaze. She gives an approving nod, and then Celita, faction leader of the Dataphiles, emerges from the vessel.

LUWAZI ELSEBO

"Greetings, Starfinders," Celita begins as she hastily descends, "First Seeker Elsebo and I have selected you for a delicate and dangerous mission. You may well be wondering why we have transported you here on an odd, and luckily false, mission. The answer is that secrecy is of utmost importance to your true mission, and this is one of the few safe places for us to speak.

"The very core of the Lorespire Complex has been compromised. Someone has hacked into Guidance, gaining surveillance throughout the building and spying our every move. After a great deal of research and observation, I have learned enough about this system-wide infection to formulate an antivirus."

Celita pauses, giving Luwazi time to interject, "Celita has put together a datapad that contains a sophisticated virus purge for the infected systems. Unfortunately, the only way to administer the purge is to attach the datapad directly to Guidance's servers.

CELITA

"Since the security systems are compromised, we can't just walk into the server rooms without alerting whoever hacked the system. So, we need you to break into the Lorespire Complex using rarely used maintenance tunnels, allowing you to reach to the server rooms undetected. Almost certainly you will be met with resistance by our infiltrator. To minimize their knowledge of your mission, and thus contribute to its success, it's vital that you maintain secrecy. You may have to confront other Starfinders who know nothing of your mission. Avoid lethal force at all costs, and tell no one of your mission, even other Starfinders. If messages of your whereabouts enter our communication systems, Guidance, and thus the infiltrator, could learn of your mission."

Celita interjects, "We have delayed you long enough. Take this datapad and return to Absalom Station. If you need supplies, get them from locations away from the Lorespire Complex. Then, make your way with all haste to the tunnels. The safety of the Starfinder Society depends upon you."

Celita hands the PCs the datapad and a physical map indicating the entrance to the tunnels and several additional paths for the PCs to follow. If the PCs have questions, Celita and Luwazi Elsebo stay long enough to answer them. Otherwise, they board their shuttle and quickly depart to avoid suspicion back at the Lorespire Complex. Celita and Luwazi towed an unmarked, shuttle behind their ship for the PCs to use to return to Absalom Station, allowing them to enter without alerting the Starfinder Society. Some example questions include the following.

Do you have any details about the tunnel system we will take through the Lorespire? (Luwazi) "The tunnels beneath the complex are ancient and mazelike, but we have acquired some physical blueprints thanks to Forum member Royo's meticulous research; he has quite the knack for finding physical schematics. According to these blueprints, Waste Chute II, a unused pneumatic tube for waste disposal, can transport you into the waste storage and recycling rooms. From there, you need to access Waste Chute IV, which passes the Perplexity training grounds and leads up into the cells of the Adamantine Prison—a holding site in the Lorespire Complex. Once there, you'll need to find your way into the maintenance tunnels beneath the cells and access a maintenance-drone station. The tunnels connecting the maintenance stations should come out close to a secondary server linked directly to Guidance. Find Guidance's hologram terminal on the server, and attach the datapad into it."

**How do you know someone is hacking the Lorespire's computer systems? (Celita)** "Following the theft of relics some time ago, I sensed that our system didn't seem quite right. When I dug deeper, I found a massive, albeit well-hidden, security breach.. I continued my investigation until I traced it all the way through the system and back to its source in Guidance."

How was someone able to infiltrate so deeply into the Lorespire Complex? (Luwazi) "I am afraid I 'don't know. Given the reports I've received from agents over the past half year, I have some strong suspicions. However, I don't want to say anything until we're completely sure of the culprit. Hopefully there will be some data leftover from Celita's purge routine that can point us in the right direction."

Boons: Have the PCs finalize their boon slots for the session after completing their briefing with Celita and Luwazi Elsebo. This scenario is of high importance to the both the Dataphiles and Second Seekers factions, so encourage the players to slot their faction boons.

ENTERING THE TUNNELS

After the PCs return to Absalom Station—a journey that takes 1d6 days in their shuttle—they can stock up on any supplies they might need, although they should be mindful to stay away from the Lorespire Complex. Once ready, the PCs can follow their blueprint map, which leads to a sewer-access panel in a back alley of Absalom Station in a back alley of Absalom Station roughly 30 minutes away from the Lorespire Complex. A ladder leads down over 50 feet into maintenance tunnels, which wind deeper and deeper beneath the station, becoming difficult to navigate without the aid of Royo's physical maps. After roughly 20 minutes of walking, the PCs reach the pneumatic tube they are looking for. Marked "Waste Chute II," this tube has obviously not seen use in decades, and the hatch
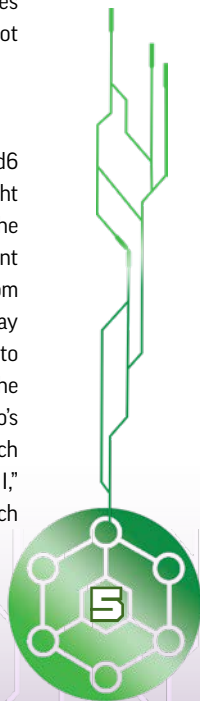
leading into the tube is rusted shut (hardness 10, HP 50, break DC 22, Engineering DC 24 to disable [+3 to the DCs in Subtier 11–12]). The tube is big enough to fit Large creatures and quickly whisks creatures that enter the away to area **A**.

A. WASTE PROCESSING CENTER

Waste materials in the Lorespire Complex move through disposal chutes and pneumatic tubes to this area. This room is the first step of a multistage recycling process, put into place many years ago by the more business-minded members of the Society to help offset the administrative costs of running the Lorespire Complex. In this area, specialized equipment extracts technological devices and rare components from the waste, atomizing these into their component UPBs to later sale. All other waste then continues to the next stage of the recycling process.

A1. Waste Chute II (CR 13 or CR 15)

The putrescent smell of garbage fills the air of this large room despite countless filtration systems. Four large chutes hang from the ceiling, each sealed shut with a metallic hatch. Beneath each of the four chutes stand enormous mounds of garbage, each dozens of feet high. The piles gradually descend, creating a small valley in the center of the room between the trash mounds. The only source of light in this vast room is a large crucible to the west, filled with molten plasma that illuminates the room with red light.

After entering the pneumatic tube from the maintenance tunnel, the PCs find themselves dropped from the ceiling some 50 feet up to the top of the northeastern garbage pile in area **A1** (a 20-foot fall to the garbage pile). According to their maps, this area should be a short stop. The PCs need to access the computer panel on the southern wall (marked with an X on the map) to manually open Waste Chute IV. This causes a stepladder to descend from the chute in the southwestern garbage pile, allowing the PCs to enter the tubes and find their way to their next objective.

Four mounds of trash rest beneath each of the chutes. Each mound is 30 feet high at its peak. The ceiling of the room is 50 feet high, meaning PCs standing atop the peaks of the mounds are 20 feet below the ceiling and 10 feet below the magnet (see Hazard below). The trash mounds are difficult terrain. Only a thin layer of trash covers the ground outside of the mounds, so these regions are normal terrain. Creatures with a burrow speed can easily tunnel through the trash mounds.

Hazard: A metal cable descends 10 feet from the ceiling, suspending a 10-foot-wide circular polymer magnet (similar to the electromagnets commonly seen in junkyards) above the garbage. Unlike a typical magnet, this device is both technologically and magically attuned to also attract valuable polymers and materials, including UPBs. The magnet moves on a circular track, picking up valuable waste from around the room.

It takes the magnet 5 rounds to complete a circuit around the room. It starts at magnet location 1 (marked on the map), and on initiative count 10 every round, it moves to the next-highest magnet location (until it reaches location 5, at which point it moves to location 1 the next round). Each time it moves to a new location, the magnet creates a pulse that attracts valuable materials within 40 feet (measured from the center of the magnet). Because it is tuned to a variety of metals, polymers, and carbon materials, of the magnet can pull most armor that the PCs might be wearing or equipment they might be holding.

When a magnet pull occurs, all creatures within 40 feet of the center of the magnet must succeed at a DC 29 Athletics check (DC 32 in Subtier 11–12) or their weapon is pulled from their grasp and up onto the magnet overhead. If they fail by 5 or more, the PC is also pulled onto the magnet. Creatures wearing no armor are immune to being pulled onto the magnet, while creatures wearing heavy armor or powered armor receive a –2 penalty to their check. Creatures with mainly organic weapons or armor might receive a +4 bonus to their check (or be immune entirely) at the GM's discretion. Creatures and objects that are pulled up are stuck to the magnet until it reaches magnet position 5, where it drops all items into the crucible in area **A2**. As a standard action, a PC can attempt a DC 29 Athletics check (DC 30 in Subtier 11–12) to wrest an item or themselves away from the magnet, dropping to the floor below. If an item would fall into the crucible, a PC adjacent to the crucible can attempt a DC 25 Reflex save to catch an item before it falls into the fires.

Computer: A computer terminal resides at the area marked with an X on the map. The terminal takes 1 minute to fully boot up, but a PC who succeeds at a DC 34 Computers check (DC 38 in Subtier 11–12) can force a quick boot. A quick boot doesn't allow the PCs to access the entrance to Waste Chute IV, but it does allow the operator to try to control the magnet. A PC who succeeds at a DC 33 Computers check can disable the magnet's power for 1 round, causing any held objects to drop. Alternatively, a PC who succeeds at a DC 28 Computers check can reverse the direction of the magnet, causing it to follow its programmed route in reverse.

Once properly booted (1 minute after its initial activation), the computer can deploy a ladder to Waste Chute IV, allowing the PCs to continue on their journey.

Creatures: Since these trash chutes connect to many places throughout the Lorespire Complex, Datch has used this room to allow her agents to travel through the building undetected several times (such as the agents she hired in *Starfinder Society Scenario #2–12: Colossus Heist*). Knowing this vulnerability, Datch left behind several servants to keep this room safe from other intruders. These hideous creatures are known as ratspawn of Lao Shu Po. According to legend, long ago Lao Shu Po was simply a rat, skulking in the shadows. However, after gnawing on the corpse of a dead god, she absorbed some of the deity's divine power and became a goddess herself. On occasion, Lao Shu Po bestows her favor on ordinary rats, granting them the ability to grow in power with each corpse they feast upon. In time, these rats grow to enormous size and

A. WASTE PROCESSING CENTER

1 SQUARE = 5 FEET
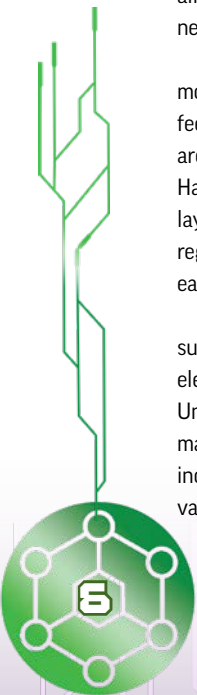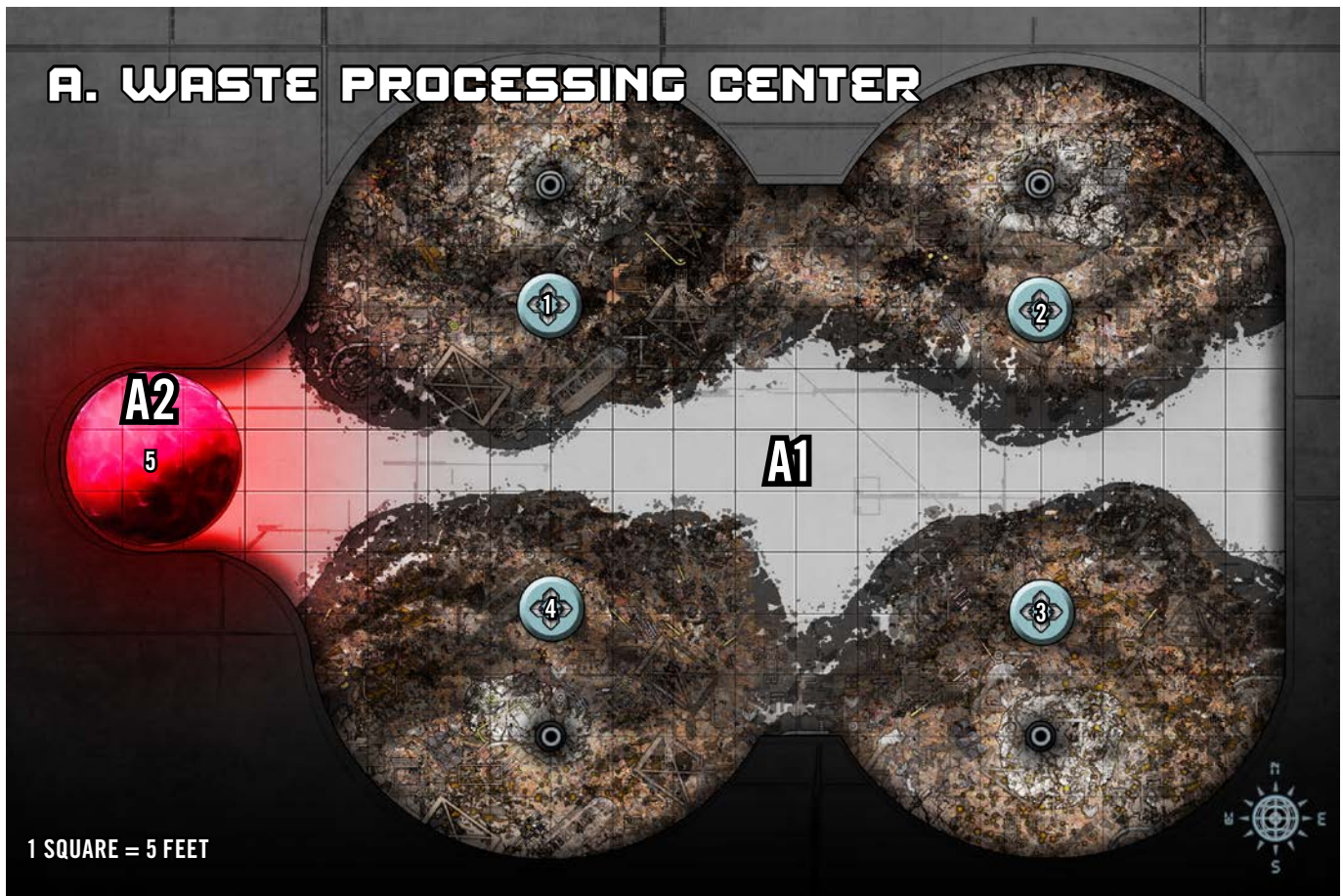
become ratspawn of Lao Shu Po, horrendously oversized rats that mockingly stand upright like a humanoid. Cultists and assassins of Lao Shu Po often keep these creatures as guardians or pets, using them for their potent poison-cultivating abilities.

In Subtier 9–10, Datch has left two ratspawn of Lao Shu Po to guard this room along the western mounds. In Subtier 11–12, there are four ratspawn, each located in one of the room's corners.

SUBTIER 9–10 (CR 13)

RATSPAWN OF LAO SHU PO (2)	CR 10

NE Medium magical beast
Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +3
DEFENSE   **HP** 165 EACH **RP** 5 EACH
EAC 23; **KAC** 25
Fort +14; **Ref** +14; **Will** +9
Immunities poison
OFFENSE
Speed 30 ft., burrow 30 ft.
Melee bite +23 (2d10+15 P plus grab)
Ranged poison spit +20 (3d6+9 A [see text])
Offensive Abilities gnaw, poison spit, poison synthesis
TACTICS
Before Combat The ratspawn burrow beneath the garbage, moving into a flanking position on either side of the PCs.
During Combat The ratspawn burst through the garbage and attack, using their gnaw and poison spit abilities. After being reduced to half their Hit Points, they burrow beneath the garbage, use their corpse growth ability, and reemerge to attack again the following round.
Morale If reduced to 20 HP or fewer, the ratspawn burrow beneath the garbage to hide, giving up on the fight.
STATISTICS
Str +5; **Dex** +8; **Con** +3; **Int** −2; **Wis** +2; **Cha** +0
Skills Acrobatics +19, Athletics +19, Stealth +24
Languages Common, Ysoki
Other Abilities corpse growth
SPECIAL ABILITIES
Corpse Eater (Su) Like Grandmother Rat, ratspawn of Lao Shu Po gain strength from feasting on corpses. As a full action, a ratspawn can devour a Medium or smaller corpse. This grants the ratspawn 1 Resolve Point, up to a maximum of 10 Resolve Points. After 24 hours, the ratspawn loses any Resolve Points that it has accumulated beyond 5.
Corpse Growth (Su) Once per day as a full action, a ratspawn can spend 1 or more Resolve Points to restructure its body and increase its size. The ratspawn is healed 3d8 HP per Resolve Point spent, up to a maximum of 12d8 HP. Additionally, the ratspawn's size increases to Huge, its reach increases to 15 feet, and it gains a +2 bonus to attack and damage rolls; these bonuses last for 24 hours, after which the ratspawn reverts back to normal size.

SCALING ENCOUNTER A1

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

Subtier 9–10: Reduce the DC to resist the magnet by 4. Reduce each ratspawn's Hit Points by 20, EAC by 1, and KAC by 1.

Subtier 11–12: Reduce the DC to resist the magnet by 4. Remove one ratspawn of Lao Shu Po.

Gnaw (Su) If a ratspawn begins its turn grappling a creature that is Large or smaller, it can attempt a grapple combat maneuver as a standard action. On a success, it gnaws into the target, dealing 2d10+15 piercing damage plus 1d2 Constitution damage. The ratspawn gains 1 Resolve Point if it succeeds at this attack, up to a maximum of 10 Resolve Points.

Poison Spit (Su) As a ranged attack, a ratspawn can emit a glob of acidic spittle that targets EAC against a target within 60 feet. As part of this action, it can spend 1 Resolve Point to mix a dose of its synthesized poison into its spittle, exposing the target to the poison on a successful attack. Synthesized poison used in this manner functions as a contact poison, regardless of its original type.

Poison Synthesis (Su) Once per day, a ratspawn of Lao Shu Po that has access to garbage, chemicals, or other toxic waste can spend 1 hour consuming these hazardous materials. It can then synthesize them into a deadly poison within its body, choosing a poison with a level equal to or less than the ratspawn's CR. These ratspawn have synthesized the ungol dust poison (*Starfinder Core Rulebook* 419).

SUBTIER 11–12 (CR 15)

RATSPAWN OF LAO SHU PO (4)   **CR 10**
HP 165 each, **RP** 5 each (page 7)
TACTICS

Use the tactics from Subtier 9–10.

Development: Once the PCs defeat the ratspawn, they can use the computer to lower the ladder to Waste Chute IV and continue deeper into the Lorespire Complex, entering a series of tunnels leading under the campus.

Treasure: It often takes many passes before the magnet picks up deeply buried items. PCs who spend time sifting through the trash can discover many discarded valuables, including an ultracold hailcannon[AR], a ferromagnetic storm hammer[AR], three *mk 3 serums of healing*, a credstick containing 5,000 credits, and dozens of waste canisters containing a total of 8,000 salvageable UPBs. In Subtier 11–12, the PCs also discover a *standard graviton crystal* and 16,000 additional UPBs.

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

Subtier 9–10: Reduce each PC's credits earned by 2,886.
Out of Subtier: Reduce each PC's credits earned by 4,323.
Subtier 11–12: Reduce each PC's credits earned by 5,760.

A2. ATOMIZER CRUCIBLE

The crucible is an enormous bowl, 30 feet wide and 30 feet deep, that seems to be filled with roiling red plasma. In actuality, the liquid inside the crucible is a nano-acid programmed to break down materials into their constituent base elements while leaving UPBs intact. Creatures or objects in the crucible take 12d12 acid and fire damage per round (or 14d12 acid and fire damage in Subtier 11–12). Eventually, all items dropped into the crucible disintegrate into UPBs or waste materials, which filter out the bottom.

UKO'S SANCTUM

The Waste Chute IV tubes carry the PCs beneath a section of the Lorespire Complex known as the Adamantine Prison. This heavily guarded prison houses many dangerous enemies of the Starfinder Society as well as individuals with information too valuable to be kept unguarded. A PC who succeeds at a DC 28 Culture check knows that the Adamantine Prison is guarded by the most veteran Starfinder agents, and that few outside the prison know of its purpose. While the central cells contain heavy protection, the outer cells of the Adamantine Prison have significantly less security. These cells house guests who require a private and secure location to lay low or hide from enemies. The Starfinder Society sometimes offers this service to special allies in dire need of remaining hidden from the rest of the galaxy.

According to Royo's schematics and maps, the outer cells of the Adamantine Prison are located near the maintenance tunnels of the Lorespire Complex, which is where the PCs need to head next.

AN ENLIGHTENING INTRODUCTION

The pneumatic tube ends in a steel waste hatch. Once the PCs open the hatch, they emerge in the corner of a richly appointed room, clearly designed for comfort, not confinement. Read or paraphrase the following.

This large room is filled with impressive tapestries and fine wooden furniture. A warm fire dances in the opposite corner of the room, filling the area with warm light. A doorway on the wall to the right leads farther into the suite. In the center of the room, a crystalline bowl filled with water is suspended in midair like a mirror. Woven mats and silken cushions litter the floor.

The outer walls of the room are lined with glowing panels in varying shapes, sizes, and patterns. At a glance, they appear somehow both random and yet somehow interconnected.
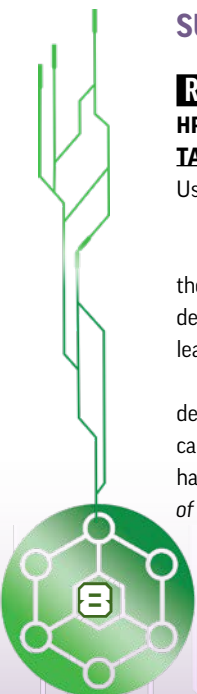
Creature: This room is the suite of an inquisitive philosopher worm (*Starfinder Alien Archive 3* 78) named Uko. Often plagued by sycophantic trox and shirren followers, it has come to the Adamantine Prison so that it can contemplate in peace. Uko casts *divination* each morning as part of its daily preparations, and it has learned that the PCs would arrive in its cell today. Shortly after the PCs enter the area, read or paraphrase the following.

A large wormlike creature lies curled up near the fire on the opposite end of the room. After surveying the room, it uses telepathy to speak. "I see you have finally arrived. Precious hours of research have been wasted preparing for and awaiting uninvited guests. Your intrusion requires a rather good explanation. I am concerned that you have nothing to contribute to my research, in which case I will be forced to alert the guards to your undesirable presence."

When the PCs first arrive, Uko is annoyed. It has been waiting for the PCs to show up all day and is upset by this unnecessary distraction. The worm has a naturally inquisitive mind, however, and beneath the annoyance is a level of curiosity. The worm is prepared to call the guards, but if the PCs have enough interesting topics to discuss, Uko is happy to delay. Uko is particularly leery of shirren or trox PCs, especially those who show deference. Until the PCs convince the worm that they are not among its sycophantic followers, shirren and trox PCs take a –2 penalty to skill checks to interact with Uko.

Ultimately, to placate the worm, the PCs must succeed a series of skill checks as described in the A Skillful Display section below. In the meantime, however, the Uko is willing to answer some questions, though the worm always answers questions with one of their own.

Who are you? "I am Uko, a philosopher worm of the Forever Queen from Nchak, one of Liavara's more populated moons. I believe you just came from Liavara's reach?"

What is a philosopher worm? "Philosopher worms are children of the Forever Queen, the mortal manifestations of great Hylax created by her hand. We are made to contemplate the universe and the physical and theoretical manifestations therein–the very fabric of reality, if you will. We advise the policies of her realm. Why do you wish to know?"

Why are you in the Adamantine Prison? "Not all inhabitants of the prison are here for crimes. Some of us reside here by choice. The solitude of such a location, paired with some of the best security in the Pact Worlds, is difficult to turn down. I have come here seeking isolation, free of my burdensome followers, that I might expand my mind to its fullest potential. Why do you venture here?"

What are you doing? "I am thinking. I am learning. I am exploring. I am making sense of the chaos of the universe. Ultimately, I hope to use my observations on the waves of reality in order to decipher a portion of the meaning of life. Accomplishing even a small portion of my goal will help me gain the favor of the Forever Queen. What life goals do you possess?"

What is the pool in the center of the room? "How can I learn if I cannot see? I use it to view the places I cannot be and to learn of past, present, and future. For you, it is little more than a floating bowl filled with water. Do you not have treasured relics?"

Why are there markings along the walls/What do they mean? "Those markings are the summation of my life's work. They are my interpretations of the meaning of life, gleaned from what little of it I have experienced thus far, though far from ready to be shared with outsiders. Do you not possess a great life's work?"

How can we contribute to your research? "My senses go far beyond your own sensory organs. I can feel the very waves of reality. My research concerns the Pact Worlds, of which you are part, so if you are skillful enough, your reality waves should prove interesting. You may examine my works on the walls of the room, if you are interested. Do you believe you can glimpse the truth of the universe?"
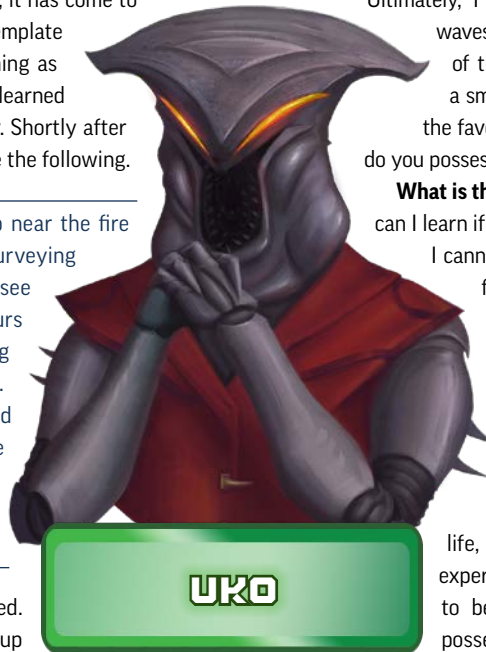
A SKILLFUL DISPLAY

After answering their basic questions, Uko becomes impatient with conversation and threatens to call the Starfinder guards. At this point, the PCs can placate the worm only by engaging with Uko's research. If the PCs examine the walls of the room, they discover that Uko's research covers myriad topics. The worm constantly examines both academic theories and the reality waves given off by physical actions in the hopes that it can better predict the future of the Pact Worlds. For this reason, nearly any display of skill is impressive to Uko if done correctly.

After examining the work Uko has done so far, the PCs can keep the worm interested by demonstrating their skill. The PCs have two options. They can contribute directly to Uko's research by succeeding at a DC 29 Culture, Engineering, Life Science, Medicine, Mysticism, or Physical Science check (DC 32 in Subtier 11–12), providing some morsel of information to Uko's grand theory. Alternatively, the PCs can offer to help Uko study unusual reality waves, rarely emitted by creatures in the Pact Worlds. Studying these waves allows Uko to better recognize them and incorporate them into its evolving theory. A PC who uses this strategy can attempt a DC 27 skill check (DC 30 in Subtier 11–12). They can use any skill, as even purely physical actions give off reality waves.

UKO
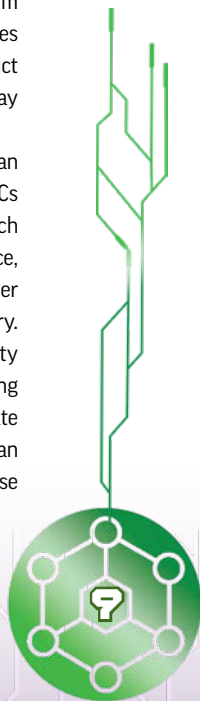
SCALING UKO'S SANCTUM

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

Both Subtiers: Reduce all DCs by 2.

SCALING DATCH'S TRAP

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

Both Subtiers: Reduce the trap DCs by 2 and the damage by 2d12.

Uko is interested in a single contribution from each PC. To perform the skill challenge, go around the table and ask each PC to choose what skill check they would like to attempt, providing a brief explanation of what they are demonstrating and how it helps Uko's theory. PCs cannot take 10 on this check. At your discretion, PCs with particularly creative demonstrations gain a +2 bonus to their check. With each success, Uko quivers with excitement at new theories to examine. With each failure, Uko grows bored and impatient with the PCs.

Development: Uko's overall reaction depends on how many PCs succeed at their checks, as shown below.

Fewer than Half the PCs Succeed: Uko grows disgusted with the PCs for wasting its time. The philosopher worm wears a small bracelet around its right claw, which contains a button to alert security. It orders the PCs to leaves its quarters immediately and if they refuse, it presses the button. This raises the alarm (see the Raising the Alarm sidebar on page 11) and brings a guard patrol to Uko's cell in 1d4 minutes. If physically threatened, Uko attempts to retreat out of the cell.

At Least Half the PCs Succeed: If at least half the PCs succeed their checks, Uko is excited by the possibilities that they propose. It admits that while it prefers isolation, conversation with the PCs has proved a fruitful endeavor. It allows the PCs to pass through its quarters and gifts them with a magic item called a *sophic filter* (*Alien Archive 3* 79).

One or No PCs Fail: As long as only one of the PCs fails at their checks, Uko is overwhelmed with excitement. It offers the same rewards as in the entry above and also informs the PCs that they are fascinating subjects. Uko offers to use its crystalline pool to peer into their future probabilities, providing a brief glimpse of what the near future holds for each PC. If they agree, Uko asks them to gaze into the pool. PCs who do are overcome with an avalanche of probabilities. Although specific details are hard to pick from the jumble of possible futures, the PCs become aware that the ysoki Datch (whom some PCs and players might be familiar with from previous scenarios) was the culprit who infected Guidance with a virus. Moreover, the probabilities reveal that Datch has left behind further countermeasures to oppose infiltrators. Have each PC roll a d20 and record the result; at any time during the remainder of the scenario, that PC can substitute this d20 roll for a d20 roll made by the PC or an attack roll made by an enemy in combat with the PC.

Treasure: Uko lives an ascetic lifestyle and has little of value in his abode. However, if at least half the PCs succeed their checks, Uko spends the next several weeks thinking about their theories. In appreciation of their knowledge, Uko carves a crystal sculpture of each PC and delivers it to them a few weeks later. The sculptures can be sold for tens of thousands of credits.

Rewards: If the PCs fail to impress Uko, reduce each PC's credits earned by the following amount.

Subtier 9–10: Reduce each PC's credits earned by 2,574.
Out of Subtier: Reduce each PC's credits earned by 3,837.
Subtier 11–12: Reduce each PC's credits earned by 5,100.

MAINTENANCE TUNNELS

Stepping out of Uko's sanctum, the PCs enter a hallway connecting to the rest of the Adamantine Prison. Just across the hallway is a stairwell leading down to the maintenance tunnels marked on Royo's notes. These hallways are all 10 feet wide and composed of black adamantine alloys, giving the halls a dark and brooding feel. Maintenance junctions are spaced roughly every 200 feet, with multiple tunnels branching off each junction. The hallways between junctions each have a heavy metal door at either end, but are otherwise identical, giving the entire tunnel system a mazelike feel. Fortunately, the PCs have a map to navigate these tunnels.

DATCH'S TRAP (CR 11 OR 13)

After roughly 15 minutes of walking, the PCs find a maintenance-drone terminal marked on their map. The hallway runs west to east, with the PCs entering the hallway through the west door. Like all the other hallways, this hallway is 10 feet wide and 200 feet long and has a door at either end.

Because the maintenance-drone terminals are vital to the prison infrastructure and would allow easy access to other parts of the Lorespire Complex, they feature heavy security systems. Starfinder technicians equipped with special security keys can safely access the terminals, but interlopers are targeted with lethal force. Normally, warnings would sound before anyone entered the restricted area, but Datch rewired the security system in front of this terminal to remove these warnings and replaced them with her own recording. When the PCs reach the center of the hallway, a prerecorded hologram appears before them, followed by the activation of a deadly laser trap (see page 11).
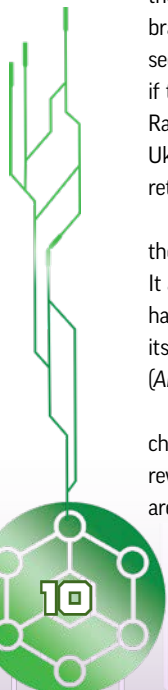
A holographic video of a ysoki appears in the middle of the hallway. The ysoki has stark-white fur, wears a gray business suit, and speaks with a mischievous grin while audibly snacking on a similarly holographic apple.

"Whoa, slow down there, pals! Breathe, just breathe. I'm willing to bet that you are a pesky group of Starfinders, poking around where you don't belong. I'm Datch, by the way. We might have met before. If you've run into any of my little tricks in the past, congratulations on surviving! Unfortunately, this is the end of the road for you. This next little trap is a doozy. Good luck and don't lose your head—or any other body parts!"

Trap: When sensors detect movement halfway through the hallway (100 feet from either door), 10 laser apertures open in the ceiling, spaced 20 feet apart down the length of the hallway, on the trap's initiative count. The apertures manifest the laser wall as it moves down the hallway. In Subtier 9–10, an aperture has EAC 23, KAC 27, Fort +14, Ref +11, hardness 5, and 36 HP. In Subtier 11–12, an aperture has EAC 26, KAC 30, Fort +16, Ref +13, hardness 5, and 44 HP. Each aperture that is disabled or destroyed creates gaps in the laser wall, lowering the DC of the Reflex save or Acrobatics check to dodge through the wall by 2.

PCs can defeat the trap by disabling its apertures or forcing open a door to leave the hallway. Alternatively, spells such as *dimension door* could potentially allow the PCs to escape the hallway relatively unscathed. When creating the trap, Datch was forced to disconnect the local security system from Guidance, meaning triggering this trap does not raise an alarm.

SUBTIER 9–10 (CR 11)

LASER HALLWAY　　　　　　CR 11

Type technological; **Perception** DC 33;
　　Disable Engineering DC 28 (disable one
　　aperture) or DC 33 (open door)
Trigger location; **Init** +17; **Duration** 10
　　rounds; **Reset** 1 minute
Effect laser wall +24 melee (6d12 F;
　　critical severe wound); multiple targets
　　(all targets in hallway). Each round
　　on the trap's initiative, a wall of randomly
　　arranged vertical and horizontal lasers
　　forms at the east end of the hallway
　　and rapidly travels to the west end,
　　slicing apart anything in its path.
　　A PC who succeeds at a
　　DC 20 Reflex save can
　　safely dodge through

gaps in the laser wall. On a failure, the PC is subjected to one laser wall attack. On a failure by 10 or more, the PC is subjected to two laser wall attacks. A PC can ready a move action to attempt to dodge the lasers when the wall moves. In this case, they can attempt a DC 20 Acrobatics check instead of a Reflex save to avoid the lasers.

SUBTIER 11–12 (CR 13)

LASER HALLWAY　　　　　　CR 13

Type technological; **Perception** DC 36;
　　Disable Engineering DC 31 (disable one
　　aperture) or DC 36 (open door)
Trigger location; **Init** +20; **Duration** 10
　　rounds; **Reset** 1 minute
Effect laser wall +28 melee (7d12 F;
　　critical severe wound); multiple
　　targets (all targets in hallway).
　　Otherwise as Subtier 9–10, except that
　　the DC is 21.

DATCH

OPTIONAL ENCOUNTER

Datch's Trap is optional. If less than half the scenario's time allotted remains, then Datch hasn't trapped the specific path the PCs take. In either case, continue as detailed in the encounter's Development below.

Development: Behind the eastern door, the hallway dead-ends in a circular room with a small terminal at in its center. When they access the terminal, the PCs see an inventory of active maintenance drones in nearby areas of the Lorespire Complex. To allow technicians to repair drones stuck in difficult to reach locations, the terminal connects to a series of rapid-transit corridors. When a drone signals for assistance, doorways in these corridors open and close to guide technicians to the drone by the most efficient route. At this point, all the PCs need to do to is select the drone closest to their goal and activate its call for assistance.

Treasure: During her infiltration of the Lorespire Complex, Datch managed to pilfer a wide variety of useful items from the building. She has temporarily stashed these items in hidden caches throughout the building and intends to return for them later. One such stash lies behind the east door panel, which Datch removed to hack the security system here. Inside a small technician's pouch is a datapad containing an account with 7,000 credits (or 26,000 credits in Subtier 11–12) and a tier 6 software imp^{AR}.

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

Subtier 9–10: Reduce each PC's credits earned by 1,584.

Out of Subtier: Reduce each PC's credits earned by 3,168.

Subtier 11–12: Reduce each PC's credits earned by 4,752.

B. WORLD ON FIRE (CR 13 OR 15)

After accessing the maintenance-drone system, the PCs travel to the location of the nearest maintenance drone. Unfortunately for the PCs, It just so happens that the drone closest to their goal is inside a training room for used by elite Starfinder squads. It is currently making the final adjustments to dummy drone invaders, moments before a live-fire exercise is due to begin. Exiting from a self-sealing aperture, the PCs emerge inside of an old-looking, one-room log cabin. The cabin has no furniture and only one door on the southern wall. Two windows, one on the eastern wall and one on the western, look outside the cabin. A maintenance drone, shaped like a metal sphere with a dozen dangling arms, hovers in the center of the cabin when the PCs arrive. The drone is labeled D-588, and it cheerfully greets the PCs when they arrive. Seconds later, the sounds of combat erupt just outside the cabin. When the PCs look outside, read or paraphrase the following.

A mortar round crashes a mere foot away from the cabin wall, generating a vast booming sound. A forest burns to the south and east. A score of humanoids dressed in the motley gear commonly associated with raiders or pirates array themselves in a defensive circle around the cabin. With screeches and bellows, the raiders fire their weapons at unseen foes somewhere in the burning forest. Mortar fire continues to rain down around the cabin, and a burst of bullets emerges from the forest, striking a raider directly in the head. With a shower of sparks, the raider falls to the ground and its outward appearance suddenly fades to reveal a damaged combat drone beneath the holographic shell.

After looking outside, some PCs might be able to piece together that they are in a training simulation. A team of Starfinders are set up on the southeast edge of this training chamber (which ends at the southeast edge of the battle map), and the PCs must somehow get past them to escape the simulation hall. Complicating matters further, the Starfinder agents carry communications equipment (in case of accidents)—if the Starfinder agents determine something unusual happening in the training simulation, they could signal for assistance, which would immediately alert Guidance to the PCs' unauthorized presence. This leaves the PCs with three choices: they can play along with the simulation until the exercise is finished, nonlethally incapacitate the enemy Starfinders before they can radio for help, or hide. These options are detailed below.

Blending In: The PCs can try to blend in with the battle. Unless they make themselves an obvious target, assume that each PC has a 1 in 6 of being shot at by one of the approaching Starfinders each round. When shot (after the agent succeeds at their attack roll), the targeted PC can attempt a DC 24 Bluff check (DC 27 in Subtier 11–12) to "die" in a realistic way. On a success, that PC is subsequently ignored by the Starfinders for the rest of the training exercise. On a failure of 5 or less, the Starfinders shoot the PC an additional time to make sure they are dead. If the PCs fail by more than 5, the enemy Starfinders see through the ruse.

If all the PCs successfully fake getting killed, the Starfinder agents ruthlessly clear the battlefield, celebrate their victory with enthusiastic cries, and then leave the training room. After this, the PCs can safely depart. Alternatively, the PCs can try to sneak by the Starfinders. The Starfinders in the area have poor coordination, so it might be possible to covertly take out one group near the edge of the map and skirt around the remaining agents.

Fighting Back: If they are discovered, the PCs might have to take out the opposing Starfinders before they can radio for help. Each Starfinder is equipped with a handheld transmitter and can use a standard action to radio for help. The Starfinder command is used to a certain of amount of panicked communications during live-fire exercises, however, so it takes a total of three communications before command flags the training simulation and deploys guards (see the Raising the Alarm sidebar on page 11). If the agents are aware that the PCs are intruders, typically one agent radios for help each round while the others provide covering fire. The agents' transmitters have a Hardness 4 and HP 8 and can be sundered.

B. WORLD ON FIRE

PCS START HERE
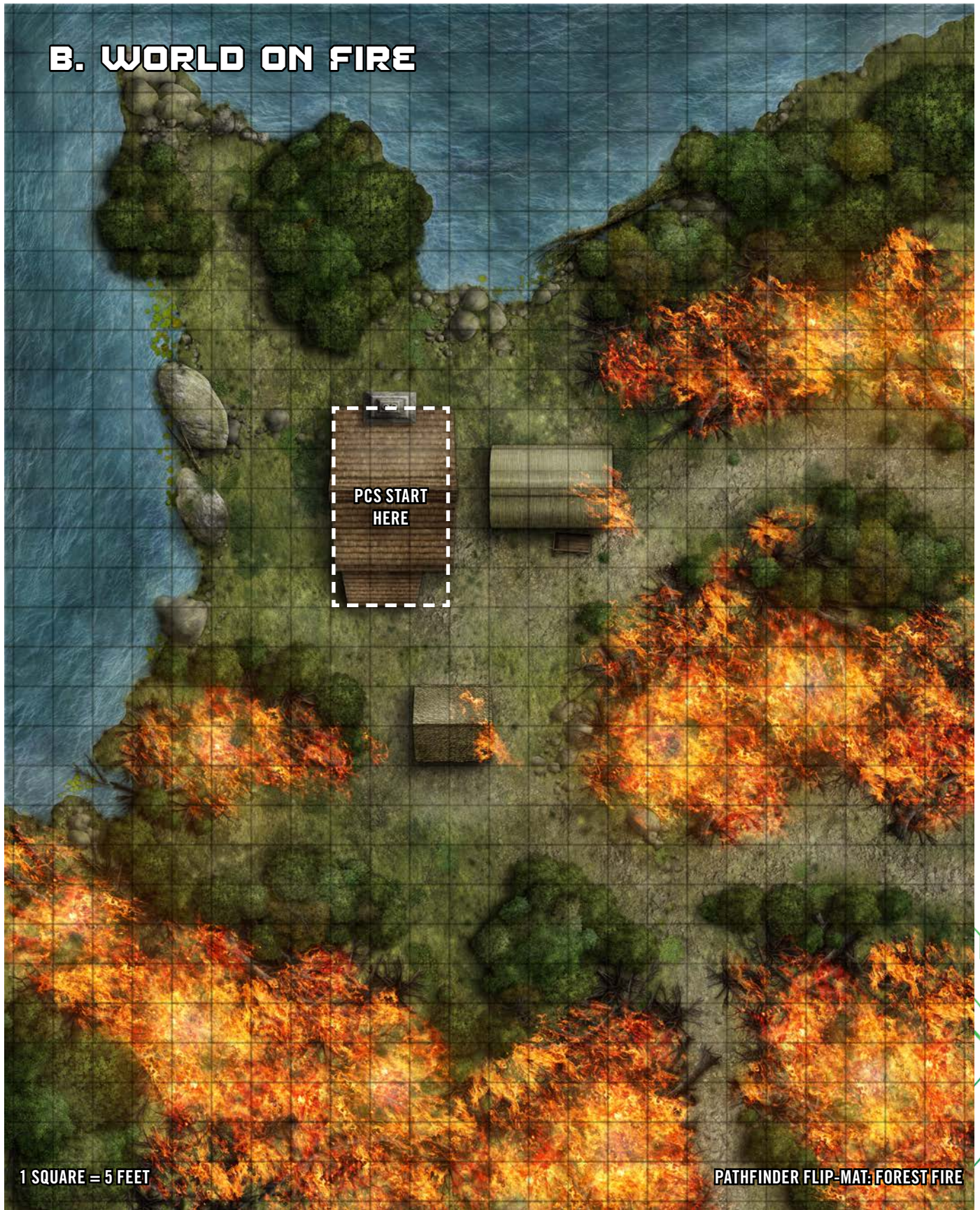
1 SQUARE = 5 FEET

PATHFINDER FLIP-MAT: FOREST FIRE

Hiding: The PCs might decide to hide and wait out the battle. The enemy Starfinders are actively searching for foes, so avoiding detection from all of them is challenging. However, a PC who succeeds at a DC 30 Stealth check (DC 34 in Subtier 11–12) conceals themself well enough to avoid detection for the duration of the combat.

Hazard: Although the mortar rounds exploding all over the battleground are entirely illusory, the forest fires are very real. Beneath the hologram, gouts of heat and fire shoot up through floor vents to create sweltering heat. Creatures moving through the burning terrain on the map take 6d6 fire damage once per movement (DC 20 Reflex half [DC 22 on Subtier 11–12]).

Creatures: If the PCs seem confused about the situation, D-588 is happy to fill them in on the details. The drone is programmed with a relentlessly cheerful personality and has a deep knowledge of technical repairs, but it is otherwise is very basic in its knowledge or its ability to interact with sapient creatures. It is programmed to remain inside the cabin, but shouts words of encouragement to the raider drones and the PCs through the cabin windows as they fight outside.

In addition to D-588, there are 19 combat drones (cloaked beneath holograms to appear like raiders) in a defensive formation around the cabin. Since the PCs are not part of the training exercise, the combat drones ignore them entirely in favor of attacking the invading Starfinder agents. The combat drones fire nonlethal rounds that leave splotches of colorful neon paint on their targets (a shameful mark among the competitive Starfinders). Over the next 5 rounds, the Starfinders in the area disable these drones. For the most part, the drones maintain their hologram disguises even after being shot, and they fall how a humanoid would.

Finally, on the southeast end of the map, a team of Starfinder agents has deployed to practice their assault maneuvers. The captain is a bubbly, energetic, blue-haired human named Sirah who appears to be enjoying the chaos around her. If the PCs try to approach the Starfinders for peaceful conversation, the Starfinders shoot at them, expecting them to be members of the holographic army.

SUBTIER 9–10 (CR 12)

STARFINDER AGENTS (4)   CR 7
Human soldiers
NG Medium humanoid (human)
Init +5; **Perception** +14
DEFENSE HP 105 EACH
EAC 19; **KAC** 22
Fort +9; **Ref** +7; **Will** +8
OFFENSE
Speed 25 ft.
Melee static shock truncheon +14 (1d12+2 E; critical arc 1d4)
Ranged hailstorm-class zero rifle +17 (2d8+5 C; critical staggered [DC 19])

Offensive Abilities fighting styles (sharpshoot), focus fire, gear boosts (flash freeze), sniper's aim
TACTICS
Before Combat The agents split into teams of two and work their way through the north and south forest paths toward the cabin.
During Combat The agents keep their distance and shoot at foes with their zero rifles. Their focus their fire on enemies encroaching their positions and move when necessary, hoping to keep ahead of enemies that are slowed by their flash freeze ability.
Morale The Starfinders retreat if reduced to half their maximum Hit Points or less.
STATISTICS
Str +2; **Dex** +5; **Con** +4; **Int** +0; **Wis** +1; **Cha** +0
Skills Athletics +14, Intimidate +19, Perception +14
Feats Mobility
Languages Common
Gear golemforged plating III, hailstorm-class zero rifle with 3 batteries (20 charges each), static shock truncheon

CAPTAIN SIRAH   CR 9
Female human soldier
NG Medium humanoid (human)
Init +5; **Perception** +17
DEFENSE   **HP** 145
EAC 22; **KAC** 25
Fort +11; **Ref** +11; **Will** +8
OFFENSE
Speed 35 ft.
Melee comet hammer +18 (4d6+6 B)
Ranged advanced X-gen gun +21 (2d12+9 P) or stickybomb grenade III +21 (explode [20 ft., entangled 2d4 rounds, DC 21])
Offensive Abilities debilitating attack (DC 18, 6 rounds), fighting styles (bombard, blitz), grenade expert (30 ft.), heavy fire (+6 damage)
TACTICS
During Combat Sirah moves down the center path through the forest. If enemies are clustered together, Sirah uses a stickybomb grenade to hold them in place before unleashing burst of automatic fire.
Morale The Starfinders retreat if reduced to half their maximum Hit Points or less.
STATISTICS
Str +6; **Dex** +4; **Con** +3; **Int** +0; **Wis** –1; **Cha** +2
Skills Athletics +17, Intimidate +22, Perception +17
Feats Suppressive Fire
Other Abilities invisibility detector (armor upgrade)
Languages Common
Gear pinion skyfire armor (*invisibility detector*), comet hammer with 2 batteries (20 charges each), advanced x-gen gun with 200 heavy rounds, stickybomb grenades III (2)

SUBTIER 11–12 (CR 14)

STARFINDER HEAVY AGENTS (4)   CR 9
Human soldiers
hp 145 each (use the statistics for Captain Sirah from Subtier 9–10)

TACTICS
Use the tactics for Captain Sirah in Subtier 9–10.

CAPTAIN SIRAH   CR 11
Female human operative
LN Medium humanoid (human)
Init +3; **Perception** +26

DEFENSE   **HP** 170
EAC 24; **KAC** 25
Fort +10; **Ref** +13; **Will** +14
Defensive Abilities evasion, uncanny agility

OFFENSE
Speed 50 ft.
Melee ultrathin dagger +19 (4d4+8 S)
Ranged LFD sonic pistol +21 (2d8+8 So; critical deafen) or series-42 plasma guide +21 (3d8+8 E & F; critical severe wound)
Offensive Abilities debilitating trick, trick attack +6d8, triple attack

TACTICS
Before Combat The captain hangs back, letting her heavy agents advance forward first.
During Combat The captain uses her mobility to run interference for her slower subordinates, closing with enemies and using her trick attack. If no enemies approach her allies, she hangs back and targets enemies with her sniper rifle.
Morale The Starfinders retreat if reduced to half their maximum Hit Points or less.

STATISTICS
Str +0; **Dex** +8; **Con** +0; **Int** +5; **Wis** +3; **Cha** +1
Skills Culture +30, Perception +26, Sense Motive +21, Stealth +21, Survival +30
Languages Common
Other Abilities operative exploits (deactivating shot [DC 20], ever vigilant), operative specialization (explorer)
Gear kasatha microcord IV, series-42 plasma guide^AR with 2 super-capacity batteries (80 charges each), LFD sonic pistol with 1 high-capacity battery (40 charges), ultrathin dagger

Infamy: Discourage PCs from using lethal force to disable to the agents. Any PC that kills a Starfinder agent receives an Infamy Point.

Treasure: Although the PCs could certainly incapacitate and loot the Starfinders, many groups might be loath to do so. In this case, if the PCs complete the mission without any Starfinder casualties, the Forum awards each PC with credits as thanks for saving Guidance without killing any Starfinders.

SCALING ENCOUNTER B

Make the following adjustments to accommodate a group of four PCs.
   Subtier 9–10: Reduce the skill DCs by 2, and remove one Starfinder agent.
   Subtier 11–12: Reduce the skill DCs by 2, and remove two Starfinder heavy agents.

Rewards: If the PCs do not defeat or elude the Starfinder agents in the simulation, reduce each PC's credits earned by the following amount.
   Subtier 9–10: Reduce each PC's credits earned by 2,880.
   Out of Subtier: Reduce each PC's credits earned by 4,290.
   Subtier 11–12: Reduce each PC's credits earned by 5,700.

C. PURGING GUIDANCE
Having escaped the training simulation, the PCs enter the lower hallways of the Lorespire Complex. After 15 minutes of navigating the hallways, they reach a pair of steel double doors leading into Guidance's secondary server hub. The ceiling in this area is 15 feet high.

C1. SERVER BANKS

Long rows of computer servers fill the east end of this large room. The plastic server banks each stand eight feet tall and are covered with blue lights, filling the dim room with a cerulean glow. The area is chilly and the gentle hum of circuitry fills the air. To the west, rows of server racks end before a large hologram terminal set into the floor, surrounded by rows of raised seating.

Recognizing the priceless value of the knowledge stored within Guidance, the Starfinder Society created several of these secondary server rooms throughout the Lorespire Complex. Between them, the secondary servers constantly back up all the information stored in the main Guidance servers, ensuring that any damage done to the main system can eventually be reversed in the case of a catastrophic event.

PCs who examine the technology of this room discover that the server banks are heavily firewalled and compartmentalized. Although they could upload the virus purge into one of these server banks, it would not be able to reach into the entire Guidance network. To accomplish this, they need to use the Guidance hologram terminal in area **C2**, which is linked to the entire network.

C. PURGING GUIDANCE

1 SQUARE = 5 FEET
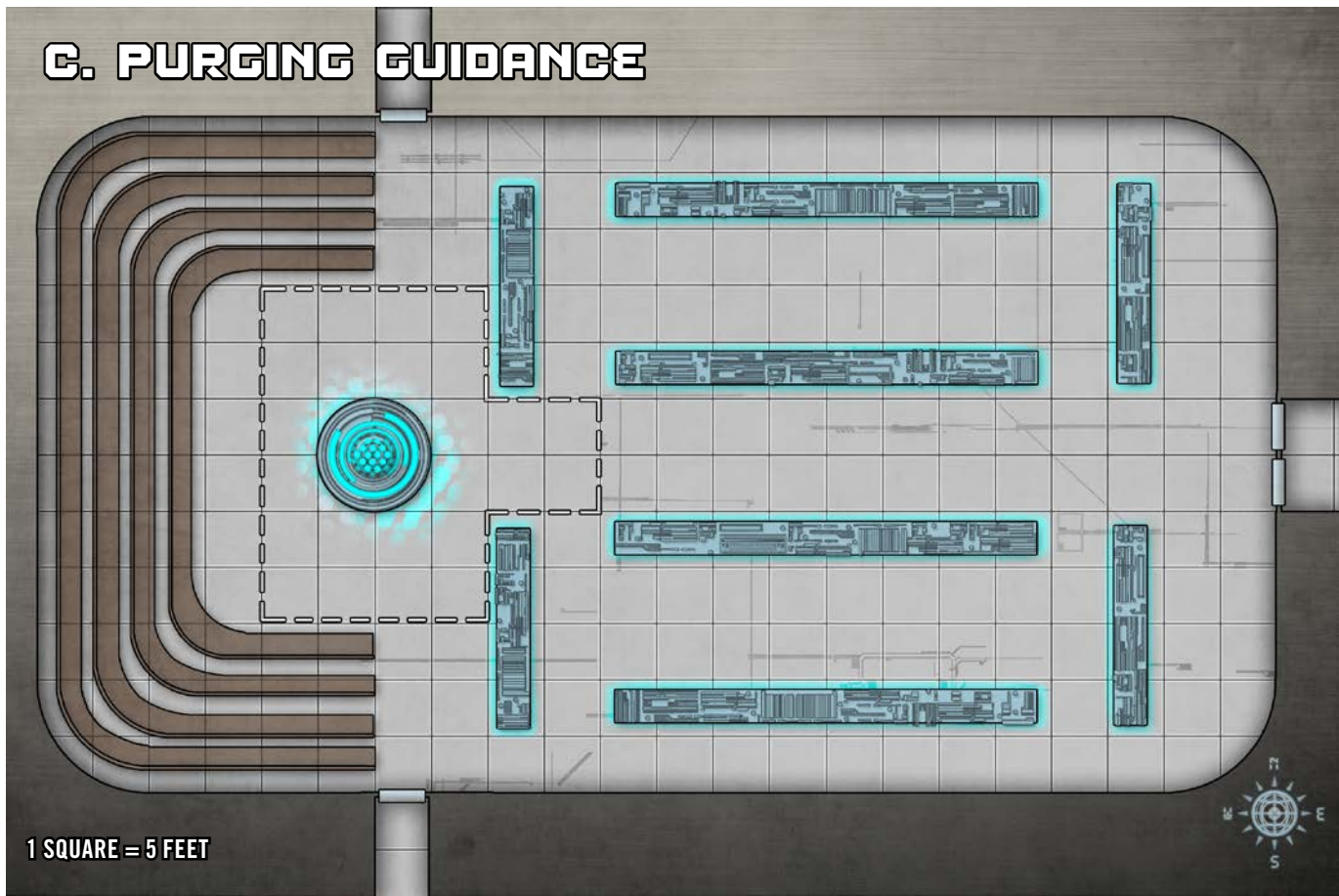
Server Banks: A total of eight server banks stand in this area. Each is eight feet tall and four feet wide, making it possible for Medium-sized PCs stand atop them. Composed of a durable alloy, the server banks make effective cover if necessary. Each 5-foot segment has hardness 8 and HP 75.

For efficiency, Guidance typically draws processing power from its nearest server banks. This means that during the coming battle (see area **C2**), the servers in this area effectively serve as the primary "brain" for Guidance. Each time PCs deal damage to a server bank (either with a direct attack or an area effect), Corrupted Guidance becomes off-target until the end of its next turn while it reroutes its processing circuitry.

C2. FORUM HALL (CR 14 OR CR 16)

Tiered seating fills the west end of this room, which surrounds a large hologram terminal set into the floor. Metal doors bar the path to the north and southern walls across from the central projector.

Members of the Forum occasionally meet here to obtain counsel from Guidance in a discrete fashion. The tiered steps on the western wall rise up 6 inches each, meaning the back stair is only a few feet higher than the floor overall.

Creature: If the alarm hasn't been raised, Guidance is in a dormant state and not actively monitoring the room, which gives the PCs a chance to investigate the area. As soon as a creature approaches within 10 feet of the hologram terminal, Guidance springs into activity. The intelligence projects a hologram of First Seeker Jadnura (a male kasatha in heavy armor) and orders the PCs to halt. Guidance goes on to explain that the PCs aren't authorized to access this area, which is restricted, and then demands that they explain their presence. If the PCs try to lie, they must succeed a DC 31 Bluff check (DC 34 in Subtier 11–12) to deceive Guidance. Alternatively, they could tell the truth and try to convince Guidance that a virus infects it. Possessing a formidable store of intellect and knowledge, Guidance is reluctant to believe that it could be infected and the PCs must succeed a DC 34 Diplomacy check (DC 37 for Subtier 11–12) to successfully persuade the intelligence.

If the PCs succeed at either check, Guidance warily allows them to approach the hologram terminal and access its network to insert the datapad. If they fail their check, Guidance triggers its security protocol, which takes 3 rounds to activate. On the first round, all the doors leading into areas **C1** and **C2** automatically shut and lock (hardness 35, HP 160, Break DC 40). On the second round, a wall of hardened glass (hardness 8, HP 75, Break DC 25) rises from the floor to the ceiling surrounding the terminal (the location of the wall is marked by a dotted line on the map), potentially splitting the party in two. On the third round, Guidance begins pumping poison gas into the room, subjecting all creatures inside areas **C1** and **C2** to the poison. This gas is a special neurotoxin that functions as insanity mist (*Core Rulebook*

419) except that the save DC is 17 (19 in Subtier 11–12). A PC who succeeds a DC 34 Engineering check (DC 37 in Subtier 11–12) can force one of the room's outer doors open, causing the gas to safely vent and clearing the entire room of fumes. Alternatively, a PC with access to Guidance's terminal can reverse all three security measures (and vent the gas out of the room) with a successful DC 34 Computers check (DC 37 in Subtier 11–12).

PCs accessing the terminal remotely (such as mechanics using their remote hack class feature) can avoid alerting Guidance to their presence entirely by standing farther than 10 feet away from the terminal. In this case, Guidance doesn't appear to question them initially and only activates after Celita's virus purge has been installed. Once the purge is injected into the system, Guidance loses control of its security measures and can no longer activate them (although they stay active if already triggered).

Finally, if the PCs raised the alarm earlier in the scenario, Guidance is already activated and waiting for them when they arrive in area **C1**. Guidance questions the PCs' arrival and attempts to lure them farther into the room before activating its security protocols.

Purging Guidance: Once the PCs have access to the projector terminal, they can install Celita's virus purge, either by plugging it directly into the terminal or installing it remotely from nearby. Both Celita's and Datch's codes have magical and technological components that react violently together, causing Guidance to enter a confused state where it attacks the PCs. Throughout the combat, Guidance continuously glitches and ejects corrupted code in the form of living holograms that are under its control. Celita's virus purge can fully reboot Guidance only once all the holograms and Corrupted Guidance are slain.

SUBTIER 9–10 (CR 14)

CORRUPTED GUIDANCE	CR 12

CE Medium construct (incorporeal, technological)
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +22

DEFENSE	HP 200

EAC 26; **KAC** 27
Fort +9; **Ref** +9; **Will** +13
Defensive Abilities incorporeal; **Immunities** construct immunities

OFFENSE
Speed fly 30 ft. (Su, perfect)
Melee hardlight slam +24 (2d12+16 B; critical dazzled [DC 21])
Ranged hardlight bolt +22 (2d10+12 B; critical dazzled [DC 21])
Offensive Abilities hardlight attacks, Ilyastre form, Jadnura form
Mystic Spells Known (Roheas Form Only) (CL 12th; melee +24, ranged +22)
    4th (3/day)—*confusion* (DC 21), *enervation*
    3rd (6/day)—*dispel magic*, *ray of exhaustion* (DC 20), *slow* (DC 20), *synaptic pulse* (DC 20)
    2nd (at will)—*force blast* (DC 19), *inflict pain* (DC 19)

TACTICS
Before Combat Guidance interacts as a peaceful hologram of First Seeker Jadnura until Celita's virus purge is installed, at which point its form stutters and reappears as a digitally corrupted version of Jadnura within 15 feet of the terminal. It begins combat in its Jadnura form.
During Combat For the first 3 rounds of combat, Corrupted Guidance uses its corrupted ejection ability to create corrupted living holograms into the room. While in Jadnura form, Corrupted Guidance uses its move action to dart around the room and attack foes. While in Ilyastre form, it engages the PCs in melee and uses its move action to keep foes off-target. When it changes to its Roheas form, it flies to the ceiling and bombards the PCs with spells. In Datch form, it returns to the ground and attempts to swarm down its enemies before it perishes.
Morale Corrupted Guidance fights to the death.

STATISTICS
Str +4; **Dex** +0; **Con** –; **Int** +8; **Wis** +7; **Cha** +0
Skills Bluff +22, Computers +27, Culture +22, Diplomacy +27 Engineering +22, Intimidate +27, Life Science +22, Medicine +22, Mysticism +22, Perception +22, Physical Science +22
Languages Akitonian, Aklo, Brethedan, Castrovelian, Common, Eoxian, Kasatha, Shirren, Triaxian, Vercite, Vesk, Ysoki
Other Abilities corrupted ejection, corrupted transition, Datch form, Roheas form

SPECIAL ABILITIES
Corrupted Ejection (Ex) The combination of Datch's virus and Celita's virus purge has caused Guidance to become dangerously unstable and eject corrupted code. At the start of its turn each round, Corrupted Guidance glitches and splits, ejecting a corrupted living hologram into an adjacent space. Corrupted Guidance can eject a total of three corrupted living holograms, after which this ability ceases to function.
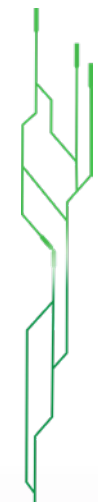
Corrupted Transition (Ex) When Corrupted Guidance is first reduced to 150 HP or below, it glitches and changes form. This glitch heals Corrupted Guidance for 2d10 HP and transforms Corrupted Guidance into its Ilyastre form (see below). Corrupted Guidance can use this ability again when it is first reduced to 100 HP or below (transforming into its Roheas form) and again when first reduced to 50 HP or below (transforming into its Datch form).

Datch Form (Ex) This forms appears to be a decaying version of the ysoki Datch with glowing green eyes and casually snacking on an apple held in one hand. While in this form, if Corrupted Guidance is hit by an attack that would deal damage, Corrupted Guidance splits into two identical holograms, each with half the original's HP. One Corrupted Guidance is in the same space as the original, and the other appears in an adjacent unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures or objects out of the way to fill a space (the GM decides if an object or creature is too big or sturdy to push). A Corrupted Guidance with 10 HP or less cannot be further split and dies if reduced to 0 HP.

Hardlight Attacks (Ex) As an attack, Corrupted Guidance can temporarily cause its slam or thrown bolts to become substantial. This functions as a weapon with a range of 30 feet that deals bludgeoning damage. On a critical hit, the attack creates a bright flash of light, and the target must succeed at a DC 21 Reflex save or be dazzled for 1 round.

Jadnura Form (Ex) Corrupted Guidance begins combat in this form, which appears to be First Seeker Jadnura, a male kasatha solarian wielding a plasma sword. While in this form, once per round, Corrupted Guidance can use a full action to wreath itself in holographic flame, move 60 feet toward an enemy, and then make a hardlight slam attack that deals an additional 4d6 fire damage.

Ilyastre Form (Ex) This form appears to be First Seeker Ilyastre, a female ryphorian wielding a laser pistol. While in this form, Corrupted Guidance can spend a swift action to taunt all enemies within 30 feet, who must each attempt a DC 21 Will save. On a success, the enemy is off-target until the start of Corrupted Guidance's next turn. On a failure, the enemy is shaken until the end of Corrupted Guidance's next turn. This is a mind-affecting, sense-dependent effect.

Roheas Form (Ex) This form appears to be First Seeker Roheas, a female damaya lashunta mystic wielding a hardlight staff. While in this form, Corrupted Guidance gains the ability to cast the mystic spells shown above.

CORRUPTED
GUIDANCE

CORRUPTED LIVING HOLOGRAMS (3)   CR 9
Variant living hologram (*Starfinder Alien Archive 3* 66)
CE Medium construct (incorporeal, technological)
Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +17

DEFENSE   **HP** 135 EACH
EAC 22; **KAC** 23
Fort +6; **Ref** +6; **Will** +6
Defensive Abilities incorporeal, rejuvenation; **Immunities** construct immunities
Weaknesses tethered

OFFENSE
Speed fly 30 ft. (Su, perfect)
Melee hardlight slam +20 (2d10+9 B; critical dazzled [DC 18])
Spell-Like Abilities (CL 9th)
At will—*holographic image* (1st level, DC 16)

TACTICS

During Combat The corrupted living holograms manifest during the first three rounds of combat due to Corrupted Guidance's corrupt ejection ability. They split up and attack different targets, engaging isolated foes first.

Morale The corrupted living holograms fight to the death.

STATISTICS

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

Skills Acrobatics +22 (+30 to fly), Bluff +17, Computers +22, Culture +17, Stealth +22

Languages Common

Other Abilities freeze, unliving

SPECIAL ABILITIES

Degenerative Strike (Su) Corrupted living holograms are infested with a degenerative virus that is both magical and technological. Once per day after successfully striking an enemy with a slam attack, the corrupted living hologram can use a swift action to transfer this virus to the enemy. The corrupted living hologram can choose for this virus to function as either a *bestow curse* spell (Will DC 18 negates) or an *instant virus* spell (Fortitude DC 18 negates).

Freeze (Ex) A living hologram can hold perfectly still so that it appears to be a normal hologram. It can take 20 on Stealth checks to hide in plain sight as a hologram (usually among other holograms).

Hardlight Slam (Ex) As an attack, a living hologram can temporarily cause its fist (or a melee weapon, if it has been programmed to have one) to become substantial. This functions as a natural weapon that deals bludgeoning damage. On a critical hit, the attack creates a bright flash of light, and the target must succeed at a DC 18 Reflex save or be dazzled for 1 round.

Rejuvenation (Ex) In most cases, it is difficult to completely destroy a living hologram in combat. A corrupted living hologram reduced to 0 HP vanishes, but fully reconstructs near Corrupted Guidance in 1d4 hours. The only way to permanently destroy a corrupted living hologram is to defeat Corrupted Guidance.

Tethered (Ex) A corrupted living hologram can't travel more than 100 feet from Corrupted Guidance. If it is ever forced to do so, it is immediately destroyed.

SUBTIER 11–12 (CR 16)

ADVANCED CORRUPTED GUIDANCE	CR 14

CE Medium construct (incorporeal, technological)

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +25

DEFENSE	HP 250

EAC 28; **KAC** 29

Fort +10; **Ref** +10; **Will** +15

Defensive Abilities incorporeal; **Immunities** construct immunities

OFFENSE

Speed fly 30 ft. (Su, perfect)

Melee hardlight slam +26 (6d6+18 B; critical dazzled [DC 22])

Ranged hardlight bolt +24 (4d8+14 B; critical dazzled [DC 22])

Offensive Abilities hardlight attacks, Ilyastre form, Jadnura form

Spells Known (Roheas form only) (CL 12th; melee +26, ranged +24)

5th (3/day)—*feeblemind* (DC 22), *waves of fatigue* (DC 22)

4th (6/day)—*confusion* (DC 21), *enervation*, *fear* (DC 21), *hold monster* (DC 21)

3rd (at will)—*dispel magic*, *slow* (DC 20)

TACTICS

Use the tactics from Subtier 9–10.

STATISTICS

Str +4; **Dex** +0; **Con** −; **Int** +8; **Wis** +7; **Cha** +0

Skills Bluff +25, Computers +30, Culture +25, Diplomacy +30, Engineering +25, Intimidate +30, Life Science +25, Medicine +25, Mysticism +25, Perception +25, Physical Science +25

Languages Akitonian, Aklo, Brethedan, Castrovelian, Common, Eoxian, Kasatha, Shirren, Triaxian, Vercite, Vesk, Ysoki

Other Abilities corrupted ejection, corrupted transition, Datch form, Roheas form

SPECIAL ABILITIES

Corrupted Ejection (Ex) The combination of Datch's virus and Celita's virus purge has caused Guidance to become dangerously unstable and eject corrupted code. At the start of its turn each round Corrupted Guidance glitches and splits, ejecting two corrupted living holograms into adjacent spaces. Corrupted Guidance can eject a total of six corrupted living holograms, after which this ability ceases to function.

Corrupted Transition (Ex) When Corrupted Guidance's HP is first reduced to 200 HP or below, it glitches and changes form. This glitch heals Corrupted Guidance for 3d10 HP and transforms Corrupted Guidance into its Ilyastre form (see page 20). Corrupted Guidance can use this ability again when it is first reduced to 150 HP or below (transforming into its Roheas form) and again when first reduced to 100 HP or below (transforming into its Datch form).

Datch Form (Ex) This forms appears to be a decaying version of the ysoki Datch with glowing green eyes and casually snacking on an apple held in one hand. While in this form, if Corrupted Guidance is hit by an attack that would deal damage, Corrupted Guidance splits into two identical holograms, each with half the original's HP. One Corrupted Guidance is in the same space as the original, and the other appears in an adjacent unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures or objects out of the way to fill a space (the GM decides if an object or creature is too big or sturdy to push). A Corrupted Guidance with 10 HP or less cannot be further split and dies if reduced to 0 HP.

Hardlight Attacks (Ex) As an attack, Corrupted Guidance can temporarily cause its slam or thrown bolts to become substantial. This functions as a weapon that deals bludgeoning damage. On a critical hit, the attack creates a bright flash of light, and the target must succeed at a DC 22 Reflex save or be dazzled for 1 round.

Jadnura Form (Ex) Corrupted Guidance begins combat in this form, which appears to be First Seeker Jadnura, a male kasatha solarian wielding a plasma sword. While in this form, once per round Corrupted Guidance can use a full action to wreath itself in holographic flame, move 60 feet toward an enemy, and then make a hardlight slam attack that deals an additional 6d6 fire damage.

Ilyastre Form (Ex) This form appears to be First Seeker Ilyastre, a female ryphorian wielding a laser pistol. While in this form, Corrupted Guidance can spend a swift action to taunt all enemies within 30 feet, who must each attempt a DC 22 Will save. On a success, the enemy is off-target until the start of Corrupted Guidance's next turn. On a failure, the enemy is shaken until the end of Corrupted Guidance's next turn. This is a mind-affecting sense-dependent effect.

Roheas Form (Ex) This form appears to be First Seeker Roheas, a female damaya lashunta mystic wielding a hardlight staff. While in this form, Corrupted Guidance gains the ability to cast the mystic spells shown above.

CORRUPTED LIVING HOLOGRAMS (6)	CR 9

HP 135 each (page 18)
TACTICS
Use the tactics from Subtier 9–10.

Development: Once the PCs defeat Corrupted Guidance, any remaining living holograms dissipate and the entire area goes dark as the Guidance servers shut down. A minute later, the servers reactivate and the entire area is filled once again with cerulean light. A restored hologram of Guidance, taking on its more commonly known mannequin-like avatar, appears and thanks the PCs for their efforts in purging the system. Moments later, a host of armed Starfinders arrive, led by First Seeker Luwazi Elsebo and Celita, who confirm the success of the PCs' mission.

Treasure: Hidden with Datch's virus are coordinates to a secure locker in the Lorespire where Datch kept another cache of stolen goods for later removal. After the PCs cure Guidance, the AI provides them with the coordinates of the locker, allowing them to reclaim the goods within for themselves, which include a *bodyguard module*^{AR}, a *courage module*^{AR}, a decimator disintegrator rifle^{AR}, and 20,000 credits. In Subtier 11–12, the locker also contains a suit of vesk overplate IV, a *mk 3 diffraction cloak*^{AR} and 30,000 additional credits.

Rewards: If the PCs do not successfully cure Guidance, reduce each PC's credits earned by the following amount.

Subtier 9–10: Reduce each PC's credits earned by 4,530.
Out of Subtier: Reduce each PC's credits earned by 6,543.
Subtier 11–12: Reduce each PC's credits earned by 8,556.

CONCLUSION

After the PCs cure Guidance, Luwazi Elsebo and Celita take them from the secondary server to a hastily assembled meeting at the Hall of Discovery containing the entirety of the Forum. Luwazi personally thanks the PCs for their heroic efforts, which is followed by a standing ovation from the crowd. The Forum votes to use Royo's blueprints and the PCs' journey to develop new security robots designed to patrol the tunnels beneath the Lorespire Complex, ensuring that no enemies can infiltrate the facility using this route again.

Following this momentous moment with the Forum, First Seeker Luwazi Elsebo takes the PCs aside to a private office. She personally congratulates the PCs on their efforts before explaining that the data retrieved clearly points to the nefarious ysoki Datch as the culprit. For some mysterious reason, Datch, a known member of AbadarCorp, has positioned herself against the Society. Luwazi believes that with the spyware removed from the Lorespire, the Starfinder Society should finally be able to take the offensive against Datch and her allies.

PRIMARY SUCCESS CONDITIONS

The PCs succeed at their primary success condition if they successfully purge Guidance. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon. PCs who successfully purge Guidance also earn the Datch's Ire boon on their Chronicle sheets.

SECONDARY SUCCESS CONDITIONS

The PCs succeed at their secondary success condition if they avoided raising any alarms or killing any Starfinders. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon. PCs complete their missions without raising an alarm and without killing any Starfinders also earn the Focus of the Forum boon on their Chronicle sheet.

FACTION NOTES

If the PCs succeed at their primary success condition, they please Luwazi Elsebo and further solidify her position as a respected First Seeker. Each PC earns 1 additional Reputation with the Second Seekers (Luwazi Elsebo) faction, in addition to any other Reputation earned from completing this scenario.

Similarly, if the PCs succeed at their secondary success condition, they prove their skill to Celita of the Dataphiles. Each PC earns 1 additional Reputation with the Dataphiles faction, in addition to any other Reputation earned from completing this scenario.
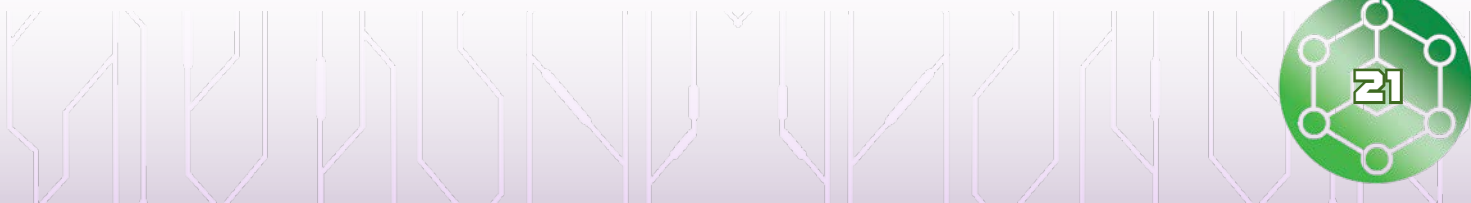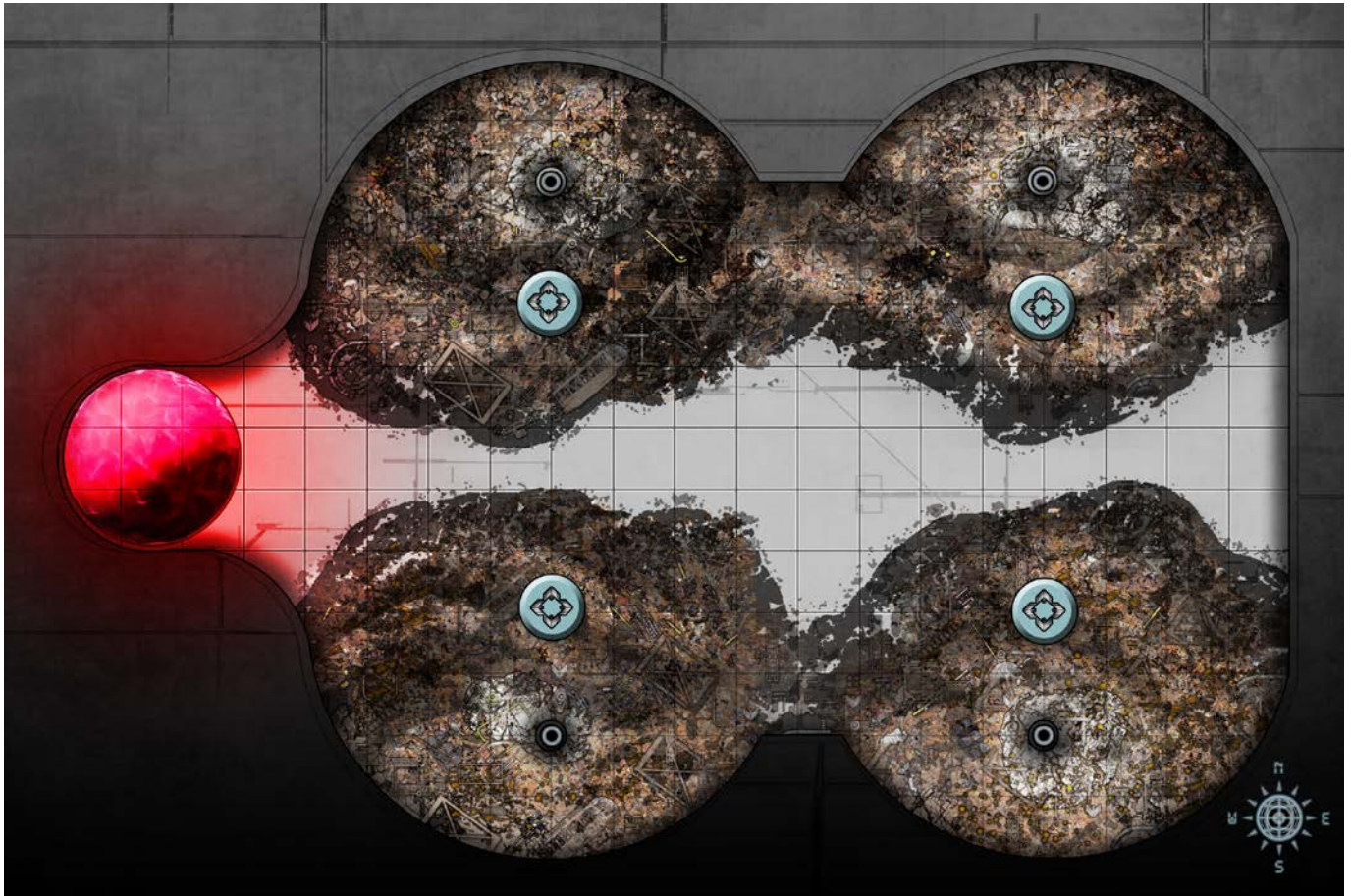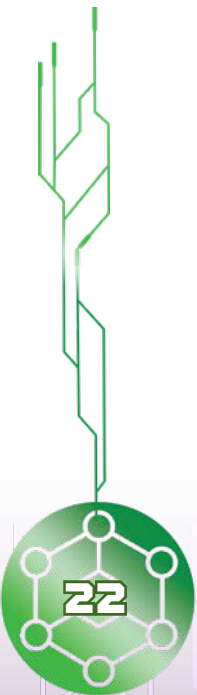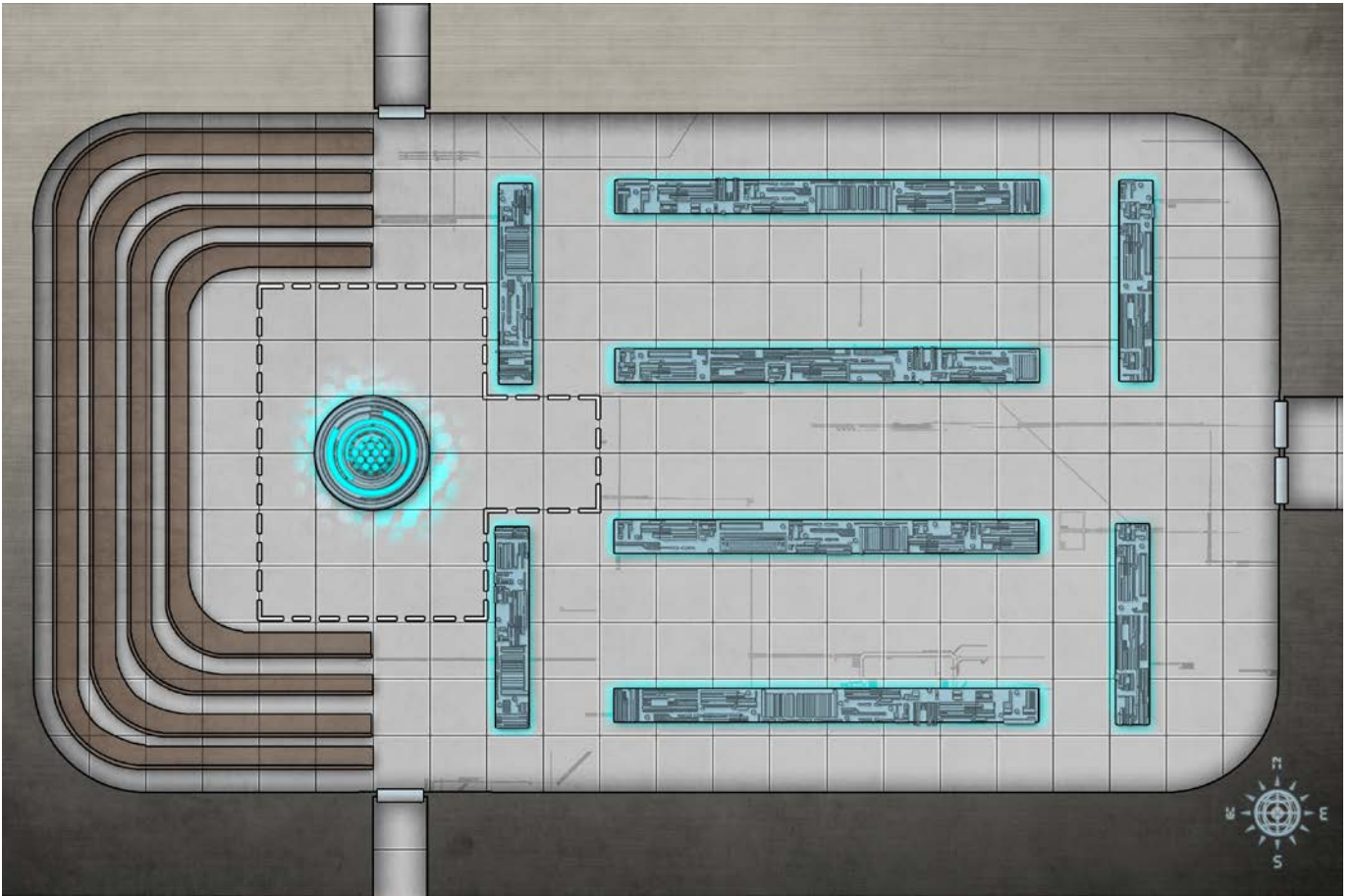
Event Reporting Form

Date _____ Event Code: _____

Location _____

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

Faction:			
Player Name:	Class	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders	☐ Dead
Character Name:	Org Play #:	Level	☐ Second Seekers ( ) ☐	☐ Infamy

Faction:			
Player Name:	Class	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders	☐ Dead
Character Name:	Org Play #:	Level	☐ Second Seekers ( ) ☐	☐ Infamy

Faction:			
Player Name:	Class	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders	☐ Dead
Character Name:	Org Play #:	Level	☐ Second Seekers ( ) ☐	☐ Infamy

Faction:			
Player Name:	Class	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders	☐ Dead
Character Name:	Org Play #:	Level	☐ Second Seekers ( ) ☐	☐ Infamy

Faction:			
Player Name:	Class	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders	☐ Dead
Character Name:	Org Play #:	Level	☐ Second Seekers ( ) ☐	☐ Infamy

Faction:			
Player Name:	Class	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders	☐ Dead
Character Name:	Org Play #:	Level	☐ Second Seekers ( ) ☐	☐ Infamy

		- 7		
Player Name	**Character Name**	**Organized Play #**	**Character #**	**Faction**

A.K.A.

SUBTIER	☐ **Normal Max Credits**
9–10	**14,454**

SUBTIER	☐ **Normal**
Out of Subtier	**22,161**

SUBTIER	☐ **Normal**
11–12	**29,868**

SUBTIER	☐ **Normal**
–	–

MAX CREDITS

Items Found During This Scenario

Datch's Ire (Ally Boon): Your actions led to the removal of Datch's digital infiltration of the Lorespire Complex. How this will play in the in the future is not yet clear. You will be told if this boon is important to a future scenario prior to slotting your boons.

Focus of the Forum (Social Boon; Limited-Use): You successfully infiltrated the Lorespire Complex in order to remove a set of deadly spyware from the Starfinder Society's most secure servers. In recognition for this clandestine mission, the Society's leading body, the Forum, officially recognized your achievements. When you slot this boon, you gain a +4 bonus to all skill checks made to influence a member of the Starfinder Society. In addition, you can always attempt a skill check to recall knowledge that is written into the scenario if your briefing occurs within the Lorespire Complex, regardless of whether you're trained in the associated skill.

You can use your popularity within the Forum to requisition a non-expendable magic or hybrid item from the Society's vaults. This item must have an item level equal to your level –2 or lower. When you use this boon in this manner, cross it off your Chronicle sheet, as your prestige within the Forum is expended.

EXPERIENCE

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

FAME

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

All Subtiers	**Subtier 11–12**
advanced X-gen gun (13,100; item level 9)	kasatha microcord IV (23,800; item level 11)
bodyguard module (24,400; item level 11; *Starfinder Armory 82*)	LFD sonic pistol (26,200; item level 11)
comet hammer (16,900; item level 10)	*mk 3 diffraction cloak* (51,000; item level 13; *Starfinder Armory 112*)
courage module (18,300; item level 10; *Armory 82*)	series-42 plasma guide (28,200; item level 11; *Armory 24*)
decimator disintegrator rifle (29,000; item level 11; *Armory 17*)	standard graviton crystal (69,800; item level 14)
ferromagnetic storm hammer (22,900; item level 11; *Armory 12*)	ultrathin dagger (32,800; item level 12)
invisibility detector armor upgrade (17,000; item level 10; *Armory 83*)	vesk overplate IV (71,850; item level 14)
mk 3 serum of healing (1,950; item level 9; limit 3)	
pinion skyfire armor (14,200; item level 9)	
sophic filter (4,500; item level 11; *Starfinder Alien Archive 3* 79; limit 1)	
stickybomb grenade III (5,410; item level 10; limit 3)	
tier 6 software imp (25,000; item level 11; *Armory 124*)	
ultracold hailcannon (14,300; item level 9; *Armory 21*)	

CREDITS

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

Reputation

Faction	Reputation	Faction	Reputation
Faction	Reputation	Infamy	