STARFINDER SOCIETY

YEAR OF EXPLORATION'S EDGE

RISE OF THE VAULT LORD

BY MATT DUVAL

HOW TO PLAY

PLAY TIME: 4–5 HOURS

LEVELS: 7–10

PLAYERS: 3–6

RISE OF THE VAULT LORD

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GM Resources

Campaign Home Page: starfindersociety.club
Books: *Starfinder Core Rulebook, Starfinder Alien Archive* (AA), *Starfinder Alien Archive 2* (AA2), *Starfinder Alien Archive 3* (AA3), *and Starfinder Armory* (AR)
Maps: *Starfinder Flip-Mat: Dead World, Starfinder Flip-Mat: Space Port, and Starfinder Flip-Mat: Stadium*
Online Resource: 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 *Guide to Organized Play: Starfinder Society*. This scenario has no tags.

SUMMARY

The PCs begin mid-mission, exploring a section of the mysterious false moon of *Salvation's End*, when a group serving the mysterious Vault Lord appears and attacks! After the PCs defeat these adversaries, several drones enter the area and relay instructions from the guiding intelligence of *Salvation's End*. The intelligence briefs the Starfinders on another vault under attack and through reason, intimidation, or appeal to their compassion for the test subjects, insists the Starfinders help it stop the Vault Lord.

The intelligence directs the PCs to a vault simulating Absalom Station during the Magefire Assault that occurred over 300 years ago. Arriving at the first access point, the PCs must contend with a large force of undead. Conditions become increasingly hostile. The Starfinders must rescue civilians in danger and overcome traps, hazards, and a shard of unliving magefire.

Eventually, the PCs reach the false Starstone Reactor chamber of the station, where the Vault Lord's servants perform the steps necessary to seize the Absalom Station vault. A holographic representation of the Vault Lord appears and converses with the Starfinders. Realizing the PCs are working with the moon's intelligence, the Vault Lord orders their minions to destroy the Starfinders and animates the surrounding debris and reactor components into an immense construct to annihilate the PCs and seize the vault!

RISE OF THE VAULT LORD

BY MATT DUVAL

Following the events of *Starfinder Society #1-09: Live Exploration Extreme!,* the Starfinder Society discovered that massive vault complexes containing strange simulated environments within the false moon known as *Salvation's End*. The first simulation the Society stumbled into was a reproduction of the dwarven Quest for Sky on Old Golarion, albeit with several inconsistencies. In making their escape, the Starfinders found a vast hallway containing entrances to numerous other simulation vaults, and the Society has dedicated considerable resources to studying the vaults since then.

Many of the false moon's vaults are currently inactive, in the process of being reactivated, or having their inhabitants killed off and removed following their last simulations. The Society's best data experts have failed to penetrate the security in place on *Salvation's End*. Whatever purpose the massive megacomplex and its associated vaults serve remain a mystery. To that end, the Society has established a new lodge atop *Salvation's End* to serve as a base of operations; this lodge is on the site of the goblin shanty tower from *Starfinder Society #1-00: Claim to Salvation*.

During *Starfinder Society #1-20: Duskmire Accord 9*, Starfinders uncovered further proof that some unknown intelligence is responsible for maintenance and ongoing monitoring of the moon's various vaults. To date, the Society has been unable to contact this intelligence, and has had only sporadic luck in entering other vaults. So far, the times at which vaults open appears to be random; when they do, any Starfinders who happen to be there are able to enter through hidden maintenance shafts or larger entry ports.

Just before the Society staked its formal claim on *Salvation's End*, one of the vaults suffered a cataclysmic shift in its power dynamics. A mysterious creature being groomed for a special role in a vault by the same intelligence that guides the moon realized their predicament as a prisoner and began a campaign to claim their vault and cut it off from the rest of *Salvation's End's* systems. So far, this self-styled "Vault Lord" not only has managed to secure their vault but has also begun using a combination of technological and magical means to break into other vaults within the complex.

The Vault Lord is the result of yet another simulation trying to recreate part of Lost Golarion's past: the ancient and powerful Runelords. As in other simulations, the monitoring intelligence worked off half-truths and fragmented information. When it created this "Runelord," it selected its candidate based on the

merits of the species' intelligence, incorrectly deducing that the original Runelords must have been contemplatives who visited Old Golarion. However, unlike previous vault creations, the contemplative Runelord's incredible intellect allowed them to discover the truth of their imprisonment. They soon threw off the shackles of the guiding intelligence, disabled any means of clearing creatures from the vault, and declared themselves as the Vault Lord. The Vault Lord then began conquering adjacent vaults.

During the events of *Starfinder Society #2-04: Future's Fall*, a group of Starfinders entered a vault that contained a false future where the Veskarium had conquered the Pact Worlds following an event known as the Data Plague, which has not yet occurred. While the Starfinders learned about the Data Plague, they also encountered the forces of the Vault Lord, who had begun assailing the simulation. In the end, the Starfinders did their best but the Vault Lord's attacking army forced their retreat with survivors as the guiding intelligence collected any stragglers for storage in stasis (and later reuse), and disassembled the vault.

The Vault Lord's current goals involves the conquest of yet another vault: a simulation of the Eoxian undead's infamous Magefire Assault on Absalom Station. The Vault Lord has deduced that the station's intelligence has managed to hide one of the moon's

vital power cores as the false *Starstone* at the heart of the vault's station. So far, the Vault Lord has managed to prevent *Salvation's End* from deploying additional drones or engaging sterilization protocols on the vault, but still has to overcome the ragged false Absalom Station defenders, who now find hordes of undead and the Vault Lord's eclectic forces assaulting them.

Should the Vault Lord gain access to the power core, they could use the additional power to fuel further conquests, or even make a move at escaping the false moon. The intelligence within *Salvation's End* has concluded that such an eventuality must not be allowed to pass, and as a result, has finally decided to end its isolation and contact the strange outsiders who've built upon its exterior: the Starfinder Society.

GETTING STARTED

The PCs begin the adventure in an uninhabited vault within *Salvation's End* with instructions from Venture-Captain **Kunoris Vex** (N male drow operative). Provide **Handout #1: Vex's Briefing** (page 32). Vex previously assigned the PCs to a rescue facility in case of any team getting in trouble during exploration of *Salvation's End*. After prior incidents, he wanted experienced agents ready in case another team needed a quick rescue. This station's current assisting staff members include a technician, **Archel** (NG female gnoll mechanic), and a transport driver, **Odolf** (LN male dwarf soldier). There are also level-appropriate weapons, equipment, and supplies loosely supervised by **Danax** (N male yeti) for purchase.

After the PCs have read the transmission from Vex and have had a chance to acquire any supplies from Danax, read or paraphrase the following.

Archel finishes fueling the transport before slipping a basket of fresh fruit into the storage bin next to the scientific and surveillance equipment. He flashes a wicked toothy smile. With quick two raps on the roof, the vehicle begins to smoothly accelerate away from the small rescue facility. The impressively arranged corridors that connect the vault entrances of Salvation's End fly past, soundless and still. The green glow from vault's primary entry terminals shines as the transport hums along.

SALVATION'S END

After a few hours, the transport stops at an open maintenance hatch about 10 feet across, a flashing Starfinder beacon wedged into some pipes nearby. Odolf waits only long enough for disembarking and retrieving equipment before quickly turning and zipping back down the corridor.

Treasure: Archel has slipped three *mk 3 healing serums* into the picnic basket, which the PCs notice shortly after they enter the vault.

DIPLOMACY (GATHER INFORMATION)

The PCs may know about *Salvation's End* from speaking with other Starfinders or from their prior exploration. They know all the information whose DC is less than or equal to the result of the check. Reduce the DCs by 5 for each different *Salvation's End* adventure the PCs have played (these include *#1–00: Claim to Salvation*, *#1–09: Live Exploration Extreme!*, *#1–20: Duskmire Accord 9*, and *#2–04: Future's Fall*).

15+: *Salvation's End* is an artificial moon the Starfinder Society acquired the exclusive rights to explore. Former First Seeker Luwazi Elsebo initially hired mercenaries to explore the moon after the Scoured Stars incident.

20+: The Starfinder Society helped finance its expeditions to *Salvation's End* through an arrangement with Eoxian media mogul, Zo!. During a broadcast event, the Starfinders discovered the moon contains an enormous number of vaults with simulations of other times and places and unwitting inhabitants.

25+: A mysterious guiding intelligence controls and maintains the experimental vaults on *Salvation's End*. So far direct contact has not been possible for the Society.

30+: During a recent expedition to a simulation of a possible Pact World future, the Society encountered a hostile invasion force attacking the vault that claimed allegiance to an unknown and aggressive entity called the Vault Lord. The presence of the Vault Lord's forces provoked a dramatic response from the guiding intelligence to purge that vault. The Vault Lord's symbol is a jagged seven-toothed cog.
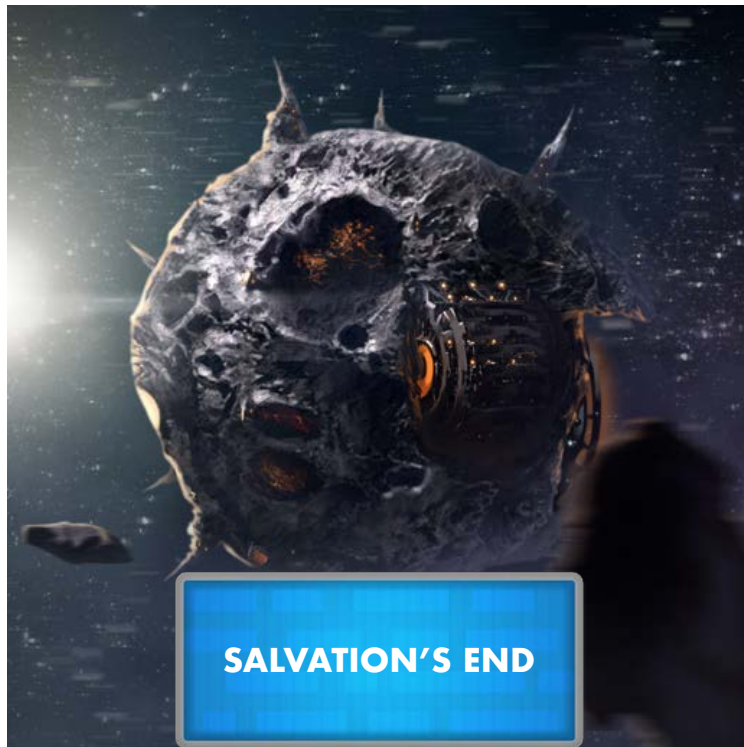
INTO THE VAULT

The access hatch leads through a series of maintenance corridors. There is no sign of activity within and the control systems register as on standby, though it is impossible to gain access to them with Computers or Engineering. The hatch remains open and the PCs are free to come and go. The end of the corridor opens to a partially dismantled simulation of a planet's surface.

A. SOME DISASSEMBLY REQUIRED

The vault the PCs enter has locked halfway through its reset cycle, bereft of inhabitants and most plant-life, structures, and terrain. Partially disassembled buildings and terrain dot the area, with a patchwork with even chunks torn out of them. The vault normally tests a simulation of Vesk Prime in a hypothetical present time when the skittermander inhabitants of Vesk-3 were the first species in the system to develop interplanetary travel, bringing their culture and helpful way of life to the rest of the system with great enthusiasm. However, the area is currently in the process of disassembly by the moon's guiding intelligence.

The vault comprises an area about 50 miles across, with a ceiling half a mile high. The artificial sky creates a patchwork of light, with girders and maintenance hatches distantly visible in disassembled sections. The terrain is a mix of metal plates, walkways across exposed conduits, and primarily urban terrain near the entrance where the Starfinders emerge. A breathable atmosphere is present and the temperature is cool but not hostile. The area is incredibly still and dimly lit, with no hum of machinery or other noise to break the silence in this vast nearly empty space. Use the map on page 6 for this area.

A nearby island of simulated urban terrain stands out as a good place to survey the area and set up the Starfinders surveillance equipment.

Each PC has enough time to investigate one area below before the Vault Lord's forces arrive unexpectedly. Several anomalies might attract the PCs' interest as they arrive.

Surveillance Equipment: A relatively intact structure at area **A1** is a good place to set up their surveillance equipment.

Malfunctioning Drone: There are signs of noise and slight movement at area **A2.**

Broken Power Conduit: A crackle of electricity and smell of ozone radiate from area **A3**.

Subject Reprogramming Device: PCs trained in Mysticism or with any form telepathy notice a psychic signal from area **A4**.

KUNORIS VEX

A1. Educational Center

This large gathering hall is intact, with seats of all sizes facing toward a lecturer's podium. A power supply provides flickering illumination to a yellow holo-display where a smiling skittermander cheerfully provides distorted lessons in helping a large, elderly vesk to cross the street. Posters in multiple languages extol the virtues of teamwork and show skittermanders and vesk working side by side in harmony.

PCs who succeed at a DC 28 Perception or Engineering check (DC 31 in Levels 9–10) locate a stable location and set up their surveillance equipment. A success negates the surprise round when the Vault Lord's forces arrive, as the equipment alerts the PCs if they're being monitored or tracked by outsiders.

A2. Crash Site

A malfunctioning vault maintenance drone lies partially buried under rubble. A PC who succeeds at a DC 26 Engineering or Piloting check (DC 29 in Levels 9–10) identifies the drone as showing signs of damage from an internal explosion.

Treasure: A PC who succeeds at a DC 28 Engineering or Piloting check (DC 31 in Levels 9–10) can remove the drone's flight stabilizers without damaging them. These unique, hyper-efficient stabilizers attach to an armor upgrade that grants flight, such as a jetpack, halving its usage rate. The stabilizers burn out at the end of the adventure.

A3. Power Conduit

Crackling energy arcs between two broken sections of a massive power coupling exposed below a dried out riverbed. PCs who succeed at a DC 20 Medicine or Physical Science check, or who have any means of radiation detection, can identify the area is partially irradiated, though the current amount of radiation is negligible. PCs who succeed by 5 or more locate a nearby breaker that shuts down the local breach.

A4. Subject Compliance

A broken building once concealed one the guiding intelligence's reprogramming and compliance devices that ensured the test subjects glossed over any anomalies in the simulation. PCs approaching the area sense growing pressure in their minds. PCs can operate the device with a successful DC 21 Engineering, Medicine or Mysticism check (DC 24 in Levels 9–10 due to

A. SOME DISASSEMBLY REQUIRED

A4

A1

ENEMIES APPEAR HERE

A3

A2
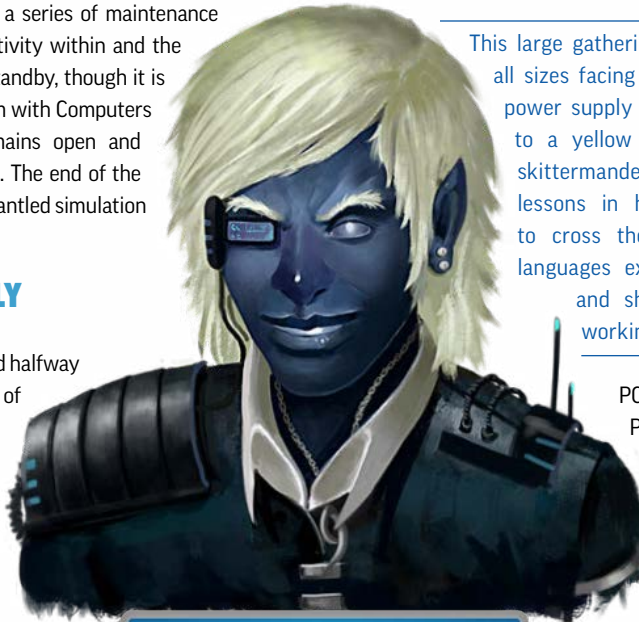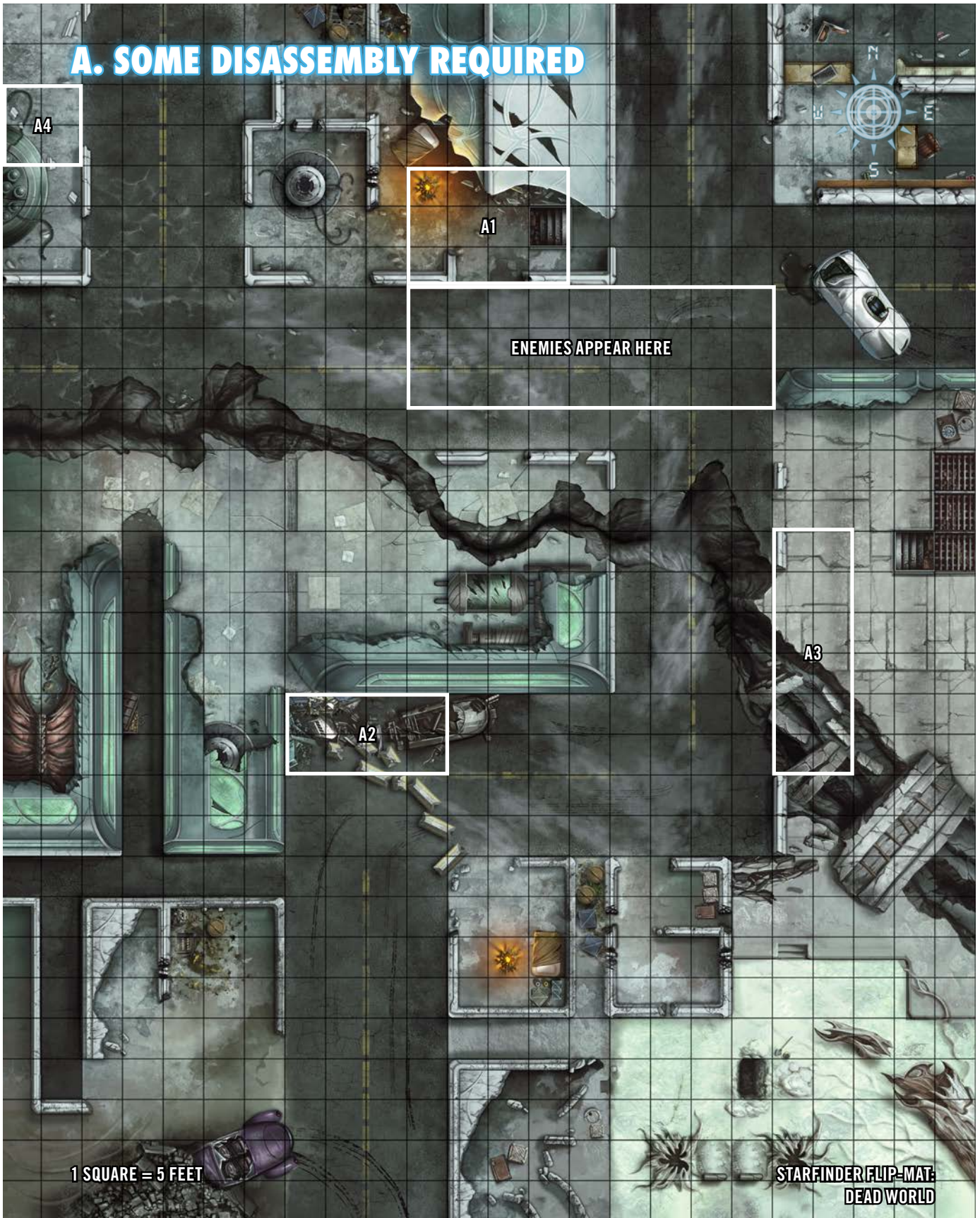
1 SQUARE = 5 FEET

STARFINDER FLIP-MAT:
DEAD WORLD

additional damage to the device) to reassign all their skill ranks in one skill to an untrained skill for the duration of the adventure. The device works on any PC only once (including the hazard below) and subsequent attempts deal 7d10 damage to the user. The programming reverts after the end of the adventure and the change is only temporary for this adventure.

Hazard: Any PC who enters the building must succeed at a DC 17 Will save or have their ranks in one randomly determined skill that they have ranks in temporarily reassigned to Profession (weaver). This lasts until the afflicted PC receives *remove affliction* (DC 21) or until the end of the adventure as the programming fades.

EVENT 1: UNANNOUNCED GUESTS (CR 10 OR CR 12)

After the PCs have investigated one or more of the areas (depending on if they split up), a group of the Vault Lord's minions suddenly teleport into the area.

Creatures: The Vault Lord also noticed the apparent malfunction in this vault and dispatched a scouting party to investigate. These adversaries know about the Starfinders' presence from divination magic and suddenly teleport into the center of the map and attack the PCs. The accompanying golems have been constructed to allow for teleportation within the structure, though their normal immunity to magic is otherwise intact.

The members of the attacking party each wear a distinctive seven-toothed cog emblem, which is etched onto the golems and burnt into the dragon's scales. The blue dragon Keticama leads the attack and offers neither parley nor mercy, directing his golems with deadly efficiency and bellowing that the PCs will die swiftly in the Vault Lord's name.

Keticama is a cunning fighter. Wary of hidden intruders, he cast *see invisibility* before going to investigate the PCs. He adjusts his approach to the battle based upon the PCs' actions; the following are some of his more likely tactics. He prefers to use his breath weapon as often as he can to target multiple opponents. He does what he can to avoid being surrounded, preferring to use multiattack against PCs who are far from others or who seem vulnerable in some way, such as invisible PCs or lightly armored PCs, respectively. If surrounded, he is likely to activate his *cloaking skin* to turn invisible, and he might use *discharge* to heal the golems before reappearing to attack from a more advantageous position.

If the PCs successfully set up the surveillance equipment, it signals an imminent arrival via teleportation. Otherwise, the attackers' arrival surprises the Starfinders.

LEVELS 7–8 (CR 10)

KETICAMA	CR 8

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NEUTRONIUM GOLEMS (2)	CR 6

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LEVELS 9–10 (CR 12)

KETICAMA	CR 11

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CYBERNETIC GOLEMS (2)	CR 8

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Treasure: In Levels 9–10, Keticama wears an advanced telepathic device that allows the Vault Lord's tacticians to experience everything that happens to the dragon. They study the Starfinders' tactics and provide that information to the Vault Lord and hie lieutenant, Vradak (see area **D**). A PC who succeeds at a DC 25 Engineering, Life Sciences, or Medicine check can remove the device and fashion a synaptic link (*Starfinder Armory* 100) for two PCs to use.

Development: The guiding intelligence observes the battle. It closes the hatch to prevent the Starfinders' immediate departure in the combat's aftermath and quickly dispatches a drone to establish communications (see Event 12 below). Mystical and technological jammers block any other communication or travel methods.

EVENT 2: INTELLIGENCE BRIEFING

After witnessing the Starfinders' success in combat, the moon's guiding intelligence determines the PCs may be suitable for handling the Vault Lord's ongoing assault on another vault in its facility. The intelligence deploys four hunter-class security robots to communicate with the PCs through a built-in speaker system. The robots do not attack the PCs; if damaged, they simply move away and are replaced by new robots. Replacement drones speak exactly where the previous drones left off.

Read or paraphrase the following after the PCs have had a few rounds to catch their breath and recover.

Harsh lighting suddenly illuminates the area and the nearby hatches close with a heavy thud. Firing thrusters signal the rapid approach of several security robots. They come to a hover nearby and a speaker system projects a cool, clipped voice that modulates slightly before settling.

"Intruders. Provisional greetings extended. This facility requires assistance. The test subject who self-designates as the Vault Lord endangers one of this facility's primary power cores. Proximity and combat assessment of the intruders self-designated as Starfinders has determined risk parameters are acceptable. Emergency protocols activated. Internal maintenance and control systems offline at three locations within facility sector 0A515. Schematics and waypoints ready for transmission and acceptance by those self-designated and now accepted as Starfinders. Instructions for repair and reactivation included. Biometric scan in progress. Kinesthetic and biochemical response indicates confusion. Please state any queries in a prompt and ordered fashion."

KNOW YOUR ENEMY

The PCs may seek to subvert the guiding intelligence or study its technology while following along with its instructions. Any outright sabotage is met with a warning that the intelligence will release drones to counter further incidents. The PCs can use the opportunity to study the guiding intelligence's control systems. When repairing the control systems in areas **B**, **C**, and **D**, the PCs can attempt a DC 28 (31 in Levels 9-10) Computers, Engineering, Mysticism, or Physical Sciences check to learn about them. They can also study the fail-safe embedded in the undead (see The War-Torn Eye on page 12). If they succeed at these checks, they discover information about how the guiding intelligence's technology works for later study and use when they report back to the lodge, contributing to their secondary success condition.

The guiding intelligence of the facility directly contacts the PCs and transmits extremely specific directions for travel from the current vault to another vault where it needs the Starfinders to make repairs to bring its internal controls and drone systems back online. The intelligence is cagey in its replies to the Starfinders' likely many questions, responding "Irrelevant question" to inquiries about its goals or itself.

The intelligence monitored the Starfinders' previous activities. If more than half of the PCs have either earned the Chronicle Sheet from *Starfinder Society Scenario #2–04: Future's Fall* or applied the Dwarven Admittance boon from *Starfinder Society Scenario #1–04: Live Exploration Extreme!*, it emphasizes the test subjects in danger in the facility. If a majority hasn't and any of the PCs have earned Infamy, it emphasizes a reward of new starship system designs. If the party falls in the middle, it focuses on leaving the Starfinder lodge alone if the PCs assist.

Below are answers to likely questions:

What are you? "Irrelevant question."

What do you want us to do? "A simulation experienced unexpected power fluctuations and systemic failure of internal control systems. Repair is high priority. Probability of interference by test subject Vault Lord is 98%. Probability of protean incursion is 0.02%. Loss of test data and irrecoverable corruption of test subjects is likely. The facility power core AA3 is the predicted target within an acceptable level of certainty. Secondary loss of vault and destruction of test subjects anticipated if the intrusion is not stopped."

What's the vault simulation testing? "Irrelevant question."

Why should we work for you? "Test subject Vault Lord is projected to continue assimilating sectors of this facility at an accelerating pace. Behavior modeling predicts the test subject will seek the surface of this facility and search for vehicles capable of transport away from this facility to continue dominance-seeking conduct. Assessment of all suitable vehicles indicates a 78% probability that the test subject will identify the vehicles at the intruder-Starfinder landing point as most easily compromised."

Why is this our problem? "Compliance is advised. Projected risk exceeds acceptable parameters. Projected outcome is sterilization of Starfinder presence at all locations within and outside the facility. Maintenance and control systems report as nonoperational at all intruder locations."
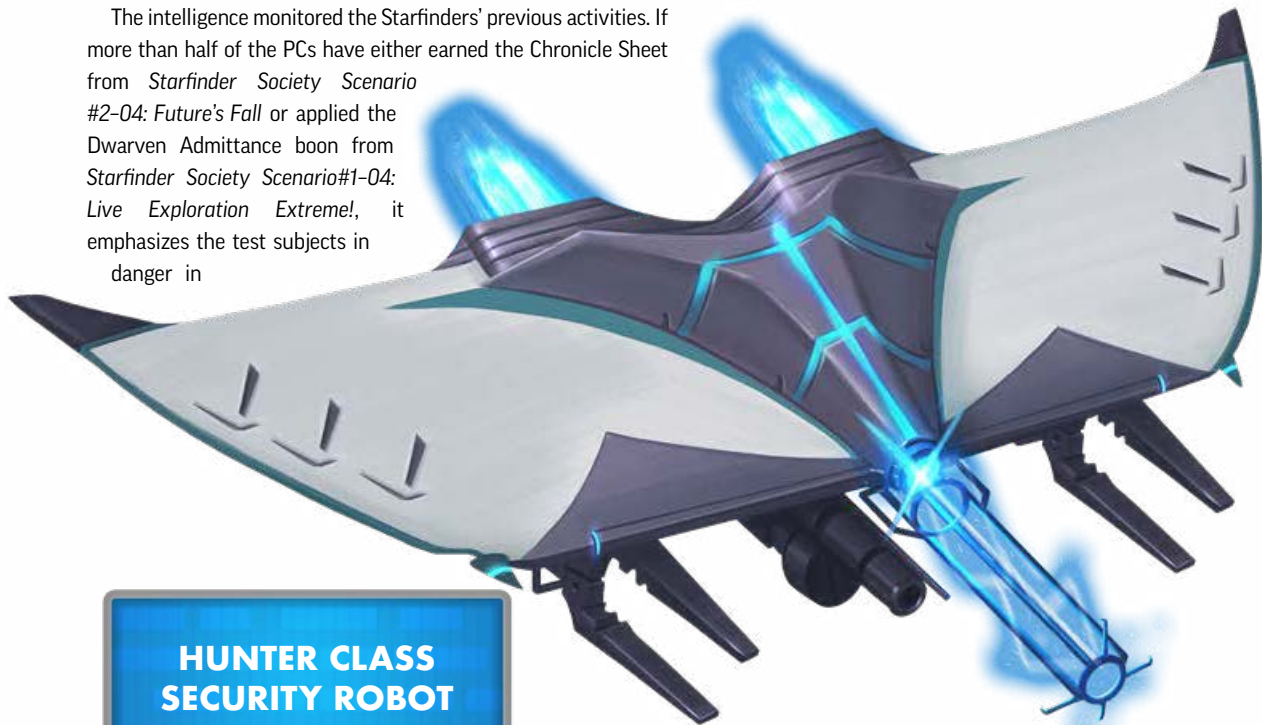
HUNTER CLASS SECURITY ROBOT

Will you give us anything for helping you? "Incentive protocol approved. Security level Gamma system schematics authorized for distribution to intruders/Starfinders upon completion of preventative actions."

Will you free the test subjects? "Test subject status is pending an internal scan. Redesignation of subjects registered as lost/unrecoverable to intruders/Starfinders is acceptable."

What is the Vault Lord? "Data security protocol disabled. Simulation irretrievably compromised." The voice changes, sounding prerecorded. "Simulation #9,377. Planet Golarion, Circa ERROR Absalom Reckoning, local calendar approximation. Investigation of the culture and behaviors of dominance-seeking species-classification Contemplatives traveling from Planet Akiton to Planet Golarion. Contemplatives designated as only possible species matching requirements of historical subject designated as RUNELORD. Specific subject's behavior became erratic 0.8 local calendar years into the initial test. Communications and control of simulation lost 1.1 calendar years into the test. Hostile contact made with test subject 1.2 calendar years into the test. Test subject continues to exhibit dominance-seeking behavior and erratic exhibition of hatred and curiosity toward the guiding intelligence of this facility. Subject possesses intellect multiple deviations above species standard and continues to self-enhance with materials from compromised simulations. Subject behavioral model has no satiation point for dominance or self-improvement."

What is the cog symbol? "The test subject created the symbol based on a reinterpretation of a prominent symbol from the local culture." A holo-display projects an image of the cog, with the negative space becoming clear while the cog teeth recede, creating the seven-pointed star.

Can you help us fit in with the simulation? "Internal systems for simulation records are currently offline. Test subject identification and authority status can be conferred on reactivation of primary control system." The intelligence can provide the PCs with IDs after they reactivate the controls in area **B.** These credentials provide a +2 circumstance bonus to skill checks when interacting with the test subjects in area **C**.

Development: The intelligence transmits navigational guidance to the PCs and provides them with a transport vehicle airdropped to their location with preset navigation guidance to take them to the vault where it needs them. The PCs have an opportunity to take a 10-minute rest.
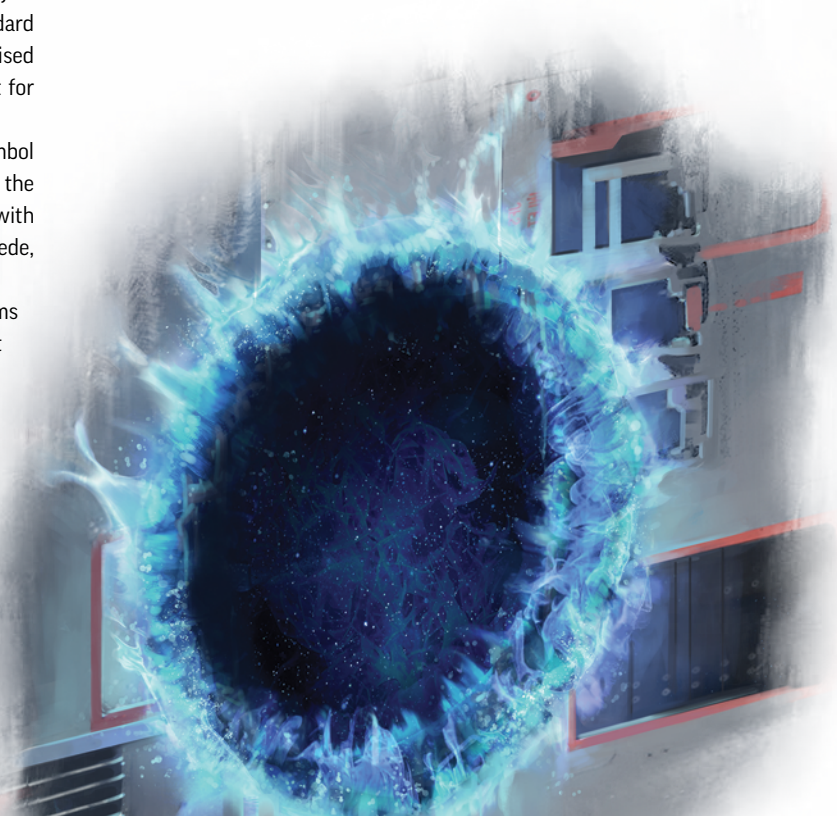
If the PCs refuse to work with the intelligence, it simply says, "Subjects refused compliance. Sterilization required." From there the Starfinders need to flee from an ongoing attack by the intelligence's drones as they begin wiping out the Starfinder presence on *Salvation's End* until the PCs comply. If the PCs continue to refuse, they can escape with a handful of survivors and the adventure concludes.

Treasure: If the PCs agree to work with the guiding intelligence, it gives them an armored null-space transport (*Starfinder Armory* 137) or assault enercopter (*Armory* 137) to reach their destination. The vehicle cannot fit through the entrance to the next vault.
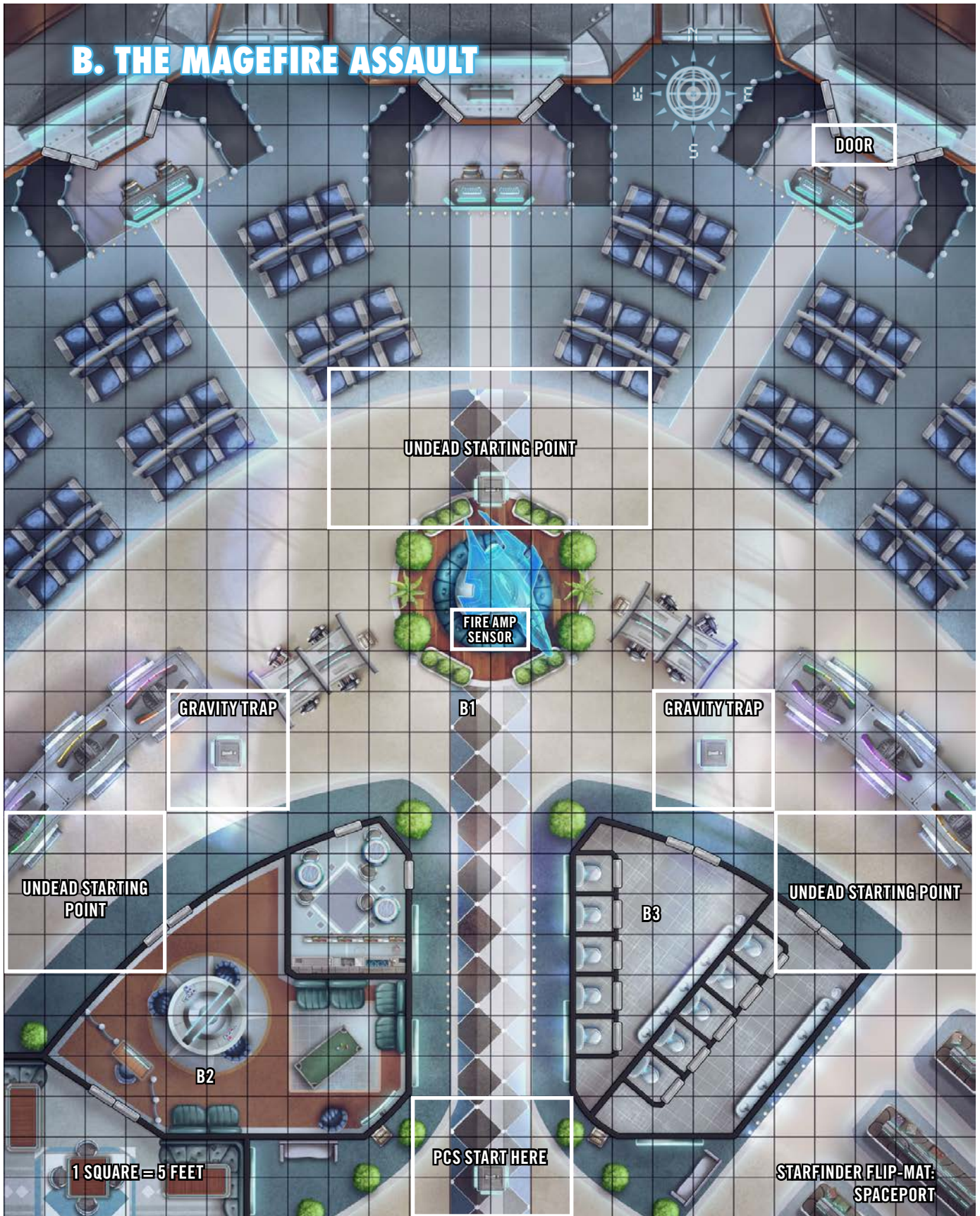
B. THE MAGEFIRE ASSAULT

The access corridor stretches on for several twisting miles within *Salvation's End* before arriving at an exit point within a simulation of Absalom Station. The Starfinders emerge in a recreated portion of Fardock from an enigmatic twisting stone archway. Starfinders from Absalom Station or who succeed at a DC 15 Culture check immediately recognize their surroundings.

Blue lights permeates the area, and scattered remnants of undead litter the dock. A burst of light explodes outside a nearby view port. Starships engage in deadly dogfights in the void while massive defense batteries pour kinetic blasts into bone-forged dreadnoughts. A pale blue light flows from the bone ships and hungrily eats away at the active shielding around the station. The living fire blots out the stars, encompassing every part of the horizon until the whole universe burns.

UNLIVING MAGEFIRE

B. THE MAGEFIRE ASSAULT

DOOR

UNDEAD STARTING POINT

FIRE AMP SENSOR

GRAVITY TRAP

B1

GRAVITY TRAP

UNDEAD STARTING POINT

UNDEAD STARTING POINT

B3

B2

PCS START HERE

1 SQUARE = 5 FEET

STARFINDER FLIP-MAT: SPACEPORT

Two guardian automatons wait here and serve the guiding intelligence; they don't bother the PCs. PCs who succeed at a DC 20 Culture or Mysticism check recognize the events taking place outside as similar to reports about the famous Magefire Assault, when the Eoxian bone sages attacked Absalom Station in 7 AG.

The directions from the guiding intelligence lead further into the re-creation of Kavalasa's Arm. Signs of combat and damage to the station are present everywhere, but the guiding intelligence routes the Starfinders away from the ongoing battles to reach the customs hub that conceals the control system.

B1. Customs Hub (CR 10 or CR 12)

Dripping vital fluids spill from dozens of dead scattered around the customs hub. Inanimate corpses concentrate around a few resistance points, torn apart by explosives and weapons fire. Flashing warnings ordering evacuation fill most of the functioning holoprojectors. The battle outside the station continues to rage as bits of blue fire slip through the shields and fall on the station like rain, searing their way inside.

Creatures: Eoxian undead roam the corridors in packs and search for survivors. They swarm the living without regard for their own safety and rush toward the sounds of battle. A pack of ravenous wights feasts on the remains of some station guards, which imposes a –2 penalty on their Perception checks to notice PCs before combat begins. The wights have seen extensive fighting and lengthy vacuum conditions, leaving them weakened and feral, with their leathery skin pulled tight against their bones.

On the second round of combat, a fragment of unliving magefire breaches the station's hull and joins the attack. The unliving magefire burns in a pale blue ring about 10 feet in diameter. It consumes light and life, draining color from its surroundings. Tendrils seek outward for the living, igniting them in preparation for feeding on their vitality. The magefire attacks PCs until at least two are burning, and then uses its incinerate ability if it's not at full Hit Points.

The undead attack relentlessly, stopping only when they are destroyed.

Hazard: The ongoing attack on the station creates a chaotic and ever-shifting battlefield.

Round 1: At the end of every round, starting with the first, additional undead pour into the room from three corridors. One ravenous wight (two in the higher level range) emerges from each door. The PCs can seal a door with a successful DC 21 Computers or Engineering check (DC 24 in Levels 9–10) while adjacent or with the appropriate ranged computer equipment, or by shooting out a control panel (Hardness 1, 10 Hit Points, EAC 14, KAC 16).

Round 2: Unliving magefire breaches the hull, arriving on its initiative count. This damages area **B3**, where three station civilians hide, and they begin calling for help. The Starfinders can see undead outside the hull swarming toward the breach. This breach functions as another entry point for ravenous wights.

PCs can seal the breach by activating emergency shield controls in area **B2** with a successful DC 21 Computers check (DC 24 in Levels 9–10) or eject the statue centerpiece to plug the gap with a successful DC 26 Physical Science or Piloting check (DC 31 in Levels 9–10).

Round 3: The civilians lose consciousness and the chamber reaches vacuum conditions if the PCs haven't sealed the breach. If any access corridors are still open, the PCs see a skull-faced, burning, and out-of-control Eoxian munitions transport vehicle (30 Hit Points, EAC 13, KAC 16) 400 feet away barreling down one of them toward area **B1**.

Round 4: If the Eoxian transport is intact and the access corridor remains open, the transport crashes into area **B1** and explodes, dealing 6d6 B&F (12d6 in Levels 9–10) to each creature in area **B1** (Reflex DC 17 half) at the end of the round.

Round 5: The civilians die from vacuum if the breach wasn't sealed at the end of the round or the PCs didn't discover some means of protecting them from the harsh environment.

Traps: The customs officers made improvised traps from many of the station's systems. The ticket kiosk greeting system triggers on motion approaching within 5 feet and ties into the station's artificial gravity, shifting it to slam nearby creatures into the floor.

In Levels 9–10, the customs officers also sabotaged the fire suppression systems, routing starship fuel into the system. Whenever a creature takes fire damage or an explosion occurs anywhere in area **B1**, the fire suppression system douses that creature or the center of the explosion and surrounding area in fuel. The trap disarm location is the infrared sensor.

LEVELS 7–8 (CR 10)

RAVENOUS WIGHTS (10) — **CR 1**
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UNLIVING MAGEFIRE — **CR 6**
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GRAVITY TRAPS (2) — **CR 4**
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LEVELS 9–10 (CR 12)

RAVENOUS WIGHTS (15) — **CR 1**
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UNLIVING MAGEFIRE INFERNO — **CR 9**
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FIRE AMPLIFICATION SYSTEM — **CR 6**
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GRAVITY TRAPS (2) — **CR 4**
Page 26

SCALING THE WAR-TORN EYE

Make the following adjustments to accommodate a group of four (or three in Levels 9–10) PCs.

All Levels: Reduce the skill check DCs to help Fain by 2 and the countdown is 2 hours instead of 1 hour.

Treasure: The PCs can acquire a sample of the magefire for Society researchers with a successful DC 22 Mysticism check (DC 25 in Levels 9–10) or a successful DC 26 Life Sciences or Physical Sciences check (29 in Levels 9–10).

B2. Customs Office

Station security concentrated on holding the customs office. A holovid inside plays a news story describing the assassination of Primex Loqua Tem and the ensuing gang war for control of the station that began a week prior to the Eoxian attack. PCs who succeed at a DC 18 Culture check recognize Loqua Tem as the first Prime Executive of the Syndicsguild, the governing body of Absalom Station.

Treasure: The customs officers and station guards carried four aphelion laser pistols, a tactical autobeam artillery, an ultrathin doshko, a mk 3 holy water grenade (*Starfinder Armory* 26), In Levels 9–10 there are also three mk 5 frag grenades and a *minor positron crystal* (*Armory* 26).

Development: The PCs can locate the control system they need to repair using the information the guiding intelligence provided and can make the necessary repairs in 10 minutes. The intelligence provides remote instructions on how to repair the controls, so the PCs don't need to attempt any skill checks.

Once the PCs complete repairs in area **B2**, the guiding intelligence regains control of functions within this sector and it uses the station's systems to create a safe corridor for the Starfinders to travel to area **C.** It indicates this by broadcasting through loudspeakers, "Hostile Test Subject shutdown in progress. Please wait." The PCs see hidden turrets deploy, slaying the remaining undead. "Directions to the next control system transmitted. Proceed quickly. Power fluctuations indicate UNKNOWN hours remaining before the power core is compromised. Prepare for additional test subjects at control system coordinates."

If asked, the guiding intelligence states the test subjects at the next control system are resident biological simulation inhabitants. If the PCs request falsified credentials to show the test subjects, a kiosk provides them with identity cards for station maintenance and security. These provide a +2 circumstance bonus to skill checks when interacting with test subjects in area **C**.

B3. Restroom

Three survivors hide here: **Rizz** (N male ysoki mechanic), a station maintenance technician; **Abernal** (NG female elf envoy), an attaché to Roderick Fain (see area **C**); and **Advent-12** (LN agender android), a customs agent. While the room remains standing and hostiles are in area **B1**, a PC must succeed at a DC 24 Diplomacy check (DC 27 in Levels 9–10) to persuade them to leave this shelter. The undead ignore them until they defeat or drive off the PCs.

Once the area is safe, the group here can explain to the PCs the year is 7 AG and an Eoxian fleet began attacking the station hours ago. The various gangs and factions within the station were already at war with each other for territory after the assassination of Loqua Tem. Abernal was returning from a meeting with Frock, the ysoki leader of the Red Claw gang, with an offer of cooperation to her employer. She's grateful to provide whatever support she can to the PCs and can introduce them to Roderick Fain. If Abernal has died, PCs searching her body find a datapad with the agreement on it that mentions Fain.

Development: If the civilians in area **B3** survived, they ask to accompany the PCs to a safer location. Abernal aks them to help her find her employer, who happens to be stationed near the next control system.

THE WAR-TORN EYE

The guiding intelligence provides a route through the Arms region of the station and past the Ring to the station's Eye. While the Starfinders and any test subjects they rescued observe fighting happening nearby, the guiding intelligence terminates the Eoxian invader test subjects along their path. All show signs of dramatic trauma from internal self-destruct mechanisms. A PC who succeeds at a DC 29 Medicine or Mysticism check (DC 32 in Levels 9–10) also identifies a techno-magical fail-safe built into the animation process for these undead and can record these findings.

As the PCs arrive at the Eye and the approach the next control system, read or paraphrase the following.

Weapons fire and explosions ring throughout the vast central dome region the station simulation. Cracks litter the dome and the outer shielding appears to fade in multiple places. Flying knights battle unliving fire in the sky over the ruins of Swordlight Cathedral. Warring magic conjures purple lightning near the Arcanamirium. A tremor rattles buildings as the station's batteries fire. Lights and gravity briefly wink out as power fails, with only the numerous fires illuminating the habitat. The blackout lasts a long moment; then with a tenuous hum, the station's systems whir back to activity.

Navigation directives lead through devastated streets. Small arms fire flashes between sky rises high above sending debris scattering down. Wounded citizens crowd a nearby transit hub, sheltering in an impromptu field hospital. A handful of beleaguered station security officers keep watch while overworked doctors rush between patients. Fallen undead attackers litter the streets.

The guiding intelligence's navigation points to the field hospital built around the transit station–specifically to the control station that manages the system. PCs who succeed at a DC 15 Culture check recognize this as an access point to the Spike, the portion of the station that runs perpendicular to the plane of the Arms and where the Starstone Reactor and Downlow are. The guiding intelligence contacts the PCs about the station security: "Armed test subjects without self-destruct protocols detected around the objective. Is termination required to reach the control system?" If the PCs tell the guiding intelligence to wait, it replies, "Time is limited. Proceed quickly." Each receives a countdown timer indicating 1 hour before subject termination.

Skill checks and actions to persuade and help the test subjects take a 10-minute rest. If Abernal is with the PCs, she tells them her employer, Roderick Fain, is at the transit hub.

Transit Hub: Station security officers stop the approaching PCs. PCs can talk their way past with a successful DC 26 Diplomacy or Intimidate check (DC 29 in Levels 9–10), if Abernal accompanies them, or if they wait 10 minutes as the guards verify they aren't hostile.

The PCs can meet with **Roderick Fain** (LG male half-elf envoy) after passing the guards. Fain is a member of the Syndicsguild and represents this district. He is an idealistic politician, eager to make a difference, and has maintained good relations with the various factions and gangs that touched on his district without becoming beholden to any. He is distraught over Primex Loqua Tem's recent assassination and suspects the Eoxians may have worked with one of the gangs to facilitate this invasion. He has organized station security and secured this area against the ongoing invasion and opportunistic gang attacks, but has a number of wounded, the ongoing threat of the gangs, and dwindling supplies to deal with. A PC who succeeds at a DC 20 Culture check knows that no person named Roderick Fain was ever affiliated with the real Syndicsguild.

Roderick Fain has locked down the transit through this area and access to the station controls after several patrols went missing down below. He's worried an unknown attacker will use the transit hub to reach the Eye and attack from below. Unknown to Fain, the Vault Lord's soldiers are responsible and have already reached their objective: the Starstone Reactor.

The PCs can gain Fain's permission to access the control system through helping with his problems or tricking him into believing they are station security or maintenance personnel with a successful DC 24 Bluff check (DC 27 in Levels 9–10) . If the PCs rescued Abernal earlier and brought her with them, they gain a +2 bonus to Bluff checks to convince him they are station security.

RODERICK FAIN
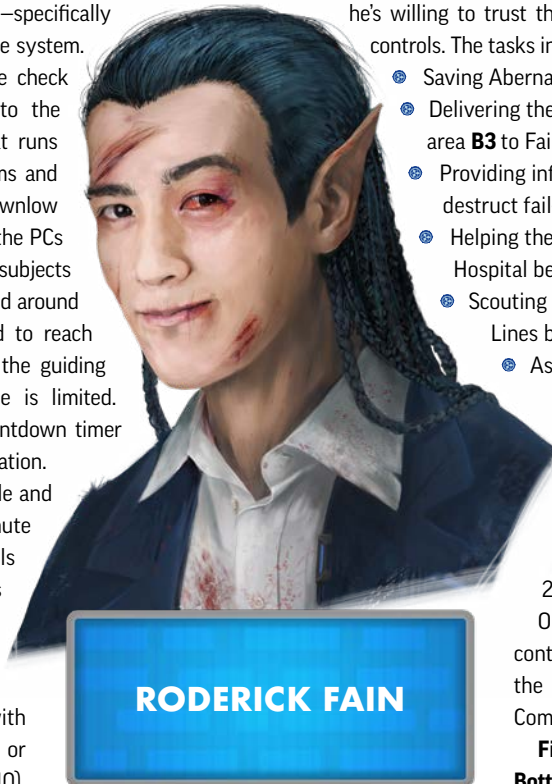
If the Starfinders help Fain with three of these potential tasks, he's willing to trust them and grant access to the station controls. The tasks include:

- Saving Abernal (area **B3**) and bringing her to Fain.
- Delivering the Red Claw cooperation offer from area **B3** to Fain.
- Providing information about the undead self-destruct fail-safe (area **B1**).
- Helping the wounded in the hospital (see Field Hospital below).
- Scouting the enemy positions (see Front Lines below).
- Assisting the front-line security officers (see Front Lines below).
- Repairing the automated defenses (Engineering DC 24; DC 27 in Levels 9–10).
- Securing the communications equipment (Computers DC 24; DC 27 in Levels 9–10).

Once the PCs gain access to the control system and begin repairs, the countdown transmission ends. Completing the repairs takes 10 minutes.

Field Hospital: A medical expert, **Seri Bottlewick** (CG female feychild gnome mystic), frantically tends to the dozens of patients her overworked staff struggles to keep alive. The frazzled gnome continually runs her bloody hands through her vibrant green hair in frustration, creating a knotted mess.

The Starfinders can assist the hospital staff with a successful DC 23 Medicine check (DC 26 in Levels 9–10), cure 25 points of Hit Point damage (40 Hit Points in Levels 9–10), cast *remove affliction* twice, or succeed at a DC 23 Mysticism check (DC 26 in Levels 9–10) to assist a patient with ghoul fever. Doing so completes the hospital task for Roderick.

Front Lines: Scattered attacks on the front lines have exhausted the security officers here. The lead officer is charismatic captain named **Patchy** (N male ysoki soldier) who dashes about in enemy view, cheerfully keeping up morale.

PCs can scout enemy positions to direct heavy weapons fire with a successful DC 24 Perception or Stealth check (DC 27 in Levels 9–10) or a successful DC 20 Profession (mercenary) check. Doing this successfully completes Roderick's scouting the enemy positions task.

PCs can spend Resolve Points equal to the number of PCs (twice the number of PCs in Levels 9–10) and aid the security officers, letting them recover, or provide them with combat equipment worth 1,000 credits times the number of PCs (1,500 times the number of PCs in Levels 9–10). Doing this completes Roderick's assisting the front-line security officers task.

Infamy: If the PCs choose to have the guiding intelligence terminate the test subjects, they each gain 1 Infamy. The PCs can

gather the area's treasure from the dead, make the repairs, and continue to area **D** without obstacle.

Treasure: If the PCs successfully complete three of Roderick Fain's tasks, Fain provides them with a *mk 3 grenade scrambler* (*Armory* 103). In Levels 9–10 he also provides an *inductive bandolier* (*Armory* 104).

In addition, as the PCs head towards the reactor (area **C**), they find a set of medical supplies left untouched near the reactor's entrance, including an advanced medkit and three *mk 3 serums of healing.* In Levels 9–10, the area also includes a *spell gem of mystic cure (5th level).*

Development: The PCs can safely take a 10-minute rest before or after they repair the guiding intelligence's control system. Once the PCs repair the control system, the guiding intelligence provides a new navigation guide, directing the PCs to travel down into the Spike and to the Starstone Reactor.

C. SHADOW OUT OF TIME (CR 11 OR CR 13)

The guiding intelligence's directions lead the Starfinders into the heart of the Spike. The Vault Lord's servants slaughtered the security forces and engineers around the recreated Starstone Reactor, and the immense bulkhead doors that protect the false *Starstone* chamber lie open. A PC studying the dead bodies who succeeds at a DC 25 Medicine check determines the primary damage types the Vault Lord's forces use for their melee and ranged attacks (bludgeoning, fire, sonic, piercing and poison in Levels 7–8; or bludgeoning, electricity, fire, sonic and piercing in Levels 9–10).

After crossing the unsealed bridge to what should be the *Starstone* chamber, the PCs soon find themselves entering a massive stadium, emerging from an entrance at the marked area. The area is actually an unused section of the vault, as the programming for the false Magefire Assault inhabitants prevents them from actually entering this area, meaning the guiding intelligence had no use to furnish an actual Starstone Reactor. This room is brightly lit with a ceiling 50 feet high. Use the map on page 15 for this area.

A bridge spanning a seemingly endless drop leads to an arch. Past the arch, the area opens up to an immense stadium area. The empty, dusty seating area begins 15 feet above the floor. Two immense projector units float at the northern and southern ends of the stadium. Floating hunks of starmetal form the shapes of seven-pointed toothed cogs within both of the portals. The arena's center floor panels are cracked and opened, showing numerous conduits and intricate cabling below.

Immediately after the PCs enter the area, they receive a telepathic request to parley from Vradak, the Vault Lord's lieutenant. It relays its master's desire to speak with these new arrivals.

"Guests… peace… we will not harm you. The master wishes to speak. Accept this kind and generous offer; be bathed in the master's glory and hear the master's wisdom."

The Vault Lord's servants work to subvert the power core hidden under this area to their purposes.

If the PCs attack, the Vault Lord assembles their golem (page 16) and conveys the first four sentences of their greeting before realizing the guiding intelligence sent the PCs to stop their efforts; in this case, skip ahead to the read-aloud text at the bottom of the page. If the PCs agree to parley, Vradak places a modified holo-display on a pile of debris and activates it, abasing itself before the Vault Lord's image. Read or paraphrase the following.

The holo-display flickers to life and projects a pulsating brain sack with the atrophied remnants of a humanoid body dangling from it. Fine green robes displaying the seven toothed cog symbol adorn the creature's body, while implanted aeon stones decoratively shine from the folds of the creature's cranium. The creature's voice shatters thought, demanding absolute attention.

"Starfinders. Inheritors of the heroes of old. It seems destined that as we rise the old enemy of our kind should come to prominence once more. Are you the champions of this new universe? We would not have this eventful meeting sullied with bloodshed. Time enough for glorious battle later. Let us first acknowledge each other as mortal foes should."

The PCs have an opportunity to pose two or three brief questions or statements to the Vault Lord.

Who are you? "We are the legacy of Xin, the inheritor of ancient Thassilon and the Contemplative empire that once dwelt on Golarion. With the other Runelords gone, we are without equal in this age and claim the title of Vault Lord."

What do you want? "Is our glory and power not obvious? We mean to rule, to claim dominion over all the vast cosmos. Every day our strength grows. The wise will acknowledge us and fools can fuel the fire that reforges the universe in our image."

What do you know about this place? "It is a small place suitable for the small mind that governs it. Answering questions that only it cares to understand. For us, it is a humble stepping-stone on our way to grander things."

You won't get away with this. "Our actions are not for you to judge. But we have learned this is the way of heroes, hurling themselves into annihilation out of misguided ideals. Poor, pitiful fools. If you understood even a fraction of our true nature you would flee in terror."

After addressing three questions or statements, the projection examines the PCs closely and each feels a psychic pressure as the Vault Lord probes their thoughts.

"But where are your weapons of legend? Do you possess armor and tokens blessed by the gods? Your minds quiver with uncertainty, like voles beneath the hawk. We see the fear that shapes your every move. You are not masters of your own fates, but pawns moved at the whim of another. Worms! You are worms! What has IT told you?! What dagger has IT placed in

C. SHADOW OUT OF TIME

SICCATITE

ENEMIES START HERE

PCS START HERE

ABYSIUM
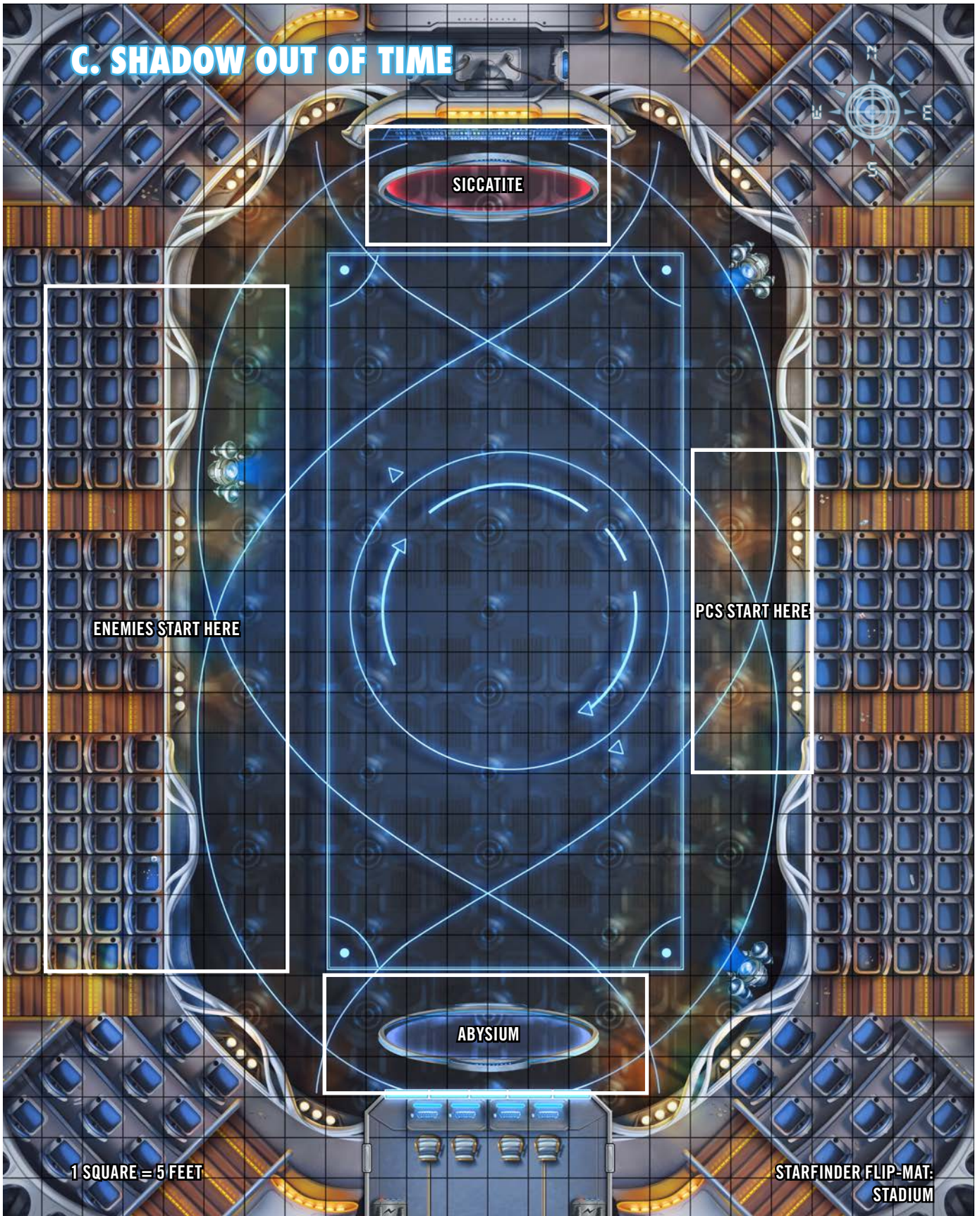
1 SQUARE = 5 FEET

STARFINDER FLIP-MAT:
STADIUM

your minds to direct at us? Vradak! Activate the power transfer and KILL THEM!"

The holoprojector explodes, scattering debris around the stadium's floor and picking up half-opened panels in its wake. A vortex of swirling metal flies into motion: a thousand, thousand lethal shards that recreate the visage of the Vault Lord, looming over the stadium.

Hazards: The Vault Lord's servants have created two floating magitech glyphs in the northern and southern ends of the room to transform the reactor's power into technomantic fuel for the Vault Lord and their armies. Vradak activates the controls on the first round of combat.

The raw power channels through the room into the Vault Lord's golem. While the siccatite glyph (red) is active, the golem flares with heat, and creatures that fail the save against its junk cloud ability gain the burning condition for 3d6 damage. While the abysium glyph (blue) is active, the golem's tear down ability also inflicts the off-kilter condition for 1 round on a failed save.

PCs can shut down a glyph wirelessly or by hacking into the exposed floor paneling with a successful DC 27 Computers or Engineering check (DC 30 in Levels 9–10), or with a successful DC 24 Mysticism check (DC 27 in Levels 9–10) while adjacent to one of the portals containing the glyph. PCs on the stadium's floor who succeed at a DC 20 Engineering or Mysticism check identify an exposed panel in a randomly determined adjacent square. A targeted *dispel* (DC 16, or 18 in Levels 9–10) also deactivates a glyph.

Attacks that target EAC cannot pass through the barriers protecting each glyph, but physical objects can freely pass. PCs can attack the glyphs (HP 30, EAC 24, KAC 16) though they float 20 feet off the ground. Destroying or deactivating a glyph deals 70 damage to the Vault Lord's golem.

Creatures: The Vault Lord deployed a sizable assault force to control the power core hidden within the simulation. Their lieutenant, Vradak, is a philosopher worm of Nchak, genetically modified and trained

for command. It is a genius tactician and psychically controls its soldiers, granting them incredible coordination and reaction speed. It begins the combat prone, bowing before the Vault Lord. Though Vradak does not speak aloud, it is paying close attention to the PCs. While the PCs speak with the Vault Lord, it uses its evaluate ability to study them and its telepathic bond to communicate with its intelligent allies. During battle, it uses its command actions to magnify its allies' actions (with the exception of the golem, which cannot be affected in this way). It activates the energy transfer system and casts *haste*. Vradak avoids directly attacking PCs until they overcome its aura or until two of its allies are defeated. Loyal to the last, Vradak fights to the death.

In Levels 7–8, suits of animated armor psychically bound to Vradak's will act as its enforcers, while a lurker in light acts as spy and assassin. The armors continue to fight past Vradak's death despite their psychic binding.

In Levels 9–10, Vradak commands two equinoxian periastras, who respect Vradak's discipline and its devotion to creating order under the Vault Lord's regime. An assassin robot disposes of anyone Vradak needs quietly removed. The periastras retreat if brought below 40 Hit Points, trying to move past the PCs and onto the bridge.

The unstable golem the Vault Lord created begins to slowly fall apart after its first attack, visibly losing cohesion with every round that passes in combat. Under the direction of the Vault Lord, the golem prioritizes targets who show leadership qualities. If the PCs destroy the golem, a fragment remains intact long enough to deliver a message: "Soon… soon this facility and all the power it holds will be ours. Your Society's legacy shall be a burning pyre that illuminates our glorious ascension into our new age of galactic dominance. We will find you, your precious Pact Worlds, and any other corner of the galaxy where you falsely think yourself to be safe…" With that, the golem's core collapses, still faintly flashing with light.
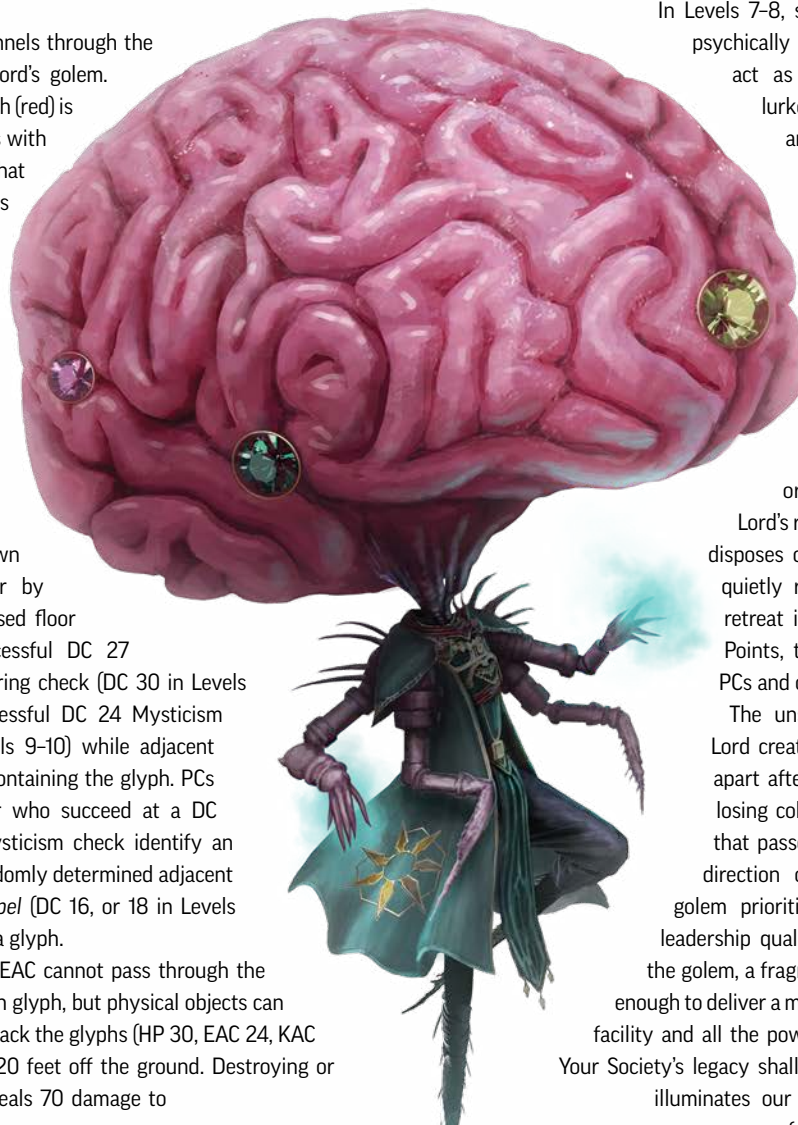
THE VAULT LORD

LEVELS 7–8 (CR 11)

ANIMATED LICTOR HELLKNIGHT PLATES (2)	CR 5
Page 22	

LURKER IN LIGHT	CR 5
Page 22	

VAULT LORD GOLEM	CR 7
Page 23	

VRADAK	CR 8
Page 23	

LEVELS 9–10 (CR 13)

ASSASSIN ROBOT	CR 9
Page 27	

EQUINOXIAN PERIASTRAS (2)	CR 9
Page 28	

VAULT LORD GOLEM	CR 7
Page 28	

VRADAK	CR 8
Page 29	

Treasure: The PCs can scavenge a pair of *mk 2 fiery runeplates* (*Armory* 113) from the animated armor and repurpose the lurker in lights garments into a *mk 2 diffraction cloak* (*Armory* 112) in Levels 7–8. They find a *dark blue rhomboid aeon stone* in the remains of the holoprojector, as well as a *pearly white spindle aeon stone* in Levels 9–10. In addition, solarians can use the strange gems embedded in the equinoxians as *standard Z-boson crystals* and *standard T-quark crystals* in Levels 9–10.

Development: Once the Starfinders defeat the Vault Lord's forces, they can access the control system from the exposed paneling on the floor and complete the necessary repairs in 10 minutes. Upon restoring the last control system, the ongoing shuddering of the station from the Eoxian attack finally subsides, and the room grows quiet as the artificial ambience of station life disappears.

One of the guiding intelligence's drones enters from a hidden access points and approaches the PCs, projecting the guiding intelligence's voice: "Assessing the simulation status. The agreed upon terms with the intruders are successfully concluded. Surviving test subjects in this simulation are irretrievable. Analysis indicates you would demonstrate acceptance behavior toward these test subjects. Test subject designation changed to intruders/Starfinders. Simulation shutdown and sterilizations commences in 12 hours. End transmission."

The PCs can examine and record the simulated interior of

the Starstone Reactor chamber and take readings from the *Salvation's End* power core with a successful DC 23 Engineering or Physical Sciences check (DC 26 in Levels 9–10). The PCs can examine the remains of the Vault Lord's golem with a successful DC 22 Mysticism check (DC 25 in Levels 9–10) for their Secondary Success Conditions.

CONCLUSION

After the last transmission from the guiding intelligence, the Starfinders can quickly contact Venture-Captain Vex. The Venture-Captain's initial relief that the team is safe after losing communications with them, quickly turns to panicked determination. Vex organizes Starfinder teams to enter the vault and rescue as many of the confused test subjects as possible. If the PCs established good relations with Roderick Fain, the task is a bit easier, as the Syndicsguild member's trust and assistance smooths the process. Tragically, many of the inhabitants of the simulated Absalom Station died in the historical recreation of the Magefire Assault, but rescuing the remaining few hundred living survivors is a huge undertaking, made all the more urgent as the guiding intelligence begins collecting any remaining creatures in the vault for storage and eventual reprogramming exactly 12 hours later. (With a successful DC 25 Diplomacy check, the PCs can convince the guiding intelligence to extend the deadline.) The PCs can also convince it to free its undead captives, at the GM's discretion, though the undead must still be convinced that the attack on Absalom Station isn't real and that they should cease their attacks.

If the PCs helped Fain, he becomes the survivors' liaison to the Starfinders.

Vex calls the PCs for debriefing days afterward. The lodge is full to bursting with a confused and frightened population of survivors. Vex gives a tired smile and invites the PCs to sit in a conference room. Scattered datapads, computers, and a sleeping bag clutter one corner.

"Had to give up my office and personal quarters. Thankfully, Corev's people stepped up hydroponics production so no one will starve. Transport vessels should be here within a week. You've all done well, better than anyone could hope for. Two powers on this moon, one a power-hungry, unstable megalomaniac and the other willing to spend countless lives on testing its theories. And then there's us in the middle." He massages his temples. "*Salvation's End* is full of wonders and technology beyond most we've seen. The Vault Lord would turn it into a weapon, and with the tangled mental conditioning you reported, I have no doubt that weapon would point at the Golarion system. I'm glad I can count on you to help me stop that from happening. You've had a chance to interact with the intelligence that runs the station, something we've been trying to do since we learned it existed. Do you think there's a chance for allying with it against the Vault Lord—and if so, should we pursue it? We can't afford to just pick up and leave."

Vex listens to the PCs' report and asks if they think the guiding intelligence for *Salvation's End* is something they're willing to work with if an alliance was even possible. Record the majority opinion.

Finally, Vex reports that following the vault's disassembly, they received a signal for strange new drone technology from deeper within the complex—a parting gift from the guiding intelligence.

REPORTING NOTES

If the PCs helped Roderick Fain with at least three tasks, check box A in the Event Reporting Form on page 34. If the PCs successfully studied the guiding intelligence's control systems, check box B. If a majority of the PCs believes an alliance with the guiding intelligence is worth pursuing, check box C.

PRIMARY SUCCESS CONDITIONS

If the PCs successfully defeated the Vault Lord's soldiers and repaired the guiding intelligence's control systems, each PC earns 1 Fame and 1 Reputation for any factions associated with their current faction boon.

SECONDARY SUCCESS CONDITIONS

The PCs must compete at least three of the following tasks to complete their secondary success condition: set up the surveillance equipment in area **A1**, collect a sample of unliving magefire in area **B1**, earn Roderick Fain's trust by completing three tasks in area **C**, identify the undead fail-safe in area **C,** study the Starstone Reactor chamber in area **D,** study the Vault Lord's golem in area **D**, and successfully study one of the guiding intelligence's control systems. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon.

APPENDIX 1: LEVEL 7–8 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of five to six PCs of 7th level. Use the scaling sidebars for each encounter to adjust the encounters for a group of four PCs. For groups of different levels, consult *Guide to Organized Play: Starfinder Society* for instructions.

EVENT 1 (LEVELS 7–8)

KETICAMA	CR 8

Male young blue dragon
LE Huge dragon (earth)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft.;
    Perception +16
Aura frightful presence (170 ft., DC 16)

DEFENSE	HP 128

EAC 20; **KAC** 22
Fort +12; **Ref** +10; **Will** +10
DR 5/magic; **Immunities** electricity, paralysis, sleep

OFFENSE

Speed 40 ft., burrow 20 ft., fly 200 ft. (Ex, clumsy)
Melee bite +20 (3d4+14 P)
Multiattack bite +14 (3d4+14 P), 2 claws +14 (1d8+14 S), tail slap +14 (1d6+14 B)
Ranged hailstorm-class zero rifle +17 (2d8+8 C, critical staggered)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Offensive Abilities breath weapon (80-ft. line, 9d8 E, Reflex DC 16 half, usable every 1d4 rounds), crush (3d4+14 B)
Spell-Like Abilities (CL 8th; melee +20)
    1/day—*dimension door*, *overload systems* (DC 16)
    3/day—*arcing surge* (DC 15), *discharge* (DC 15), *instant virus* (DC 15), tongues
    At will—*recharge*, *see invisibility*

STATISTICS

Str +6; **Dex** +0; **Con** +4; **Int** +2; **Wis** +2; **Cha** +2
Skills Acrobatics +21 (+13 when flying), Bluff +21, Computers +16, Engineering +16, Mysticism +16
Languages Auran, Common, Draconic, Terran
Other Abilities sound imitation
Gear hailstorm-class zero rifle with 4 high-capacity batteries (40 charges each), mk 2 intercepting ears[AR], *standard cloaking skin*[AR]

SPECIAL ABILITIES

Sound Imitation (Ex) Keticama can mimic any voice or sound he has heard by succeeding at a Bluff check opposed by a listener's Sense Motive check.

SCALING EVENT 1

To accommodate a group of four PCs, remove one neutronium golem from the encounter.

NEUTRONIUM GOLEMS (2)   CR 6

Starfinder Alien Archive 3 42

N Large construct (magical, technological)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

DEFENSE   **HP** 90 EACH

EAC 18; **KAC** 20

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

DR 5/–; **Immunities** construct immunities, electricity, light, magic

OFFENSE

Speed 20 ft.

Melee slam +17 (1d8+11 B, critical knockdown)

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

Offensive Abilities berserk

STATISTICS

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

Skills Stealth +14

Other Abilities mindless, comm, unliving

SPECIAL ABILITIES

Berserk (Ex) When a neutronium golem takes damage that reduces it to half its maximum Hit Points or fewer, and whenever it takes damage while it has half its maximum Hit Points or fewer, it must attempt a DC 13 Will saving throw. On a failure, the golem goes berserk. While berserk, the golem uses its actions to make a full attack or to move and attack. If it can't reach a creature, it attacks objects. The golem can attempt a DC 13 Will saving throw at the end of each of its turns to end the berserk state. If the golem's creator communicates with the golem to calm it, via comm unit or from within 60 feet, and succeeds at a DC 10 Charisma check, the golem receives a +2 circumstance bonus to this saving throw.

Comm (Ex) A golem can receive wireless communications (and thus commands from its creator) at planetary range.

Light Immunity (Ex) A neutronium golem does not interact with visible light, so it is immune to laser weapons or any other attack based on visible light. In any area of dim, normal, or bright light, a neutronium golem is invisible.

Magic Immunity (Ex) A neutronium golem is immune to any spell or spell-like ability that allows spell resistance, unless the spell specifically lists constructs in its Targets entry. In addition, certain spells and effects function differently against the golem, as follows.

- If the golem is inside the area of a *control gravity* spell used to increase gravity and fails its saving throw, instead of the usual effects of the spell, the golem becomes Tiny (reducing its space and reach to 2-1/2 ft.) and sinks partially into the ground, becoming pinned for the duration of the spell.
- If the golem is inside the area of a *control gravity* spell used to reverse gravity or create an area of zero-g and fails its saving throw, in addition to the normal effects of the spell, it partially loses its humanoid shape as it becomes Huge (increasing its size and reach to 15 ft.) for the duration of the spell. In this state, it is staggered.
- The golem automatically fails its saving throw against *discharge* and *greater discharge* but has a unique reaction to these spells. *Discharge* and the area discharge effect of *greater discharge* heal the golem for 5d8 Hit Points; the targeted discharge effect of *greater discharge* heals it for 11d8 Hit Points.
- The golem can be targeted with a *recharge* spell, but this spell has a unique effect upon it. If the golem fails its saving throw, it loses its immunity to electricity and light, becoming visible as a creature of highly reflective metal for 2d4 rounds.

ENCOUNTER B (LEVELS 7–8)

RAVENOUS WIGHTS (10)   CR 1

NE Medium undead
Init +7; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE   **HP** 15 EACH

EAC 13; **KAC** 14
Fort +3; **Ref** +5; **Will** +3
Defensive Abilities evasion; **Immunities** undead immunities

OFFENSE

Speed 40 ft.
Melee bite +5 (1d8+3 P plus infected wound)
Ranged azimuth laser pistol +5 (1d6+3 F)
Special Attacks swarming

STATISTICS

Str +3; **Dex** +3; **Con** –; **Int** +1; **Wis** +2; **Cha** +0
Skills Athletics +5
Other Abilities unliving
Gear azimuth laser pistol with 1 battery (20 charges)

SPECIAL ABILITIES

Infected Wound (Ex) Whenever the ravenous wight deals
Hit Point damage with its bite to a living creature, that
creature's maximum HP decrease by 1 for the next 24 hours.
If that creature dies while infected, it rises on its next turn
as a ravenous wight with full Hit Points. This is a disease
effect (DC 13 to remove or treat).

Swarming Attacks (Ex) Ravenous wights' attacks are difficult
to dodge when they attack in numbers. A ravenous wight
gains a +5 circumstance bonus to attacks for every other
wight threatening their target (to a maximum of +15).

UNLIVING MAGEFIRE   CR 6

NE Large outsider (elemental, fire)
Init +8; **Senses** darkvision 60 ft.; **Perception** +21

DEFENSE   **HP** 70

EAC 19; **KAC** 18
Fort +5; **Ref** +9; **Will** +9
DR 5/–; **Immunities** elemental immunities, fire
Weaknesses vulnerable to cold

OFFENSE

Speed 50 ft.; fly 30 ft. (perfect)
Special Attacks flame tendril (DC 16, burning 3d6), incinerate
(DC 16)
Space 10 ft., reach 10 ft.

STATISTICS

Str +2; **Dex** +5; **Con** –; **Int** +2; **Wis** +2; **Cha** +0
Skills Acrobatics +13, Athletics +13
Languages Eoxian, Ignan
Other Abilities unliving

SCALING ENCOUNTER B

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

Remove two ravenous wights. The west and east
corridors are already sealed, so no additional wights can
enter through them. Additionally, lingering energy from
the station's shields inhibits the magefire, removing its DR.

SPECIAL ABILITIES

Flame Tendril (Su) The unliving magefire creates a sinuous line
of flames that it shapes as desired. The flame tendril affects
five 5-foot squares, plus five squares for every burning
creature within 30 feet; each square must be adjacent to
the previous square, starting from the unliving magefire or
any burning creature within 30 feet. No square can be more
than 60 feet from the unliving magefire. Creatures in the
path take 8d6 fire damage and gain the burning condition. A
successful DC 16 reflex save halves the damage and negates
the burning condition.

Incinerate (Su) The unliving magefire causes each burning
creature within 60 feet to take its burning damage and
regains HP equal to the damage dealt as it drains life and
heat in a torrent from a creature's body. A successful DC 16
Fortitude save halves the damage.

GRAVITY TRAPS (2)   CR 4

Type technological; **Perception** DC 15; **Disable** Computers or
Engineering DC 23 (deactivate kiosk or disconnect from
gravity control system)
Trigger motion sensor; **Reset** 5 rounds
Effect hyper-gravity (3d6 bludgeoning damage and prone;
15-ft.-radius spread centered on kiosk); Fortitude DC 14
halves damage and negates prone.

ENCOUNTER C (LEVEL 7–8)

ANIMATED LICTOR HELLKNIGHT PLATES (2)   CR 5

Starfinder Alien Archive 3 6

N Medium construct (magical, technological; *Starfinder Pact Worlds* 196)

Init +3; **Senses** darkvision 60 ft.; low-light vision; **Perception** +11

DEFENSE   **HP** 70 EACH

EAC 17; **KAC** 19

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

Defensive Abilities integrated weapons; **Resistances** cold 5, fire 5; **Immunities** construct immunities

OFFENSE

Speed 20 ft.; fly 30 ft. (jetpack, average)

Melee slam +15 (1d6+10 B)

Ranged integrated corona laser pistol +13 (2d4+5 F; critical burn 1d4)

STATISTICS

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

Skills Acrobatics +11, Athletics +16

Other Abilities comm, mindless, unliving

Gear corona laser pistol with 4 batteries (20 charges each), jetpack, mk 1 thermal capacitor

SPECIAL ABILITIES

Comm (Ex) Animated lictor Hellknight plate can receive wireless communications (and thus commands from its allies and creator) at planetary range.

SCALING ENCOUNTER C

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

Remove one animated lictor hellknight plate and remove Vradak's dominating presence aura.

LURKER IN LIGHT   CR 5

Starfinder Alien Archive 3 40

NE Small fey (extraplanar)

Init +5; **Senses** low-light vision; **Perception** +11

DEFENSE   **HP** 70

EAC 17; **KAC** 19

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

DR 5/cold iron; **Immunities** blinded

OFFENSE

Speed 30 ft.; fly 30 ft. (Ex, average)

Melee claw +13 (1d6+6 S) or basic spined blade +13 (1d6 P plus lesser shadow essence; critical injection DC +2)

Spell-Like Abilities (CL 5th)

1/day—*plane shift* (Elemental Planes, First World, or Material Plane; self only)

3/day—*wisp ally*

At will—*dancing lights*

STATISTICS

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

Skills Acrobatics +11, Mysticism +11, Stealth +16

Languages Aklo, Common, Gnome

Other Abilities blend with light, daylight door

Gear basic spined blade[AR]

SPECIAL ABILITIES

Blend with Light (Su) A lurker in light is invisible in areas of bright light (*Starfinder Core Rulebook* 261).

Daylight Door (Sp) Once per day, a lurker in light can cast *dimension door*, though it can transport only itself and objects of up to 5 total bulk. The start and end points of the teleport must be in areas of bright light; if the destination lacks sufficient light, the spell fails, but this ability is not expended for the day.

LESSER SHADOW ESSENCE

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

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

Effect At the staggered state, the penalties from the weakened state become permanent until the victim benefits from a *lesser restoration* spell.

Cure 1 save

VAULT LORD GOLEM   CR 7

N Huge construct (magical, technological)
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +24

DEFENSE   HP 280

EAC 24; **KAC** 26
Fort +13; **Ref** +13; **Will** +10
Immunities construct immunities, magic, prone

OFFENSE

Speed 10 ft.
Melee slam +22 (2d10+18 B plus tear down [DC17]; critical knockdown)
Offensive Abilities junk cloud, tear down (DC 17)
Space 15 ft., **reach** 15 ft.

STATISTICS

Str +8; **Dex** +0; **Con** —; **Int** —; **Wis** +5; **Cha** -2
Other Abilities mindless, unliving

SPECIAL ABILITIES

Collapsing (Ex) The golem is quickly falling apart and can barely move. It loses 35 HP each round at the end of its turn. This reduces its CR by 3 (already included in its statistics).

Junk Cloud (Su) Debris orbits the golem as the Vault Lord holds the construct together. At the end of each of the golem's turns, each creature within 5 feet of the golem takes 4d6 bludgeoning damage. A successful DC 17 Reflex saving throw halves the damage.

Magic Immunity (Ex) The golem is immune to any spell or spell-like ability that allows spell resistance, unless the spell specifically lists constructs in its Targets entry. In addition, certain spells and effects function differently against the golem as follows.

- A *mind thrust* triggers the collapsing ability if the golem fails its Will save, causing it to lose 110 HP.
- A *grease* spell affects the golem as if it were hasted for 1d6 rounds and ends any slow effect on it.
- A *hold monster* or *hold person* spell slows the golem (as the spell) for 3 rounds and negates its collapsing ability for that duration.

Tear Down (Su) The golem's strikes infuse the target with crippling self-doubt, dealing 1d8 Charisma drain (Will DC 17 negates). If this drain reduces the target to 0 Charisma, the creature remains conscious and is dominated, as *dominate person*, ignoring type and immunities.

VRADAK   CR 8

Agender variant philosopher worm (*Starfinder Alien Archive 3* 78)
LE Medium monstrous humanoid
Init +2; **Senses** blindsense (thought) 60 ft., darkvision 60 ft.; **Perception** +16
Aura dominating presence (60 ft., Will DC 18)

DEFENSE   HP 110 RP 5

EAC 19; **KAC** 20
Fort +9; **Ref** +7; **Will** +13

OFFENSE

Speed 30 ft.
Melee claw +15 (1d12+8 P)
Offensive Abilities command, reality eddy
Spell-Like Abilities (CL 8th; ranged +16)
  1/day—*dispel magic*, *divination*, *haste*, *synaptic pulse* (DC 18)
  3/day—*augury*, *mind thrust* (3rd level; DC 17), *mystic cure* (2nd level), *status*, *telepathic bond*
  At will—*command* (DC 16), *detect thoughts* (DC 16), *mindlink*, *psychokinetic hand*, *telekinetic projectile*

STATISTICS

Str +0; **Dex** +2; **Con** +1; **Int** +6; **Wis** +4; **Cha** +4
Skills Culture +16, Diplomacy +16, Intimidate +21, Life Science +16, Medicine +16, Mysticism +19, Sense Motive +21
Languages Common, Eoxian, Nchaki, Shirren, Thassilonian; telepathy 60 ft.
Other Abilities evaluate

SPECIAL ABILITIES

Command (Su) As a swift action, Vradak can spend a Resolve Point to grant any allies within 60 feet one of the following benefits:

  Advance: All allies have an additional move action and move without provoking attacks of opportunity until Vradak's next turn.

  Focus Fire: All allies roll twice and take the better result on attacks against a specific target until Vradak's next turn.

  Shake It Off: All allies remove any negative conditions.

  Strike: All allies can immediately use their reaction to make an attack.

  Take Cover: All allies gain a +4 bonus to AC and a +4 bonus to Reflex saves until Vradak's next turn.

Dominating Presence (Su) A creature in the aura must succeed at a DC 18 Will saving throw to try to harm the philosopher worm and takes a –2 penalty to Will saves. A creature that succeeds at the saving throw or that Vradak attacks is immune to this aura for 24 hours. Although the aura is a mind-affecting compulsion, mindless vermin aren't immune to it.

Evaluate (Su) A philosopher worm can cast *detect thoughts* as a swift action, and when cast, the spell works as if it had been active for 3 rounds. If the worm reads a creature's surface thoughts and the creature fails the saving throw against the spell, the worm also learns the creature's defensive abilities, weaknesses, and active defenses from items or spells.

Reality Eddy (Sp) A philosopher worm can sense the metaphysical weave underlying reality and manipulate it to devastating effect. This ability works like the *cosmic eddy* spell (Reflex DC 19), except the damage it deals has the force descriptor and the eddy has a duration of only 1 round. Once a philosopher worm has used this ability, it can do so again only after 1 hour.

APPENDIX 2: LEVEL 9–10 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of five to six PCs of 9th level. Use the scaling sidebars for each encounter to adjust the encounters for a group of four PCs. For groups of different levels, consult *Guide to Organized Play: Starfinder Society* for instructions.

EVENT 1 (LEVEL 9–10)

CYBERNETIC GOLEMS (2)   CR 8

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N Large construct (magical, technological)

Init +2; **Senses** darkvision 60 ft., low-light vision, X-ray vision; **Perception** +18

DEFENSE   **HP** 125 EACH

EAC 19; **KAC** 23

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

Defensive Abilities integrated weapons; **DR** 5/adamantine or wound; **Immunities** construct immunities, magic

OFFENSE

Speed 40 ft.

Melee LFD pulse gauntlet +19 (3d6+14 B & So; critical knockdown)

Ranged corona artillery laser +15 (2d8+8 F; critical burn 1d6)

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

Offensive Abilities berserk, haste circuit

STATISTICS

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

Other Abilities comm, mindless, unliving

Gear 2 LFD pulse gauntlets with 4 batteries (20 charges each), corona artillery laser with 4 high-capacity batteries (40 charges each)

SPECIAL ABILITIES

Berserk (Ex) When a cybernetic golem takes damage that reduces it to half its maximum Hit Points or fewer, and whenever it takes damage while it has half its maximum Hit Points or fewer, it must attempt a DC 15 Will saving throw. On a failure, the golem goes berserk. While berserk, the golem uses its actions to make a full attack or to move and attack. If it can't reach or shoot a creature, it attacks objects. The golem can attempt a DC 15 Will saving throw at the end of each of its turns to end the berserk state. If the golem's creator communicates with the golem to calm it, via comm unit or from within 60 feet, and succeeds at a DC 10 Charisma check, the golem receives a +2 circumstance bonus to this saving throw.

Comm (Ex) A golem can receive wireless communications (and thus commands from its creator) at planetary range.

SCALING EVENT 1

To accommodate a group of four PCs, remove one cybernetic golem from the encounter.

Haste Circuit (Su) A cybernetic golem can use a swift action to gain the benefit of the *haste* spell. This effect lasts for 1 round, and then the circuit shuts down and must recharge for 1 round before being activated again. The golem can use its circuit up to 10 rounds per day.

Magic Immunity (Ex) A cybernetic or nanotech golem is immune to any spell or spell-like ability that allows spell resistance, unless the spell specifically lists constructs in its Targets entry. In addition, certain spells and effects function differently against the golem as follows.

- ◉ The golem can be affected by *discharge* or *greater discharge* but has a unique reaction to the spells. If the golem fails a saving throw against either spell, it becomes confused for 1d4 rounds instead of suffering the spell's normal effect. The golem can attempt a Fortitude save at the end of each of its turns, ending the condition on a success.

- ◉ Magical effects that deal cold damage slow (as the *slow* spell) the golem for 3 rounds (no save). If the golem has a haste circuit and it is active, this effect counters the haste circuit but has no other effect.

- ◉ The golem automatically fails saving throws against weapons and magical effects that deal electricity damage. However, such an effect merely breaks any slow effect on the golem and heals it for 1 Hit Point per 3 damage the effect would have dealt. Any damage that exceeds the golem's maximum Hit Points is stored as charges for its weapons, at a rate of 1 charge per Hit Point the golem would have gained. Any additional damage is ignored.

X-Ray Vision (Ex) As a move action, the golem can grant itself X-ray vision, which functions like an X-ray visor (*Starfinder Core Rulebook* 221).

KETICAMA — CR 11

Male young adult blue dragon (*Starfinder Alien Archive* 38)
LE Huge dragon (earth)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft.;
Perception +20
Aura frightful presence (170 ft., DC 18)

DEFENSE — HP 183
EAC 14; **KAC** 16
Fort +15; **Ref** +13; **Will** +13
DR 5/magic; **Immunities** electricity, paralysis, sleep

OFFENSE
Speed 40 ft.; burrow 20 ft, fly 200 ft. (Ex, clumsy)
Melee bite +24 (4d6+19 P)
Multiattack bite +18 (4d6+19 P), 2 claws +18 (2d8+19 S), tail slap +18 (2d6+19 B)
Ranged aurora static arc rifle +21 (2d12+11 E, critical arc 2d6)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Offensive Abilities breath weapon (80-ft. line, 12d8 E, Reflex DC 18 half, usable every 1d4 rounds), crush (4d6+19 B)
Spell-Like Abilities (CL 11th; melee +24)
  1/day—*dimension door*, *overload systems* (DC 17)
  3/day—*arcing sure* (DC 16), *discharge* (DC 16), *instant virus* (DC 16), *tongues*
  At will—*recharge*, *see invisibility*

STATISTICS
Str +8; **Dex** +0; **Con** +5; **Int** +3; **Wis** +3; **Cha** +3
Skills Acrobatics +25 (+17 when flying), Bluff +25, Computers +20, Engineering +20, Mysticism +20
Languages Auran, Common, Draconic, Terran
Other Abilities sound imitation
Gear aurora arc rifle with 4 high-capacity batteries (40 charges each), *standard cloaking skin*[AR]

SPECIAL ABILITIES
Sound Imitation (Ex) Keticama can mimic any voice or sound he has heard by succeeding at a Bluff check opposed by a listener's Sense Motive check.

ENCOUNTER B (LEVEL 9–10)

RAVENOUS WIGHTS (15)   CR 1

NE Medium undead
Init +7; **Senses** darkvision 60 ft.; **Perception** +10
DEFENSE   **HP** 15 EACH
EAC 13; **KAC** 14
Fort +3; **Ref** +5; **Will** +3
Defensive Abilities evasion; **Immunities** undead immunities
OFFENSE
Speed 40 ft.
Melee bite +5 (1d8+3 P plus infected wound)
Ranged azimuth laser pistol +5 (1d6+3 F)
Special Attacks swarming
STATISTICS
Str +3; **Dex** +3; **Con** –; **Int** +1; **Wis** +2; **Cha** +0
Skills Athletics +5
Other Abilities unliving
Gear azimuth laser pistol with 1 battery (20 charges)
SPECIAL ABILITIES
Infected Wound (Ex) Whenever the ravenous wight deals
    Hit Point damage with its bite to a living creature, that
    creature's maximum HP decrease by 1 for the next 24 hours.
    If that creature dies while infected, it rises on its next turn
    as a ravenous wight with full Hit Points. This is a disease
    effect (DC 13 to remove or treat).
Swarming Attacks (Ex) Ravenous wights' attacks are difficult
    to dodge when they attack in numbers. A ravenous wight
    gains a +5 circumstance bonus to attacks for every other
    wight threatening their target (to a maximum of +15).

UNLIVING MAGEFIRE INFERNO   CR 9

NE Large outsider (elemental, fire)
Init +8; **Senses** darkvision 60 ft.; **Perception** +22
DEFENSE   **HP** 110
EAC 23; **KAC** 20
Fort +8; **Ref** +11; **Will** +11
DR 10/–; **Immunities** elemental immunities, fire
Weaknesses vulnerable to cold
OFFENSE
Speed 50 ft.; fly 30 ft. (perfect)
Special Attacks flame tendril (DC 18, burning 4d6), incinerate
    (DC 18)
Space 10 ft., reach 10 ft.
STATISTICS
Str +4; **Dex** +6; **Con** –; **Int** +3; **Wis** +3; **Cha** +0
Skills Acrobatics +17, Athletics +17
Languages Eoxian, Ignan
Other Abilities unliving
SPECIAL ABILITIES
Flame Tendril (Su) The unliving magefire creates a sinuous line
    of flames that it shapes as desired. The flame tendril affects
    five 5-foot squares, plus five squares for every burning

SCALING ENCOUNTER B

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

   Remove four ravenous wights. The west and east
corridors are already sealed, so no additional wights can
enter through them. Additionally, lingering energy from the
station's shields inhibits the magefire, removing its DR.

creature within 30 feet; each square must be adjacent to
    the previous square, starting from the unliving magefire or
    any burning creature within 30 feet. No square can be more
    than 60 feet from the unliving magefire. Creatures in the
    path take 12d6 fire damage and gain the burning condition.
    A successful DC 18 Reflex save halves the damage and
    negates the burning.
Incinerate (Su) The unliving magefire inferno causes each
    burning creature within 60 feet to take its burning damage
    and regains Hit Points equal to the damage dealt as it
    drains life and heat in a torrent from a creature's body. A
    successful DC 18 Fortitude save halves the damage.

FIRE AMPLIFICATION SYSTEM   CR 6

Type technological; **Perception** DC 26 (detect fuel leaking from
    the fire suppression system and spot the infrared sensor);
    Disable Computers or Engineering DC 21 (deactivate fire
    suppression system sensors)
Trigger infrared sensor; **Reset** 2 rounds
Effect starship fuel (2d6 B and creatures gain vulnerability to
    fire; 5-ft.-radius spread at end of round centered on each
    creature that took fire damage or has the fire subtype);
    Reflex DC 16 halves damage and negates vulnerability.
Special The disabling creature can reconfigure the trap back to
    fire suppression if they succeed at the Disable check by 5 or
    more, changing the effect. **Effect** fire suppressant (removes
    burning condition, and deals 2d6 cold damage to creatures
    with the fire subtype; 5-ft.-radius spread at the end of the
    round centered on each creature that took fire damage or
    has the fire subtype); Reflex DC 16 halves the damage.

GRAVITY TRAPS (2)   CR 4

Type technological; **Perception** DC 15; **Disable** Computers or
    Engineering DC 23 (deactivate kiosk or disconnect from
    gravity control system)
Trigger motion sensor; **Reset** 5 rounds
Effect hyper-gravity (3d6 bludgeoning damage and prone;
    15-ft.-radius spread centered on kiosk); Fortitude DC 14
    halves damage and negates prone.

ENCOUNTER C (LEVEL 9–10)

ASSASSIN ROBOT	CR 9

Starfinder Alien Archive 2 108

N Medium construct (technological)

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +22

DEFENSE   **HP** 135

EAC 22; **KAC** 23

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

Defensive Abilities integrated weapons, retractable weapons; **Immunities** construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft.; climb 40 ft.

Melee microserrated longsword +18 (2d10+13 S; critical bleed 2d6)

Ranged advanced semi-auto pistol +20 (2d6+9 P) or advanced shirren-eye rifle +20 (2d10+9 P)

Offensive Abilities holographic trick

STATISTICS

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

Skills Acrobatics +22, Athletics +17 (+25 to climb), Computers +17, Stealth +22

Languages Common

Other Abilities holographic camouflage, nanite repair, target tracking, unliving

Gear microserrated longsword, advanced semi-auto pistol with 48 small arm rounds, advanced shirren-eye rifle with 16 sniper rounds

SPECIAL ABILITIES

Holographic Camouflage (Ex) An assassin robot uses advanced sensors in conjunction with a holographic projector to blend in with its surroundings. If the assassin robot remains still for 1 round, it gains a +10 bonus to Stealth checks and is treated as having concealment until it moves out of its square; this doesn't stack with invisibility or similar effects. As a move action, the robot can amplify this camouflage for up to 10 rounds per day, using the duration in 1-round increments. While the camouflage is amplified, the robot is affected as if by the *invisibility* spell.

Holographic Trick (Ex) As a full action, an assassin robot can move up to its speed, blurred by holographic camouflage, and then make an attack with a one-handed melee weapon or small arm. After its movement, the robot can attempt a Stealth check; this check is opposed by a Perception check attempted by its target, and if the robot is successful, its target is flat-footed against the attack and takes 5d8 additional damage on a hit.

Nanite Repair (Ex) An assassin robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR. Once per day as a full action, the robot can regain 6d8 Hit Points .

SCALING ENCOUNTER C

To accommodate a group of four PCs, remove one equinoxian periastra from the encounter.

Retractable Weapons (Ex) When not in use, each of an assassin robot's weapons is folded inside the robot's body and hidden from sight. A creature unaware of the robot's hidden weapons must succeed at a DC 35 Perception check to notice one. An assassin robot can deploy any or all of its weapons as a swift action or as part of making an attack or full attack. Its weapons are mounted, leaving the robot's hands free, and the robot can't be disarmed of them. As a swift action, the robot can retract any or all of its weapons.

Target Tracking (Ex) As a move action, an assassin robot can lock on to one target it can see. The tracked target doesn't benefit from concealment against the robot and can't succeed at Bluff checks against the robot to create a diversion. This tracking ends if the tracked target dies or is destroyed, the robot ceases being able to see the target, or the robot ends it as a move action.

EQUINOXIAN PERIASTRAS (2)   CR 9

Starfinder Alien Archive 3 30

LN Medium outside (native)

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

DEFENSE   **HP** 145 EACH

EAC 22; **KAC** 24

Fort +11; **Ref** +11; **Will** +10

OFFENSE

Speed 30 ft.

Melee slam +22 (2d10+15 B)

Ranged graviton crush +19 (5d4+9 B; critical staggered) or sun hurl +19 (3d6+15 E & F; critical burn 1d6)

Offensive Abilities flashing strikes, stellar revelations (blazing orbit, defy gravity)

STATISTICS

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

Skills Acrobatics +17, Athletics +17, Mysticism +22

Languages Common, Kasatha

Other Abilities balanced alignment

SPECIAL ABILITIES

Balanced Alignment (Su) A periastra is always both photon attuned and graviton attuned (but not fully attuned). If subject to an effect that depends on the periastra's stellar alignment, the periastra uses whichever attunement is most beneficial to it.

Flashing Strikes (Ex) This functions as the flashing strikes solarian class feature

Graviton Crush (Su) A periastra can crush an enemy with gravity; this is a ranged attack with a range of 30 feet and that targets EAC. A creature hit by graviton crush must succeed at a DC 16 Fortitude saving throw or be entangled. It can attempt a new Fortitude save once per round as a move action. A periastra cannot use graviton crush two turns in a row. If the periastra makes a full attack using graviton crush, it must use graviton crush for both attacks.

Stellar Revelation (Su) A periastra can use the blazing orbit and defy gravity solarian stellar revelations. However, it cannot use the same revelation two turns in a row, and it cannot use both revelations on the same turn.

Sun Hurl (Su) A periastra can throw balls of superheated plasma at a foe. This is a ranged attack with a range increment of 30 feet and that targets EAC. A creature hit by sun hurl must succeed at a DC 16 Reflex save or gain the burning condition (1d6 fire damage). This condition doesn't stack with itself, but does with any other burning condition. The periastra cannot use sun hurl two turns in a row. If the periastra makes a full attack using sun hurl, it must use sun hurl for both attacks.

VAULT LORD GOLEM   CR 7

N Huge construct (magical, technological)

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +24

DEFENSE   **HP** 280

EAC 24; **KAC** 26

Fort +13; **Ref** +13; **Will** +10

Immunities construct immunities, magic, prone

OFFENSE

Speed 10 ft.

Melee slam +22 (2d10+18 B plus tear down [DC 17]; critical knockdown)

Offensive Abilities junk cloud, tear down (DC 17)

Space 15 ft., **reach** 15 ft.

STATISTICS

Str +8; **Dex** +0; **Con** —; **Int** —; **Wis** +5; **Cha** -2

Other Abilities mindless, unliving

SPECIAL ABILITIES

Collapsing (Ex) The golem is quickly falling apart and can barely move. It loses 35 HP each round at the end of its turn. This reduces its CR by 3 (already included in its statistics).

Junk Cloud (Su) Debris orbits the golem as the Vault Lord holds the construct together. At the end of each of the golem's turns, each creature within 5 feet of the golem takes 4d6 bludgeoning damage. A successful DC 17 Reflex saving throw halves the damage.

Magic Immunity (Ex) The golem is immune to any spell or spell-like ability that allows spell resistance, unless the spell specifically lists constructs in its Targets entry. In addition, certain spells and effects function differently against the golem as follows.

- A *mind thrust* triggers the collapsing ability if the golem fails its Will save, causing it to lose 110 HP.
- A *grease* spell affects the golem as if it were hasted for 1d6 rounds and ends any slow effect on it.
- A *hold monster* or *hold person* spell slows the golem (as the spell) for 3 rounds and negates its collapsing ability for that duration.

Tear Down (Su) The golem's strikes infuse the target with crippling self-doubt, dealing 1d8 Charisma drain (Will DC 17 negates). If this drain reduces the target to 0 Charisma, the creature remains conscious and is dominated, as *dominate person*, ignoring type and immunities.

VRADAK
CR 8

Agender variant philosopher worm (*Starfinder Alien Archive 3* 78)
LE Medium monstrous humanoid
Init +2; **Senses** blindsense (thought) 60 ft., darkvision 60 ft.;
Perception +16
Aura dominating presence (60 ft., Will DC 18)

DEFENSE   **HP** 11 **RP** 5
EAC 19; **KAC** 20
Fort +9; **Ref** +7; **Will** +13

OFFENSE
Speed 30 ft.
Melee claw +15 (1d12+8 P)
Offensive Abilities command, reality eddy
Spell-Like Abilities (CL 8th; ranged +16)
    1/day–*dispel magic*, *divination*, *haste*, *synaptic pulse* (DC 18)
    3/day–*augury*, *mind thrust* (3rd level; DC 17), *mystic cure*
      (2nd level), *status*, *telepathic bond*
    At will–*command* (DC 16), *detect thoughts* (DC 16), *mindlink*,
      psychokinetic hand, *telekinetic projectile*

STATISTICS
Str +0; **Dex** +2; **Con** +1; **Int** +6; **Wis** +4; **Cha** +4
Skills Culture +16, Diplomacy +16, Intimidate +21, Life Science
    +16, Medicine +16, Mysticism +19, Sense Motive +21
Languages Common, Eoxian, Nchaki, Shirren, Thassilonian;
    telepathy 60 ft.
Other Abilities evaluate

SPECIAL ABILITIES
Command (Su) As a swift action, Vradak can spend a Resolve
    Point to grant any allies within 60 feet one of the following
    benefits:
      Advance: All allies have an additional move action and
    move without provoking attacks of opportunity until
    Vradak's next turn.
      Focus Fire: All allies roll twice and take the better result
    on attacks against a specific target until Vradak's next turn.
      Shake It Off: All allies remove any negative conditions.
      Strike: All allies can immediately use their reaction to
    make an attack.
      Take Cover: All allies gain a +4 bonus to AC and a +4
    bonus to Reflex saves until Vradak's next turn.
Dominating Presence (Su) A creature in the aura must succeed
    at a DC 18 Will saving throw to try to harm the philosopher
    worm and has a –2 penalty to Will saves. A creature that
    succeeds at the saving throw or that Vradak attacks is
    immune to this aura for 24 hours. Although the aura is a
    mind-affecting compulsion, mindless vermin aren't immune
    to it.
Evaluate (Su) A philosopher worm can cast *detect thoughts* as a
    swift action, and when cast, the spell works as if it had been
    active for 3 rounds. If the worm reads a creature's surface
    thoughts and the creature fails the saving throw against the
    spell, the worm also learns the creature's defensive abilities,
    weaknesses, and active defenses from items or spells.

Reality Eddy (Sp) A philosopher worm can sense the
    metaphysical weave underlying reality and manipulate it to
    devastating effect. This ability works like the *cosmic eddy*
    spell (Reflex DC 19), except the damage it deals has the force
    descriptor and the eddy has a duration of only 1 round. Once
    a philosopher worm has used this ability, it can do so again
    only after 1 hour.

APPENDIX 3: GAME AIDS

RODERICK FAIN
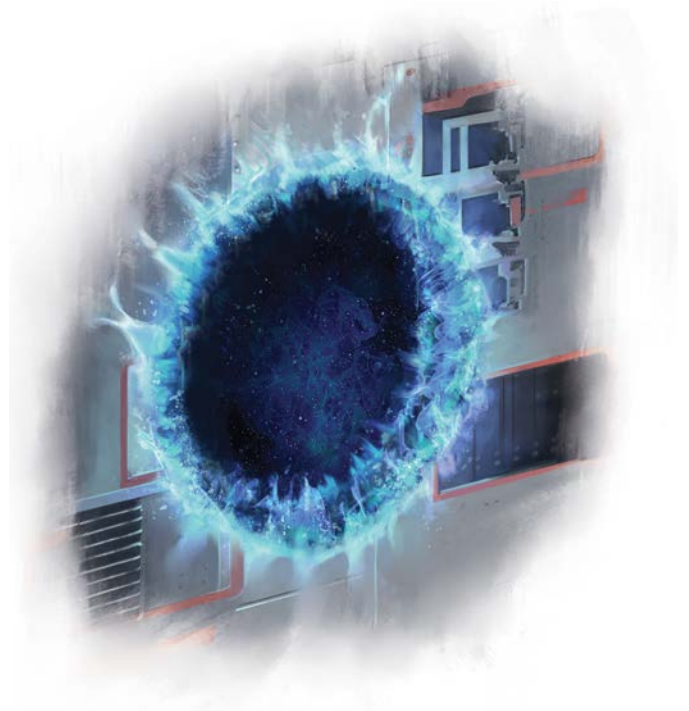
UNLIVING MAGEFIRE

THE VAULT LORD

KUNORIS VEX

SALVATION'S END

HANDOUT #1: VEX'S BRIEFING

TRANSMISSION RECEIVED: Events on *Salvation's End* have been moving at a breakneck pace lately. Our scouts located an accessible vault that's halfway through its reset process for an unknown test it was running. I'm reassigning you from the rapid response team to set up surveillance and surveying equipment so we can learn about how the intelligence that operates the vaults clears out and repopulates the area.

The vault is distant from any other support, and the reset procedures we've seen in the past have been apocalyptic. You're one of the most experienced teams here on the moon, so I'm trusting you to watch your own backs, set up the equipment, and get out safely. Don't provoke the intelligence and don't engage its drones if you can avoid it. We've encountered other hostile forces inhabiting the moon and we need to avoid making any enemies.

We don't know what was being tested in this vault, so be ready for anything!

ORGANIZED PLAY

REWARDS TABLE

Encounter	Level 7–8 Reward	Out of Level Reward	Level 9–10 Reward
Event 1	717 credits	1,462 credits	2,207 credits
Event 2	813 credits	1,361 credits	1,908 credits
Area B	1,596 credits	2,378 credits	3,161 credits
War-Torn Eye	1,288 credits	1,963 credits	2,638 credits
Area C	1,534 credits	3,051 credits	4,568 credits

REWARD CONDITIONS

The PCs earn the rewards for each area if they meet the conditions listed below.

Event 1: The PCs keep these rewards if they defeat the attacking force.

Event 2: The PCs keep these rewards if they agree to work with the guiding intelligence.

Area B: The PCs keep these rewards if they defeat the threats in this area.

War Torn Eye: The PCs keep these rewards if they reactivate the control systems in this area.

Area C: The PCs keep these rewards if they defeat the Vault Lord's minions.

Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-7	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:	
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders	☐ Dead
Org Play #: _____ -7	Level	Second Seekers ( ) ☐	☐ Infamy

	Faction:	
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders	☐ Dead
Org Play #: _____ -7	Level	Second Seekers ( ) ☐	☐ Infamy

	Faction:	
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders	☐ Dead
Org Play #: _____ -7	Level	Second Seekers ( ) ☐	☐ Infamy

	Faction:	
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders	☐ Dead
Org Play #: _____ -7	Level	Second Seekers ( ) ☐	☐ Infamy

	Faction:	
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders	☐ Dead
Org Play #: _____ -7	Level	Second Seekers ( ) ☐	☐ Infamy

	Faction:	
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders	☐ Dead
Org Play #: _____ -7	Level	Second Seekers ( ) ☐	☐ Infamy

A.K.A.

—

| Player Name | Character Name | Organized Play # | Character # | Faction |

Adventure Summary

While taking part in a routine exploration within *Salvation's End*, a group of attackers pledged to the Vault Lord ambushed you. Following the attack, the vault's guiding intelligence contacted you and demanded you work with it to disrupt the plans of the Vault Lord elsewhere in the facility. You travelled into a vault simulating the famous Magefire Assault on Absalom Station, where you overcame various undead threats and repaired critically damaged systems. You confronted an advanced scouting party, briefly conversing with a holographic representation of the Vault Lord, before claiming one of the moon's major power nodes. Following this, the moon's guiding intelligence declared the Magefire Assault simulation compromised and you helped evacuate the survivors to the Starfinder base on the moon's surface.

MAX CREDITS

LEVELS	☐ Normal Max Credits
7–8	5,948

LEVELS	☐ Normal
Out of Level	10,215

LEVELS	☐ Normal
9–10	14,482

LEVELS	☐ Normal
–	–

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

Levels 7–8

dark blue rhomboid aeon stone (18,000; item level 10)
holy water grenade II (7,680; item level 11; *Armory* 26)
mk 2 diffraction cloak (12,500; item level 9; *Armory* 112)
mk 2 fiery runeplates (14,000; item level 9; *Armory* 113)
mk 2 intercepting ears (13,600; item level 9; *Armory* 94)
standard cloaking skin (18,000; item level 10; *Armory* 90)
tactical autobeam artillery (26,900; item level 11)
ultrathin doshko (24,600; item level 11)

Levels 9–10

aurora arc rifle (24,500; item level 11)
minor positron crystal (47,700; item level 13; *Armory* 26)
mk 5 frag grenade (18,750; item level 14)
pearly white spindle aeon stone (25,000; item level 11)
spell gem of mystic cure (5th level) (10,600; item level 14)
standard T-quark crystals (44,000; item level 13; *Armory* 26)
standard Z-boson crystal (47,500; item level 13; *Armory* 26)

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 _____ | |