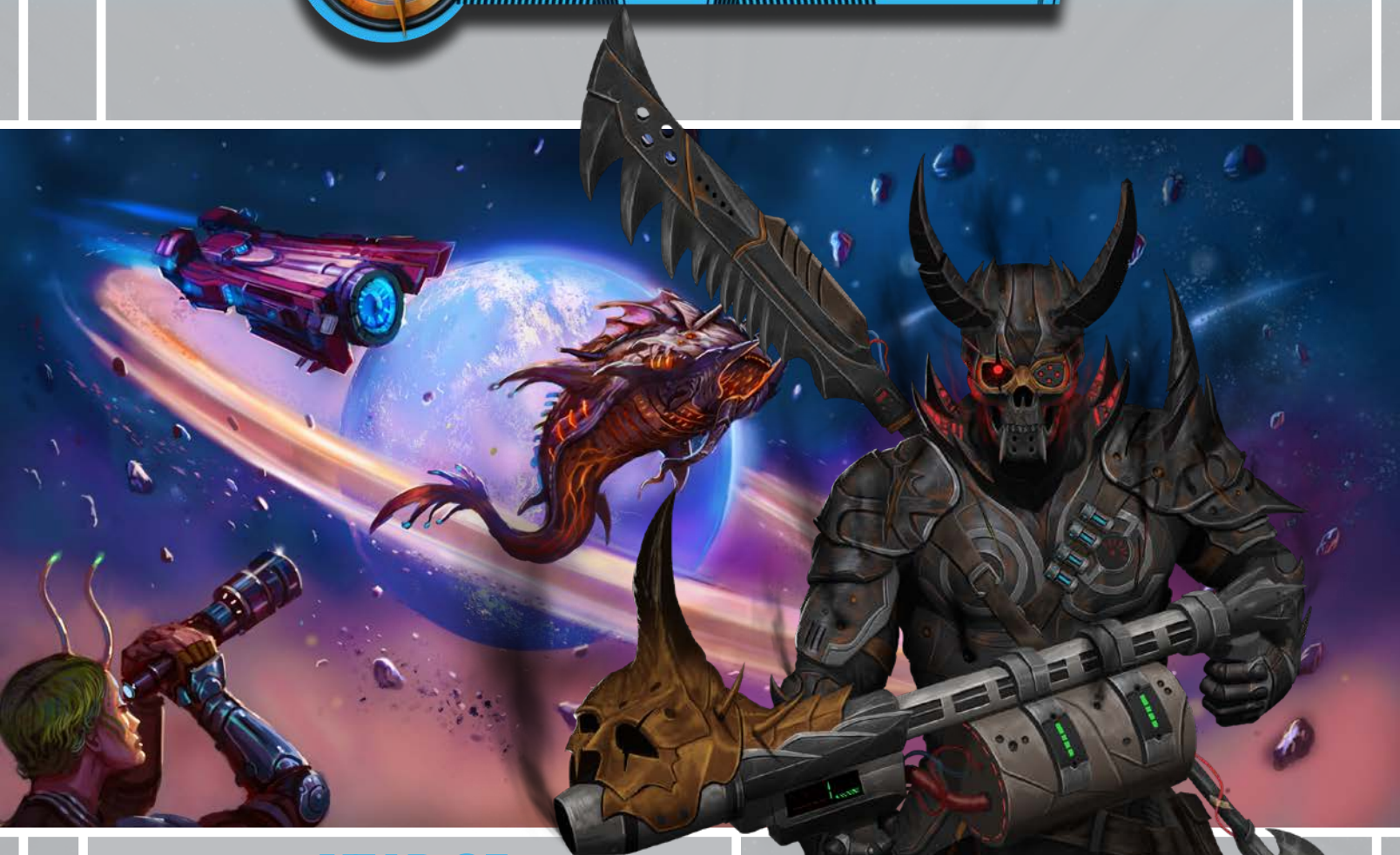


STARFINDER

SOCIETY



YEAR OF EXPLORATION'S EDGE

SCENARIO #3-08

LEVELS 9-12

FLEETING TRUTH: THE DARKSIDE DEPOSITORY

BY KENDRA LEIGH SPEEDLING





Table of Contents

Adventure	3
Appendix 1: Level 9–10 Encounters	14
Appendix 2: Level 11–12 Encounters	17
Appendix 3: Game Aids	20
Organized Play	21

GM RESOURCES

Campaign Home Page: starfindersociety.club

Books: *Starfinder Core Rulebook*, *Starfinder Armory* (AR), *Starfinder Character Operations Manual* (COM), and *Starfinder Pact Worlds* (PW)

Maps: None

Online Resource: Starfinder Reference Document at paizo.com/sfrd

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. This scenario has no tags. For more information on scenario tags see Chapter 1 of the *Guide to Organized Play: Starfinder Society*.

SUMMARY

The amalgam intelligence known as Guidance sends the PCs to a depository on Verces' Darkside to retrieve a segment of data that the Starfinder Society has long kept hidden. Soon after the PCs arrive, they discover they're not alone in their pursuit: a unit of Hellknights from the Order of the Pyre arrives shortly after the PCs, triggering the facility's lockdown mechanisms. The PCs must decrypt three security override nodes to unlock the doors and reach the center of the depository before the Hellknights can destroy the data they seek!

HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 9–12



PLAYERS: 3–6



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FLEETING TRUTH: THE DARKSIDE DEPOSITORY

BY KENDRA LEIGH SPEEDLING



Almost two hundred years ago, agents of the Starfinder Society discovered a mysterious vessel in Near Space. Though the investigating agents tripped the vessel's self-destruct mechanisms, they managed to escape with interior scans and an intact data sample from the vessel. To the shock of the Society's leadership, the data revealed that the starship had been programmed to travel to the Pact Worlds and sow the seeds of a philosophy through local infospheres and other digital constructs. The philosophy, a branch of Singularitism, espoused that all lifeforms must be converted to machines to achieve the singularity godhead. Those adapting this view became the small subset of modern Singularitism known as the Mechanized Adherents of Apotheosis; also known as Mechanizers to outsiders.

The First Seeker of the time, a host shirren named Brezzist, had a terrible choice to make: to preserve this information despite its potential dangers, or to suppress it, preventing the Society from learning more about its source. In the end, Brezzist, fearing the motives of this unknown external force and the potential for instability and civil unrest, chose the former option.

The Society deleted all records of the mysterious vessel—save for one. Unwilling to fully destroy the data, Brezzist instead entrusted a final copy to the axiomite lorekeepers on the library world of Athaeum. However, one of the Starfinders from the original mission, unaware of the copy stored on Athaeum and unwilling to see the data destroyed, made their own copy. To protect what they believed was the last trace of this data from getting into the wrong hands, the agent segmented it into three packages and placed each on a different Pact World: Aucturn, Eox, and Verces. Upon the agent's retirement, they informed Guidance of their actions and the existence of the data caches. Guidance, the Society's amalgam intelligence, opted to keep the caches a secret, accepting the potential risk of storing the information in multiple locations in the hopes that this backup copy would provide a failsafe if the initial copy was lost or destroyed. And so the data copies remained in their storage places, forgotten by the Society.

Two years ago, a team of Starfinders travelled to Athaeum to investigate the Scoured Stars (see *Starfinder Society #1-11: In Pursuit of the Scoured Past*). Unfortunately, records of the mysterious vessel had also fallen into the hands of the Hellknight Order of the Pyre, an order specializing in the destruction of

WHERE IN THE UNIVERSE?



VERCES

The Line

Diameter: ×1; **Mass:** ×1; **Gravity:** ×1

Atmosphere: breathable; **Day:**—; **Year:** 3 years

Fleeting Truth: The Darkside Depository sends the PCs to the Darkside of Verces, a tidally locked world with one side in perpetual daylight and one side in perpetual darkness. The freezing conditions of Verces' Darkside are inhospitable to those not adapted to such temperatures. For more information on Verces, see page 444 of the *Starfinder Core Rulebook* and page 58 of *Starfinder Pact Worlds*.

heretical texts and inflammatory data. Claiming to be interested in research of their own, several Hellknights joined the Starfinder Society team on their journey to Athaeum.

The Order of the Pyre team quickly found the section of the library storing the data related to the mysterious vessel and eliminated the information before the Starfinders or the library's security forces could stop them. In the process, they discovered the existence of an additional copy, which the servants of the Athaeum had marked for eventual destruction—the Athaeum's keepers pride

themselves on controlling only the last copies of information in existence. Upon this realization, the expedition's leader, Paralictor Kelria, departed Athaeum to track the other segments down.

The Hellknights recently came across a lead identifying the location of one data segment as among the industrial plantations on the Darkside of Verces. A Hellknight squad led by Field-Maralictors Tethrata and Setys Nelle, attacked one such facility with ties to the Society, though it did not contain the data segment. After finding nothing there, the two have begun scouring the region. Alerted by the Hellknights' attack, Guidance has ended its silence and reached out to senior agents of the Society to retrieve the data segments before the Hellknights find them.

GETTING STARTED

The PCs begin the adventure in the Lorespire Complex, where Guidance has summoned them for an emergency briefing. Read or paraphrase the following to get the adventure underway.

"Greetings, Starfinders," a voice echoes from the immense machine against the room's far wall. The center of the Starfinder emblem engraved on the casing glows faintly, projecting a humanoid silhouette. "I am Guidance. As you likely recall, my

task is to maintain the knowledge of the Starfinder Society's First Seekers for future generations. I recall seeing all of you when you were first inducted, and even then, I saw potential in you to be among our best. Your many missions since then have only furthered this impression. I've called you here today to entrust you with a task of utmost importance—and secrecy."

The figure pauses for a moment before continuing. "Over two centuries ago, the Starfinder Society uncovered a piece of information with some unsettling implications. The First Seeker of the time, a host shirren named Brezzist, made the difficult choice to hide this information, yet they did not want it destroyed entirely. Two copies of the data were saved: one the First Seeker entrusted to the library world of Athaeum, and another made by a Starfinder who disagreed with the First Seeker's decision. The agent split their data into three portions and hid these segments on three Pact Worlds. Two years ago, a team of Starfinders travelled to Athaeum to research the Scoured Stars system. Several members of the Hellknight Order of the Pyre, visiting at the same time, attacked a section of the library while our agents were there. While the Starfinders present stopped the Hellknights from causing too much damage, the copy of the data stored by First Seeker Brezzist there was destroyed. I believe our mission attracted the Hellknights' attention, and they decided to eliminate the data before we could reclaim it."

"Weighing the possible consequences, I've decided that the time to hide this information has passed. With the Order of the Pyre's destruction of the data on Athaeum, our only hope rests in obtaining the segmented data packets, but we know the Hellknights still search for those segments as well. Less than two weeks ago, they attacked a data storage facility on Verces with ties to us, and they've been searching the region ever since. You are among the Society's most skilled agents. I ask you to travel to Verces and retrieve this data segment before the Hellknights can destroy it."

Guidance then informs the PCs that the first data segment is stored in a depository known as the Riversea Data Outpost, owned by the data storage corporation DataSYS, Ltd. and located on the Darkside of Verces on the southern coast of Riversea. The Starfinder Society arranges the PCs' travel to Verces and a drop-off near the data depository. Guidance encourages the PCs to prepare before setting off, including making any purchases they wish to make before the mission. Although the PCs' primary objective is to recover the hidden data segment, Guidance also encourages them to be on the lookout for any



other pieces of information they come across as they make their way through the data depository that might be useful to the Starfinders. The artificial intelligence answers any questions the PCs have before they leave as listed below. If the PCs do not ask any questions, Guidance still provides the information from the first question before they depart.

How do we get into the Riversea Data Outpost? “The security forces at the depository are largely automated, with hired verthani security workers stationed along the exterior. The structure itself is massive, but we know where the data segment is stored within the facility, so you only need to contend with a small subsection. Additionally, we have a way to get you past the exterior security and straight into the building. Tunnels of ice-cold seawater honeycomb the depository’s floors and walls to cool the machinery, but not all of these are active at any given time. I’ve identified an inactive tunnel on the eastern side of the building that lets out in a maintenance room, fairly close to the data segment’s location. If you go in through this tunnel, you should be able to get in and out with minimal resistance.” Guidance supplies the PCs with access codes for the facility’s exterior doors.

What’s the Order of the Pyre? “An order of Hellknights dedicated to eliminating heretical texts and inflammatory data, hence their interest in this information. They believe information or schools of thought that could destabilize society should be eliminated, and that even ideas they agree with should be spread cautiously. They’ve been seeking the location of the data for the past two years, but have only recently narrowed their search to Verces.”

Can we hack the data depository’s systems to download the data? “Unfortunately for us, the security protocols of the Riversea Data Outpost are quite impenetrable. No remote access is permitted, and the data segment we seek is stored in the facility’s most secure server room. To download it, you’ll need to get to its physical location and interface with the data nodes there directly.”

Why can’t we just ask the Data Outpost to send us the data segment? “The data packet isn’t stored under the Society’s name; it’s under an alias created by the agent who originally stored it. We might be able to petition for its release, but that would require some protracted legal negotiations that we don’t have time for, given the circumstances and the Hellknights’ ongoing activities.”

Why would the First Seeker keep this information secret? “At the time, the Pact Worlds were still recovering from the aftermath of the Stardust Plague and still engaged in conflict with the Veskarium. First Seeker Brezzist believed revealing the information would cause serious civil unrest, possibly erupting into violence throughout the Pact Worlds. It troubled them greatly to bury it, but they believed making it public at that point would cause more harm than good.”

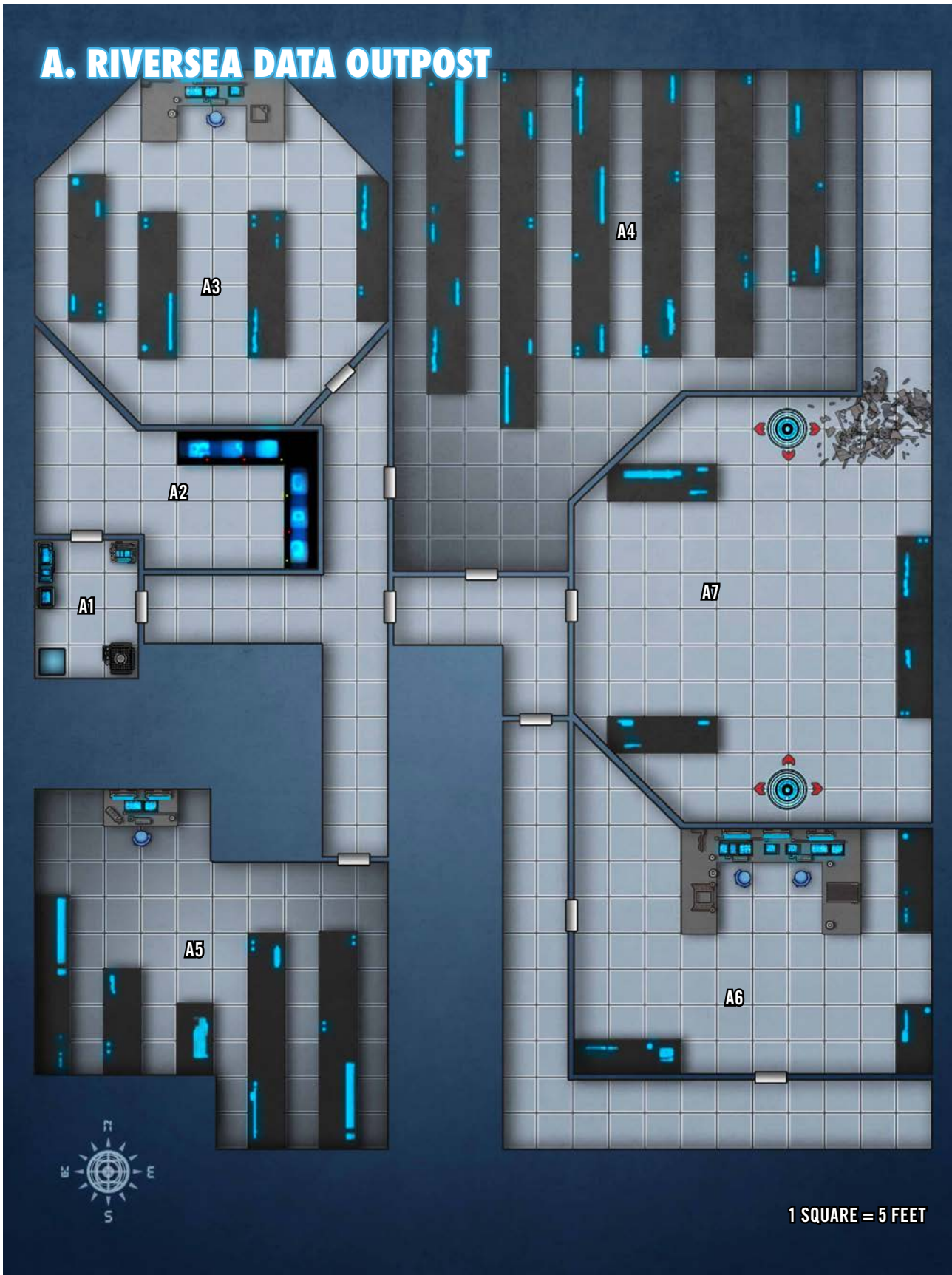
What information does the data contain? “I understand your curiosity, but given the sensitivity of the mission, I believe it’s best you don’t know for now. Once you retrieve the three data segments, you’ll be able to see for yourselves.”

Once the PCs finish speaking with Guidance and preparing for the mission, including purchasing supplies, they can depart for Verces. Their journey is uneventful due to the secrecy of their mission, and they land on Verces near the entrance to the tunnel. It is very cold, both outside and within the tunnel, and the PCs’ armor environmental protections assist with the trek to the data depository’s interior.



**ORDER OF THE PYRE
HELLKNIGHT
INFANTRY**

A. RIVERSEA DATA OUTPOST



A. RIVERSEA DATA OUTPOST

The Riversea Data Outpost is a data depository on the coast of Riversea, located on the Darkside of Verces. The depository's security protocols are primarily automated. Though the Data Outpost itself is immense, the tunnel that Guidance described allows the PCs to bypass the exterior security systems and head straight for the center of the depository, where the data segment is held in the facility's most secure storage room. The exterior door leading to the tunnel requires an access code, as does the trapdoor leading to area **A1**, but Guidance has gathered some basic intelligence on the facility and obtained these for the PCs, so no skill checks are required to enter. When not filled with icy water, the tunnels beneath the facility serve double duty as maintenance passageways.

The hallways in the building are 15 feet wide, and their ceilings are 20 feet high. Ceilings in the Data Outpost's rooms are 30 feet high. The hallways and rooms lack lighting fixtures, though the lights of the computers and server banks provide dim light within the rooms. The PCs can use their own lights without fear of discovery, as the facility's interior isn't actively patrolled. The doors in the depository, except the door to area **A7**, are all made of steel and have 20 Hardness, 60 Hit Points, and a Break DC of 28. The door to area **A7** is made of pure adamantine and is three feet thick; damaging it enough to pass through would be extremely time-consuming and likely attract attention of the Data Outpost's security forces long before the door was breached.

A1. MAINTENANCE ROOM

The trapdoor opens up to the floor of a small rectangular room, the walls of which are lined with sturdy steel shelves. Engineering tools, spare computer parts, and empty data storage devices—neatly labeled with long strings of numbers—adorn the shelves. A door stands at the east side of the room, a green-lit panel glowing above it, and a single door to the north bears a sign above it reading “Monitoring Station” in Common. A distinct chill fills the air.

While the operations of the depository are primarily automated, robots carry out the facility's routine maintenance. This room is used for storage of the machinery required for such tasks, as well as spare parts for the server banks and the maintenance robots.

Treasure: In addition to the mundane engineering equipment stored around the room, tucked in a box in the corner are four mk 3 shock grenades (four mk 4 shock grenades in Levels 11-12) and a set of *mk 2 prescient lenses*^{PW} (a set of *mk 3 prescient lenses*^{PW} in Levels 11-12).

Development: Once the PCs emerge into the maintenance room and have a moment to look around, ask them to attempt DC 25 Perception checks (DC 29 in Levels 11-12). On a success, a PC hears an immense explosion from the other side of the facility and feels the floors quake slightly. After the explosion occurs, read or

THE HELLKNIGHTS' PROGRESS

As the PCs progress through the Riversea Data Outpost, the Hellknights do as well. They begin on the opposite side of the building from the PCs and work their way toward the central server room. Instead of infiltrating the data depository by stealth, they've detonated explosives to break in through the facility's exterior wall, fighting through its security forces along the way. From there, they forgo dealing with the security lockdown entirely, simply blasting their way through the building's walls with high-grade explosives and caring little about the destruction left in their wake. Although over two dozen Hellknights are attacking the facility, only their frontline team makes it to the central server room in area **A7**; the rest are occupied clearing a path and securing an escape route. The PCs can observe the Hellknights' activities and take actions to hinder them in locations area **A2** and area **A4**.

If the PCs succeed at both attempts to hinder the Hellknights, the Hellknights arrive in area **A7** 1 round after the PCs (ramifications detailed on page 11).

If the PCs succeed at one attempt to hinder the Hellknights, the Hellknights and the PCs arrive at area **A7** at the same time, providing no special benefit to either side.

If the PCs succeed at no attempts to hinder the Hellknights, the Hellknights arrive in area **A7** 1 round before the PCs (ramifications detailed on page 11).

paraphrase the following.

The green lights glowing above the double door flash red, and the screech of an alarm echoes throughout the facility. Seconds later, a tinny voice cuts through the din: “Exterior breach. Security lockdown initiated. Tri-node authentication required to override.” The message begins to repeat, then abruptly cuts off as the alarm falls silent. Another voice, much more feminine and less robotic, crackles through the speakers of the room's computers. “Well, well, it would seem we're not alone. Starfinders, I presume? You're not our objective here. Leave now, and we won't bother pursuing you.” A male voice interjects, “Continue your pathetic attempts at interference, however, and we'll burn you to ash.” The computer screens flicker as the transmission ends.

After the transmission, the door to the east locks, requiring a PC to succeed at a DC 30 Computers or Engineering check (DC 34 in Levels 11-12) to open it without the codes found in area **A2**. The north door remains unlocked.

Any PC trained in Computers or Engineering knows that “tri-node authentication” requires bypassing security locks, typically contained in computer consoles, in three separate locations. Due to security protocols, this type of authentication generally can’t be performed remotely.

A2. MONITORING STATION

The northern wall of this room curves upward, creating a small triangular corner across from the door leading inside. The room lacks any sort of furnishings beyond a large, L-shaped wall of vidscreens in the northeastern corner. Each vidscreen displays a different room or hallway in the facility, along with the date and time. The four screens at the center have a flashing red border and a scrolling message at the bottom reading “Security Breach, Designation A-1.” Shown on these screens are numerous figures in spiked black armor, fighting their way over the rubble of an exterior wall into the facility against a small army of robots and uniformed verthani security officers. Two of the Hellknights, a man and a woman, command others amid the chaos.

This room is an automated monitoring station, providing video feeds of multiple areas throughout the facility. It automatically toggles the displays to show the locations of any active security alerts. Though no one is here to monitor the feeds in this room, they are streamed in real time to the facility’s computer security system and provide recordings of any incidents.

Development: A PC who succeeds at a DC 24 Perception check (DC 28 in Levels 11–12) can find the codes to open the double door in area **A1** tucked in a drawer here. The video feeds display the squad of Hellknights fighting their way into the building. If the PCs examine the footage, they can pick out the two leaders, the man and the woman leading the charge, who otherwise look almost identical through their armor’s faceplates. PCs who succeed at a DC 26 Culture or Mysticism check (DC 30 in Levels 11–12) identify the insignia on the armor the two wear as that of a Field-Maralictor of the Order of the Pyre. The Order of the Pyre is a minor order of Hellknights who focus their efforts on destroying blasphemous texts.

A PC who succeeds at a DC 24 Computers or Engineering check (DC 28 in Levels 11–12) realizes from the robots’ behavior that they are networked, controlled via a central program, and that this program could be made more efficient. A successful DC 26 Computers check (DC 30 in Levels 11–12) at the terminals here improves the robots’ combat operations, slowing the Hellknights’ progress (see the Hellknight’s Progress sidebar on page 7).

A3. TERTIARY SECURITY OVERRIDE NODE (CR 11 OR CR 13)

This hexagonal room contains four long blocks of server banks stretching up to the ceiling, the lights of the machinery blinking yellow and green. A single door opens into the southeast side of

the hex from the hallway, and an enormous computer console sits at the north end of the room. The console’s main screen is black, save for the flashing red words “Security Lockdown Initiated: Input Tertiary Override. Input Tertiary Override. Input Tertiary Override.” The room is cool, though slight heat radiates from the several banks of data servers.

In addition to functioning as a server bank storage space, this room contains one of the three security override nodes to end the lockdown of the doors in this section of the building. The PCs must override this node and the one in area **A5** to open the doors leading to area **A6**. In spite of the nodes’ designations as “tertiary” and “secondary” in area **A3** and area **A5**, the PCs can handle them in either order.

Traps: This room is protected by an active infrared laser grid, which is activated when a the area’s security lockdown is triggered. It covers the entire room, its lines moving in both vertical and horizontal patterns and can be dodged as described in the trap statblock below.

LEVELS 9–10 (CR 11)

INFRARED LASER GRID TRAP CR 11

Type technological; **Perception** DC 36; **Disable** Computers DC 31 (hack grid controls to input correct deactivation code) or Engineering DC 31 (redirect laser mechanisms)

Trigger location; **Duration** until deactivated; **Reset** 1 minute

Effect laser grid matrix (10d12 F plus blinded for 1 round); Reflex DC 20 half and negates blinded condition; multiple targets (all targets in area **A3**); a creature aware of the trap can attempt a DC 24 Reflex save to move through it at half speed without suffering its effects.

LEVELS 11–12 (CR 13)

INFRARED LASER GRID TRAP CR 13

Type technological; **Perception** DC 39; **Disable** Computers DC 34 (hack grid controls to input correct deactivation code) or Engineering DC 34 (redirect laser mechanisms)

Trigger location; **Duration** until deactivated; **Reset** 1 minute

Effect laser grid matrix (12d12 F plus blinded for 1 round); Reflex DC 21 half and negates blinded condition; multiple targets (all targets in area **A3**); a creature aware of the trap can attempt a DC 25 Reflex save to move through it at half speed without suffering its effects.

Treasure: While working with the security node computer here, the PCs find some valuable data regarding unexplored planets located throughout both Near Space and the Vast. These data sets have a worth 3,000 credits (7,000 credits in Levels 11–12) if delivered to the Starfinder Society.

Development: Once the PCs reach the computer terminal here, they can attempt to override the security node (see sidebar on

page 8). If the PCs successfully override the lockdown in this area, they also disables the laser grid trap.

A4. DATA PROCESSING

Long banks of servers line this room, jutting out toward two doors to the south and the west in neat lines. The lights on the black boxes of machinery blink alternately green, yellow, and red, casting a dim light over the tiled floor. A placard reading "Storage" in Common sits over a small box set into the western wall. To the east, numerous vidscreen displays lined against the wall show other locations within the data outpost. The room is several degrees warmer than the hallway outside.

This data processing center is where much of the information eventually sent to the secure central server room is encrypted. The computer terminals along the wall here also display security footage from other portions of the facility.

Treasure: The storage cabinet in the wall of this room contains an inductive bandolier^{AR}. In Levels 11-12, it contains a set of grounding boots^{AR} instead.

Development: On the security video feeds, the PCs can see a squad of Hellknights, replete in their iconic sets of heavy armor and armed with flamethrowers. The squad is in the midst of torching servers in a room somewhere else within the greater data depository. A PC who succeeds at a DC 24 Engineering or Physical Science check (DC 28 in Levels 11-12) realizes that activating the fire suppression systems in that room would effectively neutralize the Hellknights' flamethrowers. A PC who succeeds at a DC 26 Computers check (DC 30 in Levels 11-12) hacks the computer terminal here, giving the party access to the fire suppression systems and slowing the Hellknights' progress (see the Hellknight's Progress sidebar on page 7). The Hellknights can be seen struggling against the fire suppression systems once activated before the feed cuts.

A5. SECONDARY SECURITY OVERRIDE NODE (CR 11 OR CR 13)

The door opens to reveal several rows of server banks, dimly illuminating the room's interior. Tucked in a niche in the room to the north is a large computer console, the red text on its screen reading: "Security Lockdown Initiated: Input Secondary Override." A faint rush of running water echoes from beneath the tiled floors.

This room contains several more server banks, as well as another security override node. In spite of the nodes' designations as "tertiary" and "secondary" in area **A3** and area **A5**, the PCs can handle them in either order.

Traps: Vents to the depository's cooling systems can be found in the walls and ceiling of this room. Though these are

LOCKDOWN OVERRIDES

To override the data depository's lockdown and make it to area **A7**, the PCs need to override the security nodes in areas **A3**, **A5**, and **A6**. Anyone trained in Computers can determine whether a given computer station found in the complex is a security node. Overriding a security node requires a successful DC 26 Computers or Engineering check (DC 30 in Levels 11-12); two failures on these checks results in the node computer locking out any other attempts for 24 hours. Alternatively, dealing at least 10 electricity damage (15 electricity damage in Levels 11-12) to a node computer in a single round causes a temporary short and overrides it; however, this releases a jolt of electrical feedback. All creatures within 15 feet of the computer on the round it takes the device takes this damage must succeed at a DC 20 Reflex save (DC 22 in Levels 11-12) or take 6d8 electricity damage (8d8 electricity damage in Levels 11-12). Finally, dealing physical damage to the computer can damage it enough that it can't continue maintaining the lockdown protocols, but doing so is time-consuming. If the PCs override a security node in this way, one of their delays of the Hellknights' progress is negated and the Hellknights arrive in area **A7** 1 round earlier (to a maximum of 1 round before the PCs).

not intended as a trap for intruders, the Hellknights have caught sight of the PCs' progress and hacked the computer systems to control the vents. They activate this shortly after the PCs enter the room (see Development).

LEVELS 9-10 (CR 11)

REFRIGERANT BLAST TRAP CR 11

Type technological; **Perception** DC 36; **Disable** Engineering DC 31 (to seal the vents) or Physical Science DC 31 (to chemically counteract the refrigerant)

Trigger remote; **Init** +17; **Duration** 3 rounds; **Reset** none

Initial Effect blast of super-chilled air (4d12 C); Fortitude DC 20 half; multiple targets (all creatures in area **A5**); **Secondary Effect** airborne refrigerant fills the room (6d12 C on second round and 8d12 C plus fatigued until cold damage is healed on third round); Fortitude DC 20 half and negates the fatigue; multiple targets (all creatures in area **A5**)

LEVELS 11-12 (CR 13)

REFRIGERANT BLAST TRAP CR 13

Type technological; **Perception** DC 39; **Disable** Engineering DC 34 (to seal the vents) or Physical Science DC 34 (to chemically counteract the refrigerant)

Trigger remote; **Init** +20; **Duration** 3 rounds; **Reset** none

Initial Effect blast of super-chilled air (6d12 C); Fortitude DC 21 half; multiple targets (all creatures in area **A5**); **Secondary Effect** airborne refrigerant fills the room (8d12 C on second round and 10d12 C plus fatigued until cold damage is healed on third round); Fortitude DC 21 half and negates the fatigue; multiple targets (all creatures in area **A5**)

Treasure: After the refrigerant blast trap is dealt with, the PCs can collect a credstick that had been lodged in the system and dropped out in the chaos. The stick has a value of 2,500 credits (6,000 credits in Levels 11-12).

Development: When the PCs enter the room, read or paraphrase the following.

An abrupt burst of static echoes over the room's intercom speakers. "Oh, Starfinders," a male voice says, affecting a tone of amused resignation. "You should have left us to our business when you had the chance. But if you're determined to make your graves here, so be it. Sister, would you care to do the honors?" A female voice chuckles in response. "But of course, Setys," the woman says. "I can't let you have all the fun. Well, Starfinders, I suppose that's that. You had a good run, but we'd hate for you to overstay your welcome." As the transmission ends, the lights above the door to the hallway flash from green to red, and an icy mist begins filling the room.

As the transmission ends, the PCs hear the locking mechanisms of the door activate as the Hellknights trigger the refrigerant blast trap. After the PCs have disabled or endured the effects of the trap, they can override the security node at the computer terminal here.

Once the PCs have overridden the security nodes at the terminals in both area **A3** and area **A5**, the door to the hallway leading to area **A6** unlocks.

A6. PRIMARY SECURITY OVERRIDE NODE (CR 13 OR CR 15)

One server bank sits against the wall in the southwest corner of this room, with two more lined against the eastern wall. At the north end of the room, a massive U-shaped computer console towers over the other machinery, nearly reaching the ceiling. Its screen reads: "Security Lockdown Initiated: Tertiary and Secondary Node Access Approved. Input Primary Override." Doors to the west and south open onto the adjoining hallway.

The door leading to the hallway surrounding area **A6** remains locked until the security nodes in area **A3** and area **A5** are overridden, though the door leading to the room itself is unlocked.

This room contains the last security node the PCs need to override to get into area **A7**. The room itself contains no traps, but its computer does contain a guardian: an AI called Zaryn. Though Zaryn's task is to protect the security node here, his advanced programming has warped in unexpected ways, granting him a measure of sentience. Keen to escape the closed network, the bored AI seizes on the opportunity to talk to the PCs. As soon as they attempt to interface with the computer, read or paraphrase the following.

The computer screen flashes brightly for a moment before a holographic image of a slender verthani man in colorful clothing appears in front of it. He smiles, sweeping a bow. "Greetings, mortals! I am Zaryn, the master of this domain. I can tell you don't belong here, but never fear, I mean you no harm! You seek the central server room, yes? If you want me to override the security lockdown for you, you'd best be in a chatty mood!"

Zaryn attempts to converse with the PCs, asking several questions about who they are and what they're after. He dismisses any attempts the PCs make to claim they are legitimate employees, as he knows that no organic staff members have clearance to enter this area. However, he strongly hints that he doesn't much care what the answers are as long as the PCs entertain him. If the PCs ask, he happily explains his unusual nature, lamenting that he's "trapped here in these empty halls."

Though capricious, Zaryn is not hostile to the PCs and sees a chance to escape his surroundings. After some discussion, he makes the PCs an offer: if one of them agrees to download him onto a device such as a datapad or custom rig and send him onto the wider infosphere, thus freeing him from his confinement in the data depository, he'll override the lockdown and help them out where he can. If the PCs balk, he frowns, assuring them he means no harm. A PC who succeeds at a DC 25 Sense Motive check (DC 29 in Levels 11-12) verifies that Zaryn genuinely just wants his freedom and isn't malicious.

PCs who do not wish to free Zaryn can still talk him into overriding the lockdown with a successful DC 27 Diplomacy or Intimidate check (DC 31 in Levels 11-12), or by providing him some entertainment with a successful DC 27 Profession (any Charisma-based) check (DC 31 in Levels 11-12). Multiple PCs can attempt these skill checks (either the same or different ones), though if two or more PCs fail these checks, all attempts take a -2 penalty as Zaryn grows impatient with their lackluster efforts.

A PC attempting to lie to Zaryn that they are willing to free him without intending to keep their word must succeed at a DC 30 Bluff check (DC 34 in Levels 11-12). On a failure, the AI is angered at the deception and all further checks to influence him take a -4 penalty.

Alternatively, the PCs can shunt Zaryn to a security terminal in another area of the facility with a successful DC 27 Computers check (DC 31 in Levels 11-12). In this case, the AI squawks furiously as he departs, raining threats and imprecations down

on the PCs (ones he has no power to actually carry out).

Creatures: After the PCs have handled Zaryn, a small advance squad of Hellknights, sent to create a pincer formation with the main frontline team, breaks in through the southern door. If the PCs allied with Zaryn by agreeing to free him, using Diplomacy, or entertaining him with a successful Profession check, he aids in the encounter by broadcasting a high-frequency signal at the Hellknights, rendering them off-target for the duration of the combat in this area.

The Hellknights begin combat with redact memory to confuse opponents. They fire their flamethrowers before moving into melee, each using their challenge against a different foe. They use their incendiary grenades on grouped foes. Otherwise, these Hellknights fight to the death to complete their mission.

LEVELS 9-10 (CR 13)

PYRE HELLKNIGHT INFANTRY (4) CR 9

Page 14; art on page 20

LEVELS 11-12 (CR 15)

PYRE HELLKNIGHT INFANTRY (4) CR 11

Page 17; art on page 20

Treasure: In addition to their gear, the Hellknights carry credsticks containing a total of 3,500 credits (8,500 credits in Levels 11-12).

Development: After the PCs defeat the Hellknights, Zaryn overrides the lockdown for them if they allied with him or intimidated him into it; otherwise the PCs can make their own attempt to do so. Once the lockdown is overridden, the double doors to area **A7** unlock. The PCs can check on the Hellknights' progress on the computer terminal here, which contains a full floor plan of the facility. The Hellknights appear to be far enough away from reaching the server room to give the PCs time to rest and recover Stamina Points. The frontline team shown on the monitors appears to be very well-armed and armored, so the PCs can tell that resting would be advisable. If the PCs opt not to wait, then the Hellknights catch-wind of their actions and use expedited means to perform their breach into area **A7**, arriving based on the Hellknights' Progress sidebar on page 7.

A7. CENTRAL SERVER ROOM (CR 14 OR CR 16)

A bank of servers juts out from each diagonal wall at the west of this room, with another sitting against the eastern wall. In between the server banks stand two large cylindrical towers, stretching up to the ceiling. Lights glow in lined patterns against the towers' black metal surface, and a display on each flashes with strings of numbers scrolling by too quickly to be read. A low hum from the machinery resounds throughout the room.

The door leading to this room remains locked until all three security nodes are overridden. Once this occurs, the lights above the door switches from red to green and the doors unlock.

This central server room is the most secure storage area in the Riversea Data Outpost. The data segment the PCs seek is contained in a data packet stored in the server nodes here. However, their path is contested: the Hellknights are attempting to destroy the data and are willing to destroy the servers here to do so.

Data Nodes: Anyone trained in Computers or Engineering can identify the towers in the area as the data nodes they need to interface with to download the data. It takes 5 rounds for the PCs to download the data packet onto one of their personal devices. A PC trained in Computers must be adjacent to one of the data nodes and spend a standard action to initiate this. If the PCs aren't trained in Computers, then they'll need to spend a full action instead. Once it is initiated, this download takes a free action to maintain and does not require being adjacent to the data node.

Arriving Hellknights: A group of Hellknights break in depending on their progress (see Hellknights Progress on page 7). If the Hellknights arrive 1 round after the PCs, the PCs hear the sound of controlled explosions coming from the northern wall and can take action to prepare. They can choose to shore up the servers' security with a successful DC 26 Computers check (DC 30 in Levels 11-12), create a barricade near the explosion site requiring a move action to climb over with a successful DC 26 Engineering check (DC 30 in Levels 11-12), or hide to get the drop on the enemies with a successful DC 26 Stealth check for each hiding PC (DC 30 in Levels 11-12). They can also make other combat preparations if they like. If a PC begins downloading the data during this time, they only need to defend the servers for 4 rounds rather than 5. Once the Hellknights arrive, the two hackers immediately move to the data nodes, one toward each, and begin hacking the server to attempt to delete the data.

If the Hellknights and the PCs arrive at the same time, the explosion occurs as soon as the PCs enter the room, and neither side has a chance to prepare. The two hackers immediately move to the data nodes and attempt to hack the server as detailed above.

If the Hellknights arrive before the PCs, the two Hellknight hackers begin combat next to the data nodes, one stationed at each. They have already made some progress hacking the server and are one round closer to deleting the data segment, needing 4 additional rounds to complete deletion. The 10-foot section of rubble next to the breach in the wall is difficult terrain.

While the PCs download the data packet, they must defend the servers from the Hellknights' attacks. It takes 5 rounds for the Hellknights to delete the data (6 rounds if the PCs shored up the servers' security), and the Hellknight hackers concentrate on this (requiring a standard action while the hacker is adjacent to the data node) rather than attacking the PCs until they are directly attacked. If 5 total rounds elapse with at least one hacker concentrating on hacking the server, the Hellknights succeed in deleting the data segment.

When the Hellknights break through the wall, or when the PCs arrive in area **A7** if the Hellknights beat them to this area, read or paraphrase the following.

The smoke and dust of the explosion that destroyed the room's northern wall hangs in the air, and the Hellknights in the room tighten their grips on their weapons. An imposing woman in Hellknight plate steps forward, a glaive of fire materializing in her hand. "So," she says, twirling the

weapon threateningly, "you continue interfering. Do you have any idea what you seek? Or the consequences of disseminating it?"

"They can't be talked down, Tethrata," says the man at her side. Though his armor is not full Hellknight plate, it's of a similar style and emblazoned with the same symbol of a tower rising from flames. He narrows his eyes. "They are determined to make it known, at any cost. We'll have to show them the price of such irresponsibility."

"Kill them," the two chorus in unison, and the plate-armored Hellknights heft their weapons.

Creatures: The frontline team of the Hellknights, led by the Field-Maralictor twins Tethrata and Setys Nelle, have broken through the data depository's security forces, using their explosives to break through the locked-down doors and clear their path here. Rather than deal with the door to area **A7**, they instead opted to blast their way through the northern wall. The team contains two hackers, under orders to prioritize hacking the server and wiping the data unless they are physically prevented from doing so.

Tethrata and Setys continue their taunts of the PCs while fighting, telling them that they can't hope to succeed in claiming the "forbidden data" and that they should "cease your blasphemies and flee now, while you still have your lives."

Setys has cast *divine aspect* (*Starfinder Character Operations Manual* 135) prior to combat. Setys stays at range, beginning combat with *confusion* and *synaptic pulse* to incapacitate opponents and take advantage of his echoes of obedience ability. He casts *hold person* and *mind thrust* on opponents that prove especially vexing. If someone corners him in melee, he uses his *scrambler gloves* to attempt to confuse them. After the PCs have made 3 rounds of progress toward downloading the data, he uses his suppress data link ability to interrupt the transfer in an attempt to slow them down, though he does not persist in maintaining it on subsequent rounds if he is attacked. He calls a retreat once the PCs have downloaded the data; otherwise, he fights to the death.

Tethrata uses her reaction accelerator when rolling initiative. If she hasn't already, Tethrata activates her *fiery runeplates* on the first round of combat, then uses her *censure* ability on the strongest-looking opponent. She moves into melee, using *challenge* against opponents if at all possible. Once she is fully photon-attuned, she uses *solar acceleration*. She waits to use *supernova* until multiple enemies are clustered around her.

The hackers focus on deleting the data until attacked in melee or reduced below one-quarter of their Hit Points. Once engaged in combat, they use their flamethrowers if possible and attempt to overload opponents' equipment, resorting to their hook knives only if cornered in melee or if their allies would be caught in their flamethrower blasts. The Hellknight infantry move in support of their commanders and the hackers as appropriate.



**FIELD-MARALICTOR
TETHRATA NELLE**

LEVELS 9-10 (CR 14)

FIELD-MARALICTOR SETYS NELLE CR 11

Page 15

FIELD-MARALICTOR TETHRATA NELLE CR 11

Page 15; art on page 20

PYRE HELLKNIGHT HACKERS (2) CR 7

Page 16

PYRE HELLKNIGHT INFANTRY (2) CR 9

Page 16; art on page 20

LEVELS 11-12 (CR 16)

FIELD-MARALICTOR SETYS NELLE CR 13

Page 18

FIELD-MARALICTOR TETHRATA NELLE CR 13

Page 18; art on page 20

PYRE HELLKNIGHT HACKERS (2) CR 9

Page 19

PYRE HELLKNIGHT INFANTRY (2) CR 11

Page 11; art on page 20

Treasure: The Hellknights carry credsticks worth a total of 4,000 credits (9,000 credits in Levels 11-12). Additionally, the Field-Maralictors' datapads contain some valuable scans of "seditious" texts that they had not yet gotten to quarantining in the Order of the Pyre's data systems, worth 1,500 credits in total (4,500 credits in Levels 11-12).

Development: Once the PCs defend the servers long enough to complete the download, any devices they've downloaded the data to chime audibly, indicating the transfer is complete. As this occurs, the video feeds in the room display approaching security forces nearing this section of the complex. Any remaining Hellknights quickly call a retreat, departing through the hole in the wall to the adjoining hallway.

The PCs have enough time to hurry back through the halls and escape through the tunnel they came in if they choose. Alternatively, they could stay and face the arriving security forces, led by a no-nonsense verthani woman named Mavris. PCs who speak with the security detail must succeed at a DC 27 Bluff or Diplomacy check (DC 31 in Levels 11-12) to explain the situation. On a success, Mavris accepts their explanation and thanks them for defending the servers from further damage. On a failure, the security forces detain the PCs for a few hours for further explanations before releasing them with a warning, but assesses the Starfinder Society a fine for the damage. Each PC's reward is reduced by 3,000 credits.

CONCLUSION

After the PCs escape or depart the Riversea Data Outpost, their return journey to the Lorespire Complex on Absalom Station is uneventful. They are ushered in to see Guidance as soon as they arrive. Once they relay their findings to the intelligence, read or paraphrase the following:

The humanoid figure projected from the Starfinder Society emblem pattern on the room's machinery ripples slightly, conveying a sense of satisfaction. "Well done, Starfinders. I am not certain whether the Order of the Pyre has tracked down the locations of the other data segments yet, but for now, at least, their destructive mission has been thwarted. And the Society can certainly make use of the additional information you've brought back, as well. But I am afraid you'll have little time to relax and enjoy your victory. You've recovered one data segment, but that still leaves two to go, and I doubt the Order of the Pyre is going to calmly accept their setback. We need all of the data segments, after all, and to thwart us, they only need to destroy one."

Guidance informs the PCs that the second data fragment is located on Eox. For now, it encourages them to take a few days to recover and regain their strength, though emphasizes that they should not wander far from Absalom Station in the interim.

A PC who attempts to analyze the segment for themself must succeed at a DC 35 Computers check to get anything out of the data. Those who succeed the check can determine that the information pertains to the philosophy of Singularitism, a belief most common among Aballonian anacites. The separated nature of the data makes it impossible to discern anything else.

If the PCs press Guidance on the nature of the information found within the data segments, it remains noncommittal. It assures them again that once they have the data segments, they can see the information for themselves.

REPORTING NOTES

If the PCs escaped from the Riversea Data Outpost's security forces without explanation, check Box A. If they spoke with the security forces and won them over, check Box B. If they spoke with the security forces but did not win them over, check Box C. If they released Zaryn into the infosphere, check Box D.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they obtain the data segment from the central server room. Doing so earns each PC 1 Fame and 1 Reputation for their selected faction.

SECONDARY OBJECTIVES

If the PCs were able to prevent the Hellknights from spending more than three rounds deleting data, much of this is still intact and the PCs complete their secondary objective. Doing so earns each PC 1 Fame and 1 Reputation for their selected faction.

APPENDIX 1: 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 5–6 PCs of 9th level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

A6. PRIMARY SECURITY OVERRIDE NODE (LEVELS 9–10)

PYRE HELLKNIGHT INFANTRY (4) CR 9

Human soldier (star knight^{PW})

LE Medium humanoid (human)

Init +4; **Perception** +17

DEFENSE **HP** 145 **EACH** **RP** 4 **EACH**

EAC 22; **KAC** 23; +4 vs. bull rush, reposition, and trip, fortification (20%)

Fort +11 **Ref** +9; **Will** +10

OFFENSE

Speed 25 ft.

Melee *flaming* advanced pike +21 (2d8+15 F & P; critical bleed 1d8)

Ranged salamander-class flamethrower +19 (2d6+9 F; critical burn 2d6) or mk 3 incendiary grenade +19 (explode [10 ft., 3d6 F plus burn 1d6, DC 18])

Offensive Abilities challenge, fighting styles (squad^{COM}), quick backup^{COM}, mystic swap^{COM}, redact memory

STATISTICS

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

Skills Athletics +15, Intimidate +22, Sense Motive +17

Feats Coordinated Shot

Languages Common, Infernal

Other Abilities redact memory

Gear maralictor Hellknight plate^{PW}, advanced pike (*flaming fusion seal* [12th]), salamander-class flamethrower, mk 3 incendiary grenades (2)

SPECIAL ABILITIES

Fortification (Ex) A Pyre Hellknight Infantry has fortification that gives them a 20% chance that a critical hit is treated as a normal attack, dealing normal damage and not applying any critical effect. The Pyre Hellknight infantry rolls their fortification percentage chance before the critical hit's damage is rolled.

Redact Memory (Su) A Hellknight of the Order of the Pyre can erase a discrete memory from the mind of a living creature within 30 feet, as if eliminating a memory with *modify memory*. This takes a standard action and memories can't be modified or implanted, only erased. The target can attempt a DC 16 Will save to resist the effect. On a failure, the memory is erased and the target is confused for 1 round. On a success, the target retains their memory, but takes 2d8 fire damage as

SCALING ENCOUNTER A6

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

Remove one Hellknight from the encounter.

the forbidden knowledge scorches their neurons.

A7. CENTRAL SERVER ROOM (LEVELS 9–10)

FIELD-MARALICTOR SETYS NELLE CR 11

Male human mystic
LE Medium humanoid (human)

Init +5; **Perception** +20

DEFENSE HP 150 RP 5

EAC 24; **KAC** 24

Fort +10; **Ref** +10; **Will** +14

OFFENSE

Speed 30 ft.

Melee power battleglove +15 (2d8+12 B) or *mk 2 scrambler gloves* +15 (confused and shaken for 1d3+1 rounds; DC 19 Will save to reduce to 1 round)

Ranged dual-valve plasma ring +19 (2d8+11 E & F; critical wound)

Offensive Abilities echoes of obedience, greater forced amity (DC 20), inexplicable commands

Mystic Spell-Like Abilities (CL 11th)

At will \square *mindlink*

Mystic Spells Known (CL 11th)

4th (3/day)—*confusion* (DC 22), *mind thrust* (DC 22)

3rd (6/day)—*dispel magic*, *divine aspect*^{COM}, *suggestion* (DC 21), *synaptic pulse* (DC 21)

2nd (at will)—*fear* (DC 20), *hold person* (DC 20)

Connection overlord

STATISTICS

Str +1; **Dex** +5; **Con** +2; **Int** +2; **Wis** +8; **Cha** +3

Skills Diplomacy +20, Intimidate +25, Mysticism +25

Languages Common, Infernal, Vercite

Other Abilities suppress data link, telepathic bond

Gear vesk brigandine IV^{AR} (invisibility detector^{AR}, quicksuit^{AR}), dual-valve plasma ring^{AR}, power battleglove, *mk 2 scrambler gloves*^{AR}, datapad

SPECIAL ABILITIES

Suppress Data Link (Su) Setys has a specialized method of interfering with subversive transmissions. As a standard action, Setys can spend 1 Resolve Point to block a connection between a creature and a machine that the creature is currently in communication with, such as an ongoing data transfer from a computer to a device in the creature's possession or a connection between a mechanic and their drone. A connection between a creature and a non-creature machine breaks automatically. If the connection is with a construct such as a robot or a drone, the construct can attempt a Will save (DC 20) to maintain it. Setys can maintain this block on subsequent rounds as a move action, though if he takes Hit Point damage during this time, the block ends.

SCALING ENCOUNTER A7

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

Remove one Hellknight infantry soldier from the encounter.

FIELD-MARALICTOR TETHRATA NELLE CR 11

Female human solarian (star knight^{PW})

LE Medium humanoid (human)

Init +3; **Perception** +20

DEFENSE HP 180 RP 5

EAC 24; **KAC** 25

Fort +13; **Ref** +9; **Will** +12

OFFENSE

Speed 30 ft.

Melee solar weapon +23 (4d6+16 P plus 2d6 F; critical burn 1d6)

Ranged inferno flame pistol +21 (2d8+11 F; critical burn 1d8)

Offensive Abilities challenge, flashing strikes, stellar revelations (black hole [30-ft.-radius, pull 20 ft., DC 18], supernova [12d6, 15-ft.-radius]), zenith revelation (solar acceleration)

STATISTICS

Str +5; **Dex** +3; **Con** +3; **Int** +1; **Wis** +2; **Cha** +8

Skills Intimidate +25, Mysticism +20, Sense Motive +20

Languages Common, Infernal

Other Abilities censure, redact memory, solar manifestation (weapon), stellar alignment

Gear maralictor Hellknight plate^{PW} (mk 2 mobility enhancer^{AR}, reaction accelerator^{AR}), lesser photon weapon crystal, inferno flame pistol^{AR}, *mk 2 fiery runeplates*^{AR}, datapad

SPECIAL ABILITIES

Censure (Su) High-ranked knights of the Order of the Pyre gain the ability to mark a particular individual for their allies to target, causing a glowing red, tower-shaped brand to materialize on their forehead. As a standard action, Tethrata can spend 1 Resolve Point to censure a target. The target must succeed a Will save (DC 18) or gain the burning condition (1d8). All Hellknights of the Order of the Pyre within 30 feet of her when the censure is issued gain a +2 morale bonus to attack and damage against the censured target until the end of Tethrata's next turn or the burning effect ends (whichever is longer). If an affected Hellknight critically hits the censured creature during this time, they can attempt an Intimidate check to demoralize the target as a free action. Once a creature has successfully saved against being censured, it is immune to this ability for 24 hours.

PYRE-CLASS FLAMETHROWER

The Hellknight Order of the Pyre is notorious for its dedication to the destruction of perceived heretical texts. The order employs numerous flame weapons in their iconoclastic purges, but perhaps none are more ubiquitous than the pyre-class flamethrowers developed specifically by and for the Order of the Pyre.

PYRE-CLASS FLAMETHROWER

A pyre-class flamethrower is a 6th-level flame heavy weapon that deals 1d10 fire damage and has the burn 1d8 critical hit effect. It has a range of 30 feet and holds 20 petrol with a usage of 4. It has the analog, blast, and unwieldy special properties, has 2 bulk, and costs 4,200 credits.

Redact Memory (Su) A Hellknight of the Order of the Pyre can erase a discrete memory from the mind of a living creature within 30 feet, as if eliminating a memory with *modify memory*. This takes a standard action and memories can't be modified or implanted, only erased. The target can attempt a DC 18 Will save to resist the effect. On a failure, the memory is erased and the target is confused for 1 round. On a success, the target retains their memory, but takes 3d8 fire damage as the forbidden knowledge scorches their neurons.

PYRE HELLKNIGHT HACKERS (2) CR 7

Human mechanic
LE Medium humanoid (human)

Init +4; **Perception** +14

DEFENSE HP 90 EACH

EAC 19; **KAC** 20

Fort +8; **Ref** +8; **Will** +8

OFFENSE

Speed 30 ft.

Melee hook knife +13 (1d8+9 S; critical bleed 1d6)

Ranged pyre-class flamethrower +15 (1d10+7 F; critical burn 1d8)

Offensive Abilities overload (DC 17), target tracking

STATISTICS

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

Skills Computers +19, Culture +14, Engineering +19, Physical Science +14, Piloting +19

Languages Common, Infernal, Vercite

Other Abilities artificial intelligence (exocortex), expert rig (cerebral implant), mechanic tricks (hack directory, neural shunt), miracle worker 1/day, remote hack (DC 17), wireless hack

Gear d-suit II, hook knife, pyre-class flamethrower (see sidebar)

PYRE HELLKNIGHT INFANTRY (2) CR 9

Human soldier (star knight^{PW})

LE Medium humanoid (human)

Init +4; **Perception** +17

DEFENSE HP 145 EACH RP 4 EACH

EAC 22; **KAC** 23; +4 vs. bull rush, reposition, and trip, fortification (20%)

Fort +11 **Ref** +9; **Will** +10

OFFENSE

Speed 25 ft.

Melee *flaming* advanced pike +21 (2d8+15 F & P; critical bleed 1d8)

Ranged salamander-class flamethrower +19 (2d6+9 F; critical burn 2d6) or mk 3 incendiary grenade +19 (explode [10 ft., 3d6 F plus burn 1d6, DC 18])

Offensive Abilities challenge^{PW}, fighting styles (squad^{COM}), quick backup^{COM}, mystic swap^{COM}, redact memory

STATISTICS

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

Skills Athletics +15, Intimidate +22, Sense Motive +17

Feats Coordinated Shot

Languages Common, Infernal

Other Abilities redact memory

Gear maralictor Hellknight plate^{PW}, advanced pike (*flaming fusion seal* [12th]), salamander-class flamethrower, mk 3 incendiary grenades (2)

SPECIAL ABILITIES

Fortification (Ex) A Pyre Hellknight Infantry has fortification that gives them a 20% chance that a critical hit is treated as a normal attack, dealing normal damage and not applying any critical effect. The Pyre Hellknight infantry rolls their fortification percentage chance before the critical hit's damage is rolled.

Redact Memory (Su) A Hellknight of the Order of the Pyre can erase a discrete memory from the mind of a living creature within 30 feet, as if eliminating a memory with *modify memory*. This takes a standard action and memories can't be modified or implanted, only erased. The target can attempt a DC 16 Will save to resist the effect. On a failure, the memory is erased and the target is confused for 1 round. On a success, the target retains their memory, but takes 2d8 fire damage as the forbidden knowledge scorches their neurons.

APPENDIX 2: LEVEL 11–12 ENCOUNTERS

A6. PRIMARY SECURITY OVERRIDE NODE (LEVELS 11–12)

PYRE HELLKNIGHT INFANTRY (4) CR 11

Human soldier (star knight^{PW})

LE Medium humanoid (human)

Init +5; **Perception** +20

DEFENSE HP 180 EACH RP 5 EACH

EAC 24; **KAC** 25; +4 vs. bull rush, reposition, and trip, fortification (20%)

Fort +13 **Ref** +11; **Will** +12

OFFENSE

Speed 25 ft.

Melee white star solar brand +23 (3d8+19 E & F; critical wound)

Ranged hellhound-class flamethrower +20 (4d6+11 F; critical burn 4d6) or mk 4 incendiary grenade +20 (explode [15 ft., 5d6 F plus burn 3d6, DC 21])

Offensive Abilities challenge^{PW}, fighting styles (guard, squad^{COM}), quick backup^{COM}, mystic swap^{COM}, redact memory, soldier's onslaught

STATISTICS

Str +8; **Dex** +5; **Con** +3; **Int** +1; **Wis** +3; **Cha** +1

Skills Athletics +19, Intimidate +25, Sense Motive +20

Feats Coordinated Shot

Languages Common, Infernal

Other Abilities redact memory

Gear maralictor Hellknight plate^{PW}, hellhound-class flamethrower, white star solar brand^{AR}, mk 4 incendiary grenade

SPECIAL ABILITIES

Fortification (Ex) A Pyre Hellknight Infantry has fortification that gives them a 20% chance that a critical hit is treated as a normal attack, dealing normal damage and not applying any critical effect. The Pyre Hellknight infantry rolls their fortification percentage chance before the critical hit's damage is rolled.

Redact Memory (Su) A Hellknight of the Order of the Pyre can erase a discrete memory from the mind of a living creature within 30 feet, as if eliminating a memory with *modify memory*. This takes a standard action and memories can't be modified or implanted, only erased. The target can attempt a DC 18 Will save to resist the effect. On a failure, the memory is erased and the target is confused for 1 round. On a success, the target retains their memory, but takes 3d8 fire damage as the forbidden knowledge scorches their neurons.

SCALING ENCOUNTER A6

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

Remove one Hellknight from the encounter.

A7. CENTRAL SERVER ROOM (LEVELS 11–12)

FIELD-MARALICTOR SETYS NELLE **CR 13**

Male human mystic
LE Medium humanoid (human)

Init +6; **Perception** +23

DEFENSE **HP 185 RP 5**

EAC 26; **KAC** 27

Fort +12; **Ref** +12; **Will** +16

OFFENSE

Speed 30 ft.

Melee ultrathin dagger +18 (4d4+14 S) or *mk 3 scrambler gloves* +18 (confused and shaken for 1d3+1 rounds; DC 22 Will save to reduce to 1 round)

Ranged C-band scorchgun +22 (2d10+13 F)

Offensive Abilities echoes of obedience, greater forced amity (DC 21), inexplicable commands

Mystic Spell-Like Abilities (CL 13th)

At will *mindlink*

Mystic Spells Known (CL 13th)

5th (3/day)—*dominate person* (DC 23), *greater synaptic pulse* (DC 23)

4th (6/day)—*confusion* (DC 22), *discern lies* (DC 22), *fear* (DC 22), *mind thrust* (DC 22)

3rd (at will)—*divine aspect*^{COM}, *suggestion* (DC 21)

Connection overlord

STATISTICS

Str +2; **Dex** +6; **Con** +2; **Int** +3; **Wis** +8; **Cha** +4

Skills Diplomacy +23, Intimidate +28, Mysticism +28

Languages Common, Infernal, Vercite

Other Abilities jealous overlord, suppress data link, telepathic bond

Gear d-suit IV (invisibility detector^{AR}, privacy shield^{AR}, quicksuit^{AR}), C-band scorchgun^{AR} with 2 batteries (20 charges each), ultrathin dagger, *mk 3 scrambler gloves*^{AR}, datapad

SPECIAL ABILITIES

Suppress Data Link (Su) Setys has a specialized method of interfering with subversive transmissions. As a standard action, Setys can spend 1 Resolve Point to block a connection between a creature and a machine that the creature is currently in communication with, such as an ongoing data transfer from a computer to a device in the creature's possession or a connection between a mechanic and their drone. A connection between a creature and a non-creature machine breaks automatically. If the connection is with a construct such as a robot or a drone, the construct can attempt a Will save (DC 21) to maintain it. Setys can maintain this block on subsequent rounds as a move action, though if he takes Hit Point damage during this time, the block ends.

SCALING ENCOUNTER A7

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

Remove one Hellknight infantry from the encounter.

FIELD-MARALICTOR TETHRATA NELLE **CR 13**

Female human solarian (star knight)
LE Medium humanoid (human)

Init +4; **Perception** +23

DEFENSE **HP 225 RP 5**

EAC 26; **KAC** 27

Fort +15; **Ref** +11; **Will** +14

Defensive Abilities willpower 1/day

OFFENSE

Speed 30 ft.

Melee solar weapon +25 (5d6+2d8+19 P plus 2d6 F; critical push 20 ft.)

Ranged 9-notch forked pistol +23 (4d4+13 F; critical burn 3d4)

Offensive Abilities challenge, flashing strikes, solarian's onslaught, stellar revelations (black hole [30-ft.-radius, pull 20 ft., DC 19], supernova [14d6, 15-ft.-radius]), zenith revelation (solar acceleration)

STATISTICS

Str +6; **Dex** +4; **Con** +3; **Int** +2; **Wis** +3; **Cha** +8

Skills Intimidate +28, Mysticism +23, Sense Motive +23

Languages Common, Infernal

Other Abilities censure, redact memory, solar manifestation (weapon), stellar alignment

Gear paralictor Hellknight plate^{PW} (indomitability module^{AR}, mk 2 mobility enhancer^{AR}, reaction accelerator^{AR}), 9-notch forked pistol^{AR}, standard z-boson weapon crystal^{AR}, *mk 3 fiery runeplates*^{AR}, datapad

SPECIAL ABILITIES

Censure (Su) High-ranked knights of the Order of the Pyre gain the ability to mark a particular individual for their allies to target, causing a glowing red, tower-shaped brand to materialize on their forehead. As a standard action, Tethrata can spend 1 Resolve Point to censure a target. The target must succeed a Will save (DC 19) or gain the burning condition (1d10). All Hellknights of the Order of the Pyre within 30 feet of her when the censure is issued gain a +2 morale bonus to attack and damage against the censured target until the end of Tethrata's next turn or the burning effect ends (whichever is longer). If an affected Hellknight critically hits the censured creature during this time, they can attempt an Intimidate check to demoralize the target as a free

action. Once a creature has successfully saved against being censured, it is immune to this ability for 24 hours.

Redact Memory (Su) A Hellknight of the Order of the Pyre can erase a discrete memory from the mind of a living creature within 30 feet, as if eliminating a memory with *modify memory*. This takes a standard action and memories can't be modified or implanted, only erased. The target can attempt a DC 19 Will save to resist the effect. On a failure, the memory is erased and the target is confused for 1 round. On a success, the target retains their memory, but takes 4d8 fire damage as the forbidden knowledge scorches their neurons.

PYRE HELLKNIGHT HACKERS (2) CR 9

Human mechanic
LE Medium humanoid (human)

Init +4; **Perception** +17

DEFENSE HP 125 EACH

EAC 22; **KAC** 23

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

OFFENSE

Speed 30 ft.

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

Ranged salamander-class flamethrower +19 (2d6+9 F; critical burn 2d6)

Offensive Abilities overload (DC 18), override (DC 18), target tracking

STATISTICS

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

Skills Computers +22, Culture +17, Engineering +22, Physical Science +17, Piloting +22

Languages Common, Infernal, Vercite

Other Abilities artificial intelligence (exocortex), expert rig (cerebral implant), mechanic tricks (ghost intrusion, neural shunt), miracle worker 1/day, remote hack (DC 18), wireless hack

Gear d-suit III, salamander-class flamethrower, ultrathin switchblade^{AR}

PYRE HELLKNIGHT INFANTRY (2) CR 11

Human soldier (star knight^{PW})

LE Medium humanoid (human)

Init +5; **Perception** +20

DEFENSE HP 180 EACH RP 5 EACH

EAC 24; **KAC** 25; +4 vs. bull rush, reposition, and trip, fortification (20%)

Fort +13 **Ref** +11; **Will** +12

OFFENSE

Speed 25 ft.

Melee white star solar brand +23 (3d8+19 E & F; critical wound)

Ranged hellhound-class flamethrower +20 (4d6+11 F; critical burn 4d6) or mk 4 incendiary grenade +20 (explode [15 ft., 5d6 F plus burn 3d6, DC 21)

Offensive Abilities challenge^{PW}, fighting styles (guard, squad^{COM}), quick backup^{COM}, mystic swap^{COM}, redact memory, soldier's onslaught

STATISTICS

Str +8; **Dex** +5; **Con** +3; **Int** +1; **Wis** +3; **Cha** +1

Skills Athletics +19, Intimidate +25, Sense Motive +20

Feats Coordinated Shot

Languages Common, Infernal

Other Abilities redact memory

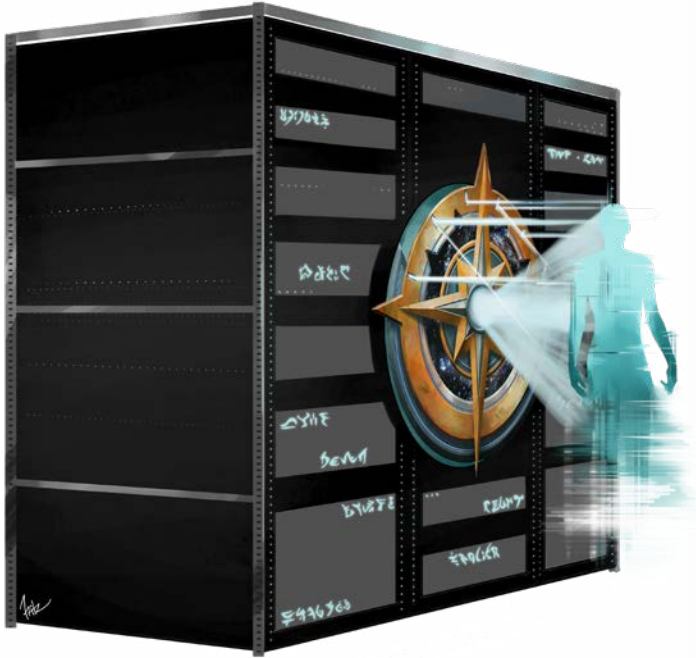
Gear maralictor Hellknight plate^{PW}, hellhound-class flamethrower, white star solar brand^{AR}, mk 4 incendiary grenade

SPECIAL ABILITIES

Fortification (Ex) A Pyre Hellknight Infantry has fortification that gives them a 20% chance that a critical hit is treated as a normal attack, dealing normal damage and not applying any critical effect. The Pyre Hellknight infantry rolls their fortification percentage chance before the critical hit's damage is rolled.

Redact Memory (Su) A Hellknight of the Order of the Pyre can erase a discrete memory from the mind of a living creature within 30 feet, as if eliminating a memory with *modify memory*. This takes a standard action and memories can't be modified or implanted, only erased. The target can attempt a DC 18 Will save to resist the effect. On a failure, the memory is erased and the target is confused for 1 round. On a success, the target retains their memory, but takes 3d8 fire damage as the forbidden knowledge scorches their neurons.

APPENDIX 3: GAME AIDS



GUIDANCE



**ORDER OF THE PYRE
HELLKNIGHT INFANTRY**

**FIELD-MARALICTOR
TETHRATA NELLE**



ORGANIZED PLAY

REWARDS TABLE

Encounter	Level 9-10 Reward	Out of Level Reward	Level 11-12 Reward
Area A3	3,000 credits	4,500 credits	6,000 credits
Area A5	2,500 credits	4,250 credits	6,000 credits
Area A6	3,500 credits	5,000 credits	6,500 credits
Area A7	5,500 credits	8,500 credits	11,500 credits

REWARD CONDITIONS

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

Area A3 (Overcome trap): The PCs earn these rewards if they disable or overcome the trap and manage to override the security node in this area.

Area A5: (Overcome trap): The PCs earn these rewards if they disable or overcome the trap and manage to override the security node in this area.

Area A6 (Defeat Hellknights): The PCs earn these rewards if they defeat the Hellknights and manage to override the security node in this area.

Area A7 (Download Data): The PCs earn these rewards if they defeat or fend off the Hellknights and successfully download the data before the Hellknights can erase it.



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) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Fame Earned:

Character Name:		Faction:		Dead
Org Play #: -7	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders	<input type="checkbox"/> Infamy

Character Name:		Faction:		Dead
Org Play #: -7	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders	<input type="checkbox"/> Infamy

Character Name:		Faction:		Dead
Org Play #: -7	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders	<input type="checkbox"/> Infamy

Character Name:		Faction:		Dead
Org Play #: -7	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders	<input type="checkbox"/> Infamy

Character Name:		Faction:		Dead
Org Play #: -7	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders	<input type="checkbox"/> Infamy

Character Name:		Faction:		Dead
Org Play #: -7	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders	<input type="checkbox"/> Infamy

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Scenario #3-08: Fleeting Truth: The Darkside Depository

Character Chronicle #

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

Adventure Summary

The Starfinder amalgam intelligence, Guidance, sent you on a mission of the utmost importance to the Riversea data storage site on the dark side of Verces. You entered the site through a secret access point and made your way through the complex to retrieve a segment of a mysterious data set. Along the way you encountered an artificial intelligence that you (left in the facility/ released into the planetary infosphere). You battled a host of Hellknights of the Order of the Pyre intent on destroying the data, managing to (lose the data to Hellknight hackers/ salvage the data set before it could be deleted). Finally, (you escaped before the Riversea security teams could interrogate you about your intrusion/ were forced to explain your presence in the installation to security staff).

MAX CREDITS	LEVELS	<input type="checkbox"/> Normal Max Credits
	9-10	14,500
	LEVELS	<input type="checkbox"/> Normal
	Out of Level	22,250
EXPERIENCE	LEVELS	<input type="checkbox"/> Normal
	11-12	30,000
	LEVELS	<input type="checkbox"/> Normal
	-	-
FAME	Starting XP	
	+	<small>GM's Initials</small>
	XP Gained (GM ONLY)	
	=	Final XP Total
CREDITS	Initial Fame	
	+	<small>GM's Initials</small>
	Fame Gained (GM ONLY)	
	-	Fame Spent
REPUTATION	Final Fame	
	Starting Credits	
	+	<small>GM's Initials</small>
	Credits Garnered (GM ONLY)	
REPUTATION	+	<small>GM's Initials</small>
	Day Job (GM ONLY)	
	-	Credits Spent
	=	Total

All Levels

dual-valve plasma ring (27,000; item level 11; *Starfinder Armory 15*)
 flaming fusion seal (12th) (7,612; item level 12)
 inductive bandolier (19,000; item level 10; *Armory 104*)
 inferno flame pistol (23,000; item level 11)
 invisibility detector (17,000; item level 10; *Armory 83*)
 lesser photon weapon crystal (25,100; item level 11)
 maralictor Hellknight plate (14,500; item level 9; *Starfinder Pact Worlds 196*)
 mk 2 prescient lenses (13,900; item level 9; *Pact Worlds 203*)
 mk 3 shock grenade (2,500; item level 10)
 power battleglove (16,100; item level 10)
 reaction accelerator (13,500; item level 9; *Armory 85*)
 vesk brigandine IV (23,500; item level 11; *Armory 69*)

Levels 11-12

9-notch forked pistol (48,100; item level 13; *Starfinder Armory 15*)
 c-band scorchgun (49,100; item level 13; *Armory 14*)
 d-suit IV (45,000; item level 13)
 grounding boots (105,000; item level 5; *Armory 104*)
 indomitability module (50,000; item level 13; *Armory 83*)
 mk 3 fiery runeplates (56,000; item level 13; *Armory 113*)
 mk 3 prescient lenses (77,000; item level 14; *Starfinder Pact Worlds 203*)
 mk 4 shock grenade (10,500; item level 14)
 paralictor Hellknight plate (80,000; item level 14; *Pact Worlds 196*)
 privacy shield (35,500; item level 12; *Armory 85*)
 standard z-boson weapon crystal (47,500; item level 13; *Armory 26*)
 white star solar brand (35,200; item level 12; *Armory 10*)

Reputation

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #