

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-05 TIER 1-4



The First Mandate

BY LYZ LIDDELL





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HOW TO PLAY

Starfinder Society Scenario #1-05: The First Mandate is a Starfinder Society Scenario designed for 1st-through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but it can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/starfindersociety.



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GM RESOURCES

The First Mandate makes use of the *Starfinder Core Rulebook* and *Starfinder Alien Archive*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at paizo.com/sfrd, and the relevant rules from the *Alien Archive* are reprinted at the back of the adventure for the GM's convenience.

SCENARIO TAGS

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

 **FACTION (ACQUISITIVES)**

 **FACTION (SECOND SEEKERS [LUWAZI ELSEBO])**



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THE FIRST MANDATE

BY LYZ LIDDELL



The Scoured Stars incident (see the *Starfinder Society Roleplaying Guild Guide* for more information on this event) ruined much of the Starfinder Society's former galactic prestige. In the wake of the cataclysmic event, nominated First Seeker Luwazi Elsebo stepped forward to hold the Society together. The Society not only survived thanks to Luwazi's quick and decisive action but also forged a path forward in the form of a new generation of recruits who have quickly proven themselves through several invaluable missions.

Luwazi's efforts have left their mark on the Society. While the new recruits were still in training, the First Seeker enacted a radical plan of enlisting mercenaries to assist in Society operations, preserving the Society long enough for the recruits to complete their training. This hotly contested plan paid dividends on numerous fronts, including the successful initial foray onto the surface of the false moon of *Salvation's End* (see *Starfinder Society #1-00: Claim to Salvation*). Some members of these mercenary outfits opted to fully join the Starfinder Society, forming the Acquisitives faction under the leadership of Radaszam, the Dealmaker.

At the same time, Luwazi solicited additional support for the Starfinder Society from several external organizations, from Eoxian business moguls to the Knights of Golarion, garnering resources in the form of credits, equipment, and even starships. Most of these offers came in the form of investments, with returns to be paid in the future, while some had exact conditions on what the donors would receive for their support. The Society would not have survived without these external sources of assistance—a fact that many regularly remind the First Seeker about.

With a growing collection of successful missions under their belt, the Society's newest members have started to make their mark on the galaxy. As it is apparent that the Starfinder Society is once again relevant to galactic affairs, the First Seeker has declared a celebratory gala on the grounds of the Lorespire Complex to commemorate those who aided the Society in its time of need, to showcase the new generation of Starfinders, and to announce a new direction moving forward. But not everyone is delighted with the First Seeker's success, and unbeknownst to the Starfinders, a notorious assassin has recently arrived on Absalom Station to halt her plans for the future.

Where in the Universe?

The First Mandate takes place on Absalom Station, primarily in the Starfinder Society's headquarters, the Lorespire Complex, which is located in the peripheral region of the station known as the Ring. An excursion takes the PCs to the neighborhood of Sparks in the Spike, the numerous levels extending down below the Eye. For more information on Absalom Station, see *Starfinder Adventure Path #1: Incident at Absalom Station*.

SUMMARY

The scenario begins with a briefing between the PCs and First Seeker Luwazi Elsebo, accompanied by Radaszam, head of the Acquisitives faction, in which Luwazi explains the celebratory gala that evening and outlines the PCs' role there. At the gala, the PCs have the opportunity to hobnob with dignitaries, including high-ranking members of the Starfinder Society as well as supporters and investors, in the hopes of impressing each of them. Though the PCs shouldn't realize it, successful social interactions with the various dignitaries result in boons that help them later on in the scenario.

Partway through the gala, Radaszam pulls the PCs aside to inform them of an imminent threat against the First Seeker. He dispatches the PCs into the rough industrial neighborhood of Sparks to investigate this lead, which he suspects is the assassin's residence. After encountering a trap on the door, the PCs fight the assassin's pet electrovores, left behind as both a distraction and a security measure. Once the electrovores have been defeated, the PCs can search the space and hack the assassin's computer, finding evidence of the shape-shifting assassin's identity and plans to blow up the stage at the Starfinder Society's evening gala.

The PCs must decide whether to play it safe and request Radaszam's assistance in defusing the explosives or to stage a showy display of disarming the bombs while unmasking the assassin simultaneously—the second option carries a higher risk of

failure, but it also marks the PCs and the Society as a whole as a force to be reckoned with. The scenario ends with First Seeker Elsebo's address and her startling announcement.

GETTING STARTED

Read or paraphrase the following to get the adventure under way.

The First Seeker's meeting room is a lavish space, with several lush couches and armchairs surrounding a wide, low table. First Seeker Luwazi Elsebo appears uncharacteristically extravagant, having exchanged her typical stationwear for a sleek, fashionable suit in a shade of copper that matches the Starfinder Society logo emblazoned on the table. Behind her stands the towering vesk leader of the Acquisitives faction, wearing a suit of ceremonial armor.

Luwazi smiles and gestures to the seats. "A pleasure to see you all. I trust you've heard about tonight's gala? I have a rather important announcement to make, so we've decided to use the opportunity to entertain and impress representatives of the various interests who have helped the Starfinder Society through our setbacks with the Scoured Stars Incident.

"That's where you come in. As some of the shining stars of the newest Starfinder Society agents, I'd like to have you mingle with the guests so they can see for themselves what we've been able to accomplish. It's nothing too fancy; I'd just like you all to be polite and talk about some of your experiences with the Society so far. We're expecting some government dignitaries, investors, corporate interests, and the like, so be sure to stay on your best behavior. Also, don't be afraid to brag a bit—it's our goal to impress them."

"But don't be stupid," the armored vesk breaks in.

Luwazi Elsebo glances over her shoulder and grins. "Have you all met Radaszam? He's certainly someone else you should be trying to impress."

Radaszam scowls. "Events like this never go as planned. Luwazi's contracted one of my merc outfits, the Obsidian Spiders, to provide security for the night. I want to make sure that if anything goes down, you're working with my agents, rather than us all tripping over one another. So stay alert, but if anything happens, make sure you're talking to me about it rather than jumping in blindly."

The First Seeker nods and picks up the datapad. "I've singled out five guests who I would really like to make a good impression with. These folks should be

your priority tonight, so I've compiled basic information about each of them here. Things will start up in about an hour in the Skyreach Room. Any questions before we go?"

Luwazi taps the datapad a few times and transmits **Handout #1: Guests of Note** to each PC's comm unit. Answers to questions the PCs might ask are below.

What is the Scoured Stars incident? Radaszam shakes his head and Luwazi sighs. "Not even a year ago, the Starfinder Society sent most of our agents and ships in a ground-breaking endeavor to a region known as the Scoured Stars, but once they arrived, we lost all communication with them. We haven't been able to contact them since, and the entire region has been sealed off behind some kind of force field. It was a disaster for the Society; we lost most of our agents and our assets, and we made it through only thanks to support from the people who we're entertaining at tonight's gala."

Do we need to dress up? "If you'd like, but it's not necessary. You're Starfinders, and there's a certain air of excitement that comes along with the armor and gear."

What's the big announcement? Luwazi laughs. "It would spoil all the fun if I told you now, wouldn't it? Sorry, you'll have to wait a few hours like everyone else."

Are you expecting trouble? "I'm always expecting trouble," Radaszam says, but a moment later he shrugs. "I don't know of any plans specifically targeting this event, but my team and I have our eyes and ears open."

After she's answered any questions, Luwazi smiles and thanks them for representing the Society. She reminds the PCs that they'll be expected in the Skyreach Room in about 3 hours as the gala begins; this gives the party time to make any necessary preparations or quick purchases.

Boon Allocations: Have the PCs finalize their boon slots for the session after completing their briefing with Luwazi and Radaszam. As the two faction leaders' presence implies, this scenario is of high importance to both the Second Seekers (Luwazi Elsebo) and the Acquisitives factions, and PCs should be encouraged to slot one of these two factions in their Faction boon slot.

CULTURE

Based on the result of a Culture check, the PCs might know about some of the more notable guests. The DC for this check is 10. Each PC who succeeds at this check knows about one of the guests, as detailed on page 5. If a PC succeeds this check by 10 or more, she knows about two of the guests. The PCs can choose which guests



Luwazi Elsebo

they know about, after all PCs have rolled this check but before any information is provided; this allows the PCs to spread their knowledge about the various guests.

Iteration-177: Iteration-177 is a relative newcomer to the Aspis Consortium. In addition to making waves by urging Consortium support of the Starfinders, they have an interest in religious artifacts and connections.

Naiaj: Naiaj is a bleaching gnome with a fierce protectiveness of the Starfinders who encourages—some say demands—competence and teamwork from Society agents. She’s a venture-captain who served long before the Scoured Stars incident.

Royo: The ysoki Royo has something of a rivalry with Historia-7 and the Dataphiles faction, and he tends to snub individuals who he perceives to rely overmuch on technological “crutches.” He’s also an elected member of the Forum, the Starfinder Society’s governing council.

Ykris: The alien symbiote Ykris represents CeriCore Labs. Business-wise, the corporation has very little to gain from the Starfinder Society’s endeavors, but it nevertheless made a substantial donation; rumors suggest the contribution was someone’s pet project.

Zo! Zo! is an undead media mogul well known throughout the Pact Worlds, always looking for an idea for a new show, strategies to improve his ratings, or other lucrative entertainment deals. His organization funded the recent Society expedition to *Salvation’s End*, and he is keenly interested in further exploration of the false moon.



Radaszam

HIGH SOCIETY GALA

The lift doors open into the Skyreach Room, a classy space made breathtaking by large windows set into the vaulted ceiling, providing a shining view of the Armada orbiting Absalom Station and the galaxy beyond. A low stage with black skirting and a sleek podium overlooks the room from the far end of the hall. A dozen or so guests, representing a surprising array of races, mingle in twos and threes, while servers in sharp vests bring around a variety of bizarre snacks and drinks. A curly-haired AV technician arranges the wiring along one side of the stage, and Luwazi stands at the other side speaking with a damaya lashunta man.

The guests described in **Handout #1** can all be found in the room, and the PCs are free to interact with them as they see fit. The social encounter below is played out over the course of two sets of 4 “social rounds”—these rounds are longer and more abstract than

typical combat rounds. Though not strictly necessary for this part of the adventure, a map of the area can be found on page 13 and can be used to help manage PC and NPC positioning.

Social Influencing: The PCs’ end goal is to make a good impression on as many of the guests of note as possible. The PCs can impress an individual guest by succeeding at skill checks as described in the Influence entry of the NPC’s stat block. The PCs must succeed at four skill checks against an NPC to earn influence over that NPC. Unless otherwise noted, the DC of each check is 17 in Subtier 1-2 or 20 in Subtier 3-4.

Repeated tactics lose their effectiveness: each attempt to use a skill that has already been used to influence a single NPC incurs a cumulative -2 penalty. Repeated failures run the risk of offending the NPC or demonstrating incompetence; after three failed attempts to influence a given NPC using the same skill, that guest is no longer interested in speaking with the PCs and cannot be impressed.

Each PC can attempt one check to influence a single guest during each social round. A PC can use her action for a social round to attempt a skill check to aid another PC in place of attempting a skill check to influence the NPC directly. If a PC is not sure what kind of check to attempt, she can make light conversation in lieu of attempting a check for that round, learning

something about the NPC’s background, interests, involvement in the society, or personality to gain a hint of appropriate skill checks to attempt to influence that individual. PCs partaking in such “small talk” can attempt a DC 10 Sense Motive check to learn an appropriate skill to influence the NPC with. For every 5 points the PC exceeds the Sense Motive DC by, she learns one additional skill that can be used to influence the NPC.

Encourage the players to roleplay their interactions. Grant a circumstance bonus of +1 or +2 for particularly enthusiastic or creative tactics, and play up the NPCs to provide fun and engaging interactions for the party. Successfully influencing the guests provides the PCs with benefits later in the scenario; see the Running Interference sidebar on page 14 for details on the specific aid each NPC provides.

Break between Sets: After the first set of 4 social rounds is concluded, Luwazi Elsebo casually summons the PCs up to the stage to converse with her. She asks the PCs how their interactions with the guests are proceeding, getting a sense of how the PCs are doing. Use this opportunity to provide in-game commentary from Luwazi to direct the PCs away from NPCs who they have already influenced or toward NPCs who the PCs might be close to fully influencing. Otherwise, after this quick meeting, Luwazi sends the

Scaling the High Society Gala

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

Both Subtiers: Increase the number of social rounds from 4 to 6 in each set of rounds.

PCs back to socializing. Run the next set of social rounds, and then proceed to the “Rendezvous with Radaszam” encounter, detailed on page 9.

ITERATION-177

Agender android

DESCRIPTION

Background Though a relative newcomer to the Aspis Consortium, Iteration-177 petitioned that organization to supply the Starfinder Society with funding and resources after the Scoured Stars incident so that the Society could survive. The reasons for Iteration-177’s interest in the Starfinder Society are unknown, and the android coyly avoids questioning about their interest in the Society’s recent undertakings.

Appearance Iteration-177 wears their sleek dark hair pulled back, in a sharp contrast to their silvery skin and the android’s signature circuitry pattern shining nearly white. They wear Absalom Station’s latest fashions in shades of black, white, and gray.

Personality Iteration-177 is surprisingly charming for an android, quick with a compliment or a joke. They are more interested in mingling with members of the Starfinder Society—whether the PCs, venture-captains, or Luwazi Elsebo herself—than the other corporate dignitaries in attendance. They seem genuinely interested in the PCs’ work with the Society and the Society’s future plans; they also display interest in any PC wearing a visible religious symbol or casting spells.

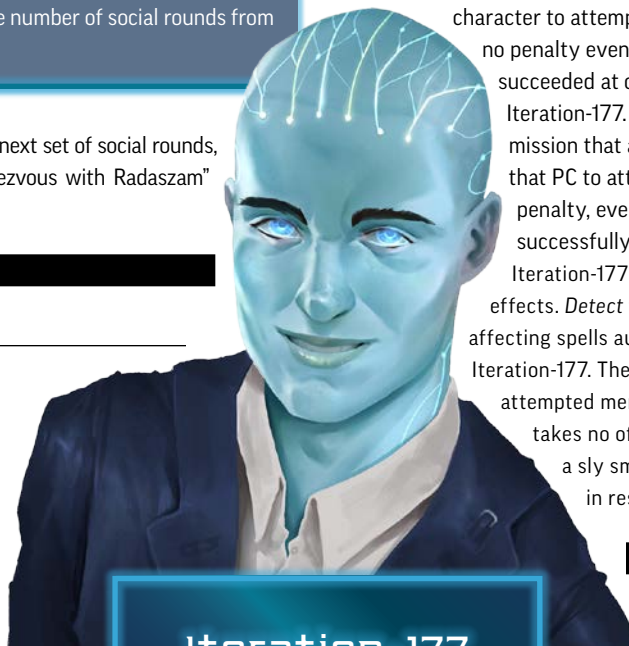
INFLUENCE

Influence Iteration-177 is impressed with

compelling stories of the PCs’ missions (Bluff, Diplomacy, or an applicable Profession skill) or with rumors about the Starfinder Society’s future plans (Culture). They also regard the party favorably if a PC engages them in conversation about magic or religion (Mysticism).

Special Talking about a previous Starfinder Society mission (one for which a PC has a Chronicle sheet) allows a

character to attempt a Diplomacy check with no penalty even if another PC has already succeeded at one Diplomacy check to influence Iteration-177. Making up a story about a mission that a PC hasn’t participated in allows that PC to attempt a Bluff check without penalty, even if another PC has already successfully used Bluff to influence them. Iteration-177 is immune to mind-affecting effects. *Detect thoughts* and similar mind-affecting spells automatically fail when targeting Iteration-177. The android is acutely aware of any attempted mental intrusion but seemingly takes no offense, offering little more than a sly smile and a shake of their head in response.



Iteration-177

NAIAJ

Female bleachling gnome

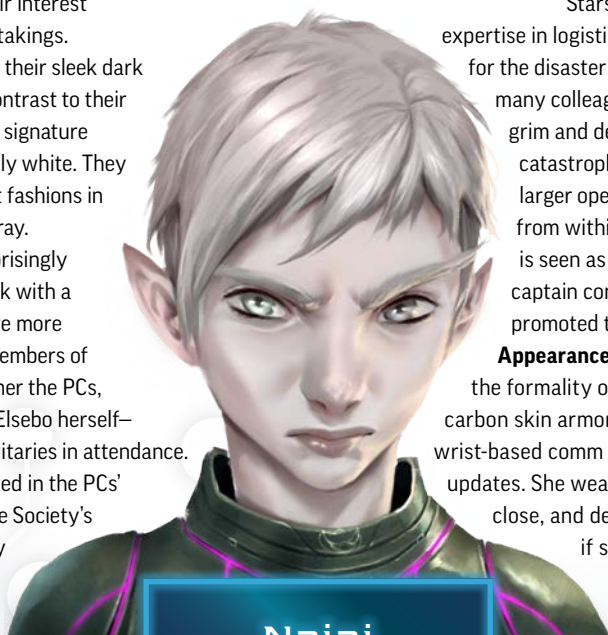
DESCRIPTION

Background Naiaj was one of the few venture-captains to remain behind during the Scoured Stars incident, primarily due to her expertise in logistics. She feels partially responsible for the disaster that resulted in the loss of so many colleagues, which has left her somewhat grim and determined to prevent similar catastrophes in the future. She oversees larger operations and prominent missions from within the Lorespire Complex, and she is seen as something of a senior venture-captain compared to the many people recently promoted to the position.

Appearance Naiaj makes no concessions to the formality of this event; she wears her usual carbon skin armor, datapad never out of sight and wrist-based comm unit constantly blinking with updates. She wears her gleaming white hair cropped close, and despite her small size, she looks as if she could stare down a team of hardened vesk mercenaries.

Personality As with many bleachlings, Naiaj is stoic, serious, and utterly

pragmatic. She asks about the PCs’ plans and



Naiaj

preparations for their missions, unhesitatingly pointing out opportunities for improvement. Her no-nonsense attitude might come off as impatient or off-putting, and while she claims her terse tone arises from her concerns about new agents blowing up Society ships in the field, she in fact cares deeply about the Starfinder Society's members and strives to ensure their safety. She spends much of the gala distracted by incoming data feeds, specifically citing issues with "the shipment from the drow on Apostae." Naiaj refuses to go into further specifics on the dispute, discussing only her recently discovered displeasure at working with drow ambassadors.

INFLUENCE

Influence PCs demonstrating competence in the field through a successful Computers, Engineering, or Piloting check (or other checks, if demonstrated effectively) can impress Naiaj. She can also be persuaded that cunning words can preclude combat altogether via a successful Diplomacy check with a DC 4 higher than normal.

Special Naiaj has a deep appreciation for effective teamwork. A PC who successfully uses the aid another action on a check to influence her grants a +4 bonus to the check rather than the usual +2 bonus. If this causes the result of the check to exceed the DC by 10 or more, that check grants two successes to influence Naiaj rather than one.

ROYO

Male ysoki

DESCRIPTION

Background Royo is a member of the Forum, the elected ruling body of the Starfinder Society. He specializes in scholarly affairs, but unlike the data sniffers of the Dataphiles, he focuses on physical documents. Denouncing the impermanence and mutability of digital data, he maintains a massive personal archive of physical manuscripts and tomes spread across facilities in countless star systems.

Appearance Royo wears immaculate formalwear about 20 years

out of date; his tawny fur is beginning to go silver around his whiskers and paws. He wears elegant spectacles, having refused corrective surgeries due to the hours or even days in which he would be unable to read following such a procedure. Tucked beneath one arm is a small folio of physical paper. He stands among a circle of scholars engaged in an exuberant discussion of esoteric topics.

Personality A scholar through and through, Royo tends to remain aloof unless engaged in a topic related to his interests, and once he gets started, his enthusiasm builds. He firmly believes that information should be made accessible—a stance that puts him even further at odds with the Dataphiles.

Biases A PC with obvious cybernetic augmentations or touting the benefits of computer-based research takes a -2 penalty to skill checks to influence Royo. Similarly, a PC with a Dataphiles faction boon slotted for this scenario takes a -2 penalty to skill checks to influence Royo.

INFLUENCE

Influence Though at first dismissive of anyone who attempts to join their discussion, Royo is impressed by any PCs who can step into the circle of scholars and hold their own via a successful Culture, Life Science, Mysticism, or Physical Science check to recall knowledge. A PC can also impress

Royo with a successful Profession check in any nondigital or specifically historical field.

Special Characters whose theme grants a DC reduction with one of the above skills can apply that reduction to checks to impress Royo.

YKRIS (AND JHIREU)

Parasitic isopod

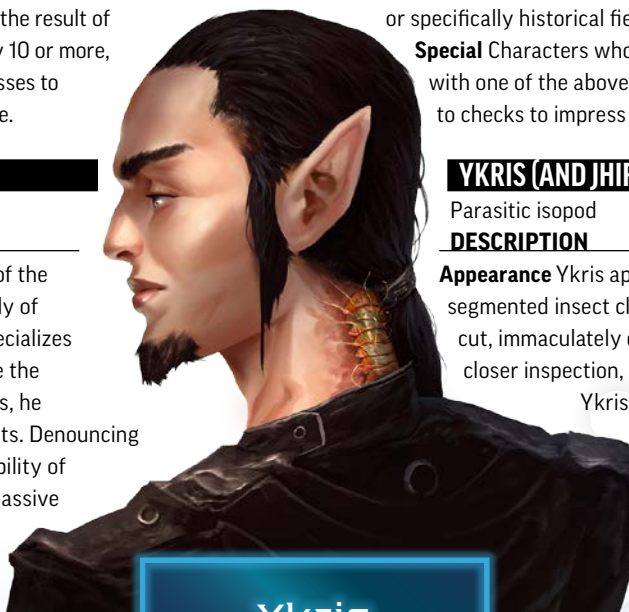
DESCRIPTION

Appearance Ykris appears as an iridescent, segmented insect clinging to the scalp of a clean-cut, immaculately dressed half-elf man. Upon closer inspection, it becomes clear that many of Ykris's spiny legs pierce the man's skin and deeply into his flesh, particularly along the base of the man's skull and down the back of his neck.

Personality Ykris is dependent upon its host, Jhireu, to move and speak; the legs embedded in its host give it direct access to the man's nervous



Royo



Ykris

system and allow it to take control of the body as needed. As such, unless Ykris specifically allows Jhireu control, the half-elf's actions and speech are governed by Ykris. This might confuse characters until they realize the "I" of his statements in fact refers to the parasite. Ykris is outgoing and eager to meet the newest Starfinders. It has no reservations about explaining its relationship to its host, if asked, and allows Jhireu sufficient autonomy to confirm the relationship; though Jhireu is utterly deferential to Ykris and rarely acts of his own volition, the two get along well.

Background Ykris is a representative of CeriCore Labs, a biotech firm that specializes in direct neural connections. Ykris's work on Absalom Station typically involves lobbying and connecting with agents from other cybernetic and biotech firms, but it has a personal interest in the explorations of the Starfinder Society and has lobbied its company to back Luwazi Elsebo's efforts to carry the Society forward after the Scoured Stars incident. Jhireu has served as Ykris's host for nearly a decade—an unusually long tenure given that Ykris can change hosts effortlessly. Ykris avoids discussing its origins, citing that its species' history is a somber story and not a tale for such an optimistic event.

Biases A PC who repeatedly addresses the host and not Ykris directly (for example, by talking about Ykris in the third person instead of referring to it as "you") or shows outward revulsion at its appearance and parasitic function annoys the parasite; this increases the DC of that PC's skill checks by 2.

INFLUENCE

Influence Ykris is ingratiated to anyone who shares gossip about the Starfinder Society (Culture), and it respects anyone knowledgeable enough to hold a discussion about its work in cybernetic and biotech augmentations (Life Science or Medicine).

Special If a PC expresses interest in the host-parasite relationship, Ykris is willing to detach from Jhireu and temporarily implant itself in a willing PC to allow her to experience the effect. A PC who allows Ykris to implant and take control finds that she can communicate effortlessly with the parasite (as *mindlink*), save that she cannot take any action that would require use of the Bluff skill. Ykris remains implanted only for a few rounds and then, citing propriety and

familiarity, returns to Jhireu; the PC gains one success toward influencing Ykris. Only one PC can earn a success in this way. Implanting is a somewhat uncomfortable process that deals 2 piercing damage to the host; if this damage would be negated by DR or a similar effect, Ykris cannot implant and the PC doesn't gain a success. Ykris won't implant in a PC who has annoyed it (see Biases above).

ZO!

Male undead elebrian

DESCRIPTION

Background Zo! is an elebrian of exceptional age—though not a bone sage—thought to have existed as undead even before the Gap. He founded an Eoxian media empire immediately after the end of the Gap that specializes in reality broadcasts, which have earned him system-wide fame and fortune. He "lives" for the stage and is fast approaching the milestone of a million confirmed hours of camera time (of the approximately 2.7 million hours that have passed since the Gap). About 20 years ago, he left his critically acclaimed show, *The Necromancer*, which ran for almost 2 centuries' worth of seasons. He was a primary sponsor of the Starfinder Society's expedition to *Salvation's End*, though he hasn't made that fact widely known.

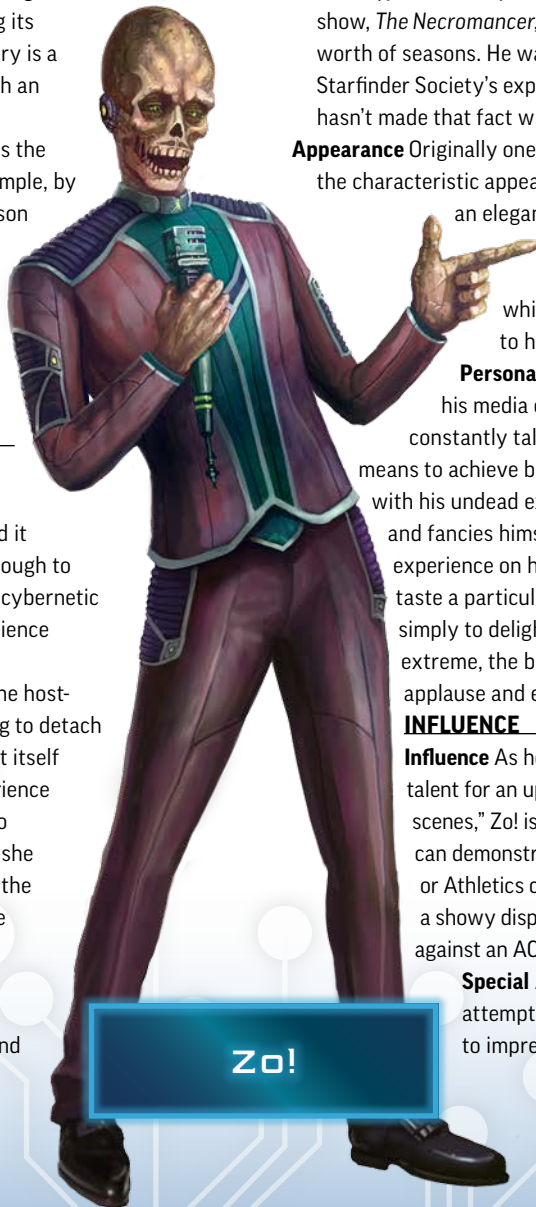
Appearance Originally one of Eox's native elebrians, Zo! retains the characteristic appearance of that race even in undeath: an elegant build with refined features and an extended cranium. His face now bears a permanent rictus grin, which adds another level of enthusiasm to his exaggerated interactions.

Personality Zo! has tremendous pride in his media empire, and it shows; he is almost constantly talking about his productions or means to achieve better ratings. He is quite satisfied with his undead existence, though he relishes luxury and fancies himself a connoisseur of finery he can't experience on his own. He may encourage a PC to taste a particularly bizarre appetizer or beverage simply to delight in her reaction—the more extreme, the better—which he accompanies with applause and enthusiastic commentary.

INFLUENCE

Influence As he is keeping an eye out for new talent for an upcoming project with a lot of "action scenes," Zo! is particularly impressed by PCs who can demonstrate their abilities through Acrobatics or Athletics checks, Bluff checks to feint, or even a showy display with a weapon (making an attack against an AC equal to the skill check's DC -2).

Special A PC who has the icon theme can attempt a check with her Profession skill to impress Zo! Alternatively, a PC who



Zo!

demonstrates some knowledge of *Salvation's End* (such as by having a Chronicle sheet with this character's name on it for *Starfinder Society Scenario #1-00: Claim to Salvation*) counts as having one success without requiring a skill check. Zo! responds enthusiastically to such PCs, hoping they'll take part in his first joint venture with the Starfinder Society, in the form of a televised reality show focusing on the first Starfinders to explore *Salvation's End*.

RENDEZVOUS WITH RADASZAM

After the last round of social interactions, Radaszam gestures for the PCs to meet him in one of the service corridors running alongside the Skyreach Room for a discreet meeting.

The burly vesk doesn't mince words. "We've got a situation on our hands. I've been following rumors of a somewhat notorious assassin who only recently showed up on Absalom Station. I just heard from one of my contacts that signs point to the First Seeker as the assassin's next target—and if that's the case, the assassin will almost certainly make a move tonight.

"Now here's the thing. I've got enough security here that no one's really in any danger; and besides, Luwazi's no stranger to a fight. But it'd look really bad for the Society if someone took a shot at her in front of all these high-ups, you know what I mean?"

"On the other hand, if a team of crack Starfinders were to investigate the rumors and unmask the assassin, we'd be able to show that we can still hold our own and add some, oh, let's say, gravitas to the First Seeker's announcement tonight. Defeat this assassin in style, impress the investors, make yourselves look good in the process... What do you say?"

Assuming the PCs buy into the plan, Radaszam relays the information he has about the assassin: a particularly hard-to-trace individual known as Triloteya traced to a rented engineering bay in Sparks. He provides the address and urges the party to check out the location, hoping they find enough evidence to identify the assassin and her plans. Once they've checked out the space, they can contact him via comm unit and plan their next steps.

If the PCs prove resistant to Radaszam's plans, he scowls and reminds them that they were invited to this gala to demonstrate what Starfinders can do and that this is a perfect opportunity to do exactly that. He acknowledges concerns for the PCs' safety and skills, assuring them that he won't throw them in over their heads, and once they know more about the exact threat, they can work together to contain it.

Radaszam entertains a few questions from the PCs before urging them on their way. He refuses to disclose the names or identity of his contacts, but he insists that the individuals are trustworthy and the information is solid.

So long as the PCs influenced at least one guest during the gala, they earn the High Society Influence boon on their Chronicle sheets, but cross out the name of each NPC whom the PCs failed

to influence; if the PCs influenced none of the guests, instead cross out this boon.

Treasure: Prior to the PCs' departure, Radaszam provides the PCs with several gifts, depending on their successes during the gala. He grudgingly notes that the gifts are a joint offering from himself and Luwazi Elsebo. In Subtier 1–2, if the PCs influenced at least two of the NPCs, Radaszam provides the PCs with two screamer grenades I, a tactical arc emitter, and 1,000 credits. If the PCs managed to influence four or more NPCs in Subtier 1–2, then Radaszam also provides the PCs with a set of business stationwear armor and an additional 600 credits.

In Subtier 3–4, if the PCs influenced at least two of the NPCs, the Acquisitives faction leader instead provides the PCs with a pair of flash grenades II, a fangblade, and 1,800 credits. If the PCs managed to influence four or more NPCs in Subtier 3–4, then Radaszam also provides the PCs with a set of elite defiance series armor and an additional 1,200 credits.

Rewards: If the PCs influenced fewer than two of the NPCs, reduce the PCs' credits earned as follows.

Subtier 1–2: Reduce each PC's credits earned by 346.

Out of Subtier: Reduce each PC's credits earned by 543.

Subtier 3–4: Reduce each PC's credits earned by 740.

If the PCs influenced two or more NPCs but fewer than four, instead reduce the PCs' credits earned as follows.

Subtier 1–2: Reduce each PC's credits earned by 143.

Out of Subtier: Reduce each PC's credits earned by 224.

Subtier 3–4: Reduce each PC's credits earned by 305.

A. SPARKS IN SPARKS

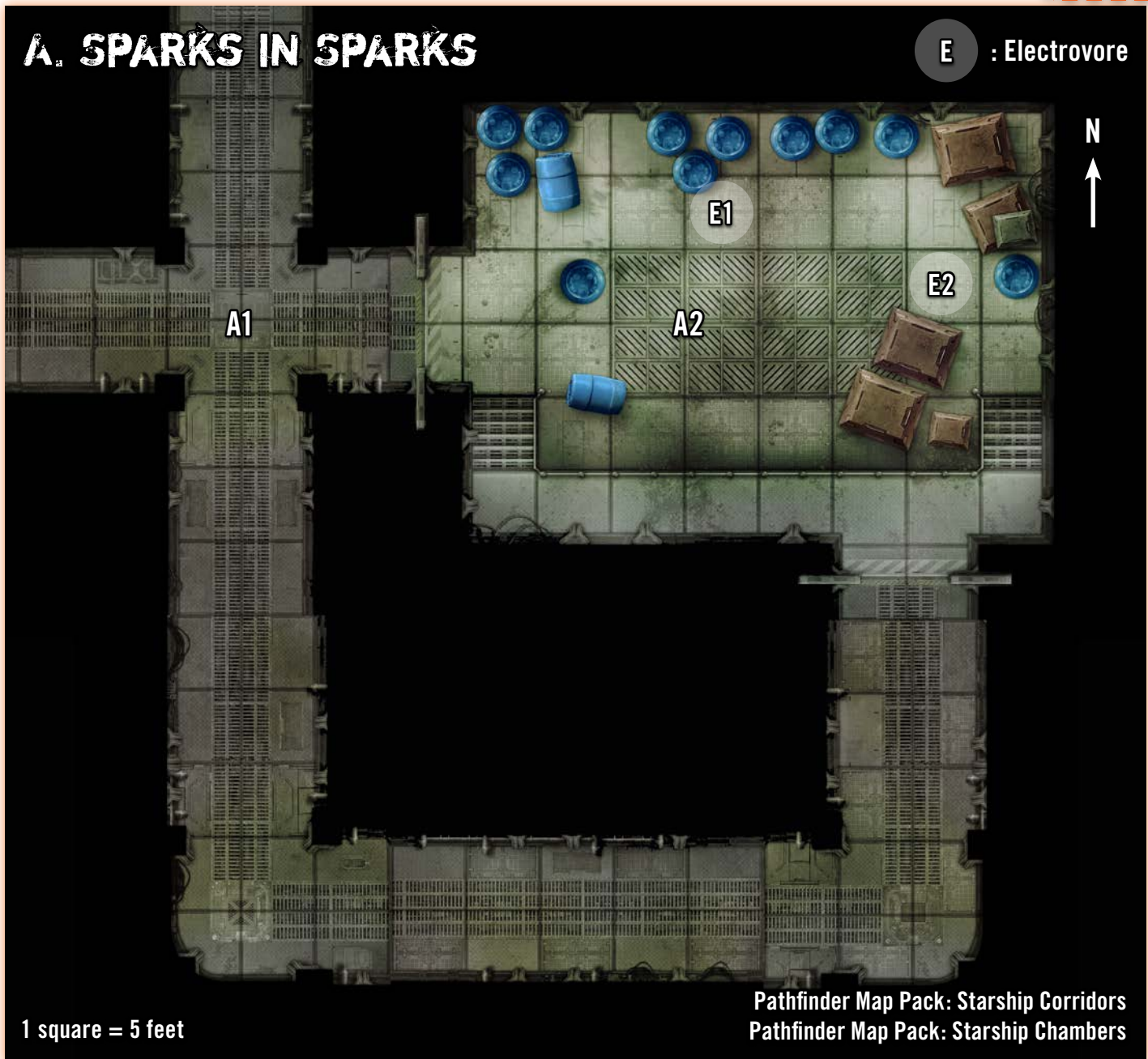
The easiest way to travel from the Loespire Complex to Sparks is via a series of long lifts that traverse the Spike. This journey takes about 15 minutes, the majority of which is sedentary; any PCs who need a 10-minute rest to recover Stamina Points can do so.

Alternatively, a PC might want to use the time to search the Absalom Station infosphere for news and rumors about the assassin. With 10 minutes of searching and a successful DC 16 Computers check (DC 19 in Subtier 3–4), a PC can find records of the address Radaszam gave them: a small, scrappy work bay that's seen plenty of turnover over the last few months (so much so that the most recent for-rent ad still comes up on a successful search). If a PC's result exceeds the DC by 5 or more, her search also turns up complaints from the same section of the neighborhood about intermittent power outages (a clue to Triloteya's "pets"). A PC who focuses his search on the assassin or attempts to recall information with a Culture check (using the same DC) recognizes the name Triloteya as an individual associated with a years-long series of crime reports and wanted notices from throughout the Pact Worlds. On a result that exceeds the DC by 5 or more, the PC also notices or recalls that no records of the assassin include an image of Triloteya.

After the journey through increasingly industrial elevators, the PCs arrive in the rough-and-tumble neighborhood of Sparks. The air carries a distinctive metallic tang of mechanical industry,

A. SPARKS IN SPARKS

E : Electrovore



1 square = 5 feet

Pathfinder Map Pack: Starship Corridors
Pathfinder Map Pack: Starship Chambers

sharp chemical smells, and the stale odors of countless living beings crammed into too-tight spaces. The corrugated metal corridors are cramped, with ceilings only 10 feet high and lit only with stark LED lighting strips; the grinding, clanging, clattering sounds of countless engineers at work carry through the halls. The PCs are hardly alone in the clamor of a working sector that never truly sleeps, but unless the PCs have made an effort to stand out (for example, wearing a haute couture outfit intended for the gala), they attract little attention amongst the residents and workers who have little interest in tasks other than their own. It takes the PCs only a few minutes to traverse the corridors to the address Radaszam provided; if they're lost, a gruff half-orc mechanic points them in the right direction.

A1. CORRIDOR (CR 2 OR CR 4)

The stained plastic door of this engineering bay is no different from the dozens lining the grimy hallway. A glaring LED lighting strip illuminates the address code imprinted along the doorframe. Every few seconds, this light, along with all the others along the corridor, flickers briefly. Though the sounds of industry still echo through the corridors, this section clearly sees less traffic and is currently devoid of passersby.

The two plastic doors are each locked with a simple lock (hardness 5, HP 30, break DC 24, Engineering DC 20 to disable). The locks can also be hacked (Computers DC 25), but interacting

with each door's touchpad in any way triggers the trap, below.

Trap: Triloteya rigged the doors' touchpads to electrocute anyone who touches them to discourage interlopers. She uses the intermittent power interruptions of the neighborhood as an explanation for any who trigger the trap and ask her about it. Once one of the two door traps triggers, the other door no longer has enough energy to power its trap, so that trap is disabled.

SUBTIER 1-2 (CR 2)

SHOCKING DOOR TRAP CR 2

Type technological; **Perception** DC 23; **Disable** Computers DC 18 (hack local power conduits) or Engineering DC 18 (disable shock plates)

Trigger touch; **Reset** immediate

Effect arc of electricity (4d6 E); Reflex DC 13 half

SUBTIER 3-4 (CR 4)

QUIET SHOCKING DOOR TRAP CR 4

Type technological; **Perception** DC 26; **Disable** Computers DC 21 (hack local power conduits) or Engineering DC 21 (disable shock plates)

Trigger touch; **Reset** immediate

Effect arc of electricity (4d10+3 E); Reflex DC 15 half

Development: Triloteya's jury-rigging of the door has an inadvertent side effect: when the trap discharges, the lock on the door disengages due to power-regulation safety procedures. If the PCs trigger the trap, they're free to proceed.

Treasure: A PC can salvage the remains of the shocking door trap with a successful DC 15 Computers or Engineering check (DC 18 in Subtier 3-4); doing so provides the raw components for a targeting computer armor upgrade and spare parts worth 200 credits. In Subtier 3-4, successfully salvaging the trap also nets the components for a mk 1 thermal capacitor armor upgrade and an additional 100 credits in spare parts. A PC automatically salvages the equipment listed above if she instead disables the trap without triggering it.

Rewards: If the PCs do not successfully salvage the components within the trapped door, reduce the PCs' credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 71.

Out of Subtier: Reduce each PC's credits earned by 109.

Subtier 3-4: Reduce each PC's credits earned by 147.

A2. ENGINEERING BAY (CR 4 OR CR 6)

Rusted crates and plastic barrels crowded this cramped workspace. Discarded R2E packaging, beverage pouches, and packing material litter the space. A ledge along the south wall holds a stack of rubber mats in an approximation of a bed beside a high-quality industrial backpack. Ragged wires droop

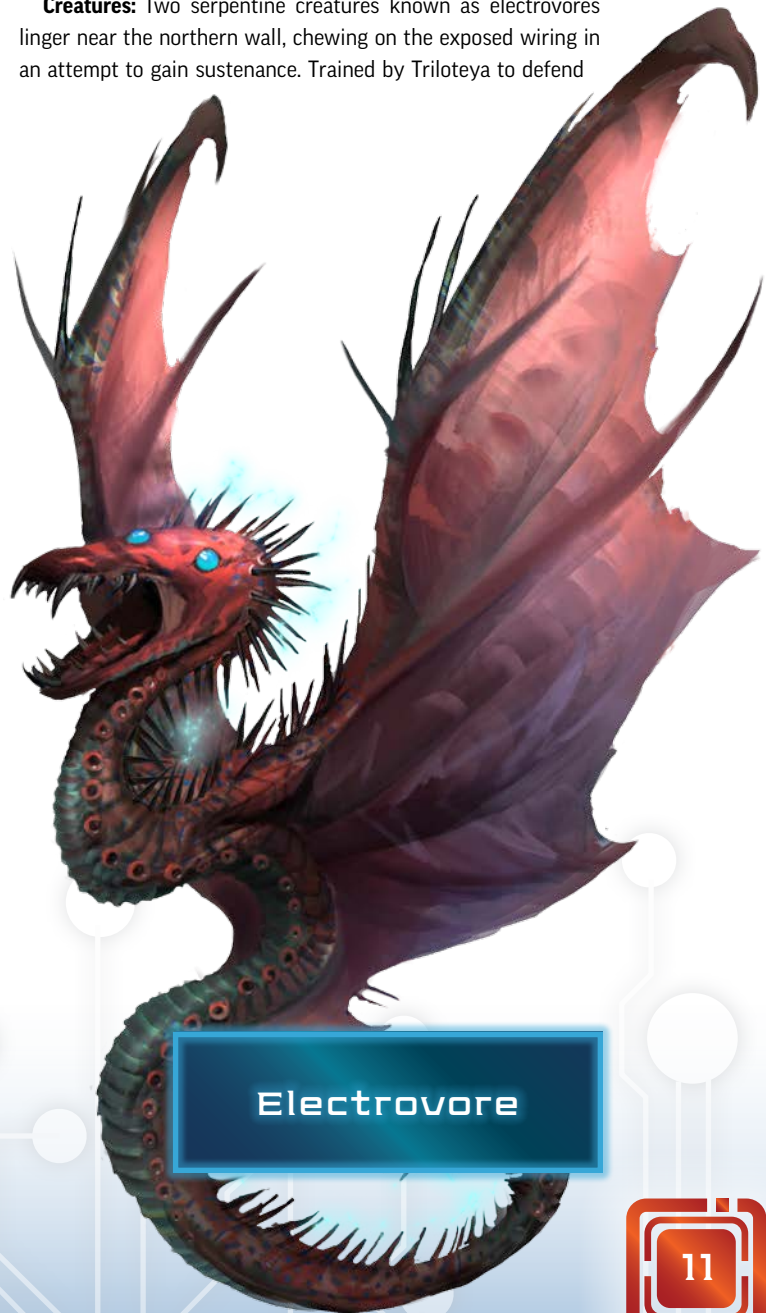
Scaling Encounter A2

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

Both Subtiers: The electrovores haven't had much to feed on after their journey to the station, and so they have only 1 Resolve Point each. In addition, reduce the EAC and KAC of both electrovores by 2.

from an exposed conduit along the northern wall, occasionally showering the room in sparks as the lights flicker.

Creatures: Two serpentine creatures known as electrovores linger near the northern wall, chewing on the exposed wiring in an attempt to gain sustenance. Trained by Triloteya to defend



Electrovore

her possessions, the creatures attack anyone who enters the room. They also serve as a fail-safe should the assassin have to flee the station immediately; once their energy reserves are depleted, the electrovores should drain Triloteya's computer and destroy the data it stores.

SUBTIER 1-2 (CR 4)

ELECTROVORES (2)

CR 2

HP 23 each; RP 3 each (*Alien Archive 44*; see page 19)

TACTICS

During Combat Trapped in this space without sufficient nourishment, the electrovores eagerly attack anyone entering area **A2**.

Morale The electrovores fight until destroyed.

SUBTIER 3-4 (CR 6)

GENETICALLY ENHANCED ELECTROVORES (2)

CR 4

N Small magical beast (*Alien Archive 44*)

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

Perception +15

DEFENSE HP 45 EACH RP 3 EACH

EAC 17; KAC 17

Fort +5; Ref +9; Will +3

Immunities electricity

OFFENSE

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

Melee tail slap +11 (1d4+5 B; critical siphon)

Offensive Abilities electrical discharge (1d6+5 E plus staggered, Reflex DC 15 half)

STATISTICS

Str +1; Dex +5; Con +1; Int -4; Wis +3; Cha -1

Feats Mobility

Skills Acrobatics +10, Athletics +10, Stealth +15, Survival +15

TACTICS

Use the tactics from Subtier 1-2.

SPECIAL ABILITIES

Electrical Discharge (Ex) As a standard action, an electrovore can spend 1 Resolve Point to discharge some of its stored electrical energy as a powerful attack. All creatures within 10 feet of the electrovore take 1d6+5 electricity damage and are staggered for 1 round. A target can attempt a DC 15 Reflex save to take half this damage and negate the staggered effect.

Siphon (Ex) Whenever an electrovore scores a critical hit against a living creature, a construct with the technological subtype, or a technological piece of gear, it siphons off a portion of the target's electrical energy. This restores 1 Resolve Point (up to its maximum of 3).

Development: Once they defeat the electrovores, the PCs have an opportunity to more thoroughly search the space. With a successful DC 17 Perception check (DC 20 in Subtier 3-4), a

PC finds among the discarded wrappers a series of packaging for five industrial explosive devices; if her result exceeds the DC by 10 or more, she also finds one set of tattered instructions, which provide a +2 circumstance bonus to attempts to disable the explosives in area **B**.

The backpack contains an unremarkable set of clothing, a set of armor, a weapon seal (see *Treasure* below), a hygiene kit including a vial of Dagret's Scalesheen Oil and a jar of FLËQ Texture Cream for Curly Hair, and a computer. A PC can access the tier 3 computer (tier 4 in Subtier 3-4) with a successful DC 25 Computers check to hack (DC 29 in Subtier 3-4); however, a lockout countermeasure activates after three failed attempts. A successful hacker finds records of infosphere searches for a human woman named Sanivvi Acheosi, a tawny-skinned woman with wildly curly hair currently residing on Castrovel, and several pages of instructions and videos for styling curly hair. The PCs can recognize the individual; each PC who sees the computer record can attempt a DC 19 Perception check (DC 22 in Subtier 3-4); on a success, the PC recalls having seen a staffer at the gala who matches this appearance working on the audiovisual setup for the event.

The computer also has a firewall protecting a secure data module. Hacking this firewall requires a separate successful DC 25 Computers check to hack (DC 27 in Subtier 3-4); failures on this check stack with failures to access the system for the purpose of activating the lockout countermeasure. The module contains a file with a list of names, dates, and locations, cumulating with an alarming entry: "Luwazi Elsebo; Lorespire Complex, Skyreach Room, gala" and the present date. With a few minutes of research using the local infosphere, the PCs can ascertain that every individual on the list is recently deceased, save for Luwazi; the obituary dates and locations correspond with the dates and locations in the files, but the causes of death are widely varied. Most notably, those few that are documented as homicides all list radically different perpetrators: individuals of varying gender, race, and background.

Treasure: The backpack contains some combat gear, including a suit of basic lashunta tempweave armor and an *anchoring* fusion seal (3rd). In addition, the hides of slain electrovores are valuable to the Society and can be fashioned into a set of static electrovore gloves following the conclusion of the scenario. In Subtier 3-4, the backpack instead contains a suit of freebooter armor II and an *anchoring* fusion seal (5th), and the hides of the slain electrovores can be fashioned into a set of aurora electrovore gloves following the conclusion of the scenario.

The computer is tier 3 (tier 4 in Subtier 3-4) with firewall and lockout countermeasures and a miniaturization upgrade. PCs who access the secure data module can turn the assassin's log over to the authorities for a reward of 400 credits.

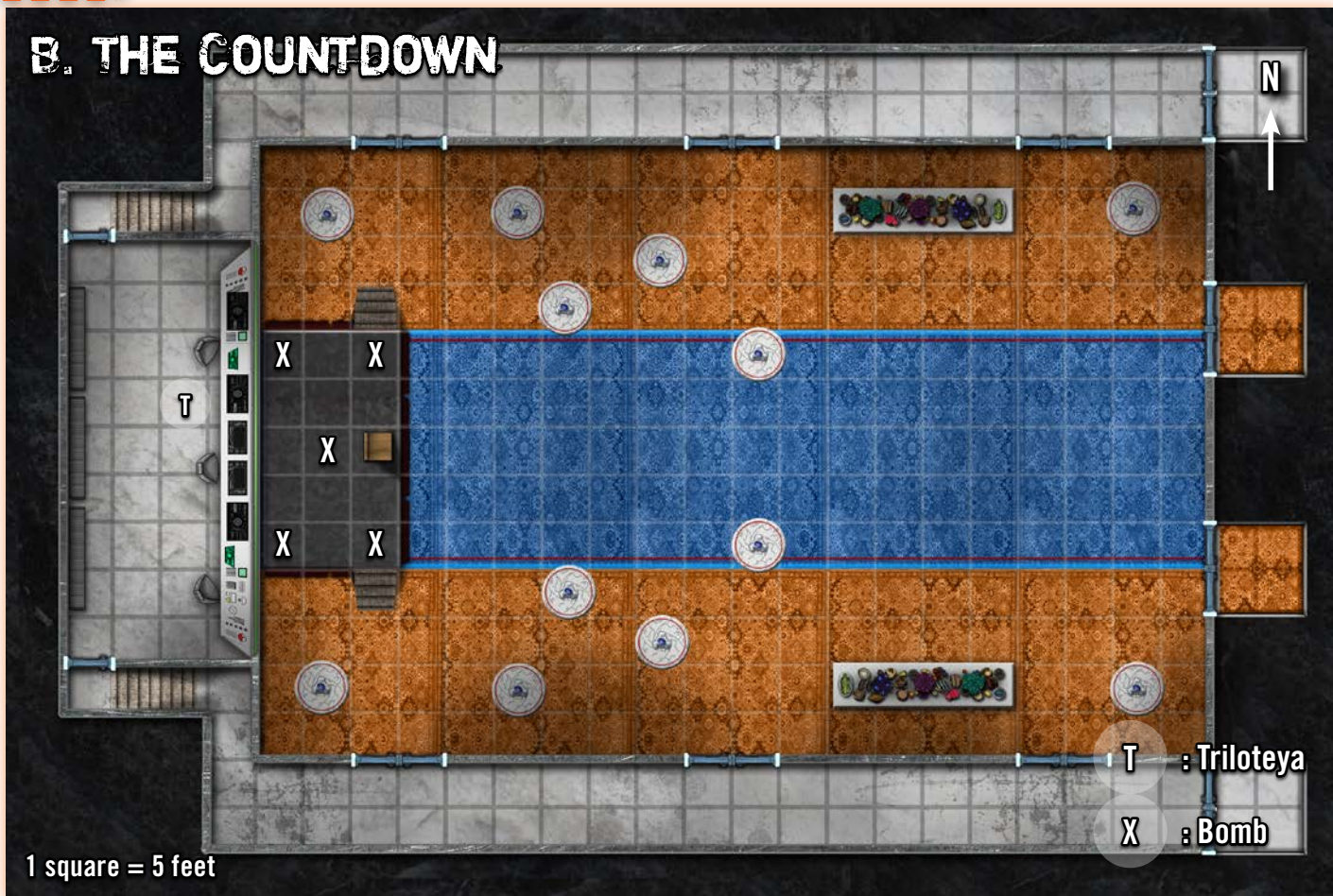
Rewards: If the PCs do not overcome the electrovores and learn the assassin's plans, reduce the PCs' credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 120.

Out of Subtier: Reduce each PC's credits earned by 229.

Subtier 3-4: Reduce each PC's credits earned by 263.

B. THE COUNTDOWN



CHECKING IN

The PCs will likely reach out to Radaszam once they learn the details of the assassin's plans, ideally via comm unit. The transit time from Sparks back to the Lorespire Complex is sufficient to allow a 10-minute rest to regain Stamina Points as well as a conversation with the Acquisitives faction leader. Should the PCs wait to connect with Radaszam once they return to the Skyreach Room, he scolds them for wasting valuable time but otherwise the conversation progresses identically. The faction leader listens to their report intently, asking questions to help them fill in any gaps in their information (for example, if they haven't realized they're dealing with a shapechanging assassin). Once he understands the situation, he asks how the PCs would like to proceed.

The PCs can plan a conservative approach with support from Radaszam's security agents, the Obsidian Spiders. This allows the party to focus on confronting the assassin while the Obsidian Spiders handle the explosives. Small parties or groups with serious deficiencies in Stealth and Engineering might opt for this plan.

A more daring approach, which Radaszam suggests if the PCs don't, is for the party to handle the entire affair themselves, demonstrating that the Starfinder Society is well and able to handle its own affairs and bolstering the PCs' personal reputations. This approach is trickier, however; it involves simultaneously disarming the explosives while confronting the

assassin. Radaszam warns the party that they'll need to be subtle in their search for the bombs and keep the assassin distracted so she doesn't simply detonate them early.

Radaszam ensures the party is aware of the higher risk of this second plan, and while he encourages it, he doesn't belittle or discourage parties who opt to stick with the more conservative approach—after all, he is responsible for the safety of the event, and it would make him and his organization look bad if he pushed them to undertake an effort they were likely to fail. He also quietly informs the other Starfinders (including Luwazi, Naiaj, and Royo) of the plan.

Influence Rewards: Regardless of the approach they choose, if the PCs impressed Naiaj during the first part of this scenario, she sends a drone to deliver 6 *mk 1 serums of healing* (*mk 2 serums of healing* in Subtier 3-4) to patch them up before they continue. If a PC impressed Royo, the ysoki scholar sends a brief electronic message noting that this particular model of explosive is very stable to kinetic damage and can be safely disarmed by simply smashing it hard enough, but he notes that any kind of energy damage is likely to detonate them upon impact.

B. THE COUNTDOWN (CR 3 OR CR 5)

The PCs have two tasks they must handle simultaneously: finding and disarming the five explosives (see Hazard on page 16), and

Running Interference

Depending on which of the various dignitaries the PCs managed to impress during the first part of the gala, the Starfinders gain some support as they execute their plan to intercept and thwart the assassin. They gain no benefits from NPCs they failed to influence.

Iteration-177: If the PCs engage Triloteya in combat and Iteration-177 can see her, the android discreetly shoots her with a poisoned dart, inflicting the sickened condition for 1d4 rounds.

Naiaj: The venture-captain's support came in the form of healing supplies delivered before this encounter.

Royo: The ysoki's support came before this encounter in the form of the message informing the PCs that they can safely disable the explosives through sheer kinetic damage.

Ykris: Once the PCs have located one or more explosives, during the first round they begin attempting to disarm them, Ykris takes note. The parasite detaches from Jhireu and sneakily skitters over to another device, successfully disarming it by the end of the following round.

Zo!: Once it's clear that the PCs are up to something (or if they directly ask), Zo! heads up to the stage and starts declaiming the Starfinders' exploits (and those of the PCs in particular if they provided him with any details in the first part of the scenario) as though he were pitching a new reality show; this serves to distract Triloteya for 4 rounds.

Scaling Encounter B

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

Both Subtiers: Remove the explosive device located in the center of the stage; Triloteya has not brought her small arm to the event and fights only with her survival knife (and claws if she assumes her reptoid form).

identifying and capturing or killing the assassin (see Creatures below). A party choosing the conservative strategy can allow Radaszam's Obsidian Spiders to handle the explosives; in this case, see the notes within the Hazard section on page 16 for details on Radaszam's team's actions, and let the PCs focus on the assassin.

Should the party opt for the splashier approach of tackling both tasks without help, they will most likely end up splitting into

two groups, but since all the action takes place on the same map, the encounter still functions with a single initiative order. The section for each threat (see Creatures and Hazard below and on page 16) details activities PCs can take and the actions required for each; review both sections before running this scenario to better understand how the two threats interact and how the PCs can interface with them simultaneously.

Terrain: The AV booth overlooks the Skyreach Room through a wide window of transparent aluminum (hardness 10, HP 15). The window and the booth alike are hidden from view by means of a one-way holographic projector to appear no different from the other walls around the room, though viewers within the AV booth can see into the room unobstructed. The booth is also soundproofed, so even rather loud sounds (such as combat) are not heard within the Skyreach Room while the window is closed. A control panel within the AV booth (identifiable with a successful DC 15 Computers, Engineering, or Perception check; DC 18 in Subtier 3-4) controls both the hologram and the window, which can be opened to allow passage, line of sight, and line of effect between the Skyreach Room and the booth. This control panel can be accessed remotely by a mechanic with the wireless hack ability so long as he is aware of its presence.

The doors from the access halls to the Skyreach Room are neither hidden nor locked. The doors to the AV booth from the access hall are also unlocked. The ceiling in the Skyreach Room reaches an impressive 60 feet overhead, while the ceilings in the access corridors and AV booth are only 15 feet tall.

Creatures: There are several-dozen guests present at the gala, in addition to Luwazi and the dignitaries the PCs interacted with earlier, and a dozen or so service staff, most of whom are handling the food, drinks, and dishes for the event. A PC who succeeds at a DC 15 Perception check as a standard action ascertains that Sanivvi (actually Triloteya) isn't in the main part of the room; she is instead watching the event from the AV booth overlooking the stage.

Triloteya is on edge, waiting for Luwazi to take the stage so she can trigger her explosives. If left undisturbed, she detonates the devices once the First Seeker takes her position at the podium to address the crowd (see Development on page 16). She also detonates the explosives if she notices anyone obviously searching for or attempting to disarm the devices, unless she is distracted by someone taking the stage (see Hazard on page 16).

A PC interacting with Triloteya directly can keep her occupied in several ways. Any round in which Triloteya is distracted from the main room, including by engaging in combat, she does not attempt to detonate the explosives. This gives the PCs the opportunity to search for and disarm the explosives on the stage without requiring Stealth checks (see Hazard on page 16).

Allow the players to try creative approaches to distracting her; typically, each such attempt should take a full action and require a skill check of some kind. Some tactics might be a Bluff check to pretend there's a problem with the audio system that she needs to fix, a Diplomacy check to keep her talking, or an Intimidate check to convince her to back down. The DC for these checks is

19 in Subtier 1–2 and 22 in Subtier 3–4. Should a PC fail any of these checks, Triloteya first casts *charm person* or *command* to try to convince the PC to leave quietly; if the spell fails or other PCs press, she initiates combat, preferring to subdue opponents quietly within the AV booth rather than detonate the explosives prematurely and reveal her plan.

SUBTIER 1–2 (CR 3)

TRILOTEYA

CR 3

Female reptoid operative (*Alien Archive* 92)

LE Medium humanoid (reptoid, shapechanger)

Init +5; **Senses** low-light vision; **Perception** +9

DEFENSE

HP 34

EAC 14; **KAC** 15

Fort +2; **Ref** +5; **Will** +6; +2 vs. mind-affecting effects and poisons

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee survival knife +9 (1d4+3 S) or
claw +7 (1d4+2 S)

Ranged static arc pistol +9 (1d6+3 E; critical arc 2)

Offensive Abilities trick attack +1d8

Reptoid Spell-Like Abilities (CL 3rd)

1/day—*charm person* (DC 14), *command* (DC 14)

At will—*daze* (DC 13), *telepathic message*

TACTICS

Before Combat Triloteya has used her change shape ability to assume the form of a human woman, and thus she can't use her claw attack without reverting to her native reptoid form.

During Combat Triloteya stays on the move (benefiting from the uncanny mobility exploit) to avoid being flanked or cornered in combat; she uses her survival knife and pistol to attempt trick attacks whenever possible, relying on her Bluff skill (to which she gains an additional +4 bonus from her spy specialization). If confronted with only one or two opponents, or a particularly heavy hitter, she casts *daze*. She consumes a *serum of healing* if reduced below half her maximum Hit Points.

Morale Triloteya isn't fond of failure, but she is fond of living. If reduced below 7 Hit Points, she makes a break for freedom, attempting to flee down the access halls to the service lifts and detonating the explosives if it seems they would be effective in harming a target. If unable to reach the booth's doors, she opens the AV booth window and leaps out onto the stage, attempting to escape through the gala attendees and detonating the explosives behind her as she runs for the lifts.

STATISTICS

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

Skills Bluff +14, Diplomacy +14, Disguise +14, Engineering +9

Languages Common, Reptoid, Vercite

Other Abilities change shape, operative exploits (uncanny mobility), specialization (spy)

Gear casual stationwear, static arc pistol with 1 battery (20 charges), survival knife, *mk 1 serums of healing* (2), detonator, credstick with 586 credits

SUBTIER 3–4 (CR 5)

TRILOTEYA

CR 5

Female reptoid operative (*Alien Archive* 92)

LE Medium humanoid (reptoid, shapechanger)

Init +7; **Senses** low-light vision; **Perception** +12

DEFENSE

HP 62

EAC 17; **KAC** 18

Fort +4; **Ref** +7; **Will** +8; +2 vs. mind-affecting effects and poisons

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee survival knife +12 (1d4+5 S) or
claw +10 (1d4+5 S)

Ranged frostbite-class zero pistol +12 (1d6+5 C; staggered [DC 15])

Offensive Abilities debilitating trick, trick attack +3d8

Reptoid Spell-Like Abilities (CL 5th)

1/day—*charm person* (DC 15), *command* (DC 15)

At will—*daze* (DC 14), *telepathic message*

TACTICS

Before Combat Triloteya has used her change shape ability to assume the form of a human woman, and thus she can't use her claw attack without reverting to her native reptoid form.

During Combat Triloteya stays on the move (benefiting from the uncanny mobility exploit) to avoid being flanked or cornered in combat, and she uses her holographic clone exploit to confuse her opponents. She uses her survival knife and pistol to attempt trick attacks whenever possible, relying on her Bluff skill (to which she gains an additional +4 bonus from her spy specialization) and using debilitating tricks to keep her opponents off-target and flat-footed. If confronted with only one or two opponents, or a particularly heavy hitter, she casts *daze*. She consumes a *serum of healing* if reduced below half her maximum Hit Points.

Morale Triloteya isn't fond of failure, but she is fond of living. If reduced below 15 Hit Points, she makes a break for freedom, attempting to flee down the access halls to the service lifts and detonating the explosives if it seems they would be effective in harming a target. If unable to reach the booth's doors, she opens the AV booth window and leaps out onto the stage, attempting to escape through the gala attendees and detonating the explosives behind her as she runs for the lifts.

STATISTICS

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

Skills Bluff +17, Diplomacy +17, Disguise +17, Engineering +12

Languages Common, Reptoid, Vercite

Other Abilities change shape, operative exploits (holographic clone [1/day], master of disguise, uncanny mobility), specialization (spy)

Gear business stationwear, frostbite-class zero pistol with 1 battery (20 charges), survival knife, *mk 2 serum of healing* (2), detonator, credstick with 812 credits

Hazard: There are five explosive devices planted on the stage; one at each corner and one in the center. Triloteya has programmed them all to a single detonator, which she carries on her person, so she can activate them with one action. An explosive can be discovered with a successful DC 20 Perception check (DC 23 in Subtier 3–4), and each explosive discovered grants a cumulative +2 bonus to find further explosives. A PC whose result exceeds the DC by 10 or more locates all remaining explosives with only a single check.

Disarming each explosive requires either a successful DC 18 Engineering check to disable device (DC 21 in Subtier 3–4); each attempt takes 1 round. The PCs can also disarm an explosive by dealing sufficient kinetic damage (hardness 5, HP 15 each in Subtier 1–2; hardness 8, HP 24 each in Subtier 3–4). Any energy damage dealt to an explosive detonates it and all remaining active explosives immediately (see below). Failing such an Engineering check by 5 or more causes that explosive to detonate, but it does not cause other explosives to detonate.

Each round a PC spends searching for or attempting to disarm an explosive, he must attempt a Bluff or Stealth check (opposed by Triloteya's Sense Motive or Perception, respectively) to hide his actions; if the PC fails this check, Triloteya detonates the explosives on her next turn unless she is otherwise engaged (such as in combat or distracted by other creatures). Anyone can take the stage to distract Triloteya; an NPC automatically succeeds (see the Running Interference sidebar on page 14), or a PC can attempt a DC 17 Diplomacy or relevant Profession check (DC 20 in Subtier 3–4) to distract Triloteya for 1 round. During a round in which Triloteya is distracted, PCs searching for or disabling explosives do not need to attempt the above checks.

In the event that the PCs delegate handling the explosives to the Obsidian Spiders, Radaszam's agents are meticulous in their efforts, disabling one explosive every 2 rounds without being noticed by Triloteya. Note that if Triloteya attempts to flee before 10 rounds have passed, one or more explosives remain for her to detonate in her wake.

If Triloteya detonates the explosives or a PC is foolish enough to use an energy weapon on them, all explosives that have not been disarmed detonate simultaneously. If a PC causes an explosive to detonate by failing an Engineering check to disable device by 5 or more, only that explosive detonates, not all of them. Treat each device as both a frag grenade I (frag grenade II in Subtier 3–4) and an incendiary grenade I exploding simultaneously; creatures within the radiuses of multiple devices take damage from each device. Each creature in a radius of an explosion can attempt a DC 14 Reflex save (DC 15 in Subtier 3–4) to take half the damage

and negate the burning condition, if applicable. Areas affected by explosions are thereafter considered difficult terrain.

Development: If any of the explosives go off, the gala is thrown into an uproar. Four of Radaszam's agents surround the First Seeker to keep her safe (including a daring dive to pull her from the stage, if Luwazi had approached the podium for her remarks) while others attempt to capture the assassin. Triloteya immediately attempts to escape, and she is ultimately successful unless the PCs are particularly resourceful. If the PCs are in pursuit of the assassin and the assassin reaches the lifts 1 round ahead of the PCs, she successfully escapes by quickly assuming the shape of a Lorespire menial.

Treasure: If the party successfully captures or kills Triloteya and prevents the explosives from detonating, Radaszam congratulates the PCs and offers them compensation for acting as unofficial members of his mercenary league during the event. He presents the PCs with an advanced Diasporan rifle (*Alien Archive 95*) marked in the sleek black design of the Obsidian Spiders mercenary group.

Faction Notes: If the party captures or kills Triloteya and prevent the explosives from detonating, they earn the Protector of the Future boon. If they were able to do so without requiring assistance from Radaszam's mercenaries, they also gain the Honorary Spider boon.

Rewards: If the PCs fail to prevent the explosions or Triloteya escapes, reduce the PCs' credits earned by the following amount.

Subtier 1–2: Reduce each PC's credits earned by 200.

Out of Subtier: Reduce each PC's credits earned by 260.

Subtier 3–4: Reduce each PC's credits earned by 320.

CONCLUSION

Regardless of the outcome of the assassin's plans, Luwazi takes the stage (or a nearby table, if the stage was destroyed), insisting that if people are willing to kill her to keep her silent, her words are surely important enough to say. The gala attendees are stunned that someone would have the audacity to attempt an assassination on the First Seeker, and she holds their rapt attention as she delivers her address.

"I had planned for this evening's announcement to be an exciting one, but I'll admit this is not quite what I had in mind," the First Seeker begins, her smile wry but determined. "Now I find my resolve only further galvanized.

"As many of you know, the First Seeker has the privilege and the responsibility for choosing the direction of the Starfinder Society's research efforts. I have refrained from setting such a direction while we regroup and rebuild—an undertaking which all of you here have made possible. Also, the fact that Guidance has not yet chosen to formalize my election is another matter, but not one the Society can risk dwelling on. Now that the Society is again in a position to reach for the stars, I am pleased to formally announce the focus of our efforts during my tenure. Thanks to the tireless research of my associate Royo, we have identified a lead on understanding the Scoured Stars incident. And so, the Starfinder Society will continue researching the

Scoured Stars, in the hopes of reuniting with our lost colleagues and better understanding this phenomenon.”

If the PCs succeeded in capturing or killing Triloteya and preventing the explosives from detonating—either alone or with assistance from the Obsidian Spiders—the First Seeker meets their eyes in the crowd, adding, “And I already have highly qualified agents in mind to undertake the first mission!” PCs present for this historic announcement receive the Journey to the Scoured Stars: Segment 1 boon.

There is a moment of surprised quiet over the room, and then the guests, starting with Ykris, begin to applaud in force. Iteration-177 regards the elected First Seeker with an indiscernible expression, slowly joining in on the applause. Royo nods enthusiastically, taking in some of the fanfare for his role in the announcement. Naiaj frantically appends work orders, noticeably perturbed by some news she has just received. Zo! actively backs away from the assembled group, still enthusiastically clapping but also making desperate calls to acquire televised rights to all Scoured Stars related endeavors.

PRIMARY SUCCESS CONDITION

The PCs complete their main mission if they impressed at least three of the listed dignitaries during the gala. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their currently slotted Faction boon.

SECONDARY SUCCESS CONDITION

If the PCs impress all five dignitaries during the gala and successfully contain the assassin and disarm the bombs, they earn 1 additional Fame and 1 Reputation for any factions associated with their currently slotted Faction boon.

FACTION NOTES

The following factions have special objectives during this scenario, which if completed, award additional Reputation. In addition to these rewards, the PCs can earn both the Honorary Spider boon and the Protector of the Future boon through actions taken during the final encounter of the scenario (see page 16).

Acquisitives Faction: If the PCs successfully handled the bombs and assassin without relying on the help of the Obsidian Spiders, Radaszam is mighty impressed. Each PC earns 1 additional Reputation with the Acquisitives faction, in addition to any other Reputation earned as a result of completing this scenario.

Second Seekers (Luwazi Elsebo) Faction: If the PCs protected Luwazi by capturing or killing the assassin and preventing the explosives from detonating while Luwazi is on stage, either on their own or with help from Radaszam’s mercenaries, each PC earns 1 additional Reputation with the Second Seekers (Luwazi Elsebo) faction, in addition to any other Reputation earned as a result of completing this scenario.

Handout #1: Guests of Note**ITERATION-177**

RACE android; **DESCRIPTION** agender, silvery skin, dark hair typically worn long

AFFILIATION Aspis Consortium

RELATIONSHIP TO THE SOCIETY Central in petitioning the Aspis Consortium for support of the Starfinder Society

NAIAJ

RACE gnome; **DESCRIPTION** female, bleachling, white hair cut close

AFFILIATION Starfinder Society (venture-captain)

RELATIONSHIP TO THE SOCIETY Venture-captain overseeing high-level operations from the Loespire Complex

ROYO

RACE ysoki; **DESCRIPTION** male, middle-aged, tan fur

AFFILIATION Starfinder Society Forum (elected member)

RELATIONSHIP TO THE SOCIETY Specialist in scholarly affairs with focus on analog media

YKRIS

RACE parasitic isopod; **DESCRIPTION** typically accompanied by male half-elf host

AFFILIATION CeriCore Labs

RELATIONSHIP TO THE SOCIETY Corporate lobbyist who persuaded the corporation to invest in the Society

ZO!

RACE elebrian; **DESCRIPTION** male, undead, bombastic

AFFILIATION Eoxian media empire owner

RELATIONSHIP TO THE SOCIETY Philanthropist interested in media-worthy endeavors

APPENDIX: STAT BLOCK

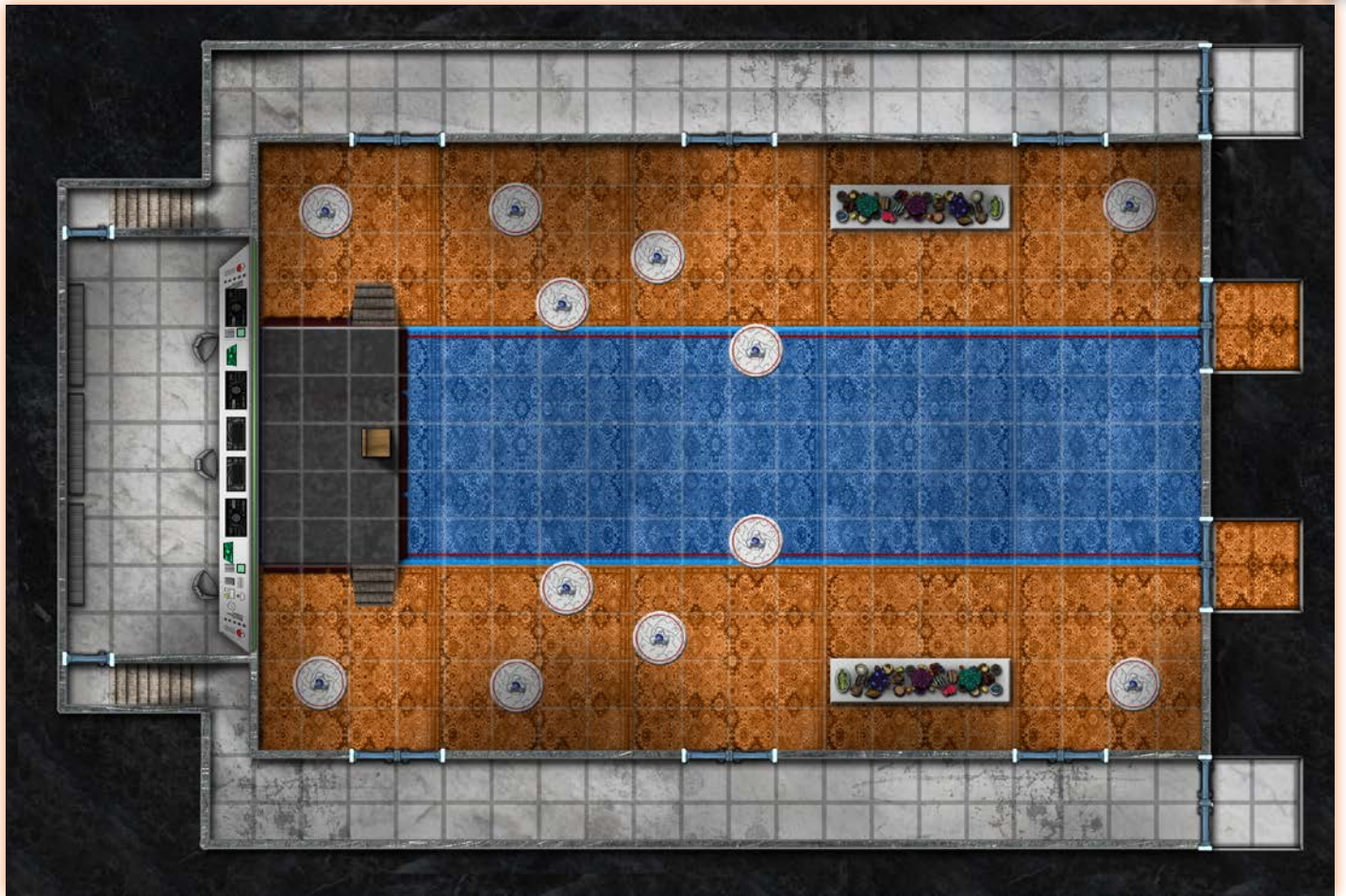
ELECTROVORE**CR 2****XP 600**

N Small magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision;**Perception** +12**DEFENSE****HP 23 RP 3****EAC** 14; **KAC** 14**Fort** +3; **Ref** +7; **Will** +1**Immunities** electricity**OFFENSE****Speed** 30 ft., fly 30 ft. (Ex, average)**Melee** tail slap +9 (1d4+3 B; critical siphon)**Offensive Abilities** electrical discharge (1d6+2 E plus staggered, Reflex DC 13 half)**STATISTICS****Str** +1; **Dex** +4; **Con** +1; **Int** -4; **Wis** +2; **Cha** -1**Skills** Acrobatics +7, Athletics +7, Stealth +12, Survival +12**ECOLOGY****Environment** any**Organization** solitary, pair, nest (3-12), or colony (13+)**SPECIAL ABILITIES**

Electrical Discharge (Ex) As a standard action, an electrovore can spend 1 Resolve Point to discharge some of its stored electrical energy as a powerful attack. All creatures within 10 feet of the electrovore take 1d6+2 electricity damage and are staggered for 1 round. A target can attempt a DC 13 Reflex save to take half this damage and negate the staggered effect.

Siphon (Ex) Whenever an electrovore scores a critical hit against a living creature, a construct with the technological subtype, or a technological piece of gear, it siphons off a portion of the target's electrical energy. This restores 1 Resolve Point (up to its maximum of 3).



Starfinder Society Scenario #1-05: The First Mandate

Event _____

Date _____

GM # _____

GM Character # _____

GM Name _____

GM Fame Earned _____

Acquisitives
 Second Seekers ()
 A B

Exo-Guardians
 Faction _____
 C D

Dataphiles
 Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives
 Second Seekers ()

Exo-Guardians
 Faction _____

Dataphiles
 Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives
 Second Seekers ()

Exo-Guardians
 Faction _____

Dataphiles
 Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives
 Second Seekers ()

Exo-Guardians
 Faction _____

Dataphiles
 Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives
 Second Seekers ()

Exo-Guardians
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Character # _____

Fame Faction Boons

Character Name _____

Acquisitives
 Second Seekers ()

Exo-Guardians
 Faction _____

Dataphiles
 Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives
 Second Seekers ()

Exo-Guardians
 Faction _____

Dataphiles
 Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives
 Second Seekers ()

Exo-Guardians
 Faction _____

Dataphiles
 Wayfinders

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Starfinder Society Scenario #1-05: The First Mandate

Character Chronicle #

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

This Chronicle sheet grants access to the following:

High Society Influence (Ally Boon): During the course of Luwazi Elsebo's gala to announce the future of the Starfinder Society, you impressed one or more of the guests in attendance. How this influence will play out in the future is not yet clear, but you have nevertheless ingratiated yourself with a number of influential people. You will be told if this boon is important to a future scenario prior to slotting your boons. Your GM will cross out the attendees you failed to influence.

- | | |
|--|--------------------------------|
| <input type="checkbox"/> Iteration-177 | <input type="checkbox"/> Ykris |
| <input type="checkbox"/> Naiaj | <input type="checkbox"/> Zo! |
| <input type="checkbox"/> Royo | |

Honorary Spider (Social Boon): You have made inroads with Radaszam's personal mercenary outfit, the Obsidian Spiders. While not a formal member, you still carry some of the organization's clout while adventuring. When slotting this boon, select Intimidate or Sense Motive. You gain a circumstance bonus to that skill check equal to your half your current Acquisitives Reputation Tier (rounding up). This bonus increases by +1 for each point of Infamy your character currently has.

Journey to the Scoured Stars: Segment 1 (Unidentified Boon): You were present at Luwazi Elsebo's announcement declaring the Starfinder Society would continue investigating the Scoured Stars system. This boon represents your character's involvement in this historic first step toward solving the Scoured Stars mystery. Other boons representing future steps towards unraveling the mystery of the Scoured Stars will appear in future scenarios, and collecting these boons will result in a unique bonus, to be detailed in a future Chronicle sheet.

Protector of the Future (Slotless Boon): You have saved the elected First Seeker from a notorious assassin and facilitated her announcing the future of the Starfinder Society. As a token of gratitude, you can immediately cross this boon off your Chronicle sheet to gain the Second Seekers (Luwazi Elsebo) Champion boon (as detailed in the *Starfinder Society Roleplaying Guild Guide*). If you already have this boon, you can instead cross this boon off your Chronicle sheet at any time to gain any Second Seeker (Luwazi Elsebo) boon that you meet the minimum Reputation Tier requirement for and has a cost of 2 or less.

Subtier 1-2	Subtier 3-4
advanced Diasporan rifle (3,750; item level 5; <i>Starfinder Alien Archive</i> 99) anchoring fusion seal (3rd) (484; item level 3; limit 1) basic lashunta tempweave (1,950; item level 4) business stationwear (2,600; item level 3) casual stationwear (1,300; item level 3) detonator (150; item level 1) mk 1 serum of healing (50; item level 1; limit 2) screamer grenade I (725; item level 4; limit 2) static arc pistol (750; item level 2) static electrovore glove (750; item level 2; <i>Starfinder Alien Archive</i> 45) survival knife (95; item level 1) tactical arc emitter (750; item level 2) targeting computer armor upgrade (2,250; item level 4)	anchoring fusion seal (5th) (792; item level 5; limit 1) aurora electrovore glove (6,250; item level 7; <i>Starfinder Alien Archive</i> 45) elite defiance series armor (6,300; item level 7) fangblade (5430; item level 7) flash grenade II (1350; item level 6; limit 2) freebooter II armor (4720; item level 6) frostbite-class zero pistol (3,060; item level 5) mk 1 thermal capacitor (3,600; item level 5) mk 2 serum of healing (425; item level 5; limit 2)

Reputation

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

MAX CREDITS	SUBTIER <input type="checkbox"/> Normal	1-2 737
EXPERIENCE	SUBTIER <input type="checkbox"/> Normal	Out of Subtier 1,103
FAME	SUBTIER <input type="checkbox"/> Normal	3-4 1,470
CREDITS	SUBTIER <input type="checkbox"/> Normal	- -
Starting XP		
+	GM's Initials	XP Gained (GM ONLY)
Final XP Total		
Initial Fame		
+	GM's Initials	Fame Gained (GM ONLY)
Fame Spent		
Final Fame		
Starting Credits		
+	GM's Initials	Credits Garnered (GM ONLY)
+	GM's Initials	Day Job (GM ONLY)
Credits Spent		
Total		

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #
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