

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-14 TIER 3-6

STARFINDER SOCIETY

Star Sugar Heartlove!!!

BY ELEANOR FERRON





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HOW TO PLAY

Starfinder Society Scenario #1-14: Star Sugar Heartlove!!! is a Starfinder Society Scenario designed for 3rd- through 6th-level characters (Tier 3-6; Subtiers 3-4 and 5-6). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign but 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 StarfinderSociety.club.



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GM RESOURCES

Star Sugar Heartlove!!! makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive*, and *Starfinder Pact Worlds*. 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* volumes 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 (DATAPHILES)



FACTION (EXO-GUARDIANS)



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STAR SUGAR HEARTLOVE!!!

BY ELEANOR FERRON



The sugar pop-sensation band Strawberry Machine Cake is about to play their first live holo-concert for the release of their new album: *Star Sugar Heartlove!!!* The band has promoted this concert for the past 2 years, reaching peak fervor after a limited prerelease of the album was unveiled on Absalom Station (see *Starfinder Society Scenario #1-01: The Commencement*). In recent weeks, tickets have become the most sought-after commodity in the Pact Worlds—and surprisingly, the Veskarium. To avoid the planetary riot that would no doubt accompany the event, the decision was made to hold the concert out in the Diaspora, on the famous Songbird Station: a school-temple dedicated to Shelyn, the goddess of art, beauty, and music.

Zigvigix (LG host shirren soldier), current leader of the Starfinder Society's Exo-Guardians faction, has dusted off a handful of extra tickets that they purchased before Strawberry Machine Cake's recent surge in popularity. The shirren had originally intended to watch the concert with their closest friends, but all of them were lost in the recent Scoured Stars incident (see the *Starfinder Society Roleplaying Guild Guide*), leaving Zigvigix with the ownerless tickets as a reminder of their departed comrades. Zigvigix decided to attend the event with small holograms of their old friends, in memory of the Starfinders still lost in the Scoured Stars. They also intend on giving the tickets to "new friends" as a symbol of the Starfinders rising from the ashes.

By far the oddest of Zigvigix's guests is the Dataphiles faction leader, **Historia-7** (LN female android mechanic), who shows few outward signs of enthusiasm for Strawberry Machine Cake, Zigvigix, or anything else. Historia-7 has her own reasons for attending—the android spent the months following the Scoured Stars incident investigating a potential conspiracy against the Starfinder Society. She recently uncovered her first breakthrough: files belonging to the CEO of a shell corporation that served to arrange meetings between people she believes to be members of this conspiracy (see *Starfinder Society Scenario #1-07: The Solar Sortie*). The information revealed the name of a man attending these meetings, Hira Lanzio, giving Historia-7 a single lead. The android's research quickly revealed that Mr. Lanzio has a ticket to the Strawberry Machine Cake concert, and that the event would be a rare opportunity to reach Lanzio without his usual private security force.

Where in the Universe?

Star Sugar Heartlove!!! takes place on Songbird Station, a temple of Shelyn and center for the arts located in the Diaspora. For more information on Songbird Station, see *Starfinder Pact Worlds*, available at bookstores and hobby shops everywhere and online at paizo.com.

Unknown to the Society, Lanzio's attendance at the concert is no opening of convenience for the Starfinders. The mysterious "Board of Directors" that comprise the conspiracy against the Society knows that Mr. Lanzio's identity is compromised. The board entrusted Lanzio with delivering a malicious alien hybrid virus into Songbird Station's infosphere. The virus will not only create a suitable disaster at the concert but also terminate Mr. Lanzio and tie up the conspiracy's few loose ends. Unless, of course, the PCs can stop it!

ADVENTURE SUMMARY

The PCs accept Zigvigix's invitation to join them in seeing Strawberry Machine Cake's first live holo-concert on Songbird Station. While traveling to the venue on Zigvigix's ship, Historia-7 requests the PCs' assistance in helping to detain and investigate another concertgoer. Historia-7 explains that she has connected this attendee, a human man named Hira Lanzio, with a conspiracy that was likely involved in the Scoured Stars incident. She asks the PCs to gather what information they can from Lanzio so that she can continue her investigation into the mysterious conspiracy.

The PCs can find Lanzio's address from members of the concert crowd. Lanzio panics when he spots the PCs and attempts to destroy his computer and run, while commanding his security robots to attack the PCs. Once captured, Lanzio reveals that he uploaded a strange magical virus into the station infosphere, which is now causing generator problems. PCs who investigate the reactor discover a group of whimsical fey preventing anyone from reaching the reactor controls. The PCs can convince the hesters to leave and investigate the Strawberry Machine Cake

concert, or they can battle the fey to reach the reactor. With the hespers dealt with, the PCs can retrieve some of the hostile code.

Finally, after Historia-7 researches the retrieved code, she devises a means to destroy the magical code before it activates: using Strawberry Machine Cake's holoprojector to manifest the virus into a physical form. The PCs need to destroy the virus onstage—to the adulation of the entire audience—to stop the impending catastrophe!

GETTING STARTED

The adventure begins with the PCs traveling to Songbird Station alongside the Dataphiles faction head, Historia-7, and the head of the Exo-Guardians, Zigvigix. This adventure assumes that at least one of the PCs is familiar with Zigvigix, either having met the shirren during *Starfinder Society #1-01: The Commencement* or accepting their invitation to the Strawberry Machine Cake concert in the aftermath of *Starfinder Society #1-04: Cries from the Drift*. If none of the PCs have played either of these two scenarios, the PCs should begin play under the assumption they have previously met and become friends with Zigvigix, or at least acquaintances, during breaks between their Starfinder missions.

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

Rainbow-colored lights dance around the glittering asteroid-temple known as Songbird Station, one of the premier performing-arts centers in the Pact Worlds. Zigvigix nearly presses their eyes against the starship's viewscreen as they watch the station come closer, their antennae vibrating with a visible excitement. "Look! There it is!" Zigvigix's telepathic voice exclaims with a high-pitched psychic punctuation that resembles a mental squeal. "I'm so happy that all of you were able to come! I know this was short notice and that everyone has been so very busy lately." The last remark seems sincerely directed toward the other occupant, the android Historia-7. After a long moment, Historia-7 nods in acknowledgment of Zigvigix's words.

"When my friends were trapped in the Scoured Stars, all I had left were these tickets to remind me of what I and the Starfinder Society lost," the shirren continues, clasping their hands together to keep them from shaking. "It means so much to me that those seats didn't stay empty. I can't think of a better memorial for my loyal comrades than to attend this concert with new friends and new Starfinders, to show everyone what the Society has gained!

"Wow! I hope that didn't make everything awkward! Don't worry, you haven't replaced anyone!" Zigvigix reveals a set of palm-sized discs, which activate to create 3D images of a diverse group of Starfinder agents. "It's the best I can do for them now, but we'll all watch the concert together, just like we planned. Afterward, I'm going to take them to meet the band. Strawberry Machine Cake always sends holoavatars out to interview some of their fans after their concerts, and they post all of the most interesting pictures and stories on their band page! If I asked, I'm sure they'd offer a shout-out to my missing friends... and to the Starfinder Society as a whole, to let everyone know we're still here!"

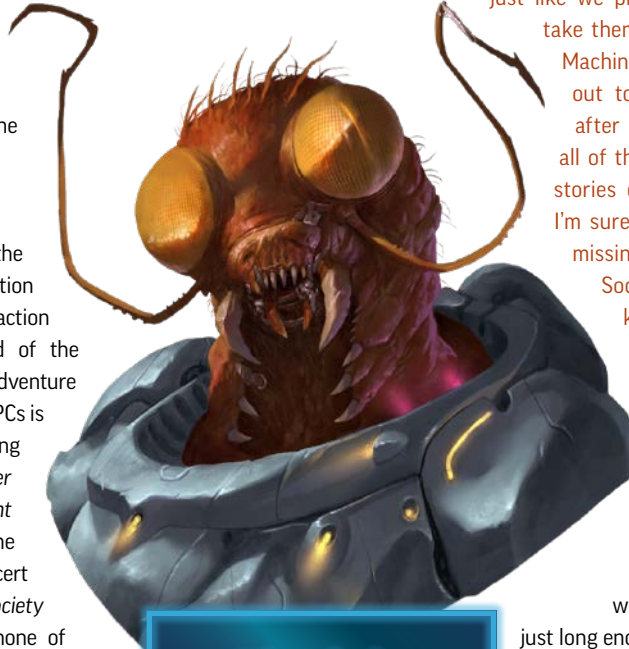
They look to the screen. "Oh, it looks like it's our turn to dock. I should get back to the comm."

Zigvigix then excuses themselves steps out to pilot the shuttle, leaving the PCs alone with Historia-7. The android waits just long enough to make a sudden segue into a different topic appropriate, then addresses the PCs.

"Starfinders," Historia-7 says, without preamble. "I understand most of you are here for the revelry of the concert, but I must confess that it was not my motive for joining you and Zigvigix. There is a person of interest on Songbird Station, a human man named Hira Lanzio, whom I believe to be connected to a conspiracy involving the Scoured Stars. I require a group of Starfinders to briefly detain Hira Lanzio so that I can conduct an interrogation on this matter. I hope that you might be amenable to helping me with this task. So long as this mission is carried out cleanly and with precision, I do not foresee this interfering with your presence at the actual concert. It would also be efficient if Zigvigix remains unaware of this secondary objective—there's no reason to ruin their much-needed relaxation time."

Historia-7 is insistent that the PCs aid her, though she hopes to limit the inconvenience caused by her mission. It should be obvious that the android believes her objectives are more important than Zigvigix's concert, but that she would like to see her fellow faction leader achieve their memorial and have an enjoyable time. Historia-7 is hopeful the PCs can get the assignment done in the time before the concert starts.

PCs likely have questions about this sudden request, and Historia-7 does her best to answer all of them.



Zigvigix

Why are you interested in this person? “Ever since the events of the Scoured Stars, I have researched several information anomalies that I believe to be connected to a conspiracy surrounding the event. Specifically, an unknown person or organization withheld crucial data involving the Scoured Stars and later destroyed information related to the event. The Dataphiles were fortuitous enough to gain access to restricted documents from several corporations that confirmed my suspicions. The Starfinder Society was able to infiltrate one such organization and retrieve further information. As I suspected, the company is a front, existing solely to offer a pretense for secretive meetings of unknown purpose. My conclusion is that the people attending these meetings are part of a conspiracy, and their conspiracy has somehow involved tampering not only with the Starfinder database but possibly with our operations. The data provided to me has allowed me to identify only one attendee of these meetings: Hira Lanzio. Mr. Lanzio is commonly surrounded by multiple high-class security details, but since he would be unable to buy enough tickets for all of his bodyguards, this concert will be a rare opportunity to reach Mr. Lanzio without his usual security force.”

Where can we find Mr. Lanzio? “I am unaware of his exact location on Songbird Station. You will likely have to discover that information by consulting with other people and any other means of investigating that you deem appropriate.”

What should we do when we find Mr. Lanzio? “Learn what information you can about his activities and about any other members that are involved in his secretive meetings. If possible, search for any evidence you can find of a connection to the Scoured Stars incident. If you find enough evidence, or find a means to detain and interrogate him, I will be able to investigate further into the conspiracy surrounding the Starfinder Society.”

Will you be assisting us? “I will assist you from my remote computer station as required, as my physical presence would be of little use to any of us. Please contact me with your comm units if you discover anything of importance or apprehend Mr. Lanzio.”

Will Ziggy be assisting us? “No.” If pressed for more information, Historia-7 adds, “Zigvigix will be unavailable to aid you due to medical reasons.” If pressed further, Historia-7 continues, “Be aware this information is classified, and neither Radaszam nor I will look kindly upon you spreading this knowledge to anyone. If you are willing to accept this responsibility, then you should know that Zigvigix had injuries that were not completely healed when they took command of the Starfinder’s Exo-Guardian faction. They were discharged under the assumption that they would avoid further strain for a continued period of time, but

they instead downplayed their injuries to Luwazi Elsebo out of misplaced shame and then took on the massive physical and mental toll of attempting to salvage our organization in the wake of the Scoured Stars incident. I believe that Zigvigix’s actions were and are necessary to hold the Exo-Guardians together, but Zigvigix is beginning to suffer irreparable damage from the stress. About a month ago, Radaszam uncovered

that Zigvigix secretly installed several new augmentations due to multiple failures in their biological systems.

Due to this, you are not to ask for Zigvigix’s aid in this mission under any circumstances.”

Historia-7 then pauses, and adds, “Please allow Zigvigix to enjoy the concert.”

At this point, have the PCs finalize their boon slots for the session after completing their briefing with Historia-7. This scenario is of high importance to both the Dataphiles and Exo-Guardian factions, and PCs should be encouraged to slot one of these factions as one of their boons.

The PCs do not need to choose a starship for this mission, as they are traveling to Songbird Station on

Zigvigix’s ship.



CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

The PCs’ knowledge about the band Strawberry Machine Cake is based on the result of a Culture check to recall knowledge or a Diplomacy check to gather information. A PC with the icon character theme can use her theme knowledge ability (if her theme relates to musical performance and personalities) to reduce the DC by 5. A PC knows the information whose DC is less than or equal to the result of her check.

10+: Strawberry Machine Cake is a holoavatar sugar-pop band that has recently exploded in popularity across the Pact Worlds and beyond. Tickets to their Songbird Station concert have been a hotly sought-after commodity, to the point that several high-profile cases of ticket theft, fraud, and scalping have been in the news in recent weeks.

15+: The band recently installed a high-powered force shield to keep over-enthusiastic crowds off the stage, after the band’s manager was nearly trampled by fans attempting to reach the band during a station layover.

20+: The band’s holoavatar projector is rumored to be one of the most sophisticated in both the Pact Worlds and Veskarium, routinely accomplishing feats that many would have considered impossible with current hologram technology. The band has a staggering amount of legal protections in place to keep anyone

Strawberry Machine Cake

The band Strawberry Machine Cake uses realistic holoavatars as stage personas, and its members have even switched their avatars a few times in the past. The current holoavatars of Strawberry Machine Cake (circa 318 AG) are listed below.

Bone: An enormous white-scaled vesk with black skull-like patterns on her face who wears an extremely elegant white kimono. Bone plays a black electric koto that is covered in wicked looking spikes, and she occasionally offers deep bass rumbles or heavy metal roars for the band's more experimental sugar-pop numbers.

CAPTAIN*CARMINE: A petite human woman of Tien ancestry who wears a flamboyant red pirate coat over a red-and-black knee-length dress. CAPTAIN*CARMINE is both the lead singer and percussionist, dancing out the beat on top of a set of hoverdrums.

Mimimetal: A small human woman with dark skin who wears a black haori over her pink-and-black knee-length dress and has her black frizzy hair pulled into a pair of pompoms on top of her head. Mimimetal energetically plays a rose-pink electric guitar.

Tsuchi-ko: A cobra-headed girl wearing an extraordinarily frilly pink-and-red lolita-fashion dress, as well as a red ribbon on her head. Tsuchi-ko plays a bright-red electric bass guitar.



CAPTAIN*CARMINE

from accessing or studying their equipment, leaving their performance secrets a mystery.

ARRIVING AT SONGBIRD STATION

Zigvigix docks the starship while the PCs receive their secondary briefing with Historia-7. The PCs can enter Songbird Station whenever they're ready and after they have had ample time to question Historia-7. Read or paraphrase the following when the PCs leave the docking bay and enter the concert waiting area.

A sea of pink and red fills the theater lobby of Songbird Station as fans of all shapes and sizes loudly cheer and wave handmade signs above their heads. Bright-pink spotlights illuminate the gigantic posters of the band members that plaster the walls, and upbeat music blasts from speakers on the ceiling.

The PCs exit the docking bay into the back of a massive singing crowd alongside Zigvigix. The Exo-Guardians leader cheerfully sings along to the music with their telepathic voice. The shirren encourages the PCs to mingle and have fun before the concert starts. The PCs might choose to tell Zigvigix about Historia-7's request, which disappoints the shirren but causes them to scuttle back toward the starship to ask Historia-7 for further details about her secondary mission.

The PCs might confront Zigvigix about their health. They brush any concerns aside, stating that Exo-Guardian soldiers know they can be asked to lay down their lives in the line of duty and claiming that injuries suffered due to administrative stress are no different than wounds suffered in battle—though the shirren does ask where the PCs got their information. If the PCs confess that Historia-7 informed them of Zigvigix's health issues, the shirren replies, "Wow! Historia-7 is hardcore! Also, that

was a huge violation of my personal privacy! Please ask her not to interfere with my decisions from now on?"

The PCs might further debate with the faction heads over Historia-7's breaches of privacy or Zigvigix's ruinous disregard for their own health, but neither leader is interested in discussing the issue, as both desire the PCs to accomplish their goals before the concert starts.

SONGBIRD STATION OVERVIEW

The throng of Strawberry Machine Cake fans is too thick for the PCs to shove their way to the front, but they can skirt along the back of the crowd to socialize, gather information, or move to other parts of Songbird Station. Moving through the crowd is represented by a series of unmapped locations: the PCs can either push to the left (**Encounters 1, 2, and 3**), which leads to Songbird Station's housing area, or push to the right (**Encounters 4, 5, and 6**), which leads to the engineering and reactor section of Songbird Station. Once the PCs have passed through a location the first time, they can do so again without having to deal with any event or hazards in that area, unless they wish to. You should keep track of how many times the PCs move from one location to another, as certain events take place depending on how long the PCs have spent navigating the crowd.

A PC who succeeds at a DC 15 Diplomacy check to gather information about Lanzio discovers that most of the crowd has never heard of the man, but they suggest the PCs try asking the business executive in **Encounter 2** or the station official in **Encounter 6**, or they jokingly suggest the PCs ask the skittermander mob in **Encounter 4** for help searching (skittermanders love helping). If a PC hears about a specific encounter, they can seek out that specific area in the crowd.

Special: After the PCs move through two locations in the crowd, the lights on the station suddenly go out, leading to murmuring and a few mild screams from the fans. The lights come back on after a few seconds, and the crowd slowly regains its fervor, but the PCs can audibly hear people mentioning this has happened a few times in the last hour and wondering if Songbird Station will have to cancel the concert if this keeps up.

LOCATIONS TO THE LEFT

The following locations lead to Songbird Station's housing area.

Rewards: If the PCs decide not to partake in any of the events listed below, reduce each PC's credits earned as follows.

Subtier 3-4: Reduce each PC's credits earned by 281 credits.

Out of Subtier: Reduce each PC's credits earned by 524 credits.

Subtier 5-6: Reduce each PC's credits earned by 767 credits.

ENCOUNTER 1: NAGAJI TRIO

As the PCs pass through the crowd, any PC that is taller than 5 feet 5 inches hears a peeping noise near her waist and feels a tugging on any loose portions of clothing. Three Tiny cobra-headed girls, all wearing frilly pink dresses, are trying to catch the PCs' attention; they peep at the PCs until they are acknowledged.

The snake-girls are too short to see anything or navigate the crowd, and it's clear they want to ride on the shoulders of any tall PCs. The snake-girls weigh 2 Bulk each, as they're extremely slender and light, should any of the PCs agree to carry them.

If the PCs try to move to a different part of Songbird Station while still carrying the snake-girls, the girls slide off the PCs' shoulders and seem disappointed, though they wave good-bye to the PCs when the PCs depart.

Treasure: If the PCs carry at least one of the snake-girls around, then she produces a minor headdress accessory for them. This gem is actually a *minor tauon crystal*; in Subtier 5-6, the gem is a *lesser tauon crystal*. (Both can be found on page 193 of *Starfinder Pact Worlds*.)

ENCOUNTER 2: DIWATA

PCs passing through this area can spot and avoid tripping over a small robot that is lying facedown on the floor. This limbless teleconference robot is painted red and has a large datapad for a "face," allowing the screen to display a person on the other end of a data connection. If the PCs are kind enough to right the robot, it thanks them cheerfully. The robot is being piloted by a nearby Diaspora business executive, a ysoki named Diwata. Diwata had applied for time off for the concert months in advance, but her company canceled her planned vacation on a whim. Despite the fact that she could no longer make it to the performance in person, she was determined to see it live, come hell or high water. Unfortunately, her teleconference robot is not very stable and keeps getting knocked down by the crowd.

A PC who succeeds at a DC 18 Engineering check (DC 20 in Subtier 5-6) can stabilize the robot so it doesn't fall over as easily. When the other concertgoers spot the PCs improving the robot, the crowd starts egging on the PCs to also add spring feet so the robot can jump up and down during the concert. Diwata is enthusiastic about this suggestion, and the PCs can add the springs by succeeding at a DC 21 Engineering check (DC 23 in Subtier 5-6).

If the PCs ask Diwata about Hira Lanzio, Diwata gives them the address of the housing unit where Lanzio is currently residing, though she grumpily notes that Lanzio didn't want to talk to her and probably won't want to talk to the PCs either. Diwata explains that Lanzio is well known in the corporate world and that his security consulting is some of the best, so she wanted to start a working relationship with him.

Treasure: If the PCs help stabilize Diwata's robot, she has the robot spit out a credstick with 750 credits (2,000 in Subtier 5-6).

ENCOUNTER 3: DANCE PARTY

A particularly catchy song turned this large swath of the crowd into an impromptu dance mob, and any PCs attempting to move through the area must succeed at a DC 17 Acrobatics or Strength check (DC 19 in Subtier 5-6). Failure results in the PC tripping her way to the center of the crowd, where everyone enthusiastically yells at her to dance. While PCs can attempt an Acrobatics or Profession (dancer or musician) check to wow the crowd, it

doesn't matter if the PCs succeed or fail horribly here—so long as a PC is a good sport and makes a sincere attempt, she gets handed an official Strawberry Machine Cake T-shirt from the cheering crowd.

Treasure: If the PCs partake in the dancing, then the crowd throws several random assortments of currency from various non-Pact Worlds planets and extrasolar nations. These currencies can be exchanged at an appropriate broker for 750 credits (2,000 credits in Subtier 5–6).

LOCATIONS TO THE RIGHT

The following locations lead to Songbird Station's reactor.

Rewards: If the PCs decide not to partake in any of the events listed below, reduce each PC's credits earned as follows.

Subtier 3–4: Reduce each PC's credits earned by 214 credits.

Out of Subtier: Reduce each PC's credits earned by 431 credits.

Subtier 5–6: Reduce each PC's credits earned by 648 credits.

ENCOUNTER 4: VESKARIUM MOB

PCs moving into this area must wade through a sea of about 50 hot-pink skittermanders, accompanied by a pair of teenage vesk. The vesk are clearly embarrassed to be here and if asked—or if the conversation even vaguely mentions the band—they loudly proclaim that Strawberry Machine Cake is overrated. If the PCs point out the tickets are far too expensive for anyone to purchase if they weren't hardcore fans, the vesk get huffy and make up half-hearted excuses about being forced to chaperone the skittermanders. Any vesk PC who seems cool enough to the teenagers (which involves having a Strength score or Charisma score of 14 or higher) can convince the vesk teens to be open in their interests and sincere love of things—or convince the vesk to double down on their clearly fake hatred of the band.

If the PCs are carrying the snake-girls from earlier in **Encounter 1**, they can ask the towering vesk to carry the girls. If the PCs grant the snake-girls a more permanent ride in this fashion, the snake-girls place a bright-red official band hair bow on each of the PCs' heads.

Treasure: If the PCs ask the skittermanders for help finding Lanzio, the entire pink mob streams out through the crowd and into the station. After the PCs move through two more locations in the crowd, the skittermanders come back, chanting that they're helping. They have Mr. Lanzio's address, but in the process they've also procured a jetpack armor upgrade (a sonic dampener in Subtier 5–6), a box of half-eaten donuts, and what looks like someone's prosthetic eye.

ENCOUNTER 5: THE COLLECTOR

BurgundyBear, a Strawberry Machine Cake ultra fan and collector, stalks this area. The korasha lashunta owns every piece of Strawberry Machine Cake merchandise ever sold, with one exception: the special edition physical *Star Sugar Heartlove!!!* album. A medical emergency caused BurgundyBear to miss the promotion, and she's now desperate to buy it and complete her

collection. When the PCs pass through the area, BurgundyBear runs up to ask if any of them have the physical Strawberry Machine Cake album (represented by the Star Sugar Heartlove!!! boon from *Starfinder Society #1-01: The Commencement*).

Special: BurgundyBear is willing to trade the official Strawberry Dressup holoskin for the album (which functions as a normal holoskin); if the PCs refuse, she offers to add a Strawberry Idol digital harrow deck to the deal. If the PCs still refuse, the lashunta starts trembling and offers to add her Tiny Strawberry Digital Doll idol set, a set of collector's dolls worth 800 credits (3,000 credits in Subtier 5–6). If one or more PCs choose to part with their album, cross off the Star Sugar Heartlove!!! boon from the associated Chronicle sheet. A PC who parts with her album in this manner earns the Heart Friend Forever boon on her Chronicle sheet. If the PCs all refuse that offer, BurgundyBear sulks off into the crowd and refuses to trade anything with the PCs even if the PCs change their minds, complaining the PCs were clearly trying to drive up the price. Multiple PCs can offer up their albums—BurgundyBear happily takes them all—and each PC who does so earns the Heart Friend Forever boon.

ENCOUNTER 6: OFFICER WILSON

This area contains a beleaguered human Songbird Station security officer who is attempting to check everyone's deadly weapons for the concert. However, Songbird Station has a massive magical field that prevents lethal damage within the auditorium, making Officer Wilson's job nothing more than a legal formality, and the station did not provide Officer Wilson with the authority to detain or search anyone. When the PCs approach, they can see a pair of obviously armed lashunta jokingly tell Officer Wilson that their weapons are props, and the officer waves the lashunta through without a fuss. Officer Wilson then approaches the PCs. The PCs can hide their weapons with Sleight of Hand or Stealth checks made against Officer Wilson's Perception of +10, but they don't really need to, as they can tell the most bald-faced lies about their gear and Officer Wilson can't do anything about it. If a PC admits to having weapons and offers to turn them over, the officer slowly hugs the PC and starts to cry, making the situation very awkward.

Treasure: If the PCs ask where Hira Lanzio is and Officer Wilson does not believe them to have any lethal weapons, the officer can give Lanzio's address. If the PCs are honest about carrying weaponry, the officer lets them keep the weapons, but bolts *merciful* fusion seals (7th) onto them, and then he gives them Lanzio's address. The PCs can pop these seals off their weapons later by spending 1 minute working the fusion seals off. Due to the success of the concert, Officer Wilson forgets to take these seals back at the end of the concert.

REACTOR WOES

As the PCs move through the crowd, it becomes apparent the station generators have been acting up, and some PCs might be concerned about the reactor issues. If the PCs take it upon themselves to investigate the reactor or try to find Zigvigix to

inform them about the situation, they eventually hear the shirren's telepathic voice coming out of a magnetically sealed door. If the PCs show no interest in the situation, Zigvigix eventually contacts the PCs on their comms. If the PCs previously confronted Zigvigix about their health, read or paraphrase the following first.

"Hello! I seem to have mysteriously found myself trapped in this hallway while trying to make my way to the station reactor. By mysteriously, I mean that Historia-7 probably sealed me in here. Please do not feel obligated to investigate this enigma. It is pretty much already solved. Um, anyway!"

Otherwise, Zigvigix cuts straight to the point, though they do sheepishly admit they seem to have gotten lost and stuck if asked.

"You've probably noticed that one of the station generators is having some issues. Songbird Station sent a technician to fix it, but it turns out she sprouted an eye in the roof of her mouth and can't work anymore, because the eye is very distracting! Now no one else is willing to go down there. From what they said, something's messing with the reactor. Can you see if you can get whatever it is to leave peacefully? If the generator keeps shorting out, the entire concert might have to be canceled. This concert means a lot to... well, to a lot of people! Also, after two years of promotion and the price most people paid for these tickets, if the concert is canceled, there will probably be a very nasty riot."

The PCs might rightfully point out that Songbird Station has guards on staff who could take care of the issue, but Zigvigix knows that could take time, and that the security might be too eager to simply cancel the concert rather than resolve the issue. Zigvigix instead asks the PCs to take the lead in settling things without violence.

A. REACTOR HEART (CR 5 OR CR 7)

The PCs don't need to search once they reach the center of the reactor—the source of the reactor anomalies, some hespers (*Starfinder Alien Archive* 62), sit around the reactor controls in plain sight. The ceilings of the reactor are 30 feet high, and the walls are made of starship bulkhead material.

Creatures: The hespers have pale, glowing skin and eyes that burn with blue, radioactive light. They originally came to the station on a starship bound for the concert and have been waiting in the station's reactor since arriving. They aren't responsible for the shorts and get offended if the PCs blame them, but they do mention that something else is growing within the reactor cores and that they're eager to watch it "hatch." The thing they're watching is the alien code that Mr. Lanzio introduced into the local infosphere, though the hespers don't realize this, and they have chosen not to bond with the reactor as a result of the mysterious addition. In Subtier 5–6, the hespers have absorbed some energy emissions from the reactor cores, temporarily enhancing their abilities.

Scaling Encounter A1

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

Subtier 3–4: The hespers have the sickened condition from their prolonged disconnect from a reactor.

Subtier 5–6: Remove one energy-gorged hesper.

The fey are also rather mischievous. If the PCs approach within 15 feet of a reactor core or offend the fey by blaming them for the reactor shorts, they attempt to poke the PCs with their mutating touch ability. The hespers are clearly not trying to kill the PCs and even toss the PCs healing items for serious conditions caused by the mutating touch (see *Treasure* on page 11).

While the PCs can simply attack the hespers to drive them off, they can alternatively attempt diplomatic overtures. The hespers continue trying to mutate the PCs if offended or if the PCs approach a reactor core. If a PC tries to talk to the hespers, one of the fey introduces himself as Sakharov and stops harassing the PCs in order to listen to what the PCs have to say.

If the PCs try to explain to the fey that their residence in the reactor could jeopardize the concert, the hespers become curious—it quickly becomes clear the hespers don't know what a concert or a Strawberry Machine Cake is. PCs can try to explain Strawberry Machine Cake through words, song, and dance with four successful DC 17 Acrobatics, Diplomacy, Profession (dancer), or Profession (musician) checks (DC 19 in Subtier 5–6), though each failed check raises the DC of these checks by 1 as the hespers get confused. Two back-to-back failed checks cause the hespers to get annoyed, continue their meddling with the PCs, and ignore future overtures.

If any of the PCs have the *Star Sugar Heartlove!!!* boon from *Starfinder Society Scenario #1–01: The Commencement*, they can play the music to gain both an automatic success on one of these checks and a +2 circumstance bonus to all other checks to explain the band. PCs who give the hespers a piece of band memorabilia (such as the T-shirts from area **Encounter 3**, the hair bows from area **Encounter 4**, or the holoskin, digital harrow deck, or doll collection from **Encounter 5**) gain an automatic success on one of these checks for each unique piece of merchandise given. The hespers gratefully accept duplicate items, but aren't as swayed by receiving the same item twice. If the PCs succeed at all four checks, they convince the fey to stop trying to mutate the PCs and instead go upstairs to see what all the fuss is about.

SUBTIER 3–4 (CR 5)

HESPERS (3)

CR 2

HP 21 each (*Starfinder Alien Archive* 62; see page 20)

TACTICS

During Combat The hespers prefer to harass foes with their mutating touch but proceed to use their spell-like abilities if forced into life-or-death combat. They use *jolting surge* against foes in melee or *overheat* against PCs in optimal formation to be hit by a cone spell. Otherwise, the hespers prefer to harass their foes at range with *energy ray* attacks.

Morale The hespers have nowhere else to go and surrender if reduced to 4 Hit Points or fewer.



Hesper

SUBTIER 5-6 (CR 7)

ENERGY-GORGED HESPERS (4)

CR 3

Advanced hesper (*Starfinder Alien Archive* 62)

CN Medium fey

Init +1; **Senses** low-light vision; **Perception** +8

DEFENSE **HP 32 EACH**

EAC 14; **KAC** 13

Fort +4; **Ref** +4; **Will** +6

Defensive Abilities reactor sprite; **Immunities** fire, radiation

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee mutating touch +4 (see below)

Ranged enhanced *energy ray* +6 (1d6+3 A, C, E, or F)

Spell-Like Abilities (CL 2nd; melee +4, ranged +6)

1/day—*jolting surge*, *overheat* (DC 16)

At will—*energy ray*, *mending*

Constant—*detect radiation*

TACTICS

Use the tactics from the hespers in Subtier 3-4.

STATISTICS

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

Skills Diplomacy +13, Engineering +8, Physical Science +13

Languages Common

SPECIAL ABILITIES

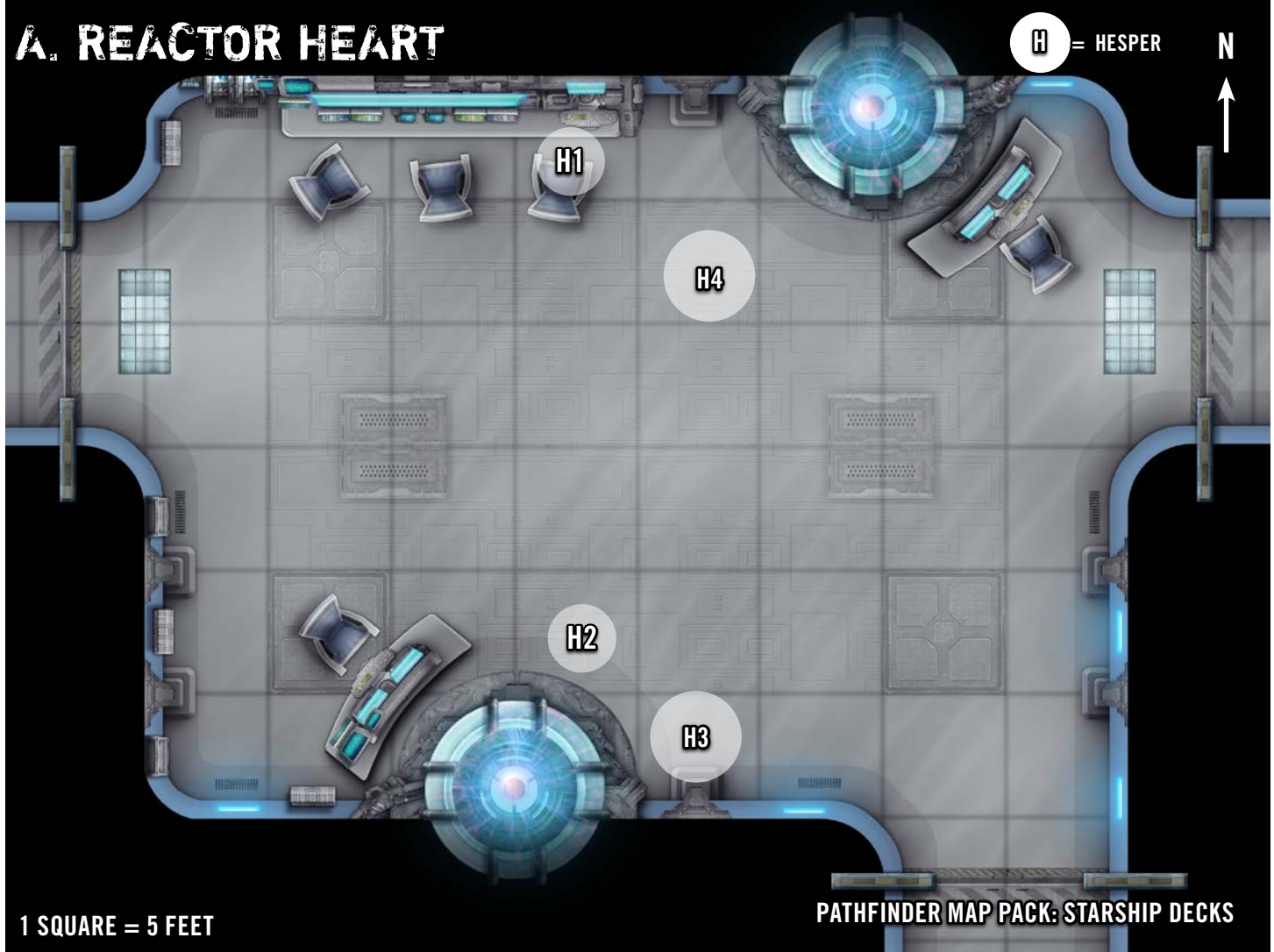
Enhanced Energy Ray (Sp) An energy-gorged hesper deals 1d6+3 damage with its *energy ray* spell-like ability.

Mutating Touch (Su) A hesper can deliver an enormous dose of radiation with a touch, triggering sudden mutations and pain in living creatures. With a successful attack against a living creature's KAC, a hesper causes the target to sprout tumors that erupt at the beginning of its next turn, causing a random mutation (roll 1d20 on the table on page 21) that persists for 24 hours. An affected creature can negate this transformation with a successful DC 14 Fortitude saving throw. Once a creature has been affected by a hesper's mutating touch, it becomes immune to that particular fey's mutating touch for 24 hours.

Reactor Sprite (Su) If a hesper spends 1 hour in close contact with a large power source (such as a fusion reactor), it can form a long-term bond. A hesper can merge with its bonded reactor, gaining fast healing 5 while it remains merged. A merged hesper is aware of what happens in the reactor's immediate vicinity, but if the reactor is broken, the hesper is immediately expelled and takes 3d6 damage. If the reactor is destroyed while the hesper is merged with it, the hesper is slain instantly (Fortitude DC 15 negates). A hesper can bond with only one reactor at a time, and forming a new bond severs its previous bond.

Development: Once the PCs deal with the hespers, they can investigate the reactor. A PC who succeeds at a DC 19

A. REACTOR HEART



1 SQUARE = 5 FEET

PATHFINDER MAP PACK: STARSHIP DECKS

Computers check (DC 21 in Subtier 5-6) can find and retrieve a strange magical code in the reactor computers that is causing the anomalies. Take note of how many times the PCs fail this check, as it will have consequences later (see the SMOv stat blocks on pages 16-17). If the PCs cannot make this check, they can instead ask Historia-7 or Sakharov (assuming the PCs didn't attack the hesper) to pull a sample of the code out of the reactor for the same result. The code is too complex for the PCs to understand without much more time and effort; however, PCs who succeed at a DC 22 Computers check (DC 25 in Subtier 5-6) can decrypt one of the program's subroutines and realize that it is programmed to vent all air in a certain housing unit in the station's residential area (Lanzio's residence in area **B1**). Historia-7 can also decrypt this subroutine and begin cracking the code if the PCs think to send it to her; if this idea doesn't naturally occur to the PCs, Zigvigix eventually checks in and suggests the PCs show the code to the Dataphiles leader.

Treasure: As long as any PCs took damage, the hespers give the PCs two *mk 2 serums of healing* and a *spell ampoule of remove*

condition. In Subtier 5-6, the hespers also offer two additional *mk 2 serums of healing* and a skin of the chameleon biotech augmentation that they found the components for on their last starship.

Rewards: If the PCs do not remove the hespers from the station's reactor, reduce each PC's credits earned by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 192 credits.

Out of Subtier: Reduce each PC's credits earned by 442 credits.

Subtier 5-6: Reduce each PC's credits earned by 691 credits.

B. STATION RESIDENTIAL AREA

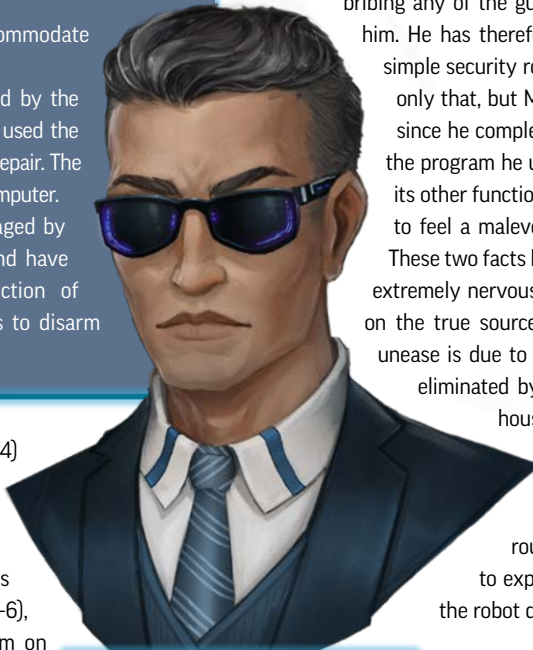
Once the PCs acquire Hira Lanzio's address on the station, they have no trouble finding the housing unit where the mysterious executive currently resides. Hira Lanzio has locked the door and does not respond to knocking or other attempts to draw him out, forcing PCs who wish to speak with him to break in. PCs can short-circuit the lock on Lanzio's door by succeeding at a DC 18 Computers, Engineering, or Mysticism check (DC 20 in Subtier 5-6), but any PC who fails this check by 5 or more triggers an alarm. If the alarm is triggered, a patrol-class security robot

Scaling Encounter B1

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

Subtier 3–4: The robot was damaged by the crowds in front of the concert and has used the once-per-day healing function of nanite repair. The PCs have 8 rounds to disarm Lanzio's computer.

Subtier 5–6: The robots were damaged by the crowds in front of the concert and have used the once-per-day healing function of nanite repair. The PCs have 8 rounds to disarm Lanzio's computer.



Hira Lanzio

(see page 20; *Starfinder Alien Archive* 94) shows up at the scene in 5 minutes and attempts to apprehend the PCs. PCs can alternatively force the door open by succeeding at a DC 15 Athletics or Strength check (DC 17 in Subtier 5–6), but this automatically triggers the alarm on the door. PCs can try other creative methods to enter Lanzio's residence; you should allow alternate plans from PCs, using DCs similar to the ones above.

The walls of Lanzio's residence are made of steel, and the ceiling is 10 feet high. The windows are transparent force fields that can be opened only from the inside.

B1. LANZIO'S RESIDENCE (CR 4 OR CR 6)

Hira Lanzio's current domicile is a crisp, clean resort room that overlooks one of Songbird Station's carefully cultivated hypoallergenic gardens. The red couch-bed is undisturbed, as Lanzio has been too busy to make use of it.

Creatures: Mr. Lanzio (as he prefers to be known) contracts his services to several Pact Worlds and Veskarium security firms. He offers management and organizational experience to those with sufficient credits. Mr. Lanzio is also a part of the conspiracy Historia-7 is researching, though his involvement is minimal. He operates at the behest of the "board of directors," whose identities he does not know. In exchange for ludicrous sums of credits and influence, Mr. Lanzio arranges for security firms to work with selected individuals or for "accidents" to happen to those opposing the board. His presence at the concert is not because he's a Strawberry Machine Cake fan, but instead because he received a new mission from the board that they wanted him to handle personally. The mission, which he has already accomplished, was uploading an alien program into Songbird Station's infosphere.

Due to Mr. Lanzio's delicate position, he's usually protected by the highest security available. The outrageous demand for tickets to the concert left even Mr. Lanzio unable to buy additional tickets for his bodyguards, and due to his illegal mission, he could not risk bribing any of the guards on Songbird Station to defend him. He has therefore been forced to make do with a simple security robot (two robots in Subtier 5–6). Not only that, but Mr. Lanzio has become paranoid ever since he completed his mission—he's not aware that the program he uploaded is intended kill him, among its other functions, but he has subconsciously begun to feel a malevolent intent from the entire station. These two facts have resulted in Mr. Lanzio becoming extremely nervous, but since he cannot place a finger on the true source of his discomfort, he believes his unease is due to a high risk of being discovered and eliminated by a rival. Once the PCs get into the house, Mr. Lanzio immediately panics, screaming "I knew it!" He then orders his robots to attack the PCs. Mr. Lanzio spends his first round in combat rigging the computer to explode. He then attempts to flee while the robot distracts the PCs.

SUBTIER 3–4 (CR 4)

HIRA LANZIO CR 1

Male human envoy
LE Medium humanoid (human)

Init +1; **Perception** +10
DEFENSE HP 17

EAC 11; **KAC** 12
Fort +1; **Ref** +3; **Will** +8

OFFENSE
Speed 30 ft.

Melee tactical sword cane +4 (1d4+1 P; critical bleed 1d3)
Ranged azimuth laser rifle +6 (1d8+1 F; critical burn 1d6)

TACTICS
During Combat Mr. Lanzio spends the first round of combat rigging his computer to explode. Once he does so, he drops the computer and attempts to flee.

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

Skills Bluff +5, Computers +10, Profession (consultant) +10, Sense Motive +5

Languages Azlanti, Common, Vercite
Other Abilities envoy improvisation (not in the face)
Gear flight suit stationwear, azimuth laser rifle with 1 battery (20 charges), tactical sword cane^{PW}

PATROL-CLASS SECURITY ROBOT CR 4

HP 52 (*Starfinder Alien Archive* 94; see page 20)

B. STATION RESIDENTIAL AREA

H = HIRALANZIO

R = SECURITY ROBOT

N



1 SQUARE = 5 FEET

STARFINDER FLIP-MAT: URBAN SPRAWL

SUBTIER 5-6 (CR 6)

HIRA LANZIO

CR 3

Male human envoy
LE Medium humanoid (human)

Init +5; **Perception** +10

DEFENSE HP 35

EAC 14; **KAC** 15

Fort +2; **Ref** +5; **Will** +13

OFFENSE

Speed 30 ft.

Melee advanced sword cane +4 (1d4+2 P; critical bleed 1d4)

Ranged azimuth laser rifle +6 (1d8+3 F; critical burn 1d6)

TACTICS

Use the tactics from Subtier 3-4.

STATISTICS

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

Skills Bluff +8, Computers +13, Profession (consultant) +13,
Sense Motive +8

Languages Azlanti, Common, Vercite

Other Abilities envoy improvisation (long range, not in
the face)

Gear flight suit stationwear, azimuth laser rifle with 1 battery
(20 charges), advanced sword cane^{PW}

PATROL-CLASS SECURITY ROBOTS (2)

CR 4

HP 52 each (*Starfinder Alien Archive* 94; see page 20)

Hazard: Once Lanzio sets his computer to explode, which he does in the first round of combat, the PCs have 5 rounds to disarm the computer before it self-destructs. PCs seeking to disarm the computer must succeed at two consecutive DC 20 Computers, Engineering, or Mysticism checks (DC 22 in Subtier 5-6). If the PCs fail to disarm the computer within the time limit, it explodes, dealing 2d6 piercing damage to all creatures within 10 feet (4d6 piercing damage in Subtier 5-6).

Development: If the PCs prevent Lanzio's computer from exploding or stop Lanzio before he has a chance to rig the computer to explode, the PCs discover the machine has been wiped. The PCs are unlikely to be able to succeed at the DC 35 Computers check to retrieve the data, but Historia-7 informs the PCs that she can retrieve most of the information, given time. Historia-7 is capable of quickly retrieving a few critical pieces of data, revealing that Mr. Lanzio uploaded a strange virus into Songbird Station's infosphere and that this virus was likely responsible for the anomalies in the reactor. She directs the PCs to go to the reactor (area **A**) if they haven't already, as she theorizes the PCs might be able to get a sample of the magical code from the station's reactor.

PCs can interrogate Lanzio by succeeding at a DC 17 Diplomacy or Intimidate check (DC 19 in Subtier 5-6), but they find that Lanzio doesn't know most of the details of his own mission. He knows neither the purpose of the code he uploaded nor the identities of the board of directors who gave him the code. PCs who inform

Lanzio that the code was intended to deprive him of oxygen gain a +2 bonus to these interrogation checks, and if they succeed, the horrified Lanzio promises to cooperate with the Starfinders to the best of his ability. Lanzio can confirm that the virus was responsible for causing the random reactor shorts as it adapted to the station's infosphere, and that the PCs can likely get a code sample from the reactor. He can also give the PCs tips on how to extract the magical virus, which gives the PCs a +4 bonus to all Computers checks to extract the code from the reactor (see area **A1**).

If the PCs kill Lanzio, both Historia-7 and Songbird Station's authorities are extremely upset, though Lanzio's station-wide sabotage and his hostile actions somewhat mitigate the situation. Without Lanzio or his computer to provide any leads, an unamused Historia-7 suggests the PCs investigate the reactor shorts for Ziggvix, lacking any other way to further her investigation.

Treasure: Lanzio isn't carrying any credsticks on his person, but PCs who steal his designer watch can sell it for 2,000 credits (4,500 credits in Subtier 5-6).

Rewards: If the PCs fail to capture Lanzio alive and do not prevent his computer from exploding, reduce each PC's credits earned by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 346 credits.

Out of Subtier: Reduce each PC's credits earned by 569 credits.

Subtier 5-6: Reduce each PC's credits earned by 793 credits.

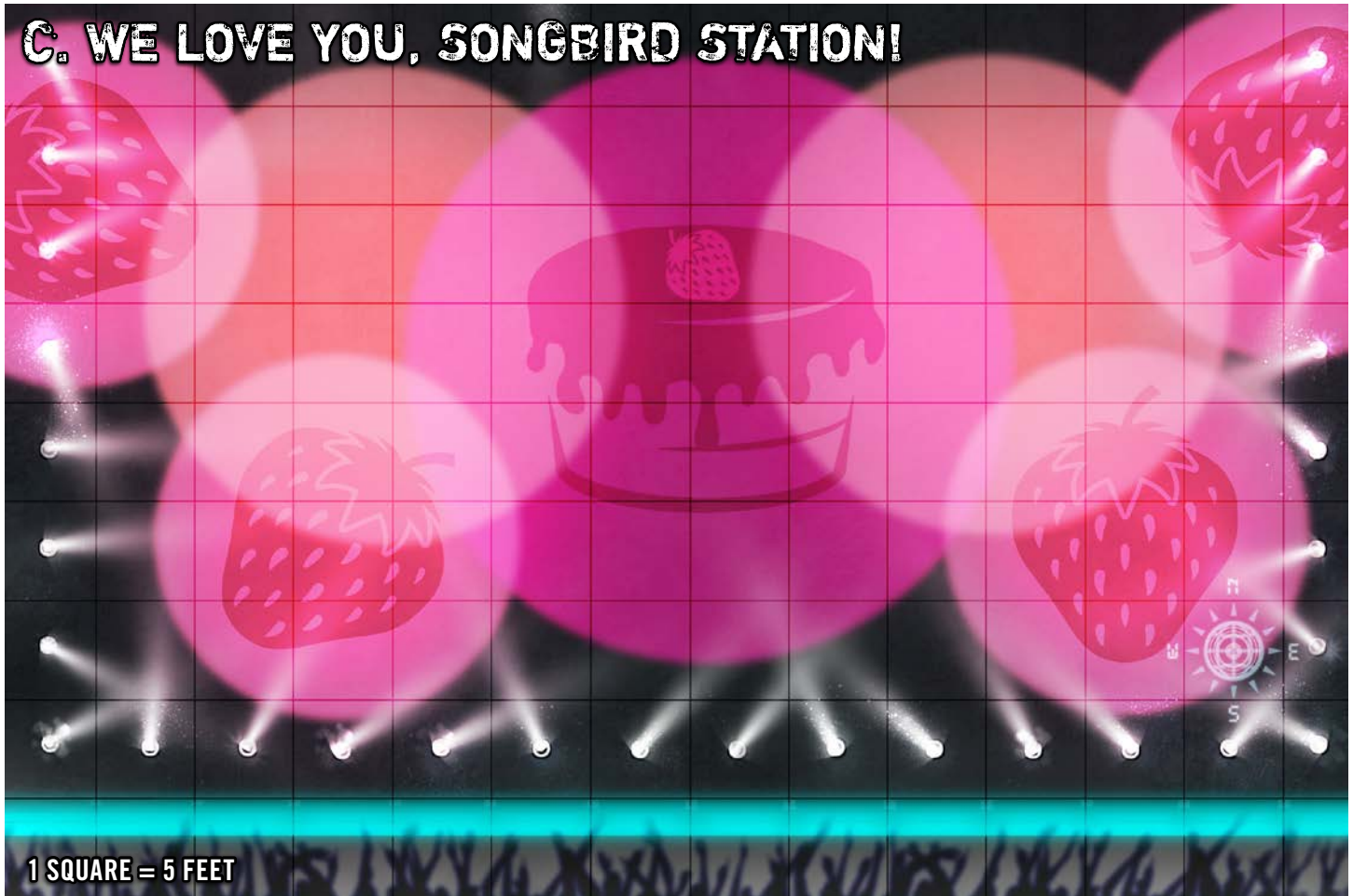
TURNED UP TO ELEVEN

Once the PCs complete the encounters in area **A** (the reactor) and area **B** (Mr. Lanzio's residence), they likely know that the mysterious code in the reactor is a hostile program brought onboard by Mr. Lanzio. By this point, Historia-7 has had enough time to decipher some of the code that the PCs retrieved. The android deduces that the code is an alien hybrid virus that combines magic and technological code. The virus has buried itself deep in the infosphere, and based on Historia-7's findings, the code intends to fully activate at the height of the upcoming concert.

Unfortunately, due to the time the PCs took completing their mission, the concert starts in 30 minutes—this is intended for dramatic effect and should always line up to this time, regardless of how long the PCs took to get to this point in the adventure. There's no way to evacuate the station in time, and causing a panic in the crowd is likely to result in hundreds of casualties.

Historia-7 quickly devises a plan: she believes she can take advantage of the sophisticated hybrid stage projector that Strawberry Machine Cake uses to project their realistic holoavatars. With a bit of tweaking and a connection to the infosphere, Historia-7 can use the magic of the stage to interact with the magic of the code, contain the code in the stage projector's computer, use the holoavatar programming to force the code into a physical form, and have the PCs "shoot it to death." For this plan to work, they'll need to get the cooperation of the band, but unfortunately both the band and the band's agent are busy prepping for the imminent concert. That means that Strawberry Machine Cake's agent isn't taking calls, so the PCs need to run

C. WE LOVE YOU, SONGBIRD STATION!



back to the concert area and meet the band's agent in person.

When the PCs arrive, Historia-7 and Zigvigix have managed to secure a short meeting with Strawberry Machine Cake's bizarrely clad agent, Shinjiro. This middle-aged human man wears an elaborate pink-and-white frock coat, complete with a pink top hat that has white rabbit ears protruding from the brim. Shinjiro tells the PCs that the band is prepping for the concert and cannot attend the meeting. Despite his bizarre attire and mannerisms, the agent fortunately recognizes the severity of the situation without any persuading but adamantly refuses to stop the concert. Besides the fact that he and the band have poured 2 years of work into preparing for this event, Shinjiro agrees with the assessment that the station can't be evacuated in time. He believes that the only way to avoid casualties from both the virus and a panicking crowd is to make the audience believe the battle with the code is part of the concert. He thus agrees to Historia-7's plan, but only if Historia-7 can make the code look appropriate to the stage show, forcing Historia-7 to ask Zigvigix for design advice.

Shinjiro also states that he intends to get the station guards to quickly amp up the security force-field barrier to prevent the fight from spilling off the stage. He even allows the PCs onto the stage as extras prior to the start of the concert so they stand ready to battle the manifested code... but not the way the PCs are

currently dressed. Before going onstage, the PCs are asked to pick a holocostume out of the available options programmed into the band's stage projector, though anyone who was mutated by the hespers might have some clipping errors. The available costume style choices are glam, heavy metal, sweet lolita, and visual kei.

C. WE LOVE YOU, SONGBIRD STATION! (CR 7 OR CR 9)

Once the PCs take their positions on the stage, the concert begins and Historia-7 enacts her plan. Read or paraphrase the following to start the final encounter.

The stage's spotlights turn on all at once, and the band's opening chords rise above the excited screams of the audience. The projections onstage warp and twist in time with the music and the deafening cheers, as the band's holoprojectors struggle to grasp an entity that exists only in the digital world. Suddenly, the holographic lights seem to explode, covering the stage in a cloud of technicolor glass and smoke. The smoke lingers for a minute then finally parts, revealing a pink, white, and black robotic figure that is now standing in the center of the stage. As the crowd murmurs, the mecha slowly turns to regard the audience before it, and then mechanically raises its finger toward the lights and strikes a dramatic pose!

During this final combat, the concert stage constantly changes, as Strawberry Machine Cake's holoprojectors change in response to the music to create helpful effects and terrain. Roll on the Strawberry Machine Cake Forever table (see page 17) at the start of every combat round, representing the rapidly changing scenery.

Terrain: If the PCs convinced the hespers to leave the reactor in area **A1** peacefully, the fey managed to gain entrance to the concert and are in the front of the crowd, cheering the PCs on. The hespers can momentarily combine their power to short out the force shields separating the stage from the audience, allowing a PC to escape into the crowd via an emergency stage dive as a full-round action, if needed (or get back into the battle from the

crowd as a full round action). PCs who dive out in this manner can't affect the combat so long as they are outside of the stage, but also can't be affected by the battle in return.

Creatures: The virus, known as the SMoV, manifests onstage as an androgynous mecha. If the PCs defeat it here, they can prevent whatever sinister plan it was programmed to carry out.

SUBTIER 3-4 (CR 7)

SMOV HOLO-MECHA CR 7

NE Large construct (technological)

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

Perception +14

DEFENSE **HP 115 RP 2**

EAC 18; **KAC** 20

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

Defensive Abilities adaptive defense; **Immunities** construct immunities

OFFENSE

Speed 30 ft.

Melee holographic plasma sword +14 (2d8+12 F; critical severe wound)

Ranged holographic streetsweeper +17 (1d10+7 So plus boost 1d6; critical knockdown)

Offensive Abilities it has a tank form, tank shock!!!

TACTICS

During Combat The SMoV holo-mecha tries to maneuver the PCs into a group, and then it transforms into tank mode and uses its tank shock!!! ability.

Morale The holo-mecha fights until destroyed.

STATISTICS

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

Skills Acrobatics +14, Athletics +19, Computers +14

Languages Common

Other Abilities unliving

SPECIAL ABILITIES

Adaptive Defense (Ex) The SMoV holo-mecha gains 1 additional Resolve Point for every failed attempt the PCs made to extract the alien virus from the reactor (see area **A1**).

It Has a Tank Form (Ex) As a move action, the SMoV holo-mecha can transform itself into a pink tank. It gains a +2 bonus to its EAC and KAC, but it cannot make normal melee or ranged attacks, and its movement is reduced to 10 feet. The SMoV holo-mecha can revert to its mecha form as a move action.

Tank Shock!!! (Su) As a standard action while in tank mode, the SMoV holo-mecha can spend 1 Resolve Point to launch a short-range blast of energy. All creatures within a 20-foot cone originating from the holo-mecha take 1d10+7 untyped damage and are knocked prone. A target can attempt a DC 15 Reflex save to take half this damage and negate the knockdown effect.



SMoV Holo-Mecha

SUBTIER 5-6 (CR 9)

SMOV HOLO-MECHA CR 9

NE Large construct (technological)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +17

DEFENSE **HP 150 RP 2**

EAC 20; **KAC** 22

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

Defensive Abilities adaptive defense; **Immunities** construct immunities

OFFENSE

Speed 30 ft.

Melee holographic plasma sword +17 (2d12+15 F; critical severe wound)

Ranged holographic LFD sonic rifle +20 (2d8+9 So; critical deafen)

Offensive Abilities it has a tank form, tank shock!!!

TACTICS

Use the tactics from Subtier 3-4.

STATISTICS

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

Skills Acrobatics +17, Athletics +22, Computers +17

Languages Common

Other Abilities unliving

SPECIAL ABILITIES

Adaptive Defense (Ex) The SMoV holo-mecha gains 1 additional Resolve Point for every failed attempt the PCs made to extract the alien virus from the reactor (see area **A1**).

It Has a Tank Form (Ex) As a move action, the SMoV holo-mecha can transform itself into a pink tank. It gains a +2 bonus to its EAC and KAC, but it cannot make normal melee or ranged attacks, and its movement is reduced to 10 feet. The SMoV holo-mecha can revert to its mecha form as a move action.

Tank Shock!!! (Su) As a standard action while in tank mode, the SMoV holo-mecha can spend 1 Resolve Point to launch a short-range blast of energy. All creatures within a 20-foot cone originating from the holo-mecha take 2d10+9 untyped

Scaling Encounter C

Make the following adjustments for a group of four PCs.

Subtier 3-4: Lower the SMoV holo-mecha's KAC, EAC, attacks, damage, and saves by 1, its Hit Points by 15, and subtract 1 Resolve Point.

Subtier 5-6: Lower the SMoV holo-mecha's KAC, EAC, attacks, damage, and saves by 1, its Hit Points by 20, and subtract 1 Resolve Point.

damage and are knocked prone. A target can attempt a DC 16 Reflex save to take half this damage and negate the knockdown effect.

Development: If any of the PCs die during the fight with the SMoV, then Strawberry Machine Cake rapidly tries to cover it up with holograms to prevent a panic in the crowd. If the mecha defeats all the PCs, or all the PCs are off the stage at the same time, Strawberry Machine Cake's holoprojector cannot contain the computer virus without someone distracting it. The virus finishes taking control of the station, immediately turning every computerized system on Songbird Station against the concertgoers and residents. While the staff and band do their best to protect civilians, the panic and the scope of the virus's operations create a slaughter of unfathomable proportions.

Otherwise, when the PCs destroy the mecha, it collapses into individual metal plates and then dissolves into pink dust that artfully blows away. The music suddenly stops, and the lights on the stage go dark. Just as the crowd begins to murmur among themselves, the lights reappear on the stage—in the form of life-sized holograms depicting Zigvigix's missing friends. The band suddenly starts up a never-before heard song, in a surprise memorial that Strawberry Machine Cake managed to create 10 minutes before the concert. Read or paraphrase the following.

STRAWBERRY MACHINE CAKE FOREVER

1d4 Stage Effect

- 1 **Saku Saku Sing Along!** CAPTAIN*CARMINE's catchy chorus prompts the entire audience to join in. Once per round, until the end of the round, PCs can spend a move action to regain 2d6 Stamina Points. A PC wearing a visual kei costume can spend a move action to regain 3d6 Stamina Points instead.
- 2 **Purple Stardust:** Mimimetal's dazzling guitar chords summon deep-pink sparkles around the PCs' weapons. Each of the PCs' weapons gain knockdown as a critical hit effect until the start of the next turn. A PC wearing a glam costume can instead gain stunned as a critical hit effect until the start of the next turn instead, ignoring the holo-mecha's immunity to stunning.
- 3 **The Stars Are Shining Bright:** Tsuchi-ko's bright bass line energizes the PCs. PCs gain a +1 to all attack rolls. A PC wearing a sweet lolita costume also gain an extra +2 bonus to attack rolls when making a full attack.
- 4 **Mechas Can't Kill the Metal:** Bone's intense koto rhythms fortify the PCs' armor and clothing. PCs gain energy resistance 2 against all energy types until the start of the next turn. A PC wearing a heavy metal costume gains energy resistance 5 against all energy types until the start of the next turn instead.

"Hello, everyone!" CAPTAIN*CARMINE's voice calls out, prompting a deafening roar from the crowd. "Hello, Songbird Station! Hello, everyone watching! We love all of you!"

"Today, we found out we had some fans who didn't make it here because of a tragedy," the lead singer continues, causing the audience to quiet down. "These brave Starfinders were lost in the Scoured Stars system a few months ago. Their friend brought their holograms here so they could still be with us today. So, I want you to get ready to cheer for them! Cheer so loudly that they can hear us, even out in the Scoured Stars! Let's let them know we love them!" At that, the crowd erupts into an even more deafening roar, with people from every corner of the Pact Worlds, the Veskarium, and beyond yelling at the top of their voices.

"That's right!" CAPTAIN*CARMINE cuts through the screaming cheers. "Everyone, get ready to cheer one more time! Because not only are the missing Starfinders with us here in spirit, their friends are here with us in the flesh as well, and they just saved our concert and Songbird Station! Everyone, give it up for the Starfinder Society!"

At CAPTAIN*CARMINE's exclamation, the stage spotlights come back on, illuminating each of the PCs as the crowd gives a wild ovation. Every PC is highlighted in turn, giving each PC about 1 minute to offer a personal shout-out in front of the live attendees, as well as the untold thousands of people who will watch the eventual rebroadcasts of the show. While PCs giving an extraordinarily heartfelt or entertaining speech might be allowed more time, PCs who use their moment of fame to spout anything offensive (or provoke the crowd into a frenzy by insulting Strawberry Machine Cake at the band's own premier concert) have their microphones immediately cut and their spot on the stage muted.

Once the PCs defeat the manifested code, the threat is over. The concert continues, and the PCs can enjoy themselves from the audience, backstage, or elsewhere on Songbird Station, assuming they can dodge the frantic reporters hoping to interview them about saving Songbird Station.

Treasure: A conveyor robot approaches the PCs shortly after the concert. The robot relays a brief message about how the band members wish they could converse with the PCs in person but that their schedule requires them to leave right away. It carries a small chest of Strawberry Machine Cake paraphernalia that the band wants to gift to the PCs to convey its parting and heartfelt thanks. The stash contains a set of elite stationwear armor (emblazoned with a massive strawberry), a *glamered* fusion seal (7th), four screamer grenades I, and a thunderstrike sonic rifle made to resemble Bone's koto. In Subtier 5–6, the trove instead includes a set of advanced lashunta tempweave (constantly flashing an animated rain of fist-sized cupcakes), a *thundering* fusion seal (9th), four screamer grenades II, and an LFD screamer with 16-bit versions of the band animated to dance along the outer casing.

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

Subtier 3–4: Reduce each PC's credits earned by 452 credits.

Out of Subtier: Reduce each PC's credits earned by 819 credits.

Subtier 5–6: Reduce each PC's credits earned by 1,187 credits.

CONCLUSION

The revelation of Lanzio's sabotage allows Historia-7 to negotiate with Songbird Station to detain and interrogate him, so long as he remains alive. If the PCs killed Lanzio, Historia-7 has very little to say to them after the mission. Otherwise, the android's mood depends on what happened during the concert.

If one or more of the PCs died fighting the mecha, the mission ends on a somber note. It's obvious Zigvigix is crushed over losing a new friend during a memorial for their old friends, and the shirren's devastation causes both Zigvigix and Historia-7 to remain silent on the trip back to Absalom Station. If none of the PCs died during the scenario, a squealing Zigvigix ambushes the PCs once they get off-stage, telling them how cool everyone looked and giving an excited recap of all the best moments from the PCs' fight with the mecha. Historia-7 seems glad for Zigvigix but remains more somber, concerned about what the PCs have discovered and the utterly alien nature of the hybrid code that threatened the concert. Read or paraphrase the following to conclude the scenario.

The silence of space lies in stark contrast to the clamor of the concert, and the starry void outside of the starship's viewscreens is even more striking when compared to the bright-pink lights of the quickly vanishing Songbird Station. Historia-7 seems relieved by the respite from the noise and chaos, using the quiet to concentrate on streams of information on her computer. Even Zigvigix seems happy to be away from the crowd. "Today has been a productive day for you, hasn't it!" the shirren says, still hopelessly excited by recent events, despite their clear exhaustion. "Uncovering conspiracies, fighting alien technology, and saving Songbird Station. I'm not sure how either you or the band are going to be able to top that next time! But I have faith that you can do it. Good luck!"

"You know..." Zigvigix continues, their psychic voice turning soft. "I haven't felt this way in a long time." The shirren stands to return to the piloting console, turning only for a moment to add, "Hey, Historia-7, get some rest," before they depart.

On a final note, PCs who gave their copy of *Star Sugar Heartlove!!!* to BurgundyBear receive a digital thank-you message. The message includes a footer that indicates the message was sent from the office of the Pact Worlds' embassy in the Veskarium, implying that BurgundyBear likely used a cover name at the event to hide their association with such a prestigious political office. The email includes reply information, allowing the PCs to continue their relationship with this eccentric collector, as represented by the Heart Friend Forever boon on the Chronicle sheet.

REPORTING NOTES

If the PCs captured Hira Lanzio and kept him alive at the end of the scenario, check box A. If the PCs assisted Diwata in stabilizing her robot and made a good impression on the NPC, check box B.

PRIMARY SUCCESS CONDITIONS

If the PCs defeat the SMoV virus and save the concert, they each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon. PCs who complete this mission also receive the Scoured Stars Memorial boon on their Chronicle sheets.

SECONDARY SUCCESS CONDITIONS

If the PCs manage to capture Hira Lanzio and successfully interact with at least three of the crowd encounters (beginning on page 7) on Songbird Station, the PCs earn 1 additional Fame and 1

Reputation for any factions associated with their current faction boon. PCs who complete this mission also receive the Tip of the Conspiracy boon on their Chronicle sheets.

FACTION NOTES

Succeeding at this scenario's primary mission contributes directly to the Exo-Guardians' faction goals. Each PC earns 1 additional Reputation with the Exo-Guardians faction, in addition to any other Reputation earned as a result of completing this scenario.

Succeeding at this scenario's secondary mission contributes directly to the Dataphiles' faction goals. Each PC earns 1 additional Reputation with the Dataphiles faction, in addition to any other Reputation earned as a result of completing this scenario.

APPENDIX: STAT BLOCKS

HESPER**CR 2***Starfinder Alien Archive 62*

CN Medium fey

Init +1; **Senses** low-light vision; **Perception** +7**DEFENSE** **HP 21****EAC** 13; **KAC** 12**Fort** +3; **Ref** +3; **Will** +5**Defensive Abilities** reactor sprite; **Immunities** fire, radiation**Weaknesses** vulnerable to cold**OFFENSE****Speed** 30 ft.**Melee** mutating touch +3 (see below)**Ranged** *energy ray* +5 (1d3 A, C, E, or F)**Spell-Like Abilities** (CL 2nd; +3 melee, +5 ranged)1/day—*jolting surge*, *overheat* (DC 15)At will—*energy ray*, *mending*Constant—*detect radiation***STATISTICS****Str** +0; **Dex** +1; **Con** +2; **Int** +0; **Wis** +1; **Cha** +4**Skills** Diplomacy +12, Engineering +7, Physical Science +12**Languages** Common**SPECIAL ABILITIES**

Mutating Touch (Su) A hesper can deliver an enormous dose of radiation with a touch, triggering sudden mutations and pain in living creatures. With a successful attack against a living creature's KAC, a hesper causes the target to sprout tumors that erupt at the beginning of its next turn, causing a random mutation (roll 1d20 on the table on page 21) that lasts for 24 hours. An affected creature can negate this transformation with a successful DC 13 Fortitude saving throw. Once a creature has been affected by a hesper's mutating touch, it becomes immune to that particular fey's mutating touch for 24 hours.

Reactor Sprite (Su) If a hesper spends 1 hour in close contact with a large power source (such as a fusion reactor), it can form a long-term bond. A hesper can merge with its bonded reactor, gaining fast healing 5 while it remains merged. A merged hesper is aware of what happens in the reactor's immediate vicinity, but if the reactor is broken, the hesper is

immediately expelled and takes 3d6 damage. If the reactor is destroyed while the hesper is merged with it, the hesper is slain instantly (Fortitude DC 15 negates). A hesper can bond with only one reactor at a time.

PATROL-CLASS SECURITY ROBOT**CR 4***Starfinder Alien Archive 94*

N Medium construct (technological)

Init +5; **Senses** darkvision 60 ft., low-light vision;**Perception** +10**DEFENSE** **HP 52****EAC** 16; **KAC** 18**Fort** +4; **Ref** +4; **Will** +1**Defensive Abilities** integrated weapons, nanite repair;**Immunities** construct immunities**Weaknesses** vulnerable to critical hits, vulnerable to electricity**OFFENSE****Speed** 30 ft.**Melee** slam +10 (1d6+7 B)**Ranged** integrated tactical arc emitter +13 (1d4+4 E)**Offensive Abilities** jolting arc**STATISTICS****Str** +3; **Dex** +5; **Con** –; **Int** +1; **Wis** +0; **Cha** +0**Skills** Acrobatics +10, Computers +10, Intimidate +15**Languages** Common**Other Abilities** unliving**Gear** tactical arc emitter with 2 batteries (20 charges each)**SPECIAL ABILITIES**

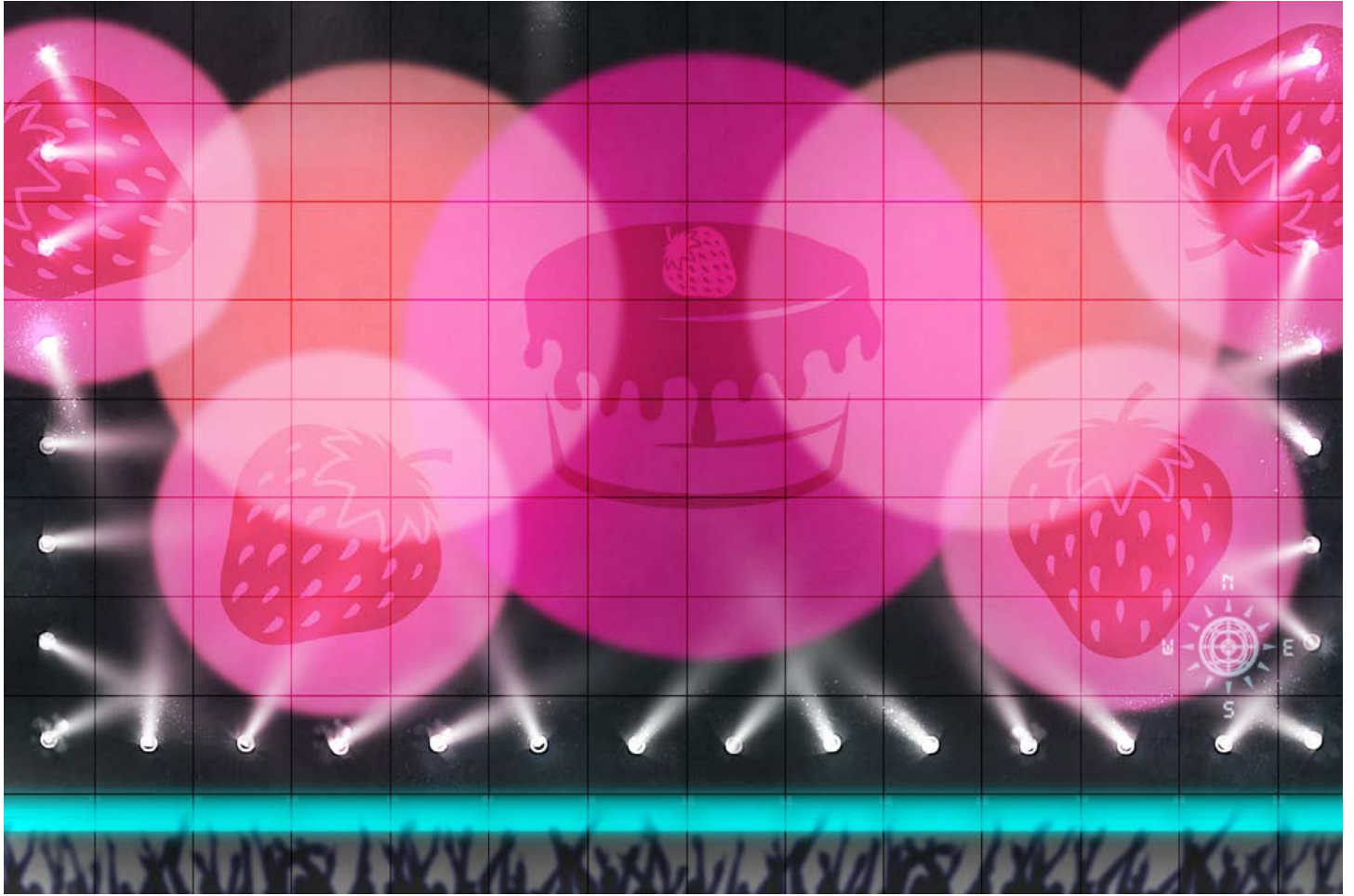
Integrated Weapons (Ex) A security robot's weapons are integrated into its frame and can't be disarmed.

Jolting Arc (Ex) Once every 1d4 rounds as a standard action, a patrol-class security robot can shoot an arc of electricity at up to four creatures within 40 feet (no two of which can be more than 30 feet apart). This arc deals 1d8 electricity damage to each target (Reflex DC 13 half).

Nanite Repair (Ex) A patrol-class security robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR (4 Hit Points per hour for most security robots). Once per day as a full action, a patrol-class security robot can restore 3d8 Hit Points to itself or any touched construct with the technological subtype.

HESPER MUTATING TOUCH

d20	Mutation	Effect
1	Additional eyes	Target gains light blindness and a +4 bonus to sight-based Perception checks
2-3	Autonomous parasite	Target takes 1d6 slashing damage as a parasite emerges
4-5	Bioelectric cells	Technological items held by the target gain the broken condition for as long as the target holds them
6-7	Claws, spines or teeth on one limb	Target gains a natural melee attack that deals 1d3+Str piercing damage for Medium creatures, but the target also takes a -2 penalty to attacks with two-handed weapons
8-9	Glowing tumors	Target sheds light as a lantern and takes -5 penalty to Stealth checks
10	Gills	Target gains the amphibious ability, but takes a -2 penalty to Fortitude saving throws
11	Hypertrichosis	Target gains a +1 bonus to its AC, but the max Dex bonus of armor it wears decreases by 1
12-13	Musk gland	Target gains a 30-foot aura that nauseates living creatures within it (Fortitude DC = 10 + half the target's level or CR + the target's Con modifier)
14-15	Secondary Ears	Target gains vulnerability to sonic damage and a +4 bonus to hearing-based Perception checks
16-17	Vestigial limb	Target grows a useless extra limb that imparts a -2 penalty to Dexterity-based skill checks
18-19	Weeping Sores	Target takes a -2 penalty to Charisma-based skill checks
20	Wracking Pain	Target is sickened



Starfinder Society Scenario #1-14: Star Sugar Heartlove!!!

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Fame Earned _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dataphiles	
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____	<input type="checkbox"/> Wayfinders	
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

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Acquisitives Exo-Guardians Dataphiles

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Fame Faction Boons

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Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

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Starfinder Society Scenario #1-14: Star Sugar Heartlove!!!

Character Chronicle #

A.K.A. _____ - 7

Player Name _____ Character Name _____ Organized Play # _____ Character # _____ Faction _____

This Chronicle sheet grants access to the following:

Heart Friend Forever (Ally Boon): During a concert on Songbird Station, you met BurgundyBear, an avid collector of Strawberry Machine Cake paraphernalia. You chose to trade away your prized limited-edition release copy of the *Star Sugar Heartlove!!!* album in exchange for material goods—but more importantly, you earned the heartfelt thanks of BurgundyBear. Shortly after this trade, you received a personalized thank-you message from BurgundyBear, marking her as belonging to the Pact Worlds' official embassy in the Veskarium. When slotting this boon, you can call upon your new friend to temporarily assign you a diplomatic attaché familiar with the Veskarium. This attaché knows how to speak Common and Vesk. Their presence grants a +4 bonus to all checks you make to influence skittermanders, vesk, or other residents of the Veskarium. This boon might have repercussions in future scenarios, which you will be told prior to slotting your boons.

Scoured Stars Memorial (Social Boon): Thanks to your efforts on Songbird Station, the Starfinder Society earned immense publicity from the Strawberry Machine Cake concert. Organizations and people across the Pact Worlds now go out of their way to assist the Starfinder Society. You can check the box next to this boon to do one of the following:

- Ignore the Fame cost of having your body recovered.
- Ignore the Fame cost of purchasing the Starship Towing boon.
- Reduce the Fame cost of receiving a *raise dead* by 4.

Tip of the Conspiracy (Unidentified Boon): You assisted Historia-7 in learning about a growing conspiracy against the Starfinder Society, though the trail of clues seemingly ended at Songbird Station. This boon represents your involvement in thwarting one of the conspiracy's plans. This boon might have repercussions in future scenarios, which you will be told prior to slotting your boons. Future scenarios calling on this boon will specify what boon slot it must be slotted in.

All Subtiers	Subtier 5-6
elite stationwear (6,100; item level 6) glamered fusion seal (7th) (1,716; item level 7; limit 1) jetpack (3,100; item level 5) merciful fusion seal (7th) (1,716; item level 7; limit 1) minor tauon crystal (1,850; item level 4) (<i>Starfinder Pact Worlds</i> 193) mk 2 serum of healing (425; item level 5; limit 2) screamer grenade I (725; item level 4; limit 4) spell amp of remove condition (700; item level 6; limit 1) thunderstrike sonic rifle (3,400; item level 5)	advanced lashunta tempweave (8,500; item level 8) advanced sword cane (7,000; item level 7) (<i>Starfinder Pact Worlds</i> 192) lesser tauon crystal (6,000; item level 7) (<i>Starfinder Pact Worlds</i> 193) LFD screamer (14,000; item level 9) screamer grenade II (2,720; item level 8; limit 4) skin of the chameleon (4,050; item level 6) sonic dampener (7,150; item level 7) thundering fusion seal (9th) (2,860; item level 9; limit 1)

Reputation

Faction _____ Reputation _____ | Faction _____ Reputation _____

Faction _____ Reputation _____ | Infamy _____

MAX CREDITS	SUBTIER <input type="checkbox"/> Normal Max Credits	3-4	1,485
	SUBTIER <input type="checkbox"/> Normal	Out of Subtier	2,785
	SUBTIER <input type="checkbox"/> Normal	5-6	4,086
	SUBTIER <input type="checkbox"/> Normal	-	-
EXPERIENCE	Starting XP		
	+	XP Gained (GM ONLY)	
	=	Final XP Total	
	Initial Fame		
FAME	+	Fame Gained (GM ONLY)	
	-	Fame Spent	
	Final Fame		
	Starting Credits		
CREDITS	+	Credits Garnered (GM ONLY)	
	+	Day Job (GM ONLY)	
	-	Credits Spent	
	=	Total	

For GM Only

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