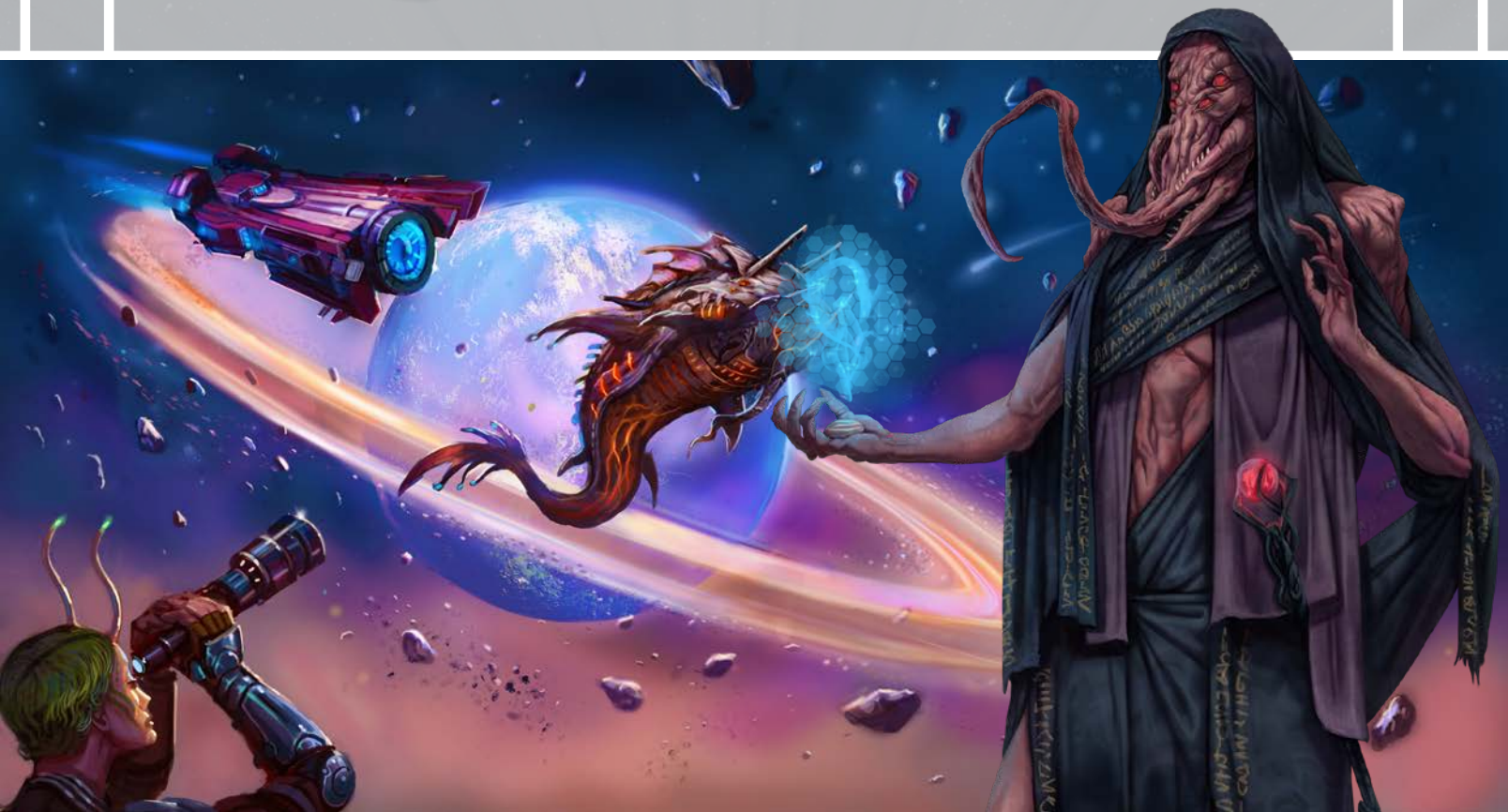


STARFINDER

SOCIETY



YEAR OF EXPLORATION'S EDGE

SCENARIO #3-20

LEVELS 11 - 14

FLEETING TRUTH: EVERCHANGING REVELATION

BY COLE KRONWITTER





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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 11-14



PLAYERS: 3-6



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**FLEETING TRUTH:
EVERCHANGING REVELATION**

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GM RESOURCES

Campaign Home Page: starfindersociety.club

Books: *Starfinder Core Rulebook*, *Starfinder Alien Archive (AA)*, *Starfinder Alien Archive 3 (AA3)*, and *Starfinder Armory (AR)*

Maps: *Flip-Mat Classics: Ancient Dungeon*

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

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags see Chapter 1 of the *Guide to Organized Play: Starfinder Society*.



SUMMARY

The PCs travel to the edge of the Pact Worlds and visit the distant planet Aucturn. There they must navigate through the sprawling Citadel of the Black to reach the Repository of Restoration—a hidden library containing information that could change the Pact Worlds forever—and battle a group of determined Hellknights to decide the information's ultimate fate.

FLEETING TRUTH: EVERCHANGING REVELATION

BY COLE KRONEWITTER



Almost two hundred years ago, the Starfinder Society discovered a mysterious vessel in Near Space and sent a team of agents to intercept it. While exploring the vessel, the agents were able to collect only a small data sample before accidentally tripping a self-destruct mechanism in the ship. Luckily, they managed to escape the doomed vessel and return with their findings to the Starfinder Society.

After analysis, the collected data revealed a shocking discovery. The mysterious vessel was programmed to travel to the outer edge of the Pact Worlds and seed local infospheres with a concept: a branch of Singularism that believes that all life must be converted to machines in order to achieve the singularity godhead. This branch calls itself the Mechanized Adherents of Apotheosis, a title that those outside the group often shorten to Mechanizers.

This revelation was laid at the feet of the First Seeker at the time, a host shirren named Brezzist, who had a terrible choice to make. Knowing that releasing this information could cause civil unrest in an already turbulent time, the First Seeker decided to destroy all records of the data that was retrieved. However, as a safeguard for the future, Brezzist opted to entrust the only copy of the data to the mysterious axiomite lorekeepers on the library world of Athaeum.

Believing that Brezzist had destroyed all records of the data, one of the Starfinders assigned to the mission decided to preserve the knowledge by splitting it into three segments and placing them on three of the Pact Worlds: Aucturn, Eox, and Verces. When the agent eventually retired from the Society, they arranged a private meeting with Guidance and informed the intelligence of the existence of these data caches. The intelligence opted to keep their existence a secret, accepting the potential risk of two copies existing (one on Athaeum and a second in the segmented copies).

Roughly two years ago, a team of Starfinders was sent to Athaeum to investigate the Scoured Stars (see *Starfinder Society Scenario #1-11: In Pursuit of the Scoured Past*). While on their mission, the Starfinders crossed paths with Hellknights of the Order of the Pyre. These Hellknights specialized in the destruction of heretical and sensational texts; post-Gap, they became skilled at tracking down and destroying inflammatory data. Records of the mysterious vessel had also fallen into the hands of the Hellknights, who came to Athaeum and purged

WHERE IN THE UNIVERSE?

AUCTURN

The Stranger

Diameter: Varies; **Mass:** ×2; **Gravity:** ×2

Atmosphere: Toxic; **Day:** Varies; **Year:** 500 years

This adventure takes place on Aucturn, the farthest Pact World from the sun. The search for the data shard requires a trek into the Citadel of the Black, a massive cyclopean tower on the shores of a toxic undulating sea. For more information on Aucturn and the Citadel of the Black, see *Starfinder Pact Worlds* page 138.

the Starfinder data that was kept there. During this process, Paralictor Kelria, the expedition's leader, uncovered evidence that there were actually three other data shards containing a copy of the heretical information.

In the intervening two years since Paralictor Kelria's discovery, she has had little luck in tracking down the remaining data segments until recently. After learning a data shard is hidden somewhere among the industrial plantations on the Darkside region of Verces, Kelria dispatched a team to destroy it (see *Starfinder Society Scenario #3-08 Fleeting Truth: The Darkside Depository*). Alerted to this attack, Guidance has decided to end its silence and ask the Society's most senior agents for assistance with securing the three segments. The missions to recover two of these segments appear in *Fleeting Truth: The Darkside Depository* and *Starfinder Society Scenario #3-14 Fleeting Truth: Hollow Lies*.

The final segment lies in perhaps the most difficult location: the mysterious world of Aucturn. Two centuries ago, it was entrusted to an enigmatic sect of antiquaries who maintain a portion of the Citadel of the Black known as the Repository of Restoration. Since then, the segment has rested within the upper spires of the Citadel of the Black, hidden from outside forces. This secret won't

FLEETING TRUTH

Together, *Fleeting Truth: The Darkside Depository*, *Fleeting Truth: Hollow Lies*, and *Fleeting Truth: Everchanging Revelation* present the story of Starfinder agents recovering three lost data segments. While it is likely that players will experience this adventure last because it allows for higher-level PCs, these scenarios can be played in any order, and the text provided for Guidance reflects this possibility.

With the flexible nature of Organized Play, some players at your table may experience this adventure last, while others may play the series in a different order. Check with your players to see who has already played the other adventures and discourage players from providing spoilers about the other adventures to those who intend to play them in the future.

last long, however, as Paralictor Kelria is already en route to the Citadel of the Black when the PCs receive their mission.

GETTING STARTED

Read or paraphrase the following to get the adventure underway.

“Greetings, Starfinders,” the voice of Guidance intones as a holographic silhouette is projected into the room. “Each of you has risen far since your induction into the Starfinder Society, and I have watched your progress with interest. You have proven yourself against untold threats time and again. Now I need your power, your skills, and—most importantly—your judgment. The task I give you today is of utmost importance and secrecy.”

The silhouette suddenly morphs into the image of a host shirren, then continues speaking in the same voice, “Nearly two centuries ago, Starfinders under command of First Seeker Brezzist, whose form you see now, uncovered data with potentially dire ramifications. At the time, Brezzist made the difficult choice to conceal this data, hiding only a single copy on the library world of Athaeum. However, a lone Starfinder disagreed with Brezzist’s decision and, unbeknownst to the First Seeker, made another copy of the data, which they split into three data shards. The Starfinder told only me of the existence of these shards. Until now, I chose to respect their decision and keep the shards secret.”

The holographic image morphs again, this time materializing to depict an intimidating vesk encased within infernal powered armor. Guidance continues, “Two years ago, Hellknights under the command of a vesk fanatic named Paralictor Kelria encountered our own agents on Athaeum. It seems that the Hellknight Order of the Pyre somehow learned of the sensitive data Brezzist hid there and sought to destroy it. Although our agents stopped the Hellknights before too much was damaged, the Athaeum copy of the data was purged, meaning the three data shards are now the only copies of the data in existence. Worse still, Paralictor Kelria must have learned of the data shards while on Athaeum. Several weeks ago, Hellknights of the Order of the Pyre attacked a data storage facility on Verces, attempting to find the first data shard hidden near there.”

“Although this data is still potentially dangerous to the Pact Worlds, I deem that the time to retrieve it is nigh. To do otherwise would risk losing the data forever to the Order of the Pyre. I have chosen you



GUIDANCE

for the most perilous task: recovering the data shard hidden on the planet Aucturn within the Citadel of the Black. You must infiltrate the citadel and locate a library within called the Repository of Restoration. The group of antiquarians to whom the data shard was entrusted reside within the library; they can help you retrieve it.

Guidance informs the PCs that it has arranged for transportation to the Citadel of the Black and that they have 24 hours to prepare before departure. Guidance can also answer the following questions for the PCs.

How should we prepare? “As you are likely aware, Aucturn lies on the very edge of Pact World space, far from Starfinder influence. Though Aucturn itself is highly toxic, the Citadel of the Black has atmospheric controls in place to allow for humanoid life. Still, the fortress is vast beyond reckoning; it can take weeks to travel from one end to the other. Navigational methods within the citadel are unreliable, and magic often wavers under the eldritch influences of the planet. Finally, gravity on Aucturn is double that of Absalom Station, which presents difficulties as well. It would be wise to plan for survival and an arduous journey. It could take days or weeks to locate the Repository of Restoration. Few Starfinders have traveled to the Citadel of the Black and returned alive.”

What is the Repository of Restoration? “The Repository is managed by a group of orocoran scholars. Though fearsome to behold, these orocorans are less hostile than many of their peers. They imbibe ichor from the planet Aucturn and collect lore based on the visions that the ichor induces. Occasionally, they venture forth from Aucturn to collect eccentric artifacts or data, but apart from that, little else is known about their culture.” Orocorans appear on page 90 of *Starfinder Alien Archive*.

What information is contained on the three data shards? “Given the sensitive nature of the data, I cannot tell you what is on the shards yet. If you were captured, the information could potentially fall into the wrong hands before the time is right. Once all three data shards have been returned to the Starfinder Society’s care, you will be able to see the information yourself and provide your counsel on the matter.”

PREPARING FOR HIGH GRAVITY

Adventuring in high gravity presents many difficulties, so be sure to remind players of the effects of high gravity during their preparations. Rules for high gravity can be found on *Starfinder Core Rulebook* page 402 and are also summarized below.

- Characters can move only at half speed, jump half as high or far, and lift or carry half as much.
- Thrown weapons have their ranges cut in half.
- Characters who remain in a high-gravity environment for more than a day become fatigued and remain so until they leave the planet or become accustomed to the gravity.

Wearing an extreme gravity environmental outfit (*Starfinder Core Rulebook* 230) provides a modicum of protection against the fatiguing effects of Aucturn’s gravity. Allow PCs wearing such

outfits to attempt a DC 20 Fortitude save (DC 22 for Levels 13–14) at the start of each day on Aucturn. On a success, they are not fatigued for that day. Additionally, if a PC succeeds at a DC 29 Diplomacy check to gather information (DC 32 for Levels 13–14) they are able to locate a pawn shop or arms dealer within Absalom Station that has access to multiple *earthbound anklets* (*Starfinder Armory* 121). The dealer is willing to temporarily trade these anklets in exchange for holding an item of equal or greater value (item level 10+).

A. THE STRANGE PLANET

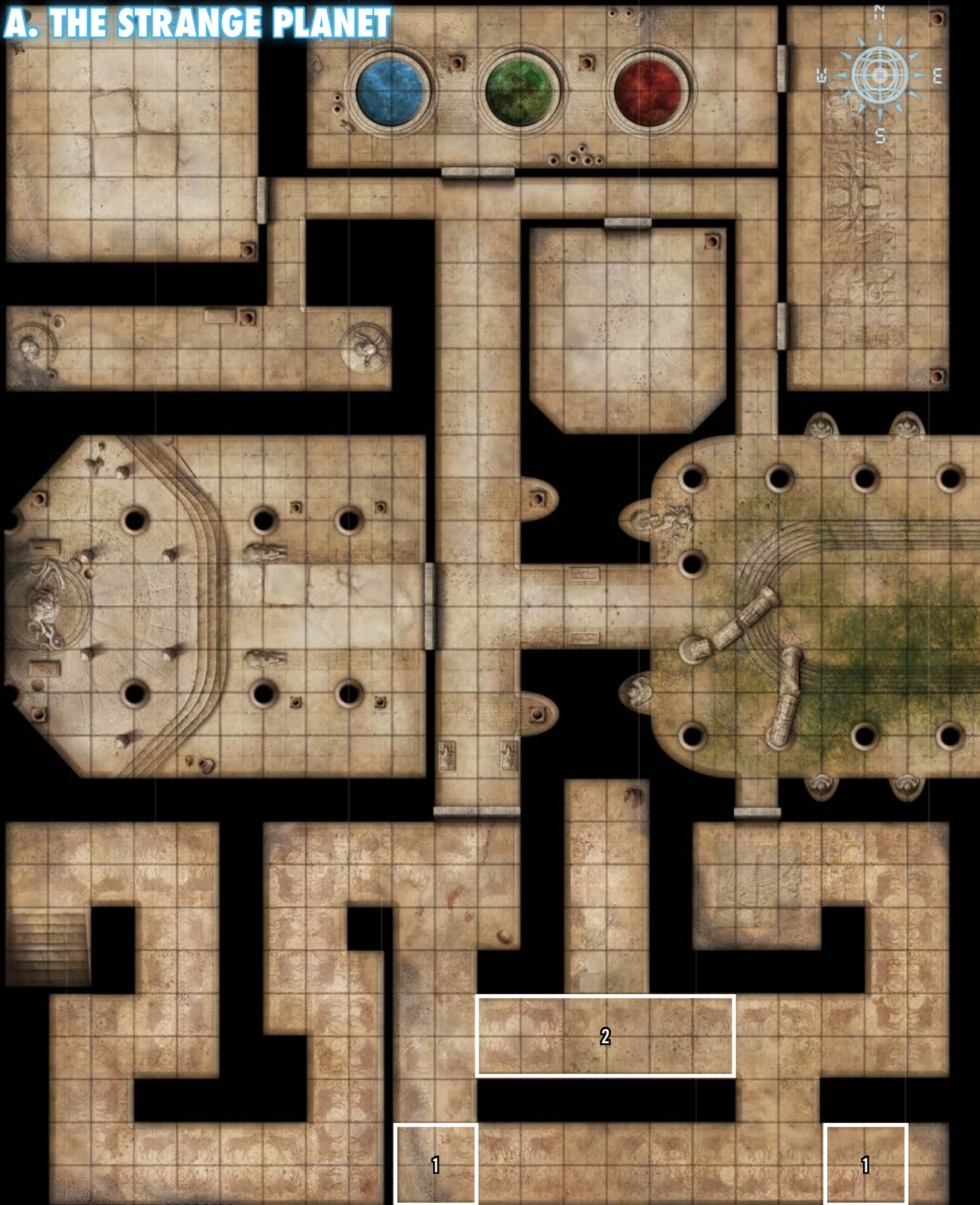
Once their preparations are complete, the PCs depart for Aucturn aboard a starship preprogrammed with a route by Guidance. Read or paraphrase the following when the PCs arrive at the planet.

After dropping out of Drift travel, the ominous planet Aucturn looms into view. A cluster of shattered ship hulls floats around the planet. The starship, navigated by Guidance’s flight programming, deftly picks a path through the debris and into the noxious yellow clouds of the planet’s atmosphere. Beyond the fumes, a loathsome expanse of undulating sea seems to slither across the surface of the planet like a slug. On the shore of this vast ocean stands a massive complex of melded black stone and hideous flesh, nearly a mile tall. The starship lands on a bridge near the base of the tower, coming to rest before a yawning archway. As the ship engines whir to a stop, all is silent in this foul but placid landscape. The Citadel of the Black awaits.

To find the Repository of Restoration, the PCs must spend days or weeks navigating the labyrinthine halls of the Citadel of the Black. Despite its vastness, the fortress itself is unusually still and desolate. Many creatures live within its halls, but they are spread thinly throughout the endless fortress, meaning the PCs are unlikely to meet fellow travelers. Travel is difficult; the winding hallways seem to occasionally defy physical laws, navigational instruments run awry, and magical divinations often produce unsettling and unhelpful advice.

The PCs must attempt three DC 39 Survival checks (DC 42 for Levels 13–14) on their journey to the Repository of Restoration. Allow players to designate a primary PC for the Survival check, then go around the table and ask each other PC how they contribute for each part of the journey. PCs can aid the one attempting to lead the way by succeeding at a DC 34 skill check with a relevant skill of their choice (DC 37 for Levels 13–14). For example, a Life Science check could be used to study the biological elements of the citadel to uncover new routes, or a Physical Science check could allow a PC to recalibrate navigational tools for more accurate readings. Spells that would normally transport the PCs directly to the Repository or determine exactly where it lies automatically fail, but PCs can attempt a DC 23 caster level check (DC 25 for Levels 13–14) to use these spells to speed their progress. Finally, PCs who purchased special items or additional tools could potentially use them to aid their journey, at your

A. THE STRANGE PLANET



PATHFINDER FLIP MAT CLASSICS:
ANCIENT DUNGEON

1 SQUARE = 5 FEET

discretion. In general, allow the PCs to be creative with how they contribute to the journey and be sure to narrate how their actions affect travel conditions. Each PC who successfully provides aid grants a +2 bonus to the roll for the primary roller. For groups of 4 PCs, lower the DC of all checks in this section by 2.

The results of each Survival check are provided below. Be sure to read through all three sections and keep track of how many Survival checks the PCs succeed at by 5 or more, as the PCs have an opportunity to uncover clues that they're being tracked along their journey (see Third Check [The Obsidian Spires] below).

First Check (The Lower Halls): During the first leg of their journey, the PCs travel through cavernous entry halls within the lower levels of the citadel, working their way upward. In the past, these halls were used for holding massive feasts or gatherings, but now they stand empty. After one day of travel, a roiling storm of eldritch energy approaches on the horizon and washes over the Citadel of the Black.

If the PCs succeed at their Survival check, they locate a room that is magically shielded from the ill effects of the storm. Additionally, it takes the PCs only 4 days to reach the Upper Halls.

If the PCs fail their check, they are caught in the storm unprotected. Their bodies are wracked with eldritch mutations, and each PC must attempt a DC 19 Fortitude save (DC 21 for Levels 13–14). On a failure, they gain a random affliction. Roll 1d4: 1: *curse of the ravenous*, 2: *curse of the vainglorious*, 3: *demon fever*, or 4: *bubonic plague*. Information about these afflictions can be found on page 418 of the *Starfinder Core Rulebook*. Additionally, if the PCs fail their check, they travel for 7 days before reaching the Upper Towers.

Second Check (The Upper Towers): During the second leg of their journey, the PCs reach the Upper Towers of the citadel, which are connected by a maze of bridges and walkways climbing to ever greater heights. A day into the PCs' travel through this region, Carsai the King, the mysterious ruler of the Citadel of the Black, begins preaching a sermon to Nyarlathotep in the Upper Towers. Though no cultists are near the PCs, megaphones and arcane amplifiers echo the ululations of his followers throughout the citadel in an overwhelming cacophony.

If the PCs succeed at their Survival check, they find a stairwell to a secluded tower that is safe from the sinister sermon. Additionally, it takes the PCs only 4 days to reach the Obsidian Spires.

If the PCs fail their check, they are unable to escape before the climax of Carsai's speech, which unleashes a wave of mind-numbing energy through the Upper Towers. Each PC must succeed at a DC 19 Will save (DC 21 for Levels 13–14) or take 1d4 Wisdom drain. This is an auditory and magical effect, so PCs who take steps to block out the sounds of the sermon receive a +2 circumstance bonus to their saving throw. Additionally, the PCs travel for 7 days before reaching the Obsidian Spires.

Third Check (The Obsidian Spires): During the third leg of their journey, the PCs reach a series of obsidian stone spires that hang over the lower halls of the citadel, connected by bridges of fibrous membranes and fleshy growths.

If the PCs succeed at their Survival check to navigate the spire, they travel for 4 days before reaching the Repository of Restoration; if they fail their check, this trip instead takes 7 days.

The results on all of the PCs' Survival checks in the citadel determine how prepared they are for encounter **A1** (page 8).



HIGHSTALKER

Zero Successes by 5+: The PCs don't notice signs of the void troll in advance, but they may still be able to avoid being ambushed. If the PCs succeed at their third Survival check, the void troll fails its ambush and neither party begins the encounter surprised. If the PCs fail their third Survival check, the void troll successfully ambushes the PCs, who are surprised.

One Success by 5+: The PCs double back on their trail at some point and uncover enormous footprints following their path—evidence that a void troll is stalking them. If they succeeded at their third Survival check, they surprise the void troll instead. If they failed their third Survival check, neither party begins the encounter surprised.

Two Successes by 5+: The PCs can lead the void troll to an advantageous position for an ambush. If they succeeded at their third Survival check, they surprise the void troll and also have one round before combat begins to prepare. If they failed their third Survival check, they surprise the void troll but don't have additional time to prepare.

Three Successes by 5+: The PCs are able to prepare the ambush location before combat begins. They surprise the void troll and have two rounds to prepare.

A1. AMBUSH IN THE CITADEL (CR 13 OR CR 15)

While all acknowledge Carsai as King, the Citadel of the Black is largely a lawless place where the strong prey upon the weak. The closest thing the citadel has to a police force are the Highstalkers, who are a band of enforcers and serial killers sanctioned by Carsai. Use the map on page 6 for this encounter.

Creatures: Shortly after their arrival at the citadel, a void troll Highstalker (or two Highstalkers for Levels 13–14) picked up on the movements of the PCs. More cunning than a typical troll, this Highstalker has marked the PCs as outsiders and potentially easy prey. After letting the PCs wear themselves out marching through the citadel, the void troll eventually decides to set up an ambush and kill the PCs.

Originally brought to Aucturn by the Dominion of Black as test subjects, the void trolls of the citadel are now loyal to Carsai the King. Though their bodies are weakened with mutated growths from the eldritch energies of the planet, as Highstalkers of Carsai, the void trolls are also gifted with profane knowledge and cunning instincts. The trolls are unaffected by the high gravity.

If the troll successfully ambushes the PCs, place the troll in one of the areas marked 1 (both areas for Levels 13–14) and start the PCs in the area marked 2. If the PCs successfully ambush the troll, place the troll in the area marked 2 and allow the PCs to choose their own ambush locations.

Setting Traps: Based upon the results of the PCs' Survival checks, they may have time to prepare before combat. One of the ways they can use this time is by setting traps. Setting a functional trap requires PCs to succeed at a DC 32 Engineering or Survival check (DC 35 for Levels 13–14). The PCs creating the trap can select one of the following effects: entangled, blinded, or staggered. Each trap occupies a 10-foot square. If the troll moves through the trap

and fails a DC 20 Reflex save, it gains that condition for 1d4 rounds. Setting such a trap takes one PC a full round.

LEVELS 11–12 (CR 13)

HIGHSTALKER

CR 13

Page 18, art on page 27

LEVELS 13–14 (CR 15)

HIGHSTALKERS (2)

CR 13

Page 22, art on page 27

Treasure: The troll wears a fungus badge encrusted with gems, marking it as a Highstalker of the Citadel. The badge is valuable to collectors, and one of the gems can be pried off to function as a *silver lemniscate aeon stone* (*Starfinder Armory* 110).

B. THE REPOSITORY OF RESTORATION

After defeating the Highstalker, the PCs find their way to the Repository of Restoration at last. Read or paraphrase the following.

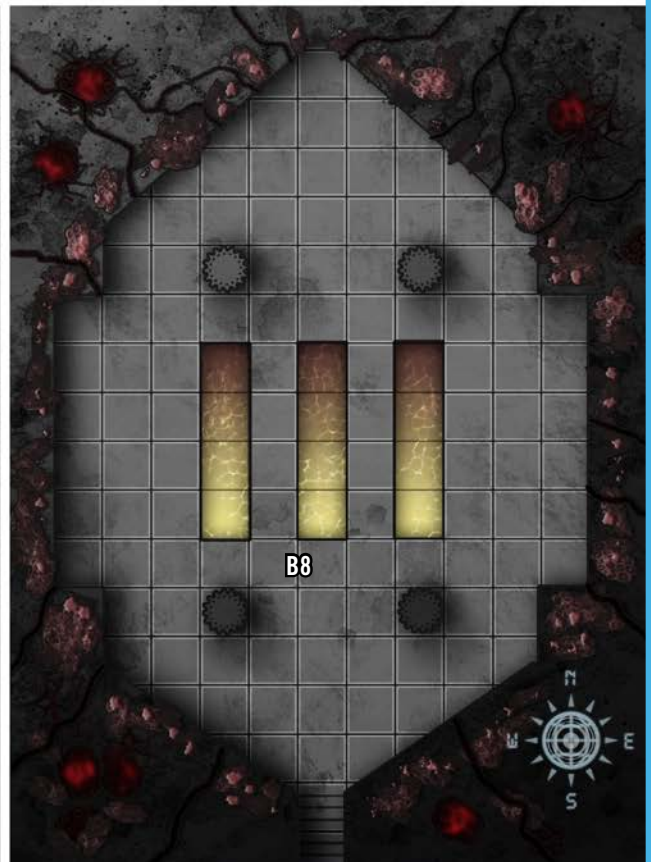
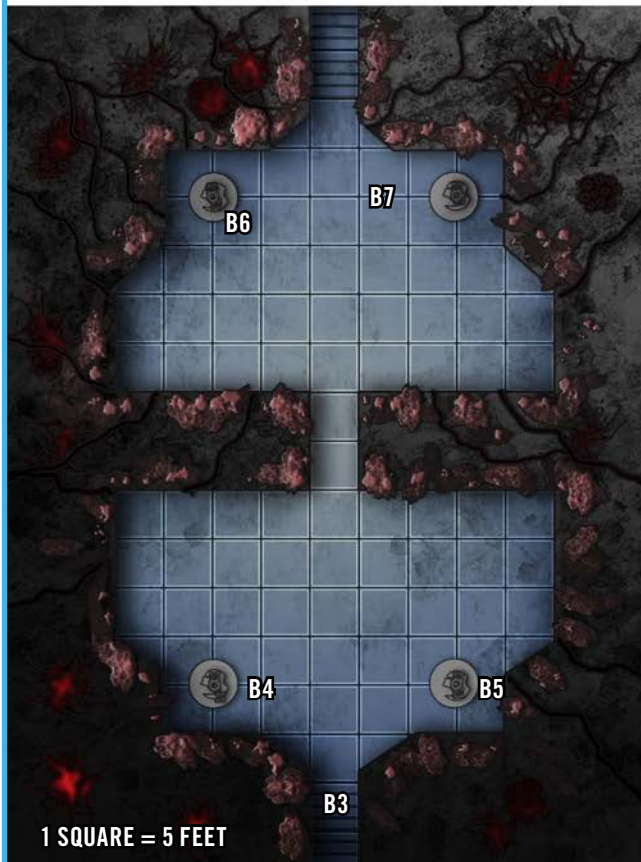
A treacherous bridge pierces the air, leading to a lofty spire jutting from the side of the Citadel of the Black. Another bridge at the top of the spire connects it to the larger citadel, anchoring it in place over a yawning chasm. Several hundred feet below the spire, the spiked rooftops of lower levels of the citadel are visible. Scorch marks and charred corpses litter the bridge leading to the tower. A massive translucent vein pulsing with black ichor clings to the bridge and disappears into the second floor of the building.

The tower itself stands roughly one hundred feet tall, and a winding staircase twists around the outside the structure. The building is composed of ancient black stonework dotted with organic throbbing pustules. The top floor of the spire is entirely buried beneath a pulsating bubble of organic tissue that writhes and twists as if experiencing painful contortions. The dulled sounds of explosions echo from deep within the flesh bubble and cause the entire bridge to shudder.

A lone figure stands in the center of the bridge, wearing a hooded robe of deep crimson. Two pairs of eyes peer out from underneath the hood above a gaping mouth and pronged proboscis. A telepathic voice emanates from the creature: "Welcome, travelers."

Just before the PCs' arrival at the citadel, Paralictor Kelria and her contingent of Hellknight followers finally located the Repository of Restoration and began burning their way to the top of the tower. The charred corpses littering the bridge are deceased orocoran (*Starfinder Alien Archive* 90) scholars who died defending the spire. The figure in the center of the bridge is **Dridapex** (NE orocoran), who was away from the repository during the attack.

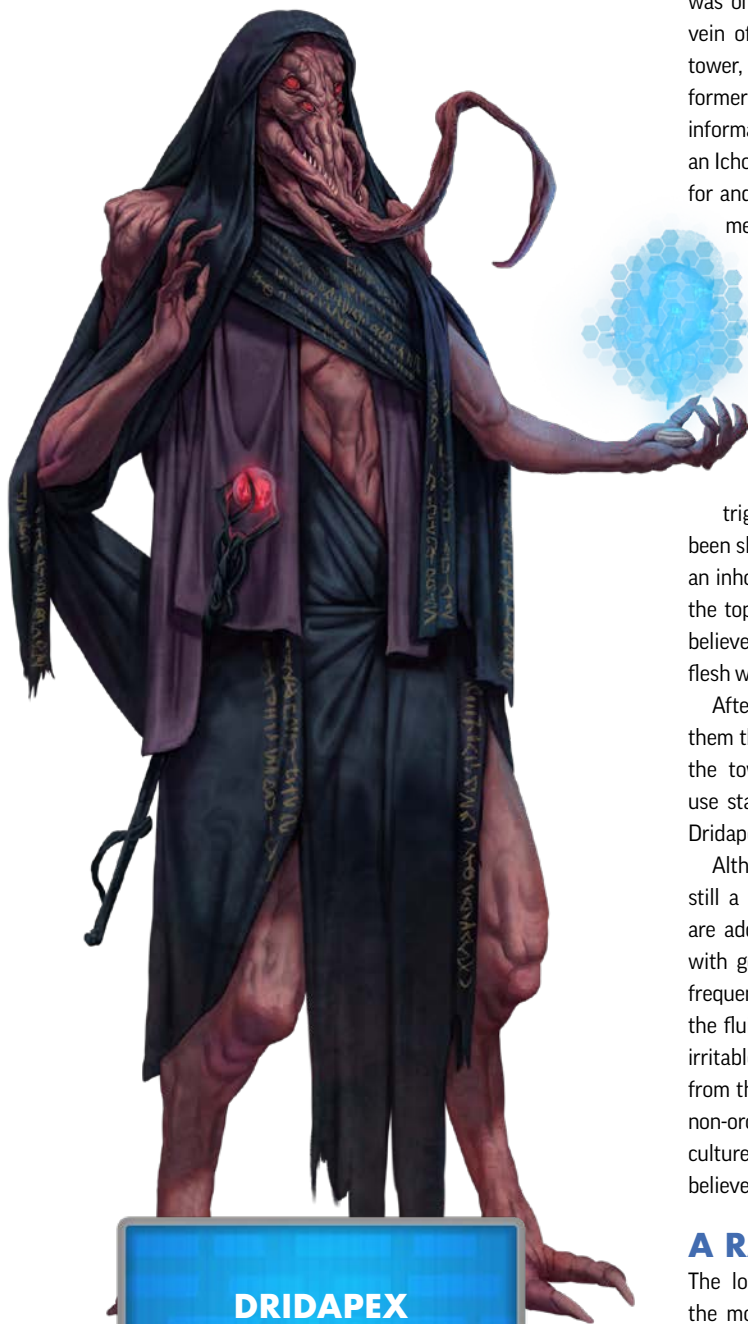
B. THE REPOSITORY OF RESTORATION



Recognizing that the Starfinders are enemies of the Order of the Pyre, Dridapex does their best to gain the PCs' aid, answering questions as follows.

Who are you? "My name is Dridapex. I am a scholar of this place and one with the Repository of Restoration."

What happened here? "A group of Hellknights from the Order of the Pyre has attacked the Repository. I was not here when the attack occurred, but I can guess that their motive is to destroy the data that we store here. Their fanaticism knows no bounds."



DRIDAPEX

Where are the Hellknights now? "They have burned their way to the top of the tower, where our most sacred data vats lie. They are now trapped beneath the flesh shield of the tower that you see above. The repository is a living organism responding to an infection. You won't be able to reach the Hellknights while the shield is active."

What is the Repository of Restoration?/What do you mean by "data vats?" "The other scholars and I live in a holy symbiotic relationship with the tower and labor for its restoration. The tower was once a sentient creature, you see, before it fell into ruin. A vein of blessed ichor still runs across this bridge and into the tower, however, and we use this ichor to restore the tower to its former glory. By drinking the ichor, we receive visions of relics, information, and corpses that are sacred to the tower. Whenever an Ichor Lord on Aucturn perishes, we send an emissary to bargain for and retrieve the Ichor Lord's corpse, and then bring it here to merge with the tower. Over time, merging these artifacts, information, and corpses into the tower gradually restores its collective wisdom. With each piece of acquired lore, the power of the repository grows."

What is an Ichor Lord? "Ichor Lords are the most powerful of orocorans, ruling fortresses across the surface of the planet. They receive dreams and guidance from the mind of Aucturn itself."

What do you need us to do? "The Hellknights' attack has triggered the tower's defenses. My scholarly companions have been slain or become insensible with battle fury. The tower is now an inhospitable place to outsiders. The Hellknights are trapped at the top of the tower beneath a wall of impenetrable flesh, but I believe if we can quiet the defenses of the tower, we can cause the flesh wall to subside. Then you can defeat the Hellknight invaders."

After explaining the situation, Dridapex offers to accompany them through the tower. In exchange, they ask that the PCs quell the tower's defenses and expel the Hellknights. If necessary, use statistics for an Ichor Lord (*Starfinder Alien Archive 90*) for Dridapex, although they do their best to avoid combat at all costs.

Although Dridapex attempts to be a helpful ally, they are still a bizarre and alien creature relative to the PCs. Orocorans are addicted to the ichor of Aucturn, and Dridapex is obsessed with genetic materials. As the PCs explore the tower, Dridapex frequently stops to use their proboscis to slurp ichor or "sample" the fluids of slain foes or the blood of injured PCs. They become irritable if the PCs attempt to prevent them from doing so. Apart from this unsettling behavior, Dridapex has little experience with non-orocorans and frequently asks the PCs questions about their culture and biology. Dridapex has a fatalistic worldview and believes that all things that come to pass were foretold long ago.

A RACE AGAINST TIME

The longer it takes for the PCs to confront the Hellknights, the more time the fanatical Order of the Pyre has to destroy precious data. As long as the PCs move through the tower at a brisk pace, they have time to explore every room, defeat every

challenge, and still save some data from the Hellknights' clutches. However, if they stop for a meaningful break (such as a 10-minute rest to recover Stamina), the Hellknights use this extra time to incinerate every trace of data in area **B8**, causing the PCs to fail their secondary objective. To keep tension high, every time the PCs pause to discuss options, narrate how the tower occasionally trembles and shudders under the explosions triggered by the Hellknights. If PCs consider stopping for a 10-minute rest, be sure to make the consequences of this choice clear to them.

B1. HALL OF REST (CR 15 OR CR 17)

A simple archway leads into a hexagonal room at the base of the tower. The stone walls of the room glisten with an obsidian sheen, and huge tumors of pulsating flesh cover large sections of the walls. A stone bier stands in the center of the room with a robed corpse resting atop it. A waterfall of ichor flows from a diamond-shaped hole in the ceiling, surrounding the bier with a curtain of black liquid. At the far end of the room, another archway leads to stairs that ascend around the outside of the tower.

Dridapex explains that the antiquarians of the repository use this room to prepare deceased Ichor Lords for assimilation into the tower. Their bodies are laid to rest on the stone bier and then treated with chemical mixtures to ready their flesh. Use the map on page 9 for this encounter.

Hazard: The diamond-shaped waterfall of ichor presents a hazard to creatures that pass through it. The ichor of Aucturn is highly toxic, inducing hallucinogenic visions and torpor. Creatures that touch the ichor must succeed a DC 19 Will saving throw (DC 21 for Levels 13–14) or become confused for 1 round (as per the spell *confusion*).

Creatures: During her rise to power within the Order of the Pyre, Paralicor Kelria enlisted the aid of two gelugon devils named Rime and Thaw. For years, she has relied on their calculating minds for strategic advice both in combat maneuvers and political matters. In exchange for their service, Kelria sacrificed her only two siblings from her egg clutch to the devils. She views this as the greatest sacrifice of her life, but believes the cost was worth the results. Her siblings were corrupted by heretical thoughts and, since their deaths, Kelria has destroyed countless heretical texts.

Knowing that a trip to Aucturn would be the most deadly mission of her career, Kelria has conjured her gelugon allies from Hell to aid her in this mission. She left them behind in this room to protect the beachhead of her assault. When the PCs arrive, Rime and Thaw are examining the organic tumors on the walls of the room, looking for a way to free Kelria from the flesh bubble at the top of the tower. Within the chest of each gelugon is the still-beating heart of Kelria's two vesk siblings. For Levels 13–14, Rime and Thaw are accompanied by two additional gelugons.

During combat, the gelugons take turns shooting blasts from their coolant sprayers to encase enemies in ice, while the other

THE SECRET OF DRIDAPEX

Unknown to the PCs, each orocoran within the Repository of Restoration also serves as a data storage device. The scholars use the data vats in area **B6** to render down information into genetic material, which they merge with their own bodies. Dridapex secretly contains the genetic code for the third data shard the PCs were sent to reclaim, although they do not reveal this information to the PCs yet.

If Dridapex is somehow slain during the adventure, the PCs can still use Dridapex's corpse to acquire the information they seek. Failing that, even a small sample of Dridapex's blood gathered from the floor is sufficient.

gelugons use their flight abilities to engage isolated PCs in melee. As non-natives of Aucturn, the gelugons are subject to the limitations of high gravity.

LEVELS 11–12 (CR 15)

RIME AND THAW (2)

CR 15

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LEVELS 13–14 (CR 17)

GELUGONS (4)

CR 17

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Treasure: The deceased Ichor Lord in the center of the room still wears the regalia of a king, composed of rich fabrics and ornamented with polished bone. This outfit functions as a *mantle of willpower* (*Starfinder Armory* 114).

Development: When the gelugons are defeated, their bodies vanish, returning to Hell. Rime and Thaw each leave behind the still-beating hearts of Kelria's siblings. After meditating over the hearts for a moment, Dridapex is able to relive the sinister history of each heart and informs the PCs how they came to be placed into the gelugon devils. Shreds of soul matter cling to these hearts for another 24 hours, allowing them to continue beating. Kelria is still stung by the reminder of her past betrayal, and PCs that present one of these hearts to her during the final battle in area **B8** receive a +4 circumstance bonus to Intimidate checks against her.

B2. HALL OF ICHOR EVERFLOWING (CR 13 OR CR 15)

Stairs wind their way around the outside of the tower and enter this room through a double archway. A diamond-shaped

pool of ichor fills much of this room. A massive vein of flesh pierces through the northwest wall of the room and leads into the pool, pumping it with a steady supply of black ichor. In the center of the ichor pool, a large hole in the floor slowly drains ichor from the pool, creating a waterfall to the floor below. The ceiling of this room is covered in masses of fleshy tendrils, which writhe and twist continuously around four tumorous

nerve clusters embedded in the corners of the ceiling twenty feet above.

The orocoran scholars of the Repository of Restoration use the tendrils of this room to imbibe massive amounts of ichor and receive hallucinatory visions. These visions are the guiding influence of the repository, telling the scholars which bits of lore to collect or which Ichor Lord corpses to retrieve next. Under normal circumstances, several orocorans would be lounging throughout this room with ichor tendrils attached to their skulls, supplying a steady trickle of ichor. As a scholar, Dridapex knows the function of this room and warns the PCs that the tendrils are alive and, in their agitated state, will likely attack creatures that enter.

The large hole in the center of the ichor pool leads down to area **B1** below. Use the map on page 9 for this encounter.

Hazard: Creatures that fall into or touch the ichor from the pool must succeed at a DC 19 Will saving throw (DC 21 for Levels 13–14) or become confused for 1 round (as per the spell *confusion*).

Trap: The tendrils on the ceiling of the room are actually connected to the ichor pool. The Hellknights' attack has caused the tower to run amok, however, so now the tendrils reflexively attack all creatures that enter the room.

When the PCs enter the room, one tendril descends from the ceiling and attempts to attach to a random PC. If successful, it attempts to *dominate* the PC, pumping them full of ichor and directing them to attack their allies. The tendril can be detached with a successful Medicine check or severed by dealing enough damage to the tendril (see below). This is only a temporary solution, however, as a new tendril descends from the ceiling once the old one is destroyed. To permanently disable the trap, the PCs must deactivate the four nerve clusters that are on the ceiling of the room. Each cluster can be deactivated with a successful Life Science check or by dealing enough damage to it. In addition to these actions, a PC who succeeds at a Medicine check neutralizes all doses of ichor currently affecting a target.

For Levels 11–12, the ichor tendril and nerve clusters each have EAC 26, KAC 30, and 56 Hit Points. For Levels 13–14, the ichor tendril and nerve clusters each have EAC 28, KAC 32, and 69 Hit Points.

LEVELS 11–12 (CR 13)

ICHOR TENDRIL CR 13

Type magical; **Perception** DC 39; **Disable** Life Science DC 34 (hibernate a nerve cluster), Medicine DC 39 (detach tendril from target), or Medicine DC 34 (neutralize all ichor doses in a target)

Trigger location; **Init** +20; **Duration** 20 rounds; **Reset** immediate

Effect tendril spike +28 (attach plus *dominate person* and 1 ichor dose); Will DC 21 negates



RIME

dominate person effect; if the ichor tendril begins its turn attached to a target, it injects 1d4 ichor doses into the target; when the ichor tendril is severed or detached from the target, the target must succeed at a DC 21 Will save at the start of their turn or be subjected to a *confusion* effect for that round (the *confusion* lasts for a number of rounds equal to the number of ichor doses in the target).

LEVELS 13–14 (CR 15)

ICHOR TENDRIL CR 15

Type magical; **Perception** DC 42; **Disable** Life Science DC 37 (hibernate a nerve cluster), Medicine DC 42 (detach tendril from target), or Medicine DC 37 (neutralize all ichor doses in a target)

Trigger location; **Init** +22; **Duration** 20 rounds; **Reset** immediate

Effect tendril spike +30 (attach plus *dominate person* and 1 ichor dose); Will DC 23 negates *dominate person* effect; if the ichor tendril begins its turn attached to a target, it injects 1d4 ichor doses into the target; when the ichor tendril is severed or detached from the target, the target must succeed at a DC 23 Will save at the start of their turn or be subject to a *confusion* effect for that round (the *confusion* lasts for a number of rounds equal to the number of ichor doses in the target).

B3. THE WINDING STAIR (CR 15 OR CR 17)

The passage below describes the staircase traversing the next level of the tower. To avoid giving away that an encounter is about to take place, consider not reading this description until after the fight has started, or if the PCs explicitly investigate their surroundings.

A narrow staircase of rough-hewn stones circles the outside of the tower, leading to the floor above. On the walls above the staircase, the upper half of the tower is covered with a field of suppurating flesh and tumors that grow on the stone with unwholesome tenacity. Over the edge of the staircase, the spiked spires of another section of the Citadel of the Black glint dimly several hundred feet below. There is no railing.

When the Hellknights burned their way through the tower, they were initially attacked by hordes of orocoran scholars but eventually drove them off. The surviving orocorans retreated onto the exterior wall on the south side of the tower. This is where they currently recuperate, hidden amongst the tumorous masses and fleshy growths.

Hazard: The Repository of Restoration juts out from the side of the Citadel of the Black, thousands of feet in the air. This makes the staircase exceptionally dangerous. PCs who begin their turn prone during combat must succeed at a DC 21 Reflex saving throw or be jostled off the staircase by the crush of battle, falling 100 feet to a ledge below (and taking 10d6

bludgeoning damage). PCs who strike this ledge can attempt another DC 21 Reflex saving throw to arrest their fall. If they fail, they fall an additional 100 feet onto the spiked rooftops of the citadel far below (taking an additional 15d6 bludgeoning and piercing damage).

The staircase is approximately 5 feet wide, so PCs must navigate up the stairs in single file.

Creatures: As the PCs climb the stairs between the second and third floors of the tower, an orocoran horde (or two hordes for Levels 13–14) nests approximately 30 feet above them on the outer wall of the tower. If the PCs announce that they are searching for enemies, allow them to attempt a DC 36 Perception check (DC 39 for Levels 13–14). On a success, they spot the horde from the bottom of the staircase and can potentially avoid the ambush. In this case, the orocorans still descend from their nest to attack, but do so either in area **B2** or on the third floor of the tower. Alternatively, if the PCs are navigating the tower normally, the horde waits until they are halfway up the stairs to the third floor before suddenly attacking. Each PC must succeed at a DC 36 Perception check (DC 39 for Levels 13–14) or begin combat surprised.

The orocoran horde is able to cling to walls of the tower, meaning they can navigate vertically down the walls to the staircase. If possible, the horde spreads out into a line to attack every PC on the stairs at once. The orocorans are insensible with pain and rage, and can't be reasoned with.

LEVELS 11–12 (CR 15)

OROCORAN HORDE CR 15

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LEVELS 13–14 (CR 17)

OROCORAN HORDES (2) CR 17

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TREASURES OF THE REPOSITORY

The antiquarians of the repository store rare and unusual bits of treasure on the third floor of their tower in areas **B4**, **B5**, and **B6**. If the PCs explore these regions, Dridapex is happy to provide a simple explanation of each room and what it contains. Believing the will of the repository to be supreme, Dridapex gives the PCs leave to recover what treasures they wish, reasoning that if the tower allows them to take something, it has deemed them worthy of doing so.

B4. THE FALLEN DRAGON

A silvery draconic corpse lies curled in a heap. Thick tendrils of flesh and sinew bind the corpse the floor of the room, growing over the top of the dragon like mold. Alternating waves of heat and cold radiate from the dragon.

CORRODED VENGEANCE

This ancient greatsword was once a blade sacred to champions of Sarenrae, forged on lost Golarion millennia ago. Its long confinement within the Repository of Restoration has corroded its potent holy powers, leaving the blade pitted and cracked. When wielded by a lawful good creature, the blade deals an additional 1d10 S & P damage and, once per day as a swift action, the wielder can gain Spell Resistance 19 for 10 rounds.

CORRODED VENGEANCE

The *corroded vengeance* is a unique 14th-level uncategorized two-handed advanced melee weapon that deals 5d10 S & P damage and has the *dispelling* and *holy* weapon fusions. It has the analog weapon trait and 1 bulk, and is worth 71,500 credits.

SCALING ENCOUNTER B7

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

Reduce the Fortitude save DC, KAC, and caster level DC by 1. Reduce the skill check DCs by 2.

Centuries ago, a siccrite starmetal dragon (*Alien Archive 3 22*) crashed to the surface of Aucturn and perished. The antiquarians of the repository received visions of this calamity and retrieved the corpse of the rare beast. They incorporated its body into their tower, adding its wisdom to the repository. Although deceased, the dragon still retains a spark of its memory.

Treasure: A PC can commune with the residual memory of the dragon by touching the corpse and meditating for a round. The fickle dragon once possessed great power and purpose, which it hopes to pass on to a new bearer. PCs that commune with it can attempt a DC 34 Bluff, Diplomacy, or Intimidate check (DC 37 for Levels 13–14), to convince the dragon of their worthiness. On a success, tendrils shoot from the dragon into the PC and impart them with a fraction of the dragon's power, which functions identically to a *mk 2 personal upgrade* (or *mk 3 personal upgrade* for Levels 13–14). The dragon can give this gift to each PC only once.

B5. THE GIBBERING PILLAR

Thousands of gaping mouths line the walls of this room, filling it with gibbering voices and a susurrus of murmurs. Snake-like worms covered with arcane sigils crawl in and out of the mouths continuously.

The orocorans have rendered down enormous amounts of data and infused it into this statue, which is covered with constantly murmuring mouths.

Dridapex explains that the worms are called knowledge worms, and their purpose is to organize the data.

Treasure: The PCs can coax a knowledge worm into their service by deciphering a portion of the complex knowledge that suffuses the room. This can be accomplished with a successful DC 34 Culture or Mysticism check (DC 37 for Levels 13–14) to analyze the multitude of occult whispers. If successful, a knowledge worm crawls from the walls and forms itself into a circlet for the PC, which functions like a *mk 3 mindlink circlet* (*Starfinder Core Rulebook 227*). Once one worm is coaxed down, the others all burrow into temporary hibernation. Catching the worms by hand does nothing.

B6. THE ASSIMILATION CHAMBER

This pillar is covered with organic growths that shimmer and jolt with sparks of energy. In the center of the structure, an ornate and ancient greatsword is embedded within a massive boulder of flesh, which seems to quiver with a ponderous alien heartbeat.

The scholars of the repository use this structure to break down powerful artifacts and render them into magical components that function similarly to weapon fusions.

Treasure: Centuries ago, the scholars' visions led them to recover a powerful holy sword crafted by ancient civilizations of lost Golarion. They embedded the blade into this room, but its holy nature proved resistant to the corroding assimilation of the repository. Instead, it has languished for years, unable to be destroyed. PCs can attempt to draw the blade free from the mound of flesh with a DC 34 Athletics check (DC 37 for Levels 13–14). Lawful good PCs receive a +4 circumstance bonus to this check. On a success, they recover the blade, which is the *corroded vengeance* (see sidebar). On a failure, the blade is reflexively drawn deeper into the floor of the tower, increasing the DC by 2 for the next attempt. After three failures, the blade is drawn into the floor completely and lost. As the blade disappears, however, the wound oozes forth a *wounding fusion seal* (*Starfinder Core Rulebook 195*).

B7. THE HALL OF SLUMBERING KINGS

Organic tissues and membranes coat the surfaces of this room. Hundreds of embedded alien corpses form grotesque walls, their arms crossed in funerary poses. Each wears ornate robes,

once rich and regal, but now tattered and soiled with age. A malevolent energy hangs in the still air, as if a predator waits to pounce just out of sight.

In this room, the scholars of the repository assimilate their collected corpses into the tower, adding to its power. Hundreds of orocoran Ichor Lords are embedded in the walls of this room, filling the area with latent psychic energy. After reaching this area, Dridapex explains that the might of these slumbering kings must be challenged to quell the ire of the tower.

Hazard: When the PCs enter this area, ghostly apparitions of the slain Ichor Lords claw free from the walls and test the will of any interlopers. The kings march inexorably toward their foes, filling the room with waves of psychic energy and draining away creatures' vitality. Each round at the end of their turn, all creatures inside the room must succeed at a DC 19 Fortitude save (DC 21 for Levels 13–14) or become fatigued. Creatures already fatigued instead become exhausted; creatures that are exhausted instead fall unconscious until removed from the room or cured with a *restoration* spell or similar effect. Each round, a PC in the room can attempt to test the will of the kings by performing a feat of strength, as follows.

- PCs can cross blades with a king, parrying their ghostly attacks and standing resolute. This requires the PC to make a successful melee attack roll against a KAC of 30 (KAC 32 for Levels 13–14).
- PCs can rebut the psychic energy of the kings with a successful DC 25 Caster Level check (DC 27 for Levels 13–14). PCs can expend one spell slot to receive a bonus to this check equal to the spell level of the slot expended.
- PCs can dishearten the kings by performing a speech or feat of strength with a successful DC 34 Athletics, Diplomacy, or Intimidate check (DC 37 for Levels 13–14).
- At your discretion, creative PCs can use another skill or class ability to demonstrate their prowess, using the DCs provided above.

Each PC can attempt a total of three checks to impress the kings; to successfully return them to their slumber, each PC must earn at least one success. Keep track of the total number of successes that the PCs collectively earn. When the last PC succeeds at a check or attack, if the total number of successes is equal to double the number of PCs (for instance, a group of four PCs accrues eight successes), the PCs impress the kings enough to rouse them from slumber, gaining their aid in the final battle.

Development: When the PCs are finished attempting to impress the kings, the ghostly apparitions fade. A gust of wind rushes through the tower, and the flesh bubble at its pinnacle recedes, clearing the way to the top of the tower. If the PCs accrued enough additional successes, nearly a dozen corpses are roused from their slumber. The Ichor Lords tear themselves free from the wall and march up the stairs to aid the PCs against Kelria, as described in area **B8**.



PARALICTOR KELRIA

B8. CONFRONTING KELRIA (CR 16 OR CR 18)

If the PCs reach this area without clearing the other threats first, they're confronted at the top of the tower by a thick wall of flesh, created by the repository to trap the

Hellknights within and prevent them from damaging the complex further. This toughened shell is as durable as a starship bulkhead (break DC 55, Hardness 35, 2,400 Hit Points). Dridapex

advises the PCs against attempting to break through it. If the PCs use magic or some other creative means to transport themselves directly to the other side, run the encounter with the Hellknights as normal. In this event, after defeating the Hellknights, the flesh bubble recedes; Dridapex requests that the PCs clear out the rest of the invaders and hazards in the tower before handing over the data they require. Otherwise, the flesh bubble recedes when the PCs have overcome the challenges in areas **B1** through **B7**.

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

The entire floor of this tower is one large chamber whose ceiling is held aloft by four stone columns. A spongy organic material covers much of the floor, and pools of roiling orange slime are scattered across the room. Most of these slime pools are set aflame, casting a baleful flickering light over the area. Blackened scorch marks cover the walls and floor.

Kelria and her team of Hellknights arrived at the Repository of Restoration shortly before the PCs and burned their way to the top of the tower, where the scholars store the majority of their data in the form of pools of organic slurry. As they set these data pools ablaze, the tower clamped down on the Hellknights, sealing them within this room. With their mission of destroying the data pools accomplished, the Hellknights have been setting explosive charges near the entrance to this room, attempting to blast their way out and retreat to orbit. When the PCs lower the flesh wall, Kelria calls her minions back and prepares for combat.

Hazard: The slime pools within this room are on fire. Creatures that fall into a pool take 5d6 A and 5d6 F damage each round they are submerged in the pool. Each pool is 5 feet deep and requires a DC 10 Athletics check to escape.

Creatures: For Levels 11–12, a squad of four Hellknight fire support soldiers accompany Kelria in this area. For Levels 13–14, a gelugon devil also accompanies the Hellknights. During combat, Kelria dashes from enemy to enemy, using her infernal rampage ability to reposition and avoid hellfire missiles. As non-natives to Aucturn, Kelria and her minions are affected by its high gravity. For Levels 13–14, the gelugon devil uses its infernal tactician ability each round, allowing its allies to reposition.

If a PC previously met Kelria in *Starfinder Society Scenario #1-11: In Pursuit of the Scoured Past*, Kelria calls out to that PC when battle begins:

“You!” Paralictor Kelria exclaims. “I remember you, Starfinder. I have tasted your memories. They tasted... weak.”

PCs who tasted Kelria’s memory during the psychic feast from *In Pursuit of the Scoured Past* can use a swift action each round to make an Intimidate check to demoralize Kelria by recalling her memories and past sins. Alternatively, they can use this swift action to give themselves or an ally a +2 circumstance bonus on attack rolls against Kelria for one round.

In addition to the combatants above, Kelria also brought a team of three Hellknight signifers who serve as her heavy ordinance specialists. There is one signifer at the north, northeast, and northwest corners of the room. Each signifer is unarmed save for a large targeting cannon, which glows with eldritch symbols. These targeting cannons are linked to Kelria’s battleship in orbit above Aucturn. Each round, a Hellknight signifer can use the targeting cannon to mark a creature with an infernal rune. When a target has acquired three infernal runes, their position is sufficiently triangulated for the battleship to launch a hellfire missile, which crashes through the ceiling. While normal missiles would lose telemetry within Aucturn’s strange atmosphere, each of these Hellknight missiles is possessed by a minor devil, which guides the explosive with hellish glee.

At initiative count 10 each round, any creatures that currently have three infernal runes are struck by a hellfire missile, which deals 3d12 F and 3d12 P damage to all creatures in a 5-foot radius (Reflex DC 19 for half). This functions identically to a 4th-level *summon creature* spell, summoning an elemental with the devil graft in a square adjacent to the target (see page 21). If the target of the missile is already slain or not available to attack, the devil attacks the nearest creature instead. For Levels 13–14, the hellfire missiles deal 4d12 F and 4d12 P, have a Reflex DC of 21, and trigger a 5th-level *summon creature* spell when they explode (see page 26). PCs can hack an infernal rune with a successful DC 34 Computers or Mysticism check (DC 37 for Levels 13–14). On a success, they can transfer all the runes on a target to a new creature or location.

Using the targeting cannons requires both technical and arcane expertise; the signifers remain stationary and take no other actions during combat. For Levels 11–12, each signifer has the following statistics: **Init:** +4; **EAC** 19, **KAC** 20, **HP** 105, **Fort** +7, **Ref** +7, **Will** +11. For Levels 13–14, each signifer has the following statistics: **Init:** +4, **EAC** 22, **KAC** 23, **HP** 140, **Fort** +9, **Ref** +9, **Will** +13.

The Slumbering Kings: If the PCs successfully recruited the aid of the slumbering kings in area **B7**, the Ichor Lords rush into the room to attack the Hellknights. At initiative count 0 each round, the horde of orcorans descends on a random signifer or summoned devil (except the gelugon), killing their target instantly in a flurry of attacks. After all the signifers and summoned devils are slain, the Ichor Lords cease fighting and feast on the corpses.

LEVELS 11–12 (CR 16)

HELLKNIGHT FIRE SUPPORT (4) CR 11

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PARALICTOR KELRIA CR 14

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SUMMONED DEVIL CR 5

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LEVELS 13–14 (CR 18)

HELLKNIGHT FIRE SUPPORT (4) CR 11

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GELUGON CR 13

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PARALICTOR KELRIA CR 16

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SUMMONED DEVIL CR 7

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Development: After the battle, the PCs have time to survey the damage to the data pools. A successful DC 34 Life Science or Physical Science check is enough to determine that the pools are so charred that only a few fragments of information remain. The data shard that the PCs are after is no longer accessible.

At this point, provided that the PCs have overcome the challenges in areas **B1** through **B7**, Dridapex thanks the PCs for their aid and reveals that all is not lost. In addition to the living matter of the tower, each of the scholars of the Repository of Restoration also contains data within their genetic code. The final data segment that the PCs seek is currently housed safely within Dridapex, who offers to give the PCs a blood sample for them to decipher back at the Lorespire Complex. Dridapex explains that their primary directive was to repel all hostile invaders from the

repository, which is why Dridapex waited until the PCs proved their true intentions before revealing the information they seek.

CONCLUSION

After returning to the Lorespire Complex, the PCs can present the third data shard to Guidance for deciphering. Guidance thanks them for accomplishing this dangerous mission and handling a matter of such importance.

The scene described below assumes that by this point the PCs acquired all three data segments. If all the PCs have not played the previous adventures, then they have several choices. If some players want to complete the series before seeing the conclusion, you should offer these players the chance to leave the table before playing out the scene. Alternatively, if all the players are part of a group planning on completing the series together, you can save this scene for them until they have completed all three segments of the adventure.

Read or paraphrase the following for players who are ready to complete the Fleeting Truth arc.

"Thank you, Starfinders," Guidance intones. "Your efforts to reclaim these data shards went beyond the normal call of duty. Now that this data is once again stored within the Lorespire Complex, I am able to decipher the data segments and uncover the original information hidden years ago by First Seeker Brezzist. As you may recall, almost two centuries ago, the Starfinder Society discovered a mysterious vessel in Near Space and sent a team of agents to intercept the ship. The agents were able to explore the ship for only a short period of time, for their investigation triggered some sort of self-destruct mechanism. They barely escaped the doomed vessel with their lives and only a small sample of data."

"After analysis, the data revealed a shocking truth. The mysterious ship had been programmed to travel to the outer edge of the Pact Worlds and relay information that infested local infospheres and digital constructs to seed a concept: a branch of Singularitism that believes that all life must be converted to machines to achieve the singularity godhead. This branch calls itself the Mechanized Adherents of the Apotheosis, a title that those outside the group often shorten to Mechanizers. Needless to say, the fact that some outside force planted the seeds of a major religion within the Pact Worlds has troubling implications. When this was discovered, the Pact Worlds were

still reeling from the Stardust Plague and ongoing conflicts with the Veskarium. Rather than risk triggering massive civil unrest, First Seeker Brezzist chose to hide this data instead of releasing the information.

"I informed First Seeker Ehu Hadif of these secrets, but he is conscious of his newly acquired role and does not wish for one of his first acts to be overruling the decision of a well-respected previous First Seeker. So, Ehu Hadif has chosen to leave the decision of what to do with this data up to me. The Starfinder Society faces troubling times, and I believe that to survive and thrive, our organization must rely on the wisdom and judgment of our best and brightest members. For this reason I, in turn, have decided to share this decision with you.

"If you wish, the information that you recovered can finally be revealed to the Pact Worlds, potentially triggering conflict and unrest. Alternatively, the Starfinder Society can continue to keep this information secret and avoid any question of wide-scale panic, but ultimately hiding the truth from the masses. What is your counsel on this matter?"

Guidance listens with interest to PCs' discussion, and ultimately supports the group's decision. If the group cannot come to a consensus, Guidance takes a vote and rules in favor of the majority. In the event of a tie, Guidance decides to keep the information hidden for now.

REPORTING NOTES

If the PCs decide to reveal the data shards' contents to the wider Pact Worlds, check box A. If they agree to keep it secret, check box B.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they retrieve the third data segment from Dridapex. Doing so earns each PC 1 Fame and 1 Reputation for their selected faction.

SECONDARY OBJECTIVES

If the PCs complete their mission without taking any significant breaks (such as a 10-minute rest to recover Stamina), they defeat the Hellknights quickly enough to salvage some data from the top of the tower, earning the gratitude of the scholars of the repository. They earn 1 additional Fame and 1 Reputation for their current faction.

APPENDIX 1: LEVEL 11–12 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 11th level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

ENCOUNTER A1 (LEVELS 11–12)

HIGHSTALKER CR 13

Variant void troll (*Starfinder Alien Archive* 3 120)

CE Large humanoid (giant)

Init +4; **Senses** blindsense (scent) 60 ft., darkvision 60 ft., low-light vision; **Perception** +23

DEFENSE HP 215 RP 5

EAC 27; **KAC** 29

Fort +17; **Ref** +15; **Will** +12

Defensive Abilities regeneration 15 (acid), void adaptation, void hide; **Immunities** disease, off-kilter, poison; **SR** 24

OFFENSE

Speed 40 ft.

Melee bite +26 (3d12+19 P; critical wound [DC 19]) or claw +26 (2d12+19 S; critical wound [DC 19])

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

Offensive Abilities Maul, voice of Carsai

STATISTICS

Str +6; **Dex** +4; **Con** +8; **Int** -2; **Wis** +0; **Cha** -2

Skills Athletics +28; Intimidate +23

Languages Common

Other Abilities tracking (scent)

SPECIAL ABILITIES

Maul (Ex) If the highstalker hits the same target with two claw attacks during the same turn, it can attempt a bite attack against that target with a -6 penalty to the attack roll.

Voice of Carsai (Su) Once per day as a standard action, the highstalker can issue an utterance that fills a victim's mind with visions of the glory of Carsai. This functions as *greater command* (Will DC 19 negates) and lasts for up to 13 rounds.

Void Hide (Ex) The highstalker can reflect some effects back at attackers or casters within 100 feet by spending 1 Resolve Point to do so, limited by the following parameters. If an attack misses the highstalker by 5 or fewer, as a reaction the highstalker can reflect the attack back at the attacker. The reflected attack deals the damage the highstalker would have taken, up to 30 damage (Reflex DC 19 for half). Similarly, if a spell of 4th level or lower targets the highstalker directly and fails to overcome its SR, as a reaction the highstalker can reflect the spell back at its caster as if the caster had been the target. This ability doesn't work on effects that include the highstalker as one of multiple targets.

SCALING ENCOUNTER A1

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

An eldritch surge has temporarily weakened the troll, giving it the sickened condition and reducing its Hit Points by 20.

ENCOUNTER B1 (LEVEL 11–12)

RIME AND THAW (2) CR 15

LE Large outsider (devil, evil, extraplanar, lawful)

Init +5; **Senses** darkvision 60 ft., see in darkness; **Perception** +23

Aura frightful presence (10 ft., DC 19)

DEFENSE HP 200

EAC 27; **KAC** 29

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

Defensive Abilities regeneration 5 (good); **DR** 10/good;

Immunities fire, cold, poison; **Resist** acid 10; **SR** 23

OFFENSE

Speed 40 ft.; fly 60 ft. (average)

Melee spear +27 (3d12+21 P; critical wound [DC 19] plus slow) or tail +27 (3d12+21 B; critical wound [DC 19] plus slow)

Ranged glacial coolant sprayer +25 (2d6+13 C; critical staggered [DC 19])

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

Offensive Abilities slow

Spell-Like Abilities (CL 13th; ranged +25)

Constant—*flight* (3rd level; self only)

1/day—*summon allies* (1 *gelugon* 35%)

At will—*holographic image* (5th level; DC 22), *teleport* (self plus 50 lbs. of objects only)

STATISTICS

Str +8; **Dex** +6; **Con** +4; **Int** +7; **Wis** +4; **Cha** +4

Skills Acrobatics +23, Athletics +23, Bluff +28, Culture +23,

Diplomacy +23, Intimidate +23, Mysticism +23, Sense Motive +28, Stealth +23

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

Other Abilities infernal tactician

Gear glacial coolant sprayer^{AR}

SPECIAL ABILITIES

Slow (Su) A hit from a *gelugon's* tail or spear induces numbing cold. The opponent must succeed at a DC 19 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. This effect comes from the devil in the case of its weapon; it is not a quality possessed by the spear itself.

Infernal Tactician (Ex) A *gelugon's* logical mind devises genius tactics from its perfect memory. As a move action, it can telepathically send a tactical repositioning to its allies, allowing all commanded or allied evil creatures in the range of its telepathy to immediately move 30 feet.

SCALING ENCOUNTER B1

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

Rime and Thaw are both fatigued due to prolonged time spent in high gravity.

ENCOUNTER B3 (LEVEL 11–12)

OROCORAN HORDE

CR 15

CE medium monstrous humanoid (troop)

Init +9; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +26**DEFENSE** **HP** 275**EAC** 29; **KAC** 31**Fort** +17; **Ref** +17; **Will** +13 (+15 vs. mind-affecting effects)**Defensive Abilities** troop defenses; **Immunities** troop immunities**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** troop attack (6d4+15 P plus cling [DC 21])**Space** 20 ft.; **Reach** 5 ft.**Offensive Abilities** hallucinate, projectile vomit**Spell-Like Abilities** (CL 15th)1/day—*augury*Constant—*see invisibility***STATISTICS****Str** +0; **Dex** +9; **Con** +7; **Int** -1; **Wis** +1; **Cha** +5**Skills** Mysticism +31, Stealth +26, Survival +26**Languages** Aklo (can't speak any language); limited telepathy 60 ft.**SPECIAL ABILITIES**

Cling (Ex) Each creature that takes damage from the horde's troop attack must succeed at a DC 21 Reflex save or gain the flat-footed and off-target conditions until the end of the horde's next turn as orocorans cling to the target's body, throwing off their aim and balance. If the target is already flat-footed and off-target when they fail their save, they are also knocked prone.

Hallucinate (Ex) An orocoran's stomach fluids are laced with the narcotic black ichor of Aucturn. A creature hit with the orocoran's projectile vomit must succeed at a DC 21 Will save or be confused (as per *confusion*) for 1d4 rounds.

Projectile Vomit (Ex) Once every 1d4 rounds, an orocoran horde can fire a barrage of projectile vomit as a standard action. This attack takes the form of a 30-foot cone, which can start from the corner of any square in the horde's space. All creatures in the cone take 16d6 A (Reflex DC 21 for half) and are subjected the horde's *hallucinate* ability.

Troop Attack (Ex) The creature doesn't make standard melee attacks. Instead, it deals automatic damage to any creature within reach or whose space it occupies at the end of its turn, with no attack roll needed. A troop threatens all creatures within its reach or within its area and resolves attacks of opportunity by dealing automatic troop damage to any foe in reach who provokes an attack of opportunity. A troop is still limited to making one such attack per round unless stated otherwise. A troop can perform grapple and sunder combat maneuvers, but no other combat maneuvers, unless the troop's description states otherwise.

SCALING ENCOUNTER B3

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

The orocoran horde is still weakened from the Hellknight attack. Reduce the DCs of its Cling and Hallucinate abilities by 1, its EAC and KAC by 1, and its Hit Points by 25.

Troop Defenses (Ex) Troops take damage from attacks differently depending on how the attack targets them. A troop takes half damage from attacks that effect a single target (such as shot from a semi-auto pistol). A troop is immune to effects that target a specific number of creatures (including single-target spells and multiple-target spells such as *haste*).

A troop takes half again as much damage (+50%) from effects that affect all targets in an area, such as grenades, blast and explode weapons, and many evocation spells.

A troop takes normal damage from an attack or effect that affects multiple targets (including lines and fully automatic mode attacks). For the purposes of the automatic weapon special property, a troop counts as five targets. For example, if an automatic attack is made using 12 rounds of ammunition, it can attack a maximum of six targets, so it can damage a troop normally. However, if two other targets are closer to the attacker than the troop, they must be attacked first, leaving only four attacks to target the troop, so it takes no damage.

Troop Immunities (Ex) Troops are immune to the following effects, unless the effect specifies it works against swarms or troops.

- Pinned, prone, staggered, and stunned.
- Combat maneuvers—a troop can't be subject to combat maneuvers, unless it's affected by area effects that include such effects or unless the troop's description says otherwise.
- Flanking—troops are unflankable.
- Dying—a troop reduced to 0 Hit Points breaks up and is effectively destroyed, though individual members of it might survive.

ENCOUNTER B8 (LEVEL 11–12)

HELLKNIGHT FIRE SUPPORT (4) CR 11

Human soldiers
LE medium humanoid (human)

Init +7; **Perception** +20

DEFENSE HP 180 RP 4

EAC 24; **KAC** 26

Fort +13; **Ref** +11; **Will** +14

OFFENSE

Speed 35 ft.

Melee white star flare axe +20 (3d10+11 E & F; critical burn 1d10)

Ranged blaze igniter +23 (ignite 3d6 [DC 34]; critical burn 3d6) or advanced petrol converter +23 (3d6+11 F or A)

Space 5 ft.; **Reach** 5 ft.

Offensive Abilities intense focus, fighting styles (blitz, sharpshoot), focus fire, sniper's aim, soldier's onslaught

STATISTICS

Str +5; **Dex** +8; **Con** +3; **Int** +0; **Wis** +1; **Cha** +0

Skills Athletics +25, Intimidate +20, Medicine +20, Survival +20

Feats coordinated shot, deadly aim, quickdraw

Languages Common, Infernal

Gear advanced petrol converter^{AR}, blaze igniter^{AR}, vesk overplate III, white star flare axe^{AR}

SPECIAL ABILITIES

Purging Flames (Ex) A Hellknight Fire Support's attacks deal an additional 1d6 F damage to creatures that have the burning condition.

PARALICTOR KELRIA CR 14

Vesk soldier
LE medium humanoid (vesk)

Init +10; **Senses** low-light vision; **Perception** +25

DEFENSE HP 300 RP 6

EAC 28; **KAC** 30 (+2 vs. combat maneuvers)

Fort +16; **Ref** +14; **Will** +16 (+2 vs. fear effects)

Defensive Abilities armor savant

OFFENSE

Speed 30 ft., fly 30 ft.

Melee unarmed strike +27 (3d10+1d6+27 B)

Ranged wyvern dragon rifle +24 (6d6+14 F; critical burn 3d4) or frag grenade V +24 (explode [15 ft., 10d6 P])

Space 5 ft. (10 ft. in armor); **Reach** 5 ft. (10 ft. in armor)

Offensive Abilities charge attack, fighting styles (armor storm, blitz), infernal rampage, natural weapons, smash through, soldier's onslaught

STATISTICS

Str +9; **Dex** +6; **Con** +4; **Int** +0; **Wis** +3; **Cha** +2

Skills Athletics +30, Intimidate +25, Survival +25

Feat Coordinated Shot

Languages Common, Infernal

Gear commander's harness^{AR}, jetpack, wyvern dragon rifle^{AR}, frag grenades V (2)

SCALING ENCOUNTER B8

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

Remove two Hellknight fire support soldiers from the encounter.

SPECIAL ABILITIES

Fanatical Resolve (Ex) As a reaction after a failed saving throw, Kelria can spend 2 Resolve Points to attempt a new save against the same effect.

Infernal Rampage (Ex) Kelria can spend 1 Resolve Point to fire the infernal engines within her armor at her initiative count – 10. She can move or fly up to 120 ft. (or 60 ft. in high gravity) and move through the space of any creatures that are at least one size category smaller than her, dealing 3d10+1d6+27 B to each creature in her path. Each creature whose space she moves through can attempt a DC 20 Reflex save to take half damage. If it attempts this save, it can't make an attack of opportunity against Kelria due to her movement. Additionally, all creatures damaged by this attack must succeed a DC 20 Reflex saving throw or gain the burning condition (3d6 F).

SUMMONED DEVIL CR 5

LE Large outsider (devil, evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., see in darkness; **Perception** +11

DEFENSE HP 70

EAC 17; **KAC** 19

Fort +9; **Ref** +7; **Will** +4

DR 5/good; regeneration 5 (good); **Immunities** fire, poison;

Resistances acid 5, cold 5

OFFENSE

Speed 30 ft.

Melee claw +15 (1d6+10 S)

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

STATISTICS

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

Skills Acrobatics +11, Athletics +11, Bluff +11, Mysticism +11

Languages Common, Infernal

APPENDIX 2: LEVEL 13–14 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 13th level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

ENCOUNTER A1 (LEVELS 13–14)

HIGHSTALKERS (2) CR 13

Variant void troll (*Starfinder Alien Archive* 3 120)

CE Large humanoid (giant)

Init +4; **Senses** blindsense (scent) 60 ft., darkvision 60 ft., low-light vision; **Perception** +23

DEFENSE HP 215 RP 5

EAC 27; **KAC** 29

Fort +17; **Ref** +15; **Will** +12

Defensive Abilities regeneration 15 (acid), void adaptation, void hide; **Immunities** disease, off-kilter, poison; **SR** 24

OFFENSE

Speed 40 ft.

Melee bite +26 (3d12+19 P; critical wound [DC 19]) or claw +26 (2d12+19 S; critical wound [DC 19])

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

Offensive Abilities Maul, voice of Carsai

STATISTICS

Str +6; **Dex** +4; **Con** +8; **Int** -2; **Wis** +0; **Cha** -2

Skills Athletics +28; Intimidate +23

Languages Common

Other Abilities tracking (scent)

SPECIAL ABILITIES

Maul (Ex) If the highstalker hits the same target with two claw attacks during the same turn, it can attempt a bite attack against that target with a -6 penalty to the attack roll.

Voice of Carsai (Su) Once per day as a standard action, the highstalker can issue an utterance that fills a victim's mind with visions of the glory of Carsai. This functions as *greater command* (Will DC 19 negates) and lasts for up to 13 rounds.

Void Hide (Ex) The highstalker can reflect some effects back at attackers or casters within 100 feet by spending 1 Resolve Point to do so, limited by the following parameters. If an attack misses the highstalker by 5 or fewer, as a reaction the highstalker can reflect the attack back at the attacker. The reflected attack deals the damage the highstalker would have taken, up to 30 damage (Reflex DC 19 for half). Similarly, if a spell of 4th level or lower targets the highstalker directly and fails to overcome its SR, as a reaction the highstalker can reflect the spell back at its caster as if the caster had been the target. This ability doesn't work on effects that include the highstalker as one of multiple targets.

SCALING ENCOUNTER A1

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

An eldritch surge has temporarily weakened the trolls, giving them the sickened condition and reducing their Hit Points by 20.

ENCOUNTER B1 (LEVELS 13–14)

GELUGONS (4) CR 17

LE Large outsider (devil, evil, extraplanar, lawful)

Init +5; **Senses** darkvision 60 ft., see in darkness; **Perception** +23

Aura frightful presence (10 ft., DC 19)

DEFENSE HP 200

EAC 27; **KAC** 29

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

Defensive Abilities regeneration 5 (good); **DR** 10/good;

Immunities fire, cold, poison; **Resist** acid 10; **SR** 23

OFFENSE

Speed 40 ft.; fly 60 ft. (average)

Melee spear +27 (3d12+21 P; critical wound [DC 19] plus slow) or tail +27 (3d12+21 B; critical wound [DC 19] plus slow)

Ranged glacial coolant sprayer +25 (2d6+13 C; critical staggered [DC 19])

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

Offensive Abilities slow

Spell-Like Abilities (CL 13th; ranged +25)

Constant—*flight* (3rd level; self only)

1/day—*summon allies* (1 gelugon 35%)

At will—*holographic image* (5th level; DC 22), *teleport* (self plus 50 lbs. of objects only)

STATISTICS

Str +8; **Dex** +6; **Con** +4; **Int** +7; **Wis** +4; **Cha** +4

Skills Acrobatics +23, Athletics +23, Bluff +28, Culture +23,

Diplomacy +23, Intimidate +23, Mysticism +23, Sense Motive +28, Stealth +23

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

Other Abilities infernal tactician

Gear glacial coolant sprayer^{AR}

SPECIAL ABILITIES

Slow (Su) A hit from a gelugon's tail or spear induces numbing cold. The opponent must succeed at a DC 19 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. This effect comes from the devil in the case of its weapon; it is not a quality possessed by the spear itself.

Infernal Tactician (Ex) A gelugon's logical mind devises genius tactics from its perfect memory. As a move action, it can telepathically send a tactical repositioning to its allies, allowing all commanded or allied evil creatures in the range of its telepathy to immediately move 30 feet.

SCALING ENCOUNTER B1

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

Remove one gelugon from the encounter.

ENCOUNTER B3 (LEVELS 13–14)

OROCORAN HORDES (2) **CR 17**

CE medium monstrous humanoid (troop)

Init +9; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +26

DEFENSE **HP** 275

EAC 29; **KAC** 31

Fort +17; **Ref** +17; **Will** +13 (+15 vs. mind-affecting effects)

Defensive Abilities troop defenses; **Immunities** troop immunities

OFFENSE

Speed 30 ft., climb 30 ft.

Melee troop attack (6d4+15 P plus cling [DC 21])

Space 20 ft.; **Reach** 5 ft.

Offensive Abilities hallucinate, projectile vomit

Spell-Like Abilities (CL 15th)

1/day—*augury*

Constant—*see invisibility*

STATISTICS

Str +0; **Dex** +9; **Con** +7; **Int** -1; **Wis** +1; **Cha** +5

Skills Mysticism +31, Stealth +26, Survival +26

Languages Aklo (can't speak any language); limited telepathy 60 ft.

SPECIAL ABILITIES

Cling (Ex) Each creature that takes damage from the horde's troop attack must succeed at a DC 21 Reflex save or gain the flat-footed and off-target conditions until the end of the horde's next turn as orocorans cling to the target's body, throwing off their aim and balance. If the target is already flat-footed and off-target when they fail their save, they are also knocked prone.

Hallucinate (Ex) An orocoran's stomach fluids are laced with the narcotic black ichor of Aucturn. A creature hit with the orocoran's projectile vomit must succeed at a DC 21 Will save or be confused (as per *confusion*) for 1d4 rounds.

Projectile Vomit (Ex) Once every 1d4 rounds, an orocoran horde can fire a barrage of projectile vomit as a standard action. This attack takes the form of a 30-foot cone, which can start from the corner of any square in the horde's space. All creatures in the cone take 16d6 A (Reflex DC 21 for half) and are subjected the horde's *hallucinate* ability.

Troop Attack (Ex) The creature doesn't make standard melee attacks. Instead, it deals automatic damage to any creature within reach or whose space it occupies at the end of its turn, with no attack roll needed. A troop threatens all creatures within its reach or within its area and resolves attacks of opportunity by dealing automatic troop damage to any foe in reach who provokes an attack of opportunity. A troop is still limited to making one such attack per round unless stated otherwise. A troop can perform grapple and sunder combat maneuvers, but no other combat maneuvers, unless the troop's description states otherwise.

SCALING ENCOUNTER B3

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

The orocoran hordes are still weakened from the Hellknight attack. Reduce the DC of their Cling and Hallucinate abilities by 1, their EAC and KAC by 1, and their Hit Points by 25.

Troop Defenses (Ex) Troops take damage from attacks differently depending on how the attack targets them. A troop takes half damage from attacks that effect a single target (such as shot from a semi-auto pistol). A troop is immune to effects that target a specific number of creatures (including single-target spells and multiple-target spells such as *haste*).

A troop takes half again as much damage (+50%) from effects that affect all targets in an area, such as grenades, blast and explode weapons, and many evocation spells.

A troop takes normal damage from an attack or effect that affects multiple targets (including lines and fully automatic mode attacks). For the purposes of the automatic weapon special property, a troop counts as five targets. For example, if an automatic attack is made using 12 rounds of ammunition, it can attack a maximum of six targets, so it can damage a troop normally. However, if two other targets are closer to the attacker than the troop, they must be attacked first, leaving only four attacks to target the troop, so it takes no damage.

Troop Immunities (Ex) Troops are immune to the following effects, unless the effect specifies it works against swarms or troops.

- Pinned, prone, staggered, and stunned.
- Combat maneuvers—a troop can't be subject to combat maneuvers, unless it's affected by area effects that include such effects or unless the troop's description says otherwise.
- Flanking—troops are unflankable.
- Dying—a troop reduced to 0 Hit Points breaks up and is effectively destroyed, though individual members of it might survive.

ENCOUNTER B8 (LEVELS 13–14)

HELLKNIGHT FIRE SUPPORT (4) CR 11

Human soldiers
LE medium humanoid (human)

Init +7; **Perception** +20

DEFENSE HP 180 RP 4

EAC 24; **KAC** 26

Fort +13; **Ref** +11; **Will** +14

OFFENSE

Speed 35 ft.

Melee white star flare axe +20 (3d10+11 E & F; critical burn 1d10)

Ranged blaze igniter +23 (ignite 3d6 [DC 34]; critical burn 3d6) or advanced petrol converter +23 (3d6+11 F or A)

Space 5 ft.; **Reach** 5 ft.

Offensive Abilities intense focus, fighting styles (blitz, sharpshoot), focus fire, sniper's aim, soldier's onslaught

STATISTICS

Str +5; **Dex** +8; **Con** +3; **Int** +0; **Wis** +1; **Cha** +0

Skills Athletics +25, Intimidate +20, Medicine +20, Survival +20

Feats coordinated shot, deadly aim, quickdraw

Languages Common, Infernal

Gear advanced petrol converter^{AR}, blaze igniter^{AR}, vesk overplate III, white star flare axe^{AR}

SPECIAL ABILITIES

Purging Flames (Ex) A Hellknight Fire Support's attacks deal an additional 1d6 F damage to creatures that have the burning condition.

SCALING ENCOUNTER B8

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

Remove the gelugon and two Hellknight fire support soldiers from the encounter.

GELUGON CR 13

LE Large outsider (devil, evil, extraplanar, lawful)

Init +5; **Senses** darkvision 60 ft., see in darkness; **Perception** +23

Aura frightful presence (10 ft., DC 19)

DEFENSE HP 200

EAC 27; **KAC** 29

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

Defensive Abilities regeneration 5 (good); **DR** 10/good;

Immunities fire, cold, poison; **Resist** acid 10; **SR** 23

OFFENSE

Speed 40 ft.; fly 60 ft. (average)

Melee spear +27 (3d12+21 P; critical wound [DC 19] plus slow) or tail +27 (3d12+21 B; critical wound [DC 19] plus slow)

Ranged glacial coolant sprayer +25 (2d6+13 C; critical staggered [DC 19])

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

Offensive Abilities slow

Spell-Like Abilities (CL 13th; ranged +25)

Constant—*flight* (3rd level; self only)

1/day—*summon allies* (1 gelugon 35%)

At will—*holographic image* (5th level; DC 22), *teleport* (self plus 50 lbs. of objects only)

STATISTICS

Str +8; **Dex** +6; **Con** +4; **Int** +7; **Wis** +4; **Cha** +4

Skills Acrobatics +23, Athletics +23, Bluff +28, Culture +23, Diplomacy +23, Intimidate +23, Mysticism +23, Sense Motive +28, Stealth +23

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

Other Abilities infernal tactician

Gear glacial coolant sprayer^{AR}

SPECIAL ABILITIES

Slow (Su) A hit from a gelugon's tail or spear induces numbing cold. The opponent must succeed at a DC 19 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. This effect comes from the devil in the case of its weapon; it is not a quality possessed by the spear itself.

Infernal Tactician (Ex) A gelugon's logical mind devises genius tactics from its perfect memory. As a move action, it can telepathically send a tactical repositioning to its allies, allowing all commanded or allied evil creatures in the range of its telepathy to immediately move 30 feet.

PARALICTOR KELRIA**CR 16**

Vesk soldier

LE medium humanoid (vesk)

Init +10; **Senses** low-light vision; **Perception** +28**DEFENSE** **HP** 360 **RP** 6**EAC** 30; **KAC** 32 (+2 vs. combat maneuvers)**Fort** +18; **Ref** +16; **Will** +18 (+2 vs. fear effects)**Defensive Abilities** armor savant**OFFENSE****Speed** 30 ft., fly 30 ft.**Melee** unarmed strike +30 (3d10+1d6+29 B)**Ranged** firedrake-class blaze rifle +27 (5d10+16 F; critical burn 4d6) or

frag grenade VI +27 (explode [15 ft., 12d6 P])

Space 5 ft. (10 ft. in armor); **Reach** 5 ft. (10 ft. in armor)**Offensive Abilities** charge attack, fighting styles (armor storm, blitz), infernal rampage, natural weapons, smash through, soldier's onslaught**STATISTICS****Str** +9; **Dex** +7; **Con** +5; **Int** +0; **Wis** +3; **Cha** +2**Skills** Athletics +33, Intimidate +28, Survival +28**Feat** coordinated shot**Languages** Common, Infernal**Gear** commander's harness^{AR}, jetpack, firedrake class blaze rifle^{AR}, frag grenades VI (2)**SPECIAL ABILITIES****Fanatical Resolve (Ex)** As a reaction after a failed saving throw, Kelria can spend 2 Resolve Points to attempt a new save against the same effect.**Infernal Rampage (Ex)** Kelria can spend 1 Resolve Point to fire the infernal engines within her armor at her initiative count - 10. She can move or fly up to 120 ft. (or 60 ft. in high gravity) and move through the space of any creatures that are at least one size category smaller than her, dealing 3d10+1d6+29 B to each creature in her path. Each creature whose space she moves through can attempt a DC 22 Reflex save to take half damage. If it attempts this save, it can't make an attack of opportunity against Kelria due to her movement. Additionally, all creatures damaged by this attack must succeed a DC 22 Reflex saving throw or gain the burning condition (3d6 F).**Purging Flames (Ex)** Kelria's attacks deal an additional 1d6 F damage to creatures that have the burning condition.**SUMMONED DEVIL****CR 7**

LE Huge outsider (devil, evil, extraplanar, lawful)

Init +4; **Senses** darkvision 60 ft., see in darkness; **Perception** +14**DEFENSE** **HP** 105**EAC** 19; **KAC** 21**Fort** +11; **Ref** +9; **Will** +6**DR** 5/good; regeneration 5 (good); **Immunities** fire, poison;**Resistances** acid 7, cold 7**OFFENSE****Speed** 30 ft.**Melee** claw +18 (2d6+12 S)**Space** 15 ft.; **Reach** 15 ft.**STATISTICS****Str** +5; **Dex** +3; **Con** +2; **Int** -3; **Wis** +0; **Cha** +0**Skills** Acrobatics +14, Athletics +14, Bluff +14, Mysticism +14**Languages** Common, Infernal

APPENDIX 3: GAME AIDS



GUIDANCE

HIGHSTALKER

DRIDAPEX

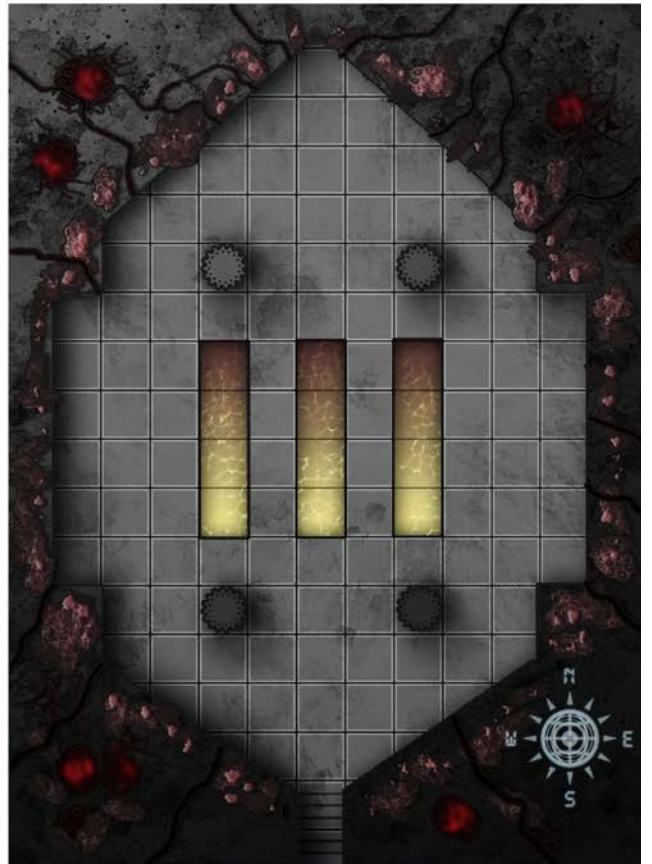
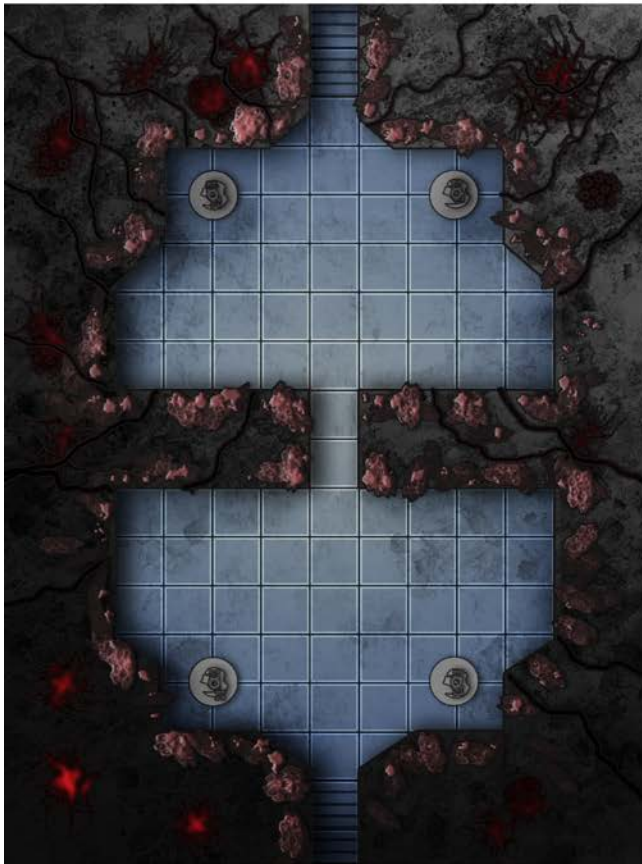
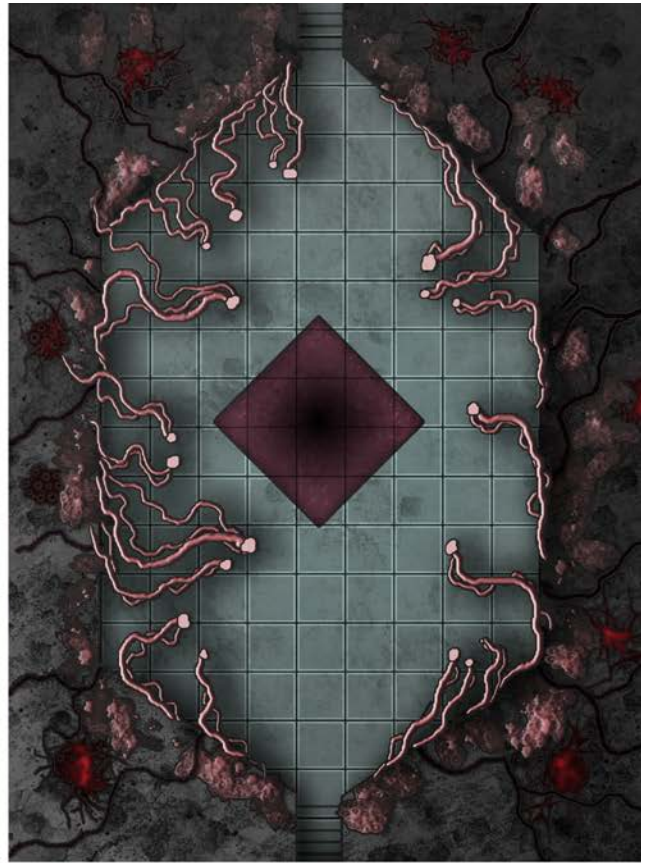
RIME



APPENDIX 3: GAME AIDS



**PARALICTOR
KELRIA**



ORGANIZED PLAY

REWARDS TABLE

ENCOUNTER	LEVEL 11-12 REWARD	OUT OF LEVEL REWARD	LEVEL 13-14 REWARD
A1	4,000 credits	7,333 credits	10,666 credits
B1	4,000 credits	7,334 credits	10,668 credits
B3	4,000 credits	7,333 credits	10,666 credits
B7	4,000 credits	7,334 credits	10,668 credits
B8	10,000 credits	18,333 credits	26,666 credits

REWARD CONDITIONS

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

A1: The PCs keep these rewards if they defeat the highstalker.

B1: The PCs keep these rewards if they defeat the gelugons.

B2: The PCs keep these rewards if they defeat the ichor tendrils.

B3: The PCs keep these rewards if they defeat the orocoran horde.

B7: The PCs keep these rewards if they overcome the slumbering kings.

B8: The PCs keep these rewards if they defeat Kelria and her forces.



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: -7	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Fame Earned:

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

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

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

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

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

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

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Scenario #3-20: Fleeting Truth: Everchanging Revelation

Character Chronicle #

A.K.A. _____

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

Adventure Summary

At Guidance's request, you traveled to Aucturn to find the third and final data shard containing a lost copy of sensitive information recovered by Starfinder agents nearly two hundred years ago. After surviving the labyrinthine Citadel of the Black, you helped an orocoran scholar named Dridapex purge their tower-archive of the Hellknights also seeking the same information. You ultimately defeated the Hellknights, preventing them from destroying the knowledge contained within the data segment. After consulting with Guidance, you chose to release the portentous information to the general public, or keep it safely hidden within the Society's Archives.

CORRODED VENGEANCE

The *corroded vengeance* is a unique 14th-level uncategorized two-handed advanced melee weapon that deals 5d10 S & P damage and has the *dispelling* and *holy* weapon fusions. It has the analog weapon trait and 1 bulk, and is worth 71,500 credits.

All Levels

advanced petrol converter (18,500; item level 10; *Starfinder Armory* 38)
 blaze igniter (34,200; item level 12; *Armory* 38)
 commander's harness (122,500; item level 15; *Armory* 75)
corroded vengeance (71,500; item level 14; see above)
 glacial coolant sprayer (41,000; item level 12; *Armory* 34)
 mk 3 mindlink circlet (78,000; item level 14; *Starfinder Core Rulebook* 226)
 mk 2 personal upgrade (6,500; item level 7; *Core Rulebook* 212)
 mantle of willpower (37,000; item level 12; *Armory* 114)
 red force field (180,000; item level 16; *Core Rulebook* 205)
 silver lemniscate aeon stone (65,000; item level 14; *Armory* 110)
 vesk overplate III (23,400; item level 11; *Core Rulebook* 198)
 white star flare ax (23,100; item level 11; *Armory* 42)
 wyvern dragon rifle (72,200; item level 14; *Armory* 37)

Levels 13-14

d-suit V (244,300; item level 17; *Starfinder Core Rulebook* 197)
 fire Drake-class blaze rifle (153,000; item level 16; *Starfinder Armory* 37)
 elite aegis series (209,000; item level 17; *Core Rulebook* 198)
 mk 3 personal upgrade (75,000; item level 14; *Core Rulebook* 212)
 mk 5 ring of resistance (361,500; item level 18; *Core Rulebook* 222)

Reputation

Faction _____ Reputation _____ Faction _____ Reputation _____

Faction _____ Reputation _____ Infamy _____

MAX CREDITS	LEVELS	<input type="checkbox"/> Normal Max Credits
	11-12	30,000
	LEVELS	<input type="checkbox"/> Normal
	Out of Level	55,000
EXPERIENCE	LEVELS	<input type="checkbox"/> Normal
	13-14	80,000
	LEVELS	<input type="checkbox"/> Normal
	-	-
FAME	Starting XP	
	+	GM's Initials
	XP Gained (GM ONLY)	
	=	Final XP Total
CREDITS	Initial Fame	
	+	GM's Initials
	Fame Gained (GM ONLY)	
	-	Fame Spent
Final Fame		
CREDITS	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 #