

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-33, TIER 3-6

STARFINDER SOCIETY

DATA BREACH

BY JIM GROVES





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HOW TO PLAY

Starfinder Society Scenario #1-33: Treading History's Folly is a Starfinder Society Scenario designed for 3rd- through 6th-level characters (Tier 3-6; Subtiers 3-4 and 5-6). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at StarfinderSociety.club.



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GM RESOURCES

Data Breach makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive*, *Starfinder Armory* (AR), and *Starfinder Pact Worlds* (PW). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at sfrd.info, and the relevant rules from the *Alien Archive* volumes are reprinted at the back of the adventure for the GM's convenience.

SCENARIO TAGS

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

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DATA BREACH

BY JIM GROVES



Shortly after the disaster known as the Scoured Stars incident, the Dataphiles faction and its current leader, Historia-7, uncovered a shadowy cabal of unidentified corporate interests that had manipulated events precipitating the Starfinder Society's recent struggles. Evidence suggests this conspiracy hamstrung the Starfinder Society both before and after its ill-fated exploration of the Scoured Stars, which has contributed to the Society's ongoing struggles to survive and rebuild.

Initially Historia-7 discovered numerous data files deleted from the Society's databases, which contained traces of deleted information that may have averted the Scoured Stars catastrophe. A comparison to the logs of her predecessor, Historia-6, also indicated several links to corporate interests that were also surreptitiously deleted, which prompted the investigation in *Starfinder Society Scenario #1-07: The Solar Sortie*. During that excursion, Starfinder agents investigated a corporation headquartered on Brilliance Station that had been deliberately mismanaged to limit its growth. The manufacturer's private space station was repurposed as a discreet, clandestine meeting place for a mysterious board of directors for some other organization.

The data cache recovered from Brilliance Station pointed to Hira Lanzio, a security specialist contracted by the same group who'd been meeting on the station. Historia-7 directed another team, innocently invited to a sold-out concert by sugar-pop superstars Strawberry Machine Cake, to confront Mr. Lanzio (events detailed in *Starfinder Society Scenario #1-14: Star Sugar Heartlove!!!*) Lanzio's employers tricked him into releasing a magical computer virus aboard a space station that would engineer a massacre while also eliminating Lanzio—the organization's one loose thread. If not for the intervention of the Starfinder Society's agents, Lanzio would be permanently silenced and likely overlooked among the deaths of thousands of innocent concertgoers and station residents. The Stewards on Absalom Station have detained Hira Lanzio for his involvement in the narrowly averted massacre.

Meanwhile, the recently returned former Dataphiles faction leader, Historia-6, with no wish to interfere with his protégé's leadership of the Dataphiles, made an inroad while interrogating Lanzio. The Society's mystery enemy has a covert data facility on the outskirts of the Vercite city of Cuvacara. With the knowledge brought to her attention, Historia-7 is once again determined to expose this conspiracy which threatens the Pact Worlds.

Where in the Universe?

This scenario takes place on the outskirts of the city of Cuvacara on the planet Verces. Cuvacara, also known as the Dusk Jewel, is well regarded for its beauty, culture, and cutting-edge technology, specifically computer components and cybernetic augmentations. It is also capital city of the nation of Vimal. The data facility described in the scenario is situated on the border of the South and Southwest Facets, close to industrial district but far away from most inhabited areas. It's a location that receives some of the least traffic and interest from the public in the city. Additional details about Cuvacara can be found in *Starfinder Adventure Path #11: The Penumbra Protocol*. General information on Verces is available in *Starfinder Pact Worlds*. Both products are available at bookstores and hobby shops everywhere and online at paizo.com.

SUMMARY

Historia-7 summons the PCs to a traditional straightforward mission briefing, although her personal investment in the situation is evident. This briefing includes details from the adventure background above, and the PCs gain insight on how this investigation fits in with the adventure and broader campaign. Historia encourages the PCs to question Hira Lanzio to obtain additional information. During the interrogation, Lanzio showcases his fear of his former employers more than the Starfinder Society and does not believe he is safe in custody.

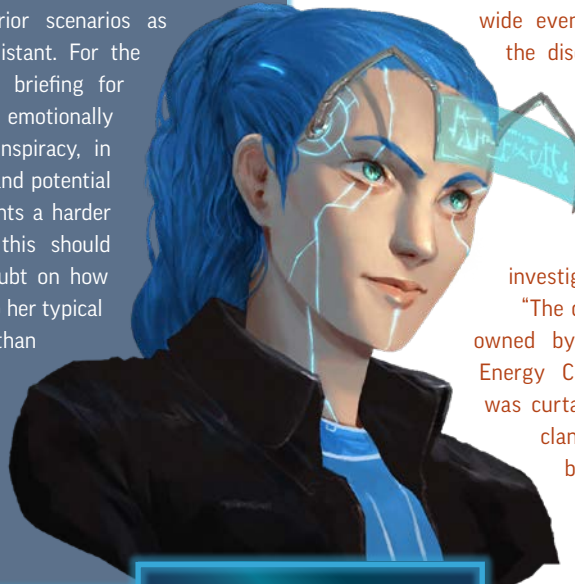
The PCs travel to the outskirts of Cuvacara. Their first objective is to penetrate the facility, which entails a sophisticated electronic locking system. Once inside, they must overcome a variety of traps and construct guardians to get to the bunker's central data core. When they reach the data core, the PCs contend with a dangerous robotic guardian supported by local environmental threats.

When the PCs return to Absalom Station, Venture-Captain Naiaj debriefs them, as Historia-7 has opted to take some personal leave. The mysterious enemy continues to remain a veiled threat until

Something's Off about Historia-7

Historia-7 is depicted in prior scenarios as logical, efficient, and even distant. For the purposes of roleplaying the briefing for this scenario, she is currently emotionally affected by this ongoing conspiracy, in relation to both prior events and potential problems to come. She presents a harder edge than usual, although this should be subtle. If there is any doubt on how much to accent this, default to her typical detached mannerisms rather than exaggerate it.

The full reasons behind Historia-7's current attitude in this scenario are revealed in the upcoming *Starfinder Society Scenario #1-38: The Many Minds of Historia*.



Historia-7

the advanced decryption can decipher the information. However, the PCs actions don't go unnoticed, and it's clear that the mysterious rival organization working against the Society should soon be exposed.

GETTING STARTED

This scenario follows up on events depicted in the previous *Starfinder Society* scenarios *Starfinder Society Scenario #1-07: The Solar Sortie* and *Starfinder Society Scenario #1-14: Star Sugar Heartlove!!!* Experiencing these scenarios is not required to play this adventure, but saving and capturing Hira Lanzio aboard Songbird Station in the latter scenario was a secondary objective, and it's possible that he dies in some iterations of *Star Sugar Heartlove!!!* Players who participated in that scenario should assume Lanzio survived and was captured for interrogation—with the Society potentially paying the costs of a *raise dead* spell to ensure his cooperation.

Read or paraphrase the following to begin the adventure.

The Archive's Cortex is unusually subdued. The typical ambient white noise of powerful computers and environmental systems is softer than usual. There is no panoply of holographic screens ringing Historia-7's desk. The room is still, as is the leader of the Dataphiles. For a handful of heartbeats, her eyes remain fixed at some spot on the wall and unaware of any disturbance. Then her eyes turn to the door and stares for a few seconds before she reorients her swivel chair fully forward. "Come in. Sit," she directs. "Let's begin." She waits until the room is situated.

"Prior to the incident at the Scoured Stars, my predecessor..." Historia-7 trails off momentarily before resuming her briefing. "My predecessor, Historia-6, and other Society colleagues investigated several corporations as well as the system itself.

That research was deleted prior to the system-wide event that crippled us. We discovered the discrepancy accidentally when an ally reconstructed Historian-6's data links, and we compared them to our own logs. Essentially, we were hacked," she says flatly. "By parties unknown. I've been leading a series of ongoing investigations into this threat ever since.

"The data trail led to private space station owned by a solar-energy corporation, Arch Energy Consortium. The company's growth was curtailed while their station served as a clandestine meeting place for this group's board of directors. While their identities remained obscured by a series of complex transactions and shell companies, we did identify a security consultant hired to facilitate some of their operations." Historia-7 gestures with a finger, and a holographic screen opens in midair to the side of her desk.

"Meet Hira Lanzio, if you haven't yet already," she gestures toward the screen, which depicts a human corporate executive, clean cut with short dark hair. "We intercepted Lanzio on Songbird Station in the backdrop of a Strawberry Machine Cake concert. Lanzio believed he'd been contracted to release a magical computer virus aboard the station, not realizing that he was the primary target. The virus was intended to attack the station's reactor. Let me underscore that for you. Whoever this group is," she stresses as her voice rises, "they were willing to commit mass murder against thousands of innocent sentients, just to get rid of and obfuscate one man who might lead us back to them."

Historia-7 pauses and appears to collect herself. "The Stewards have Mr. Lanzio detained here aboard Absalom Station. He has not been cooperative, but we're not going to give him a choice. Not if... Not if I have anything to say about it. Approximately twelve hours ago, after a productive session with Mr. Lanzio, he let it slip that he'd set up a private data facility for the group on Verces. On the outskirts of the city of Cuvacara. There's no listed owner, but we've identified the site. I need a team to go there immediately, before it gets scrubbed clean. I'll be candid: I don't have as much information to give you as I'd like. My own attempts to interrogate Lanzio... they have not been productive. I've arranged an opportunity for you to interview him directly. You might get something more useful out of him."

Historia-7 does her best to answer any questions. Unfortunately she doesn't have a lot of information for numerous reasons, and her attention is noticeably divided. What Lanzio knows is limited. His former employers compartmentalized information, including their own identities. Otherwise, magic and other techniques would have garnered answers to the big questions already. As a security specialist, he's also clever and evasive in how he answers questions. Lanzio's also afraid, thinks he has something to lose, and doesn't believe himself safe in the Stewards' custody. Finally, questioning Lanzio directly provides social-focused characters a greater role.

Historia-7 does have a few answers so that the briefing won't seem too unusual, but she isn't happy with how sparse it is, and it contributes to her mood. Historia-7 also finishes the briefing with one final instruction. "We need something more than another trail of breadcrumbs. Do whatever it takes, understood?"

Historia-7 also gives them a portable data storage device modified to accept a large amount of data quickly. The details of this device are unimportant, but the files they must retrieve are too large and complex for field analysis.

What can you give us? "I have a satellite recon photo. The facility must be underground because we're seeing a small concrete bunker with the equivalent of a blast door. There's a shuttle pad nearby. It's constructed on the border of the industrial side of the city. Away from entertainment district. It's an area of nondescript warehouses and buildings that all look the same. Other than that, the facility is a black box. We can shuttle you to it, however, and have an extraction ready for when you're finished."

Why won't Lanzio talk to you? "I wish I knew. One would expect he'd try to improve his situation or apply some leverage of his own. We... I assumed he's acting out of loyalty, but it's clear that he's more scared than anything else. I haven't been able to establish a dialogue, and my predecessor either caught him off guard or got lucky. In fact, ascertaining why he's not turning on his employers might be a good strategy when you interrogate him."

Do you have any other advice? "You're after data files, so you're looking for a primary computer or server. One that isn't networked, probably quite large and under tight security. I'd expect obstacles where skills with computers and technical equipment are helpful. I don't like to send you in cold, so get what you can from Lanzio. You have time to purchase any extra equipment you think you need, before or after you talk to him, but then I need you to head to Verces immediately after."

Boon Allocation: At this point, have the PCs finalize their boon slots for the session after completing their briefing with Historia-7. This scenario is of high importance to the Dataphiles faction, and

PCs should be encouraged to slot this faction as one of their boons. Additionally, any who have the Tip of the Conspiracy boon from *Star Sugar Heartlove!!!* should be encouraged to slot this boon in their ally slot; doing so means Hira Lanzio recognizes them.

If none of the PCs are capable hackers or engineers, recommend one of the PCs acquire and slot the Basic Hireling Access boon from the *Starfinder Society Roleplaying Guild Guide*. The Computers and Engineering skills are key to the PCs' success, and even a hireling's basic bonuses are a major boon.

VISITING HIRA LANZIO (CR 4 OR CR 6)

After the events on Songbird Station, the Stewards have held Hira Lanzio in custody aboard Absalom Station.

Lanzio is detained at their headquarters, the Bastion, a relatively short journey from the Lorespire Complex.

Thanks to prior arrangements made by Historia-7, the PCs have no trouble getting to see Lanzio, although they must clear several security checkpoints, and Steward guards perform thorough searches—for

Lanzio's protection, as well for the Station's security. The Stewards

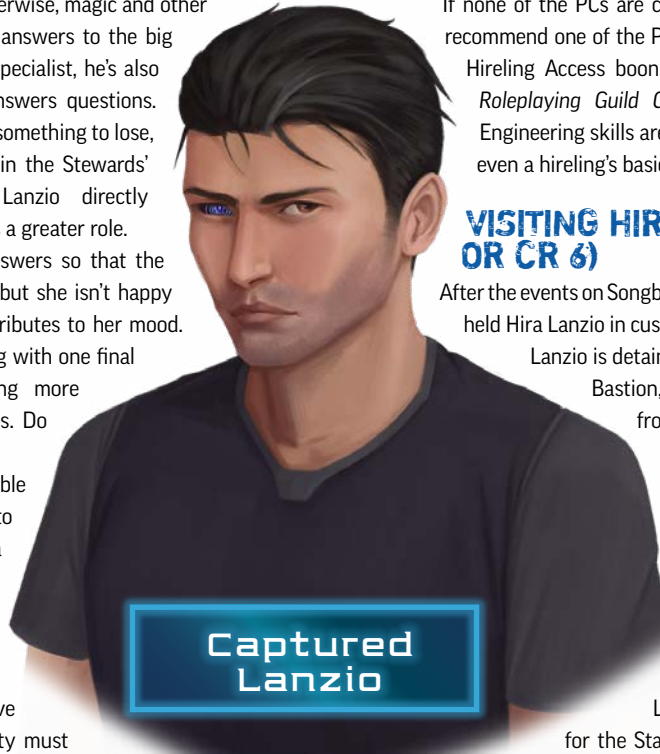
do not permit the PCs to carry weapons

or armor into the meeting area and may temporarily confiscate other items at your discretion. The guards remind the PCs that this visit is a courtesy extended to the Starfinder Society and that the Stewards will be recording the interview.

Read or paraphrase the following once the PCs have gone through security.

The accused terrorist Hira Lanzio waits in a stark, bright-white interview room, at a white table and seated in a white chair. His once-styled, dark wavy hair is now slightly disheveled, and Lanzio is bereft of his signature sunglasses and all other trappings of privilege. The interview room is otherwise featureless except for a one-way mirror connected presumably to an adjacent room.

The PCs have the option to use the observation area, if they wish, where some or all of the party may observe the prisoner without being seen or heard. Any PCs who have the Tip of the Conspiracy boon slotted can play a special role in this encounter. This boon signifies they've met Hira Lanzio before and captured him. While this fosters some degree of enmity, Lanzio perceives them as the only ones who truly understand the power and reach of his former employers. The boon grants these PCs a +3 circumstance bonus to Bluff, Diplomacy, and Intimidate checks when talking to Lanzio.



Captured Lanzio

They can also reroll one of the aforementioned skill checks used during this encounter. This reroll can not only be used on a failed roll, but also as a follow-up to a partial success (for example, to shift Lanzio from friendly to helpful).

Lanzio has an initial attitude of unfriendly and has three levels of information he can provide when he has been made indifferent, friendly, or helpful. The PCs can attempt five checks total to influence him before he becomes completely uncooperative. A PC can shift his attitude one step closer to helpful with a successful DC 18 Bluff, Diplomacy, or Intimidate check (DC 21 in Subtier 5–6), though Bluff requires the PCs provide a suitable deception. Use of nonviolent magic, like *charm person*, is permissible if the PCs think of it, but if Lanzio succeeds at his Will save (Will +8 in Subtier 3–4, and Will +13 in Subtier 5–6) he becomes irate, and the PCs take a –5 penalty to all subsequent skill checks.

There is also one special topic of conversation that may be exploited to gain an additional bonus. Lanzio doesn't want to talk because he's afraid his former employers could learn of his revelations and renew their efforts to kill him. He believes that as long as the conversation is recorded, it's possible for the information to return to his employers. He doubts the Stewards and Starfinder Society can fend off another cyberattack, let alone prevent an assassination attempt. If the PCs ask why he's so unwilling to talk, or one of them has the Tip of the Conspiracy boon, he says the following. "You think just because your android leader figured out you got hacked, that you're safe now? Think again. My best chance is they decide it's not cost effective to bother trying to kill me again. That can happen only if they don't think I'm helping you." If the PCs specifically address this concern and succeed at a Bluff or Diplomacy check using the DCs listed above, grant them an additional +2 bonus to all other social skill checks when dealing with Lanzio. This bonus also stacks with the bonus granted by the Tip of the Conspiracy boon. To convince Lanzio that that they can keep him safe, the PCs can request the Stewards stop recording the interview, delete the footage, or convince them to store it only in an off-network location. Alternatively, they could convince Lanzio that they are taking these measures without actually doing so.

The following details what information Lanzio provides at different attitudes.

Indifferent (or better): "I came up with the basic specs, but they customized it after I sold them on the proposal, bear that in mind. The facility is forty feet underground and shielded from an EMP pulse. There's no network connection from the outside. So you can forget hacking from a hotel room or from across the street. You'll have to physically go to this computer. The vault has an independent power supply and climate system, with limiters hardwired to prevent a software glitch, so I don't think you can exploit those. That said, I think if you can somehow raise the temperature even a few degrees where the data core is housed, you can put a strain on the processor, which might make it easier to compromise. I hope you've got some talent with computers or at least electronics. If not, best of luck."

Friendly (or better): "There's not a lot of traffic through the facility. It's devoid of personnel most the time except for maintenance or if they need some analysis they don't want to risk on a networked machine. It's not really an office as much as it is a vault. So the defenses are automated. I wouldn't expect an AI, but the security software might be have some pre-programmed contingencies. The more mistakes you make, the more difficult it might become."

Helpful: "They're also involved in magical R&D, so I wouldn't be surprised if you ran into at least something... out of the ordinary. That might also be an opportunity. I get the impression their magical assets are not as disciplined as their technological holdings, and someone in the Starfinder Society might be able to trace their research or materials. I'm sure your Historia-7 told you to get digital files, but any example of their arcane projects could be valuable to you."

Infamy: The Stewards won't tolerate the PCs roughing Lanzio up. Doing so ends the interview after a few moments, and the PCs who directly participated earn 1 Infamy.

Treasure: If the PCs improve Hira Lanzio's attitude to at least friendly, they're approached by one of the Stewards after their interview. She introduces herself as **Xatina Marcos** (LG female lashunta envoy). Xatina confesses she and her fellow Stewards have monitored the interview remotely. They're impressed they got Lanzio to talk (unless they threatened Lanzio with personal violence, in which case do not grant the PCs this award). The Council of Legates recognizes the Society is not only acting on its own agenda but toward the safety of all the Pact Worlds. They offer the team the following resources to support their investigation: two *darksight goggles*, two *mk 1 diffraction cloaks*, and *mk 2 serums of healing* and a credstick with 145 credits. Subtier 5–6 teams also receive one targeting computer upgrade and two purple force field upgrades, and the credstick contains 1,630 credits instead.

Rewards: If the PCs fail to improve Lanzio's attitude to friendly or helpful, reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 243.

Out of Subtier: Reduce each PC's credits earned by 462.

Subtier 5–6: Reduce each PC's credits earned by 680.

CUVACARA

Historia-7 arranges the PCs' transportation to Verces from Absalom Station aboard a private shuttle used for Dataphiles missions. A PC who succeeds at a DC 12 Culture checks knows that Cuvacara is known as the Dusk Jewel by the locals. Verces is tidally locked, and Cuvacara, like most major cities on the planet, is built in the shadowed band between the light and dark sides of the planet. Twilight bathes it in a perpetual night just a shade past sunset. Most Vercite cities are beautiful, but Cuvacara is particularly striking due to its diversity of architecture, gleaming triangular skyscrapers, iridescent glass towers, brightly lit floating neon displays, and ribbons of multilayered roadways and bullet trains festooned with lights.

The city's many districts are referred to as facets, and the PCs are flown to a location between the South and Southwest Facets.

A. THE DATA VAULT

The PCs touch down on a concrete shuttle pad. Although Cuvacara is densely populated, this area rests within one of the most sparsely trafficked areas. The adjoining city blocks and streets are predominantly warehouses, storage facilities, and city utilities.

A1. SECURE ENTRANCE (CR 4 OR CR 6)

There isn't much to the facility site from the vantage of the small shuttle pad built adjacent to it. From the landing pad, a concrete walkway leads west behind a twenty-foot-high chain-link enclosure. The gate to the enclosure is padlocked to dissuade normal transient foot traffic, particularly from the Southwest Facet, Cuvacara's industrial and lower-income district. East of the landing pad is a heavily fortified bunker entrance constructed of concrete and steel. The bunker is octagonal and thirty feet wide on all sides, with a heavy steel door on the south side.

The chain-link enclosure is a trivial defense. There are no penalties to scale the fence except requiring a successful DC 14 Athletics check. Alternatively, a PC can open the padlock on the gate with a successful DC 15 Engineering check or a successful DC 18 Strength check to break the padlock off. A section of fence has hardness 3 and 10 HP.

The five fence poles in the rectangular area around the bunker have lights that activate when motion sensors detect movement around the bunker entrance. The posts also contain concealed video recorders that activate and begin to record the PCs' actions. The presence of lights is obvious once turned on, but the cameras are not. A PC can detect the light and cameras before they step into the area by succeeding at a DC 21 Perception check (DC 24 in Subtier 5-6). Prudent and thorough PCs can turn off the lights and the cameras (if detected) as well as delete any recordings with a successful DC 22 Engineering check (DC 24 in Subtier 5-6). Although each pole is wired separately, a single successful check disables all of them.

The bunker walls are functionally impregnable for the purposes of this scenario, and the door has hardness 20 and 60 HP. The bunker door is secured with a two-step verification that requires a key card and an access code, neither of which the PCs have. The bunker door can be opened with a successful DC 20 Computers or Engineering check (DC 24 in Subtier 5-6). If the PCs fail these checks, they'll need to find a way to brute force their way into the complex.

Traps: There are two independent traps connected to the vault door. If the PCs check for traps, one Perception check might detect both traps. If the result exceeds the Perception DC of the silent alarm, the PCs find both traps. It's possible for the PCs to locate and disable the electrified vault door trap and not realize they've set off the silent alarm. The traps must otherwise be disabled independently from each other and from the lock on the vault door.

The electrified vault door is straightforward in that it shocks and damages creatures who attempt to unlock the door without the requisite key card and code. The silent alarm causes the security robots in area **A2** to become aware of unauthorized intrusion and gives them a significant tactical combat advantage (described in detail in that encounter). The information given to the PCs about the alarm, however, should be nuanced. If the PCs detect it, they know it is "a trap" or "some sort of alarm," but if they trigger it during a disable attempt, do not tell them what happens. No auditory or visual event occurs, only the false knowledge that "nothing happened at all." This serves to reward the PCs for finding it while applying the effect and creating dramatic tension.

SUBTIER 3-4 (CR 4)

ELECTRIFIED VAULT DOOR **CR 2**

Type technological; **Perception** DC 23; **Disable** Computers DC 18 (pause software function) or Engineering DC 18 (reroute power)

Trigger touch; **Reset** 1 minute

Effect arc of electricity (4d6 E); Reflex DC 13 half; multiple targets (all targets in a 10-ft.-square area in front of the door)

SILENT ALARM TRAP **CR 2**

Type technological; **Perception** DC 28; **Disable** Computers DC 20 (pause software function) or Engineering DC 20 (bypass circuit)

Trigger touch; **Reset** 1 minute

Effect creatures in area **A2** receive a +4 bonus to initiative rolls. During a surprise round, these creatures can combine a guarded step with a move action or standard action.

SUBTIER 5-6 (CR 6)

ELECTRIFIED VAULT DOOR **CR 4**

Type technological; **Perception** DC 26; **Disable** Computers DC 21 (pause software function) or Engineering DC 21 (reroute power)

Trigger touch; **Reset** 1 minute

Effect arc of electricity (4d10+2 E); Reflex DC 15 half; multiple targets (all targets in a 10-ft.-square area in front of the door)

SILENT ALARM TRAP **CR 4**

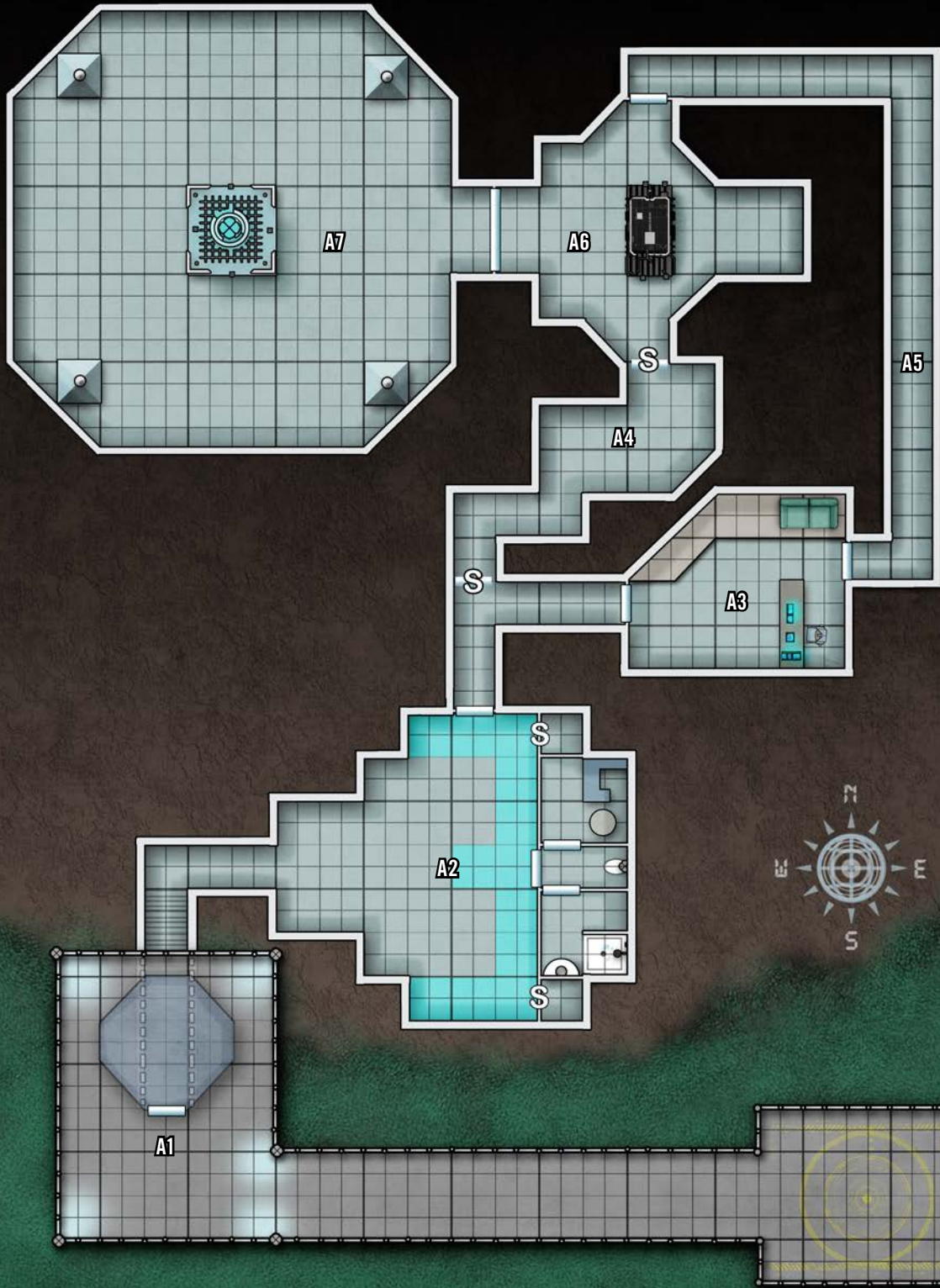
Type technological; **Perception** DC 31; **Disable** Computers DC 22 (pause software function) or Engineering DC 22 (bypass circuit)

Trigger touch; **Reset** 1 minute

Effect creatures in area **A2** receive a +4 bonus to initiative rolls. During a surprise round, these creatures can combine a guarded step with a move action or standard action.

Development: The silent alarm trap essentially sets up an ambush and very likely a surprise round in **A2**. The mounted cameras are

A. THE DATA VAULT



1 SQUARE = 5 FEET

not listed as traps, for there is no immediate consequence to ignoring them since they don't "report" intrusion (and consequently they can't be traced back to anywhere either). The mysterious organization does collect and study any existing videos after the scenario's conclusion, however, and the cameras factor into scenario reporting. Failing this check has no consequences beyond alerting the organization to the PCs' meddling, which could have consequences in future scenarios.

A2. FACILITY LOBBY (CR 5 OR CR 7)

This area has a 15-foot-high ceiling and has normal lighting left on from the staircase to the west and throughout the room.

A corridor connects a forty-foot staircase to the west to a large and empty but well-lit chamber. The air is climate controlled, with tolerable temperature and humidity, if not actually fresh. Clean vinyl tiles cover the floor with a neutral checked pattern commonly seen in buildings across the Pact Worlds. Power outlets and data jacks routinely jut from the walls, suggesting the area could repurposed or left empty for future expansion. Two doors exit to the north and east.

This room is set aside by the mysterious organization as a potential planning area for agents, but right now it is unused and lacks any furniture. The power outlets provide electrical current, but the data jacks aren't connected to anything. A PC who succeeds at a DC 15 Engineering check can note that the jacks are infrastructure that exists just in case the facility's owners wish to install network connectivity in the future.

Both the north and east doors are unlocked. The door to the east opens into a short corridor and two side rooms, both of which are unlocked. The southern room contains a sink, mirror, toilet, and shower. The northern room is a small break room with a counter, cabinet, and small table. These areas are unremarkable and merely exist to serve agents who are required to spend some time in the facility.

Two secret doors exist in the corners of the room. A PC who succeeds at a DC 21 Perception check (DC 24 in Subtier 5-6) discovers the hidden switches that open these otherwise hidden passages. These doors are not locked, but if they are opened the combat encounter (see Creatures below) immediately occurs. It's more likely the creatures behind the doors open them before the PCs find them. A section of lighter tiles indicates a trigger zone for the below encounter, though the PCs cannot detect any other purpose to these tiles. When any PC moves into one of the lined squares, the security robots also become aware of their presence and the combat encounter begins.

Creatures: Four security robots are stationed in the rooms behind the secret doors. They attack any creatures that enter this area if not confronted with a specific spoken pass phrase. Prior to the start of the scenario, they are in sleep mode but activate if the silent alarm trap in area A1 is tripped. They also become active if any of the secret doors are opened or if any PC steps into

Scaling Encounter A2

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

Subtier 3-4: The deterrent-class security robots have not received their routine maintenance. Reduce their Hit Points by 7, and the robots take a -2 penalty to their melee and ranged attacks.

Subtier 5-6: One of the robots malfunctioned and attacked a system administrator a few months ago. It was destroyed and removed, and a replacement has not been installed. Remove one robot from the encounter.

a cross-lined square indicated on the map (the eastern side of this area including the square in front of the north door). When either of these latter two events occur, all the secret doors slide open in unison to reveal the robots, and initiative should begin.

If the PCs set off the silent alarm trap, then the secret doors open. The PCs should be in the room but they need not have stepped in any specific square. After the doors open, the robots receive either a move action or a standard action with a guarded step as part of a surprise round. This is better than a normal surprise round because it is the effect and consequence of a trap. The creatures also receive a +4 circumstance bonus to their initiative rolls.

SUBTIER 3-4 (CR 5)

DETERRENT-CLASS SECURITY ROBOTS (4) CR 1

N Small construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE **HP 17 EACH**

EAC 14; **KAC** 15

Fort +1; **Ref** +1; **Will** -1

Defensive Abilities integrated weapons; **Immunities**

construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

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

Melee slam +6 (1d6+3 B)

Ranged integrated azimuth laser pistol +9 (1d4+1 F, critical

burn 1d4) or

stickybomb grenade 1 +9 (explode [10 ft., entangled 2d4 rounds, DC 10])

Offensive Abilities riot suppression protocol

TACTICS

Before Combat If the robots act in the surprise round thanks to the silent alarm, they take a guarded step into line of sight and make a ranged attack.

During Combat Ideally the robot should surround the PCs rather than fight them in the corridor. They use basic teamwork by disarming enemies who do significant damage or throwing stickybomb grenades at opponents who are clustered together.

STATISTICS

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

Skills Acrobatics +10, Athletics +5, Computers +5

Languages Common

Other Abilities unliving

Gear azimuth laser pistol with 2 batteries (20 charges each), stickybomb grenades I (2)

SPECIAL ABILITIES

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

Riot Suppression Protocol (Ex) A deterrent-class security robot can expend a large store of energy to generate a localized magnetic burst to disarm an opponent. Since it typically has one appendage free, it then snatches the item in midair. Once per day, it can make a disarm combat maneuver against a target within 20 feet with a +8 circumstance bonus.

SUBTIER 5–6 (CR 7)

DETERRENT-CLASS SECURITY ROBOTS MK 2 (4) CR 3

N Small construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE **HP 37 EACH**

EAC 17; **KAC** 18

Fort +3; **Ref** +3; **Will** +0

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

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

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

Melee slam +9 (1d6+5 B)

Ranged integrated static arc pistol +12 (1d6+3 E, critical arc 2) or stickybomb grenade I +12 (explode [10 ft., entangled 2d4 rounds, DC 12])

Offensive Abilities riot suppression protocol

TACTICS

Use the tactics from Subtier 3–4.

STATISTICS

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

Skills Acrobatics +13, Athletics +8, Computers +8

Languages Common

Other Abilities unliving

Gear static arc pistol with 2 batteries (20 charges each), stickybomb grenades I (2)

SPECIAL ABILITIES

Exigency (Ex) An advanced deterrent-class security robot can expend a large store of energy to temporarily increase

its processing power and attempt to avoid harm. Once per day, it can reroll a failed Reflex saving throw with a +10 circumstance bonus.

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

Riot Suppression Protocol (Ex) A deterrent-class security robot can generate a localized magnetic burst to disarm an opponent. Since it typically has one appendage free, it then snatches the item in midair. Once per day, it can make a disarm combat maneuver against a target within 20 feet with a +8 circumstance bonus.

Treasure: If the PCs defeat the robots and check the northern break room, they discover a weapons crate concealed under the counter. A handwritten note attached reads, "This 'fell off' of transport belonging to new good friends. Their budget is bloated anyway. Never miss it. These things are crazy. Bleeding edge. Should make a nice bonus." The weapons crate contains: a set of tactical tetrad rings^{AR}, an algid freeze ray^{AR}, and a pair of static polarity gauntlets^{AR}. In Subtier 5–6, in addition to those weapons, a lower shelf contains the following: a vector graviton pistol^{AR}, two mk 1 thermal capacitor armor upgrades, a *minor electron crystal*^{AR}, and a *minor z-boson crystal*^{AR}. In both subtiers, also tucked in the crate is a credstick marked "What I owe you" that contains 600 credits.

A PC who investigates the crate and succeeds at a DC 25 Perception check (DC 27 in Subtier 5–6) also notes the presence of a minor mark on the bottom of the crate, engraved with a precise knife. While the symbol is difficult to identify visually, a tactile review gives the impression of a coiled rodent. A PC who succeeds at a DC 15 Mysticism check notes some similarities between this symbol and the symbol of Lao Shu Po, the ysoki goddess of assassins, rats, spies, and thieves. Ultimately inconsequential to this adventure, this difficult-to-uncover clue hints at a connection between the mysterious organization and Lao Shu Po.

Rewards: If the PCs fail to defeat the deterrent-class security robots and do not find the weapons crate, reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 259.

Out of Subtier: Reduce each PC's credits earned by 475.

Subtier 5–6: Reduce each PC's credits earned by 690.

A3. SysAds Office (CR 5 or CR 7)

The door to this office is closed and locked, and normally requires a key card to open. A PC who succeeds at a DC 21 Computers or Engineering check (DC 24 in Subtier 5–6) can open the door. The door has hardness 8 and 30 Hit Points and can be forced open with a successful DC 20 Strength check. If the PCs take 20 on a skill check or otherwise break or force the door open, grant the data guardians inside the room a +5 circumstance bonus to their Stealth checks and +2 circumstance bonus to their initiative rolls, as they prepare for intruders to enter the room.



This irregularly shaped room is decorated in the style of a professional business suite. The lights are set to a comfortable brightness. The floor is covered in plush carpeting and clean. A raised floor riser runs along the north side and breaks the monotony of the space. A variety of metal sculptures and a few humanoid-sized statues adorn the walls. A sofa sits to the northeast and looks comfortable but seldom used. A computer workstation with a swivel chair and glass desktop parallels the east wall, and two doors exit to the east and west.

The ceiling is 10 feet high here, and the lights are on when the PCs enter. The light switches are located by either door. This facility isn't set up for long-term occupation by living creatures, but this office exists for when one of the organization's agents has to check the data core, obtain reports, and perform maintenance on the security robots and traps. When this occurs, the agent typically works a 12-hour day and takes a shuttle back to the city. Afterward this facility remains unoccupied again for a several months. Even though this room is not occupied as living quarters, it is a comfortable work office with nonspecific decor.

Computer: The system administrator's desktop computer is the most useful piece of equipment in the room. While it does not contain the information the PCs need to locate for their primary mission, it does contain important information that furthers their goals. The device is a tier 2 computer with no unsecured access. A PC who succeeds at a DC 20 Computers check can access the terminal. Succeeding this check by 20 or more provides root access, which negates every other required skill check on this system.

Depending on the subtier, the computer has one or more integrated countermeasures. In Subtier 3-4, the countermeasure is a lockout feature. Three failed Computers checks to access the terminal results in a 24-hour lockout. A PC can physically bypass the lockout by succeeding at a DC 21 Engineering check, which unlocks it again. If that check fails, the computer is ruined and nothing more can be gained from it. In Subtier 5-6, the computer also has a fake shell (*Starfinder Core Rulebook* 217). If the PC's Computers check exceeds the DC to access the terminal by 5 or more, they automatically notice the fake shell and bypass it. The basic functions (described below) are still the same but provide no real benefit. The data modules appear to contain information that could be useful to the Society, but are worthless. If the PCs suspect a fake shell, they can intentionally check for a fake shell every minute, but remember the lockout countermeasure.

The real basic functions of the computer include a suite of features that are trivial to this scenario (basic spreadsheet and word processing software), with one exception: a thermostat function labeled "Data Core Chamber." The facility's HVAC has hardwired limiters, which the PCs won't have time to remove, but they can raise the temperature around the core to put a strain on its hardware. This provides a future +2 circumstance bonus to Computers checks when the PCs do enter area **A7**. Any PC trained in Computers or Engineering recognizes this potential exploit, and PCs may remember that Hira Lanzio alluded to this deficiency.

Scaling Encounter A3

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

Subtier 3-4: The mysterious group that owns the facility has not perfected the process of emulating the ancient lore guardians. Reduce the guardians' Hit Points by 10, lower their damage resistance to DR 2/adamantine, and apply a -1 penalty to their melee and ranged attacks.

Subtier 5-6: The mysterious group that owns the facility has not perfected the process of emulating the ancient lore guardians. Reduce the guardians' Hit Points by 10, lower their damage resistance to DR 2/adamantine, and apply a -2 penalty to their melee and ranged attacks.

Finally the computer has three firewalls, each of which obfuscate something important, and each requires a PC to succeed at a DC 23 Computers check to hack. Failing a firewall check immediately deletes the contents hidden by the firewall.

The first firewall reveals that the data core's chamber has four traps, their location in the room, and the location of their local keypad controls (which negates the Perception check required to find them; see area **A7** for more details). There is also a scanned copy of the original building plan prepared by Hira Lanzio. It shows area **A6** was intended to be the original data core chamber, but per a series of notes "the board of directors found the space insufficient for the desired level of security."

The second firewall protects data files that describe how the data guardians were adapted from ancient lore guardians. The magical crafting process can be another means to identify the organization. Plus, how the data guardians mystically identify its agents is a potentially vital clue. This is one way to satisfy the scenario's secondary success condition.

The third firewall conceals a small data file with the disarm code for the traps in area **A7**. Note that while it contains the code, it doesn't actually describe the traps, their location, or what to do with the code. For a complete understanding, the PCs must get past the first and third firewalls.

BOTH SUBTIERS

SYSTEM ADMINISTRATOR COMPUTER

Type tier 2; **Unsecured Access** none; **Secured Access**

Computers DC 20; **Root Access** Computers DC 40

Countermeasures lockout (3 failed attempts, 24 hours, bypass Engineering DC 21); fake shell (discovery Computers DC 24)

Basic Functions environmental control of area **A7**

Firewall 1 bypass DC 23 Computers; notes on original floor plan and area **A6**, and the trap locations in area **A7** and where the disarm keypads are set on each trap.

Resolve Rest Options

Finding a spot for the PCs to recover Stamina Points is not difficult. The hard part is getting the players to realize it. The facility is relatively small, and most of its defenses are automated. Its guardians react, rather than roam—specifically, they react to the PCs who are chipping away at the complex's layers, so the PCs can rest before heading farther into the complex. If necessary, point this pattern out to the players. An excellent opportunity is after the data guardians are defeated and the PCs are hacking the system administrator's computer. The required Computers checks can take a few minutes, especially if the PCs encounter the fake shell. There's a comfortable chair and a sofa right there, and a restroom and a break room right down the hall!

Firewall 2 bypass DC 23 Computers; data guardian information (secondary goal)

Firewall 3 bypass DC 23 Computers; trap deactivation code for area A7

Creatures: The data guardians don't react when the PCs enter, but rather remain still as statues. Avoid permitting the PCs to make monster identification checks unless they first succeed at a Perception check opposed by the data guardians' Stealth check. The guardians typically conceal their *returning basic handaxes* behind their backs and against the wall or in the folds of their metal statue-like bodies. They take no action until a PC attacks them or touches the computer.

These creatures are variants of the lore guardians from *Starfinder Adventure Path #2: Temple of the Twelve*. These guardians represent the mysterious organization's successful cultural appropriation and adopting it to "corporate culture" while weaponizing it.

SUBTIER 3–4 (CR 5)

DATA GUARDIANS (2)

CR 3

N Medium construct (magical)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE **HP 40 EACH**

EAC 14; **KAC** 16

Fort +3; **Ref** +3; **Will** +1

DR 4/adamantine; **Immunities** construct immunities; **SR** 14 (see metal construction)

OFFENSE

Speed 30 ft.

Melee slam +12 (1d6+7 B) or

returning basic handaxe +12 (1d4+7 S)

Ranged *returning basic handaxe* +9 (1d4+7 S)

Offensive Abilities eldritch attacks, summon guardian ally

TACTICS

Before Combat The data guardians are on guard as statues.

They either take 10 to hide in plain sight or can attempt a Stealth check (your choice). They do not respond to any action until a PC touches the computer or attacks them, whereupon they attack.

During Combat Out of instinct, the guardians use their summon guardian ally ability to teleport each other into favorable combat positions. They do not delay their turns or ready actions to be teleported and then attack, although this might occur incidentally as a normal function of the initiative order.

Morale The guardians fight to the death, but do not pursue the PCs outside of the office.

STATISTICS

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

Skills Stealth +13

Languages Common (can't speak any language)

Other Abilities corporate culture, mindless, statury, unliving

Gear basic handaxe with *returning fusion seal* (6th)

SPECIAL ABILITIES

Corporate Culture (Ex) Data guardians automatically recognize employees of the corporation responsible for their construction.

Eldritch Attacks (Su) A data guardian's slam attack and attacks it makes with analog weapons are treated as magic for the purpose of overcoming DR and damaging incorporeal creatures.

Metal Construction (Ex) The data guardian's spell resistance does not apply against spells that deal electricity damage.

Statury (Ex) A data guardian can hold itself so still that it appears to be a statue. A data guardian that uses statury can take 10 on its Stealth check and hide in plain sight as a piece of metal artwork. A data guardian can maintain this position for as long as it wishes.

Summon Guardian Ally (Su) Once per day after making a melee attack with a slam or analog weapon, a data guardian can activate a special teleportation effect as a swift action. This teleports another data guardian within line of sight (maximum 100 feet) to a square adjacent to the construct's last target. This square does not need to be adjacent to the original construct, so it can teleport the ally into a flanking position. The teleported data guardian does not resist this ability, and the effect bypasses its spell resistance. The teleported construct retains whatever its initiative position (or is added to it at the time of the effect). Note, as mindless creatures, data guardians do not typically employ tactics such as delaying their turn or readying an action.

SUBTIER 5–6 (CR 7)

DATA GUARDIANS (4)

CR 3

HP 40 each (see Subtier 3–4)

TACTICS

Use the tactics from Subtier 3–4.

Treasure: Several pieces of wall art are actually quite valuable and are worth 700 credits (2,000 credits in Subtier 5–6). If the PCs successfully bypass at least two firewalls, they discover one of them contains an account containing 1,460 credits (4,100 credits in Subtier 5–6), which they can transfer to a credstick.

Faction Notes: The Dataphiles faction would be interested in the data guardians for multiple reasons. First, by how lore guardians whose existence seems to be a matter of circumstance, were artificially recreated as data guardians. Second, the creatures inexplicably appear to recognize members of the organization by unknown means. If that ability were reverse-engineered, it could assist in combatting the conspiracy. Acquiring the information concealed behind the computer's second firewall satisfies the scenario's secondary success condition. If the hacking attempt fails, the PCs can instead carry one of the slain data guardians back to the shuttle. This enables the Society to study one.

Rewards: If the PCs do not defeat the data guardians and loot the artwork, reduce each PC's credits earned by the following.

Subtier 3–4: Reduce each PC's credits earned by 157.

Out of Subtier: Reduce each PC's credits earned by 286.

Subtier 5–6: Reduce each PC's credits earned by 415.

If the PCs fail to crack at least two of the system administrator's firewalls, reduce each PC's credits earned by the following.

Subtier 3–4: Reduce each PC's credits earned by 243.

Out of Subtier: Reduce each PC's credits earned by 462.

Subtier 5–6: Reduce each PC's credits earned by 680.

A4. SERVICE ACCESS

The corridor is concealed behind two secret doors on either end. A PC can discover either door by succeeding at a DC 25 Perception check. The area is dark, but there are light switches at either end. The walls are covered in metal with occasional small access panels bolted into place. A soft thrum pervades the area from the facility's power plant behind the wall. If the PCs consider tampering with the equipment, remind them that the computer they need to hack does require power that they won't be able to provide. Otherwise this corridor allows area **A3** to be circumvented.

A5. INCINERATION TUNNEL (CR 4 OR CR 6)

This 10-foot-wide hallway connects area **A3** to area **A6**, though PCs can bypass it by using area **A4**. The ceiling is 10 feet high, giving the hall the appearance of a perfectly crafted prefabricated hallway. Calm gray and blue steel panels line the outer walls, and they're so clean that they gently reflect images of creatures passing by.

Trap: In the event of a contamination or the need for a quick disposal, the organization had this tunnel turned into a secret incinerator. Hidden nozzles protrude from the walls here at 10-foot intervals from joins in the ceiling and floor. Once an unauthorized creature passes more than 40 feet from either entry door, the incinerator activates.

On the first round of activation, the incinerator closes and locks the doors leading to area **A3** and **A6**. Opening these doors requires a PC to spend a full action and succeed at a DC 20 Engineering check. On the second round, each of the hidden nozzles begins emitting a constant stream of flame. This lasts for the next 6 rounds, during each of which, the flames increase in intensity and damage. Once the final round passes, the system stops and the doors unlock.

SUBTIER 3–4 (CR 4)

INCINERATION TUNNEL CR 4

Type technological; **Perception** DC 26 (note nozzles); **Disable** Engineering DC 21 (plug the nozzles)

Trigger location; **Init** +9; **Duration** 6 rounds; **Reset** 10 minutes

Initial Effect flame jet (2d6 F); Reflex DC 15 half; multiple targets (all targets in area **A5**); **Continuing Effect** increase the damage of the flame jets by 1d6 F for every subsequent round, to a maximum of 7d6 damage on the sixth round.

SUBTIER 5–6 (CR 6)

IMPROVED INCINERATION TUNNEL CR 6

Type technological; **Perception** DC 29 (note nozzles); **Disable** Engineering DC 24 (plug the nozzles)

Trigger location; **Init** +11; **Duration** 6 rounds; **Reset** 10 minutes

Initial Effect flame jet (2d8 F); Reflex DC 16 half; multiple targets (all targets in area **A5**); **Continuing Effect** increase the damage of the flame jets by 1d8 F for every subsequent round, to a maximum of 7d8 damage on the sixth round.

A6. SECONDARY DEPLOYMENT CHAMBER

This irregularly shaped room appears to lack a clearly defined purpose. A large stone plinth occupies the center, while disconnected power cables are strewn on the floor to the west. A massive pair of white painted steel doors occupy the west wall, closed and mounted on a track that feeds into the north and south walls.

This was the original destination for the data core when the facility was built, but the board of directors opined that they wanted a larger and more aggressive security system.

A7. DATA CORE (CR 6 OR CR 8)

The entrance to this area is behind two 20-foot-wide metal blast doors. The automated doors split down the middle so each half slides into a slot in the north or south wall. The lock mechanism requires a key card to gain access, but that card is nowhere in the facility. The PCs can hot-wire the lock open by succeeding at a DC 21 Computers or Engineering check (DC 24 in Subtier 5–6). Once open, the doors remain open on their own, but do take note of the core defender's environmental control special ability. Alternatively

Scaling Encounter A7

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

Subtier 3–4: Reduce the core guardian's Hit Points by 10, and it takes a –2 penalty to its melee and ranged attacks.

Subtier 5–6: Reduce the core guardian's Hit Points by 25, and it takes a –2 penalty to its melee and ranged

the lock mechanism temporarily shorts out when one door is reduced to 30 Hit Points or fewer. The blast doors have hardness 20 and 60 Hit Points. Damaging, but not destroying, isn't enough to prevent the lock mechanism from engaging again later, as described in the Creature section on page XX.

The room inside is 20 feet tall and has normal light.

A ten-foot-wide alcove lies past the metal doors and beyond that is an immense, roughly octagonal room approximately a hundred feet wide. The chamber is lit throughout from regularly spaced lighting panels set in the ceiling. The room is spotless and strangely empty. The walls and ceilings are starkly white, while the floor is a mix of metal and cobalt blue. At the center of the room is a huge column of computer equipment that runs to the ceiling and rests on a twenty-foot-wide black square base. A soft, pervading hum drones in the background.

This room houses the PCs' primary objective: the data core. The facility's owners don't permit a permanent workstation in this room. Typically system administrators and analysts enter the room, upload and download data, or set the core to perform some analysis. Specific information and query results are then transferred via digital storage, taken to a different area, and reviewed there. In other words, this computer houses data and creates reports, but agents of this covert organization are not permitted to stay in this chamber while they perform their duties.

The lighting control for the room are located just inside the room on the southern side of the entrance alcove. It functions normally, unless the core defender turns off the lights, in which case a PC is required to succeed at an Engineering check (see the environmental control special ability in the appropriate stat block).

The data core is a tier 2 computer. Its unusually large size is due to a phenomenal amount of digital storage space, enough to store entire stock exchanges and multiple corporate interests on an interplanetary scale. The computer has no remote access, even in this room, so a creature must occupy an adjacent square to access it. The user interface is a holographic keyboard and screens that respond to gestures and voice commands. The facility's owners bring digital storage media devices into the room to upload or download data out of the core, and the core has ports and slots to accommodate that function. It has no unsecured

access, which means the PCs can do nothing with it until they hack it. This includes even knowledge of its basic functions, let alone use of them.

It takes 2 rounds to hack the data core. This requires a PC to succeed at a DC 21 Computers check (DC 24 in Subtier 5–6). The data core has a lockout countermeasure, so three failed Computers checks causes it to shut completely down, even to authorized users. If that happens, the PCs can still achieve their primary objective by physically removing physical storage devices by succeeding at two Engineering checks with the same DC as required to hack it. This requires tools and possibly an action to get them ready; a consideration if the PCs have to hurry or are in combat.

Once they hack the data core, the PCs learn that the data core's basic functions pertain to bookkeeping, economic computation, and cost-and-trend analysis on a massive scale. It lacks any modules that govern the EMP rods, the core-defender security robot, the room doors, or anything else in the facility. Also noteworthy, there is no access to the actual data those basic functions manipulate. The data, the PC's primary goal, is locked behind a powerful firewall. The firewall can be bypassed by a PC who succeeds at a DC 23 Computers check (DC 26 Computers in Subtier 5–6). Once they do so, it takes only a move action to put Historia-7's data-storage device in one of the ports and 1 round to finish the download.

The data core has one final defense system, and the PCs do not have to bypass it at all—they need only to not activate it. If the core takes damage in combat, it can trigger a data self-destruct sequence. This defense activates if the core takes damage from area of effect attacks, such as grenades or *fireballs*, or if the PCs attack it directly. Other ranged attacks that miss a target within 10 feet of the data core have a 10% chance to hit the core. The data core has hardness 10 and 20 Hit Points. If the data core takes 5 damage or less, it emits a shower of sparks in several adjacent squares and a loud neutral voice speaking Common rings throughout the room over the din of combat. "Warning! Physical structure compromised! Further instability could result in autodeletion!" If the core takes more than 5 points of damage, the warning is different or revised to the following: "Warning! Area compromised. Autodeletion sequence in 30 seconds!" At that point, the PCs have 6 full rounds to finish hacking the computer or remove its physical storage device (described above). The computer announces a revised countdown every round, which adds further tension to the encounter. If the countdown reaches zero or the data core loses all of its Hit Points, the data is destroyed and the PCs fail the primary objective.

Creature: The data core's primary protector is a core defender-class security robot. Similar in respects to a patrol-class security robot, these automatons were designed to protect a single area and are often wired to control features of the room by remote control. Thanks to visual sensors mounted in all directions and multiple appendages, the core defender has no front and changes direction without turning. When the PCs first open the door, it stands on the west side of the data core and remains unseen until either it or the PCs change position.

This specific defender is programmed with a fairly nuanced set of protocols. Its highest priority is to prevent the data core from being compromised by unauthorized personnel. The less obvious priority is that destruction of the data is preferable to its theft, hence the defender remains close to the core. There it can attack would-be hackers and deter other threats that target it (and inadvertently the core itself) with area of effect attacks like grenades.

The defender is programmed to try to mitigate multiple threats if possible. For example, to hack the core, a creature must be adjacent to it, but if other intruders attempt to pick it off with ranged attacks from area and thus avoid the EMP rods, it shuts the door and picks off the isolated data thief. If it can spare a move action, the defender turns off the lights plunging the room in darkness, and hopefully temporarily blinding the PCs or forcing them to waste actions activating a light source.

Additionally, the robot's circuitry is hardened against magnetism and electricity and the EMP rods neither target it, nor is it affected by their area attacks. It also lacks the usual vulnerability to electricity prevalent in most security robots.

Finally, the core defender cannot attack the data core itself in an attempt to start the self-deletion sequence, as its programming forbids it. Only the PCs can trigger the sequence with a careless or intentional attack.

Traps: There are four EMP rods situated around the four corners of the room that work in concert with the core defender. These rods are like hazards in that they are difficult to avoid and cannot be disabled without first activating them. Once any creature, other than the core defender, steps past the 10-foot alcove in front of the eastern door, all four traps become armed. Panels in the floor slide open simultaneously in the locations designated on the map, and the devices rise up and become visible. Typically this event triggers the start of initiative, as the core defender has no reason to act until the PCs get closer or the traps become active. The 4-foot-tall EMP rods are gleaming, metallic implements that resemble chess pawns.

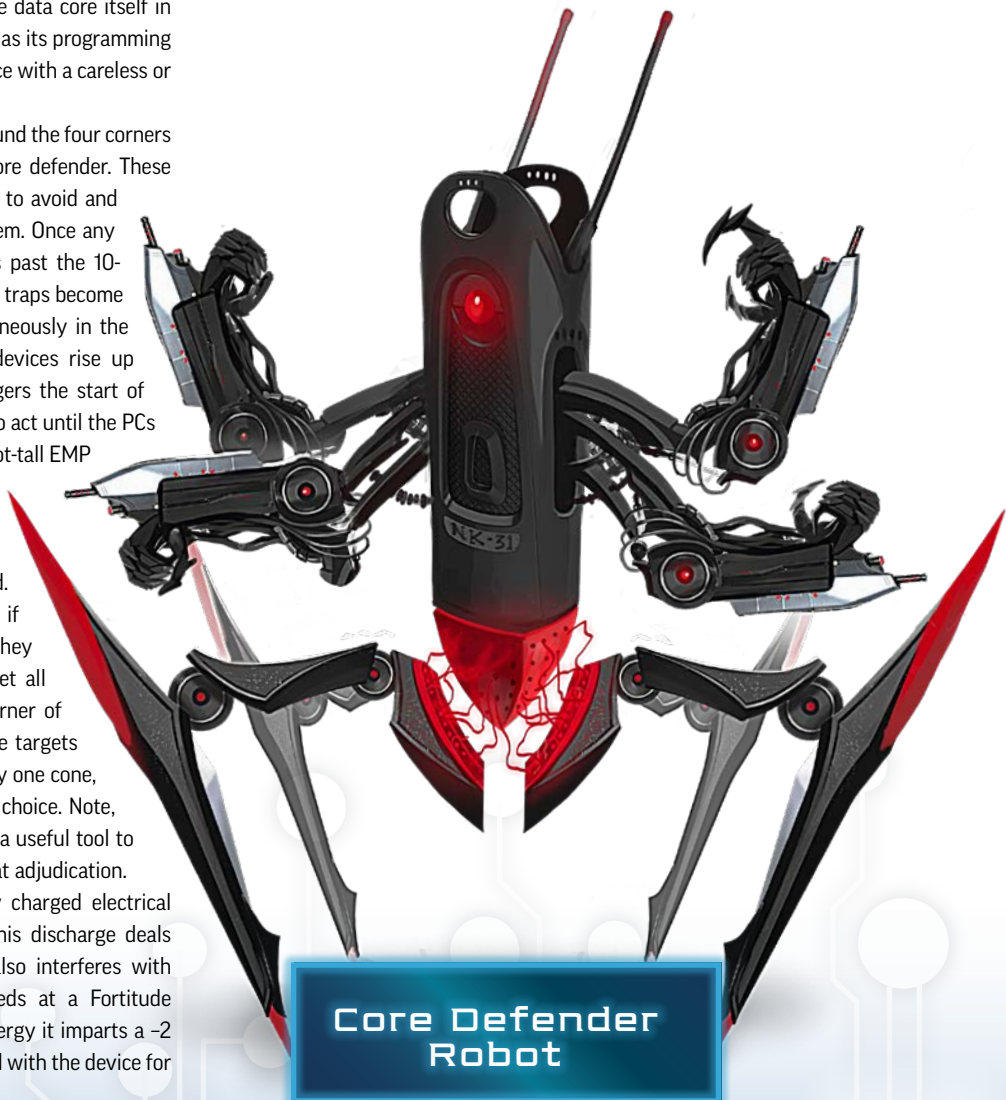
The rods have an immediate reset and thus can act every round until disabled or destroyed. They cannot delay or ready an action, so if they have no target in range on their turn, they simply do nothing that round. The rods target all creatures within a 30-foot cone from any corner of the designated square they occupy. If multiple targets are available but spread too far out to be hit by one cone, the cone's starting point and direction is your choice. Note, a pre-prepared 30-foot cone template may be a useful tool to quickly determine targets and speed up combat adjudication.

The EMP rods fire an arc of magnetically charged electrical energy at every target in a 30-foot cone. This discharge deals electricity damage, as noted below, but it also interferes with technological objects. Unless the PC succeeds at a Fortitude save for a carried object, then the residual energy it imparts a -2 penalty to all attack and skill checks performed with the device for

2 rounds. In Subtier 5-6, the effect renders the object completely inoperable for 1 round. It does not consume any of the charges from the object's batteries in either case.

A PC can disarm an EMP rod with a successful Engineering check (DC varies by subtier). Alternatively a PC can spend a move action and attempt a Perception check to search for a bypass switch (a hidden keypad on the rod). Once a PC locates the keypad, they can attempt a Computers check as a standard action to deactivate the rod. Note, PCs who learn about the EMP rods from hacking the sysad's computer in area **A3** don't have to search for the keypad and can enter the deactivation code as a move action.

Finally, the PCs can simply destroy the EMP rods. Hitting them with melee or ranged attacks automatically succeed. If reduced to 0 Hit Points, that rod explodes, dealing electricity damage to all creatures in a 20-foot radius burst (Reflex for half damage). The applicable Reflex save DC and damage varies by subtier and is noted in the stat blocks.



SUBTIER 3–4 (CR 6)

CORE DEFENDER-CLASS SECURITY ROBOT CR 3

N Large construct (technological)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +8**DEFENSE** **HP** 40**EAC** 14; **KAC** +16**Fort** +3; **Ref** +3; **Will** +0**Defensive Abilities** integrated weapons, nanite repair, unflankable; **Immunities** construct immunities**Weakness** vulnerable to critical hits**OFFENSE****Speed** 40 ft.**Melee** claw +12 (1d6+7 S)**Ranged** integrated tactical arc emitter +9 (1d6+3 E)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** magnetic binding**TACTICS****Before Combat** The core defender stands behind the data core.**During Combat** The defender prioritizes attacking creatures that interact with the data core and typically remains close to the core, which might complicate some attacks like grenades. If the PCs separate (e.g. some PCs enter and attempt to hack the core while others remain outside to make ranged attacks away from the EMP rods), the defender uses its environmental control ability to shut the blast doors and divide the group, picking off those trapped inside. If it has a move action to spare, it might turn off the lights for a temporary advantage or to force the PCs to provide their own light. If all the PCs retreat, it pursues them as far as area **A2**.**Morale** The security robot fights until destroyed.**STATISTICS****Str** +4; **Dex** +2; **Con** –; **Int** +1; **Wis** +0; **Cha** +0**Skills** Acrobatics +13, Computers +8, Intimidate +8**Languages** Common**Other Abilities** environmental control, unliving**Gear** tactical arc emitter with 2 batteries (20 charges each)**SPECIAL ABILITIES****Environmental Control (Ex)** As a move action, the core defender-class security robot can remotely perform the following from anywhere within area **A7**: turn off the lights and disable the lighting touch pad (DC 16 Engineering to turn the lights back on), or close and lock the automatic blast doors (DC 21 Engineering to reopen them).**Integrated Weapons (Ex)** A security robot's weapons are integrated into its frame and can't be disarmed.**Magnetic Binding (Ex)** Once every 1d4 rounds as a standard action, a core defender-class security robot can project an intense magnetic field at up to four creatures within 40 feet (no two of which can be more than 30 feet apart). Targeted creatures made of metal or who carry significant technological items such as weapons or armor are staggered for 1d4 rounds (Reflex DC 12 avoids). Note, most

technological items contain a significant amount of metal, even if the base material is carbon, plastic, or crystal.

Nanite Repair (Ex) A core defender-class security robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR. Once per day as a full action, a core defender-class security robot can restore 3d8 Hit Points to itself or any touched construct with the technological subtype.**EMP RODS (4)****CR 5****Type** technological; **Perception** DC 21; **Disable** Engineering DC 16 (requires 2 rounds)**Trigger** location; **Init** +6; **Reset** immediate; **Bypass** keypad (Perception DC 16 to locate [move action], Computers DC 16 to hack [standard action]); **Hardness** 10; **Hit Points** 19 each**Initial Effect** electromagnetic arc +13 (1d6+1 E); multiple targets (all targets in a 30-ft. cone originating from any corner);**Secondary Effect** electromagnetic pulse imparts –2 penalty to attacks or checks made with a random technological object currently held by the target for 2 rounds; **Fort** DC 14 avoids; multiple targets (all targets in a 30-ft. cone originating from any corner)**Destruction** explosion (3d6+1 E); **Reflex** DC 12 half; multiple targets (all targets in a 20-ft. burst)**DATA CORE COMPUTER****Type** tier 2; **Unsecured Access** none; **Secured Access**Computers DC 21, 2 rounds; **Root Access** Computers DC 41, 2 rounds**Countermeasures** lockout (3 failed attempts, 24 hours, bypass Engineering DC 21); self-destruct (activates on 5 damage, 6 rounds)**Hardness** 10; **Hit Points** 20**Basic Functions** accounting, computation, data analysis**Firewall** bypass DC 23 Computers; economic data and primary goal

SUBTIER 5–6 (CR 8)

CORE DEFENDER-CLASS SECURITY ROBOT CR 6

N Large construct (technological)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +13**DEFENSE** **HP** 105**EAC** 18; **KAC** 20**Fort** +6; **Ref** +6; **Will** +3**Defensive Abilities** integrated weapons, nanite repair, unflankable; **Immunities** construct immunities**Weakness** vulnerable to critical hits**OFFENSE****Speed** 40 ft.**Melee** claw +17 (1d8+11 S)**Ranged** integrated static arc rifle +14 (1d12+6 E; critical arc 1d6)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** magnetic binding

TACTICS

Use the tactics from Subtier 3–4.

STATISTICS

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

Skills Acrobatics +18, Computers +13, Intimidate +13

Languages Common

Other Abilities environmental control, unliving

Gear static arc rifle with 2 high-capacity batteries (40 charges each)

SPECIAL ABILITIES

Environmental Control (Ex) As a move action, the core defender-class security robot can remotely perform the following from anywhere within area **A7**: turn off the lights and suppress the lighting touch pad (DC 21 Engineering to turn the lights back on), or close and lock the automatic blast doors (DC 24 Engineering to reopen them).

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

Magnetic Binding (Ex) Once every 1d4 rounds as a standard action, a core defender-class security robot can project an intense magnetic field at up to four creatures within 40 feet (no two of which can be more than 30 feet apart). Targeted creatures made of metal or who carry significant technological items such as weapons or armor are staggered for 1d4 rounds (Reflex DC 14 avoids). Note, most technological items contain a significant amount of metal, even if the base material is carbon, plastic, or crystal.

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

EMP RODS (4)

CR 6

Type technological; **Perception** DC 23; **Disable** Engineering DC 18 (requires 2 rounds)

Trigger location; **Init** +7; **Reset** immediate; **Bypass** hidden keypad (Perception DC 18 to locate [move action], Computers DC 18 to hack [standard action]); **Hardness** 10; **Hit Points** 25 each

Initial Effect electromagnetic arc +15 (2d6+2 E); multiple targets (all targets in a 30-ft. cone originating from any corner); **Secondary Effect** electromagnetic pulse suppresses one technological object (your choice) carried by the target for 1 round; Fort DC 15 avoids; multiple targets (all targets in a 30-ft. cone originating from any corner)

Destruction explosion (4d6+2 E); Reflex DC 13 half; multiple targets (all targets in a 20-ft. burst)

DATA CORE COMPUTER

Type tier 2; **Unsecured Access** none; **Secured Access**

Computers DC 24, 2 rounds; **Root Access** Computers DC 44, 2 rounds

Countermeasures security module 3, lockout (3 failed attempts, 24 hours, bypass Engineering DC 24); self-destruct (activates on 5 damage, 6 rounds)

Hardness 10; **Hit Points** 20

Basic Functions accounting, computation, data analysis

Firewall bypass DC 26 Computers; economic data and primary goal

Development: As long as the PCs manage to retrieve the data, they complete their primary objective and can leave the site. If the PCs fail in their mission to retrieve the data, then they'll still have to depart as there's nothing else of value inside the complex. The shuttle outside the premises waits for them and quickly heads off into Cuvacara's skyline and back to Absalom Station. If the PCs retrieved the data, they can attempt a DC 20 Computers check to recognize that the data is complex and may require months of proper analysis before anything of importance can be gleaned from it.

Rewards: If the PCs fail to defeat the core guardian or fail to retrieve the data and escape the robot, reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 558.

Out of Subtier: Reduce each PC's credits earned by 1,089.

Subtier 5–6: Reduce each PC's credits earned by 1,620.

CONCLUSION

When the PCs return to Absalom Station, Historia-7 is not there to greet them. Instead, the Archives' Cortex remains sealed, though two members of the Dataphiles faction, an affable pair of technicians, **Xarafo** (LN female shirren) and **Kaizel** (LG male human) wait outside. The two cheerfully ask if the party managed to obtain any data from the site. If questioned where Historia-7 is, Kaizel rubs the back of his neck awkwardly while Xarafo shrugs and speaks. "We're not sure, but she asked us to meet you. She figured you'd be tired after the mission and the flight, and she wants that data analyzed immediately." If the PCs are suspicious, assure them truthfully that Xarafo and Kaizel are known Dataphiles agents who work within the Lorespire Complex; they aren't strangers, and the PCs have seen them before in passing. If the PCs insist on seeing Historia-7 or otherwise resist tendering the data, the technicians don't argue or press the matter. In that instance, **Venture-Captain Naiaj** (LN female bleaching gnome envoy) comes to collect the data instead.

The data on the data guardians or the remnants of a specimen intrigues Kaizel and Xarafo, as well as Naiaj if she's brought in. If the PCs don't know what a lore guardian is, someone volunteers the information and observes how interesting it is that was artificially created and conditioned—especially how the constructs seemed programmed to recognize other members of the conspiracy without having any kind of discernable "list." The two Dataphiles joke about a "employee resource department from Hell" but otherwise seem excited to begin digging into the variant lore guardians.

Eventually Naiaj comes to meet the PCs (for a second time, if necessary). If one of the heroes were killed, but the primary goal was achieved, she offers her condolences politely and assures the survivors their companions did not perish in vain. If no one died, she offers perfunctory congratulations and tells them the data they recovered is being analyzed, and that Society leadership is in discussion about what they've uncovered.

If the topic of Historia-7 comes up, Naiaj seems reluctant to explain but quickly relents. Read or paraphrase the following.

The bleaching gnome takes a slow breath before she replies. "She... she's taking some personal time. I realize this is not how we do things. I've only just been assigned oversight of your mission and I'm still coming up to speed. I certainly appreciate your efforts." There is another pause and then Naiaj continues. "In your place, I would want to know what you went to all the trouble for. We're going through the data and are trying to ascertain who these people are and we're not there yet. We do, however, know some of their recent activities, thanks to you. They've got financial data on almost every corporation within the Pact Worlds. We think they've been manipulating the markets, especially with regards to pharmaceuticals. Price fixing, if you follow. It's disturbing because they appear to be trying to fix the price of medicine, system wide. I've got an uneasy feeling about this, but thanks to you... we have forewarning."

Naiaj does her best to answer further questions as she can, but she doesn't know much more. She says she'll keep the PCs apprised as the Society learns more.

REPORTING NOTES

If the PCs prevented the Stewards from recording their interview with Hira Lanzio, check box A on the reporting sheet. If the PCs found and disabled the video recorders at the entrance to the data bunker, check box B. If the PCs returned to the Lorespire complex with data on the variant lore guardians, check box C.

PRIMARY SUCCESS CONDITIONS

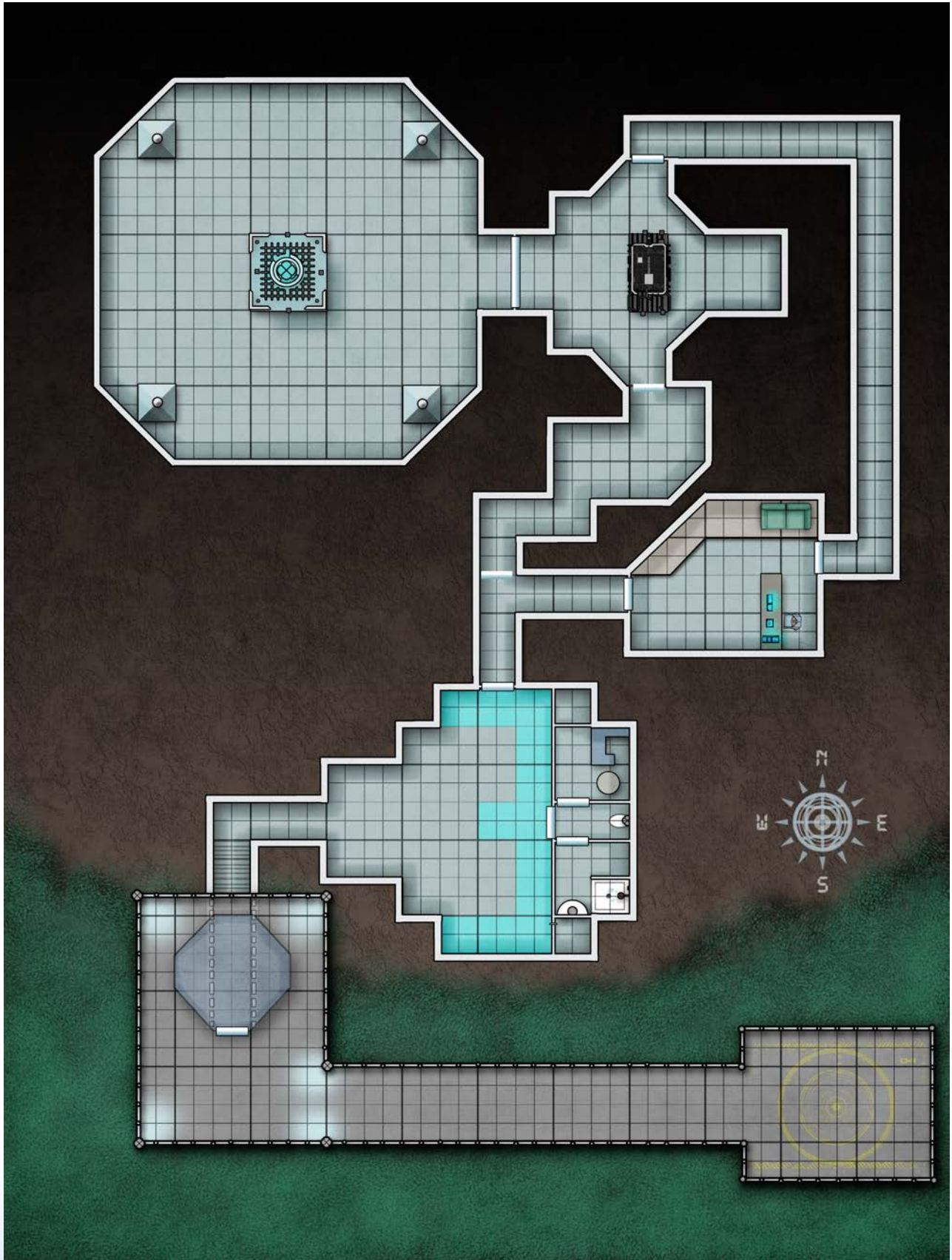
The PCs complete their main mission if they hack the data core computer and retrieve information about the conspiracy or manage to secure a physical copy of the data before it's deleted. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon. In addition, each PC gains the Pharmaceutical Forewarning boon on their Chronicle sheet. If the party failed to notice or disable the hidden video cameras in area **A1** but did complete the primary goal, grant each PC the The Conspiracy Knows You boon on their Chronicle sheet.

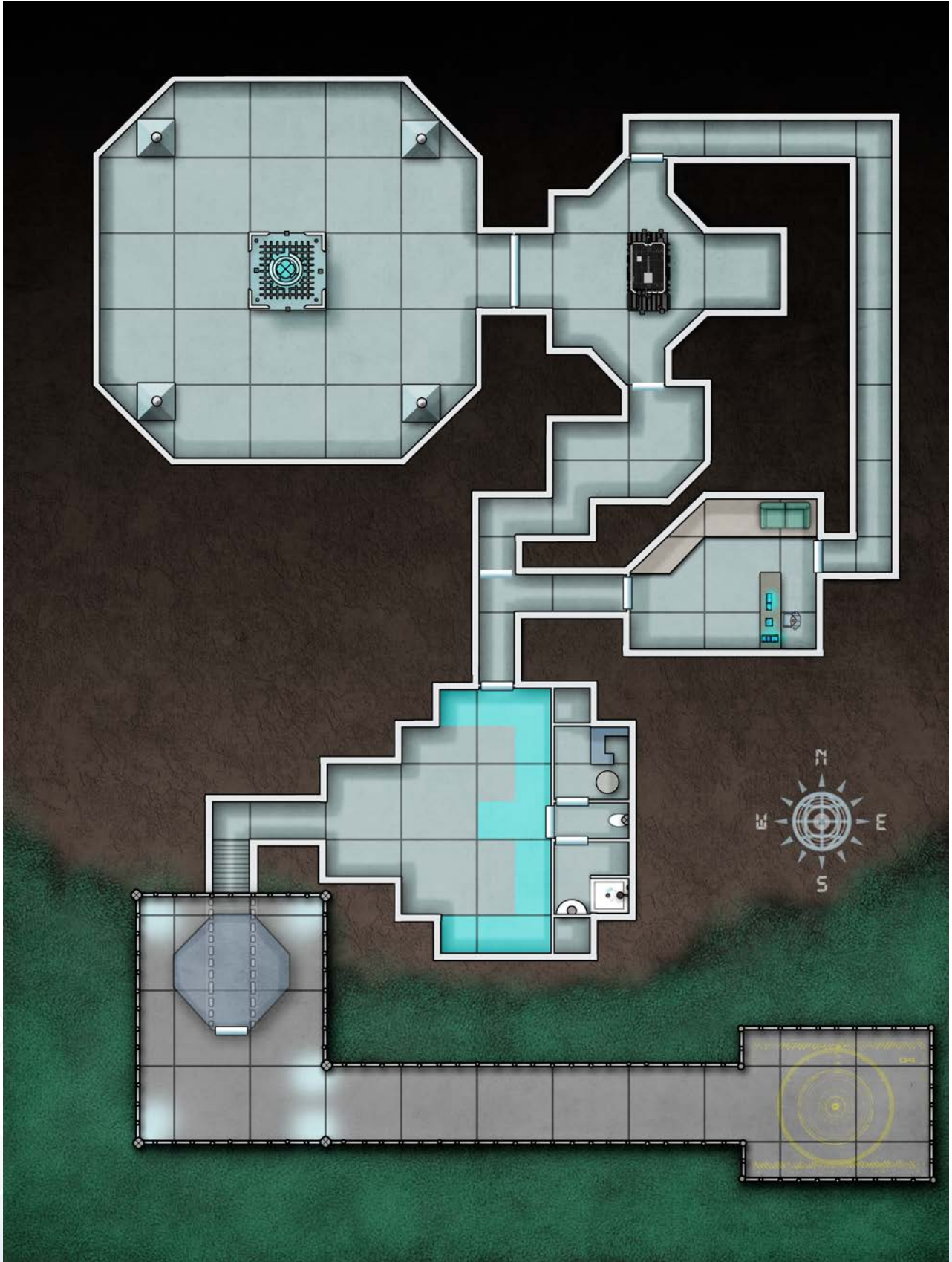
SECONDARY SUCCESS CONDITIONS

The PCs satisfy the secondary objective if they return with information about the data guardians. They can achieve this by hacking the second firewall of the system administrator's computer or just physically taking a slain data guardian back with them at the conclusion of the mission. Completing this earns each PC 1 additional Fame and 1 Reputation for any factions associated with their current faction boon.

FACTION NOTES

If the PCs satisfy the primary goal, they impress Historia-7 and the Dataphiles. Any group, especially a cadre of unidentified corporate interests that covertly engages in pharmaceutical price-fixing could foreshadow some form of biological terrorism for profit—a definite galactic threat. Each PC earns 1 additional Reputation with the Dataphiles, in addition to any other Reputation earned from this scenario.





Starfinder Society Scenario #1-33: Data Breach

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

Character # _____	<input type="checkbox"/> Fame <input type="checkbox"/> Faction Boons
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Character Name _____	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Second Seekers ()
	<input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Faction _____
	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/> Fame <input type="checkbox"/> Faction Boons
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Character Name _____	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Second Seekers ()
	<input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Faction _____
	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/> Fame <input type="checkbox"/> Faction Boons
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Character Name _____	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Second Seekers ()
	<input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Faction _____
	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/> Fame <input type="checkbox"/> Faction Boons
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Character Name _____	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Second Seekers ()
	<input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Faction _____
	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/> Fame <input type="checkbox"/> Faction Boons
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Character Name _____	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Second Seekers ()
	<input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Faction _____
	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/> Fame <input type="checkbox"/> Faction Boons
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Character Name _____	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Second Seekers ()
	<input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Faction _____
	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/> Fame <input type="checkbox"/> Faction Boons
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Character Name _____	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Second Seekers ()
	<input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Faction _____
	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders

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Starfinder Society Scenario #1-33: Data Breach 2019, Paizo Inc.; Author: Jim Groves.



Starfinder Society Scenario #1-33: Data Breach

Character Chronicle #

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

Items Found During This Scenario

The Conspiracy Knows You (Unidentified Boon): Somehow, during your mission into the data bunker near the edge of Cuvacara, an outside agency detected you. They know your face. They know what you've done. Future scenarios calling for this boon will specify what boon slot it must be slotted in.

Pharmaceutical Forewarning (Social Boon): By discovering the threat of pharmaceutical price-fixing within the Pact Worlds by the mysterious organization opposed to the Society, you have gained insight into countering its spread. When you slot this boon, you can purchase up to four medicinals of any tier, reducing the cost of these items by 20%. However, you do not receive these items until the end of the adventure that you've slotted this boon for. You do not have access to the credits spent on these purchases during the scenario, and if you die during the course of the adventure, you cannot regain these spent credits to purchase any services to restore your character (though you still receive the medicinals if your character is brought back to life).

SUBTIER	<input type="checkbox"/> Normal Max Credits
3-4	1,460
SUBTIER	<input type="checkbox"/> Normal
Out of Subtier	2,773
SUBTIER	<input type="checkbox"/> Normal
5-6	4,085
SUBTIER	<input type="checkbox"/> Normal
-	-

Starting XP
+
XP Gained (GM ONLY)
=
Final XP Total

Initial Fame
+
Fame Gained (GM ONLY)
-
Fame Spent
Final Fame

Starting Credits
+
Credits Garnered (GM ONLY)
+
Day Job (GM ONLY)
-
Credits Spent
=
Total

All Subtiers

algid freeze ray (6,300; item level 7; *Starfinder Armory* 16)
darksight goggles (2,100; item level 4; *Armory* 112)
mk 1 diffraction cloak (3,200; item level 5; *Armory* 112)
mk 2 serum of healing (425; item level 5; limit 4)
returning fusion seal (6th) (1,144; item level 6)
 static polarity gauntlets (2,350; item level 4; *Armory* 12)
 tactical tetrad rings (6,900; item level 7; *Armory* 16)

Subtier 5-6

minor electron crystal (3,850; item level 6; *Starfinder Armory* 26)
minor z-boson crystal (7,000; item level 7; *Armory* 26)
 mk 1 thermal capacitor armor upgrade (3,600; item level 5)
 purple force field armor upgrade (4,550; item level 6)
 static arc rifle (4,200; item level 6)
 vector graviton pistol (3,050; item level 5; *Armory* 16)

Reputation

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #