STARFINDER SOCIETY

BLUERISE BREAKOUT

BY JASON TONDRO

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How to Play

Starfinder Society Scenario #2–09: Bluerise Breakout is a Starfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1–4; Subtiers 1–2 and 3–4). This scenario is designed for play in the Starfinder Society campaign, but can easily be adapted for use with any world. For more information on the Starfinder Society Organized Play Campaign, 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**.

GM Resources

Bluerise Breakout makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive 3*, *Starfinder Armory*, and *Starfinder Pact Worlds*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at **sfrd.info**, and all the relevant rules from *Alien Archives* 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*. This adventure has no scenario tags.

BLUERISE BREAKOUT

BY JASON TONDRO

Director Ebaki is a diligent servant of Abadar and a promising member of AbadarCorp. His meteoric rise within the corporation and clergy was in no small part due to his ability to decipher expansive spreadsheets, and his ability to retain immense repositories of data in his head while handling budgets between various subsidiary corporations. At the relatively young age of thirty, Ebaki has taken on the role of director for AbadarCorp's financial review department on Absalom Station inside the vaunted Bluerise Tower region of the station.

AbadarCorp's choice in renting a section of Bluerise Tower for the financial review department was primarily to keep the department separated from the rest of the corporation. Ebaki and his team handle sensitive data from across the megacorporation, so some distance from the rest of the corporate offices on Absalom Station gives the department the autonomy it needs while auditing other areas of the company.

Almost two years ago, a citizen of Absalom Station named Ceren managed to hack into the computer systems of several corporate offices within the Bluerise Tower. Ebaki's office was one of those corporations affected, and while the AbadarCorp member was not responsible for the hired kill-team subsequently sent to track down Ceren, Ebaki did follow-up on the hacker's status after the Starfinder Society rescued her. Contacting the Society leader responsible for Ceren's ongoing safety, Celita of the Dataphiles (then known as Historia-7), Ebaki helped the Society keep Ceren safe in exchange for the Society deleting any of Ceren's information on AbadarCorp's financial review department. Following this brief interaction, Ebaki maintained cordial relationships with Celita and other prominent members of the Society. (Ceren's actions are detailed in *Starfinder Society #1-01: The Commencement*; during those events Celita was known as Historia-7).

In the past year, Ebaki has discovered an unnerving set of data from AbadarCorp's records: several inconsistencies relating to the pricing of medicinal goods within the corporation. Unwilling to move on these inconsistencies without more evidence, Ebaki sat on the data for some time. In recent months, Celita approached Ebaki about a startling discovery made by Starfinders investigating a mysterious conspiracy against the Society (see *Starfinder Society #1-33: Data Breach*). The data those Starfinders uncovered pointed to several different corporations involved in a price-fixing scheme

in the medicinal market. When Celita provided the information to Ebaki for confirmation, the director of AbadarCorp's Absalom Station financial review department set to work rechecking his prior data about the corporation's handling of medicinal goods.

Ebaki has since discovered that the medicinal conspiracy is wider than anticipated, and that some members of AbadarCorp have been secretly working alongside other major corporations to ensure the pricing of medicinals remains incredibly inflated. Adding further consternation to his research, Ebaki has uncovered that many of the funds earned from this price-fixing have gone into a "dark account" that he cannot access. Recognizing that multiple people in the corporation, including those in higher positions, could be involved in the conspiracy, Ebaki believes his only option is to relay his findings to the Starfinder Society in hopes of making the entire affair public, via a third party.

Meanwhile, one of the members of the conspiracy has already uncovered Ebaki's digging. The ysoki known as Datch is a prominent member of AbadarCorp and one of the first involved in the medicinal price-fixing scheme. Though she's since moved on to larger aspirations, much of Datch's personal wealth comes from her involvement in the early days of the medicinal conspiracy. Rather than using her connections in AbadarCorp to discover Ebaki's revelation, Datch found out about the director's discovery from another source: a vicious set of spyware she's installed

in the Starfinder Society's computer systems that's granted her unparalleled access to Starfinder Society data. Using this spyware, Datch has learned of Ebaki's plan to pass on information to the Society about the medicinal price-fixing operation and has enacted a plan to stop it by activating Bluerise Tower's automated defense systems!

SUMMARY

In *Bluerise Breakout*, the Society tasks the PCs with what appears to be a simple pick-up and delivery job. The PCs are asked to travel to Bluerise Tower, retrieve a datafile from Ebaki, a director in Abadar's financial review department, and bring it to the Lorespire Complex. Arvin, the venture-captain who assigns the mission, does not know what is on the datafile or why it is important, but knows it is sensitive enough to warrant a team of Starfinders.

When the heroes arrive at Bluerise, a guide leads them into the facility and provides a brief walking tour of the place, which gives the PCs a chance to learn about the many security systems installed in the building. The guide asks the PCs to leave their weapons behind in a secure locker before meeting the director. Soon after meeting Ebaki and receiving the datafile, the security systems activate and kill most of the workers inside the office.

Now, the PCs must retrieve their weapons and cross a dangerous minefield of security systems, including animated armor, shock grids, and an escaped ooze—while helping any survivors, including Director Ebaki, escape to safety. Ultimately, the PCs must survive passing through the Smoker, a deadly and complex hazard that lies between them and the elevator. But once they do, Datch sends one last assassin to finish them off once and for all.

GETTING STARTED

The adventure begins in a corridor outside Arvin's office at the Lorespire Complex. Read or paraphrase the following:

Agents and visitors crowd the halls of the Lorespire Complex. A male lashunta gestures a group of agents into his office. "Go on in," he says to them. "I'll be right there." But then he turns to the group waiting outside, steps a bit closer, and lowers his voice.

"Thanks for coming. I have a quick task for you, and from the outside, it doesn't look like much. You just need to go to Bluerise Tower, where AbadarCorp's financial review department is located, and speak with the director there, a man named Ebaki. He's going to give you a datastick. Bring it back here. That's it. That's the mission, looks like you get off easy today.

"I admit that I don't know what's on that datastick. It's important, but I don't know why. And that's why I asked for a team of skilled agents to handle a simple pick-up and delivery job."

Arvin can answer a question or two. He doesn't spend much time with the PCs however—not because he has to cut their time short to make his other appointment, but because he simply does not know much more than what he has already told them.

Do you know what kind of information is on the datastick? "No idea. I guess we'll find out together. This assignment came from a higher-up in the Society who wants to remain anonymous."

What kind of opposition should we expect? "Bluerise Tower is one of the most secure facilities on Absalom Station. I would like to say no one is stupid enough to break in there, but then again, some people are pretty stupid. Be prepared for anything, just like any Starfinder should."

Anything else? "Keep your visual receptors peeled and come back in one piece. Assuming everything goes well, take the rest of the day off from any other Society activities you were scheduled for."

Boon Allocation: At this point, the PCs should finalize their boon slots for the session. This scenario has no ties to other past scenarios, so the PCs should be encouraged to slot whatever boons they desire. They do not need to slot starship boons.

A. BLUERISE TOWER: ABADARCORP FINANCIAL REVIEW DEPARTMENT

Bluerise Tower is composed of many levels, but the PCs visit the home of AbadarCorp's financial review department. Dozens of employees, comprised of various humanoid species, work here. With the help of sophisticated automated programs, the staff here check and recheck the countless daily financial transactions made by the company. **Director Ebaki** (LN male human) is the head supervisor here; his office is in the southeast corner (area **A1** on the map). There is one part of the floor which is not dedicated to financial review; a small team of researchers have been transferred out of their usual wing, into a corner of this floor that was unused. Their experiments are conducted in the southwest corner (area **A4** on the map). The map on page 5 contains markings for all of the tower's defensive systems, and is intended for the GM's use only. A version of the map for players, which lacks these additional details, appears on page 20.

This floor of Bluerise Tower has many dangerous security measures, not all of which are known to the employees. **Argent (LN artificial intelligence)**, an AI physically located elsewhere in the tower, manages the defenses for this office. Argent remains inaccessible to the PCs during this adventure; when the AI turns against the PCs and begins trying to kill them, their only chance is to escape this floor alive.

The PCs arrive in an elevator in the northwest corner of the map. When they do, go to **Office Tour** on page 8.

LOCKDOWN

When the PCs receive the datafile from Director Ebaki in area **A1**, Argent turns hostile. In a single turn, several things happen at once.

- All the lights on the floor go out. The only light is what the PCs bring with them—most likely flashlights in their armor's personal comm unit, which raise the light level by one step (from darkness to dim light, for example) in a 15-foot cone.
- A jammer activates on an adjacent floor, preventing the PCs and other surviving employees from communicating beyond the confines of the office floor.

A. FINANCIAL REVIEW DEPARTMENT

A6

A5

A3

A2

A1

A4

1 SQUARE = 5 FEET
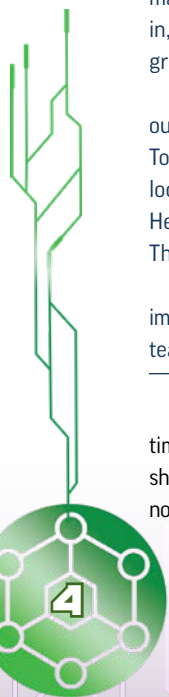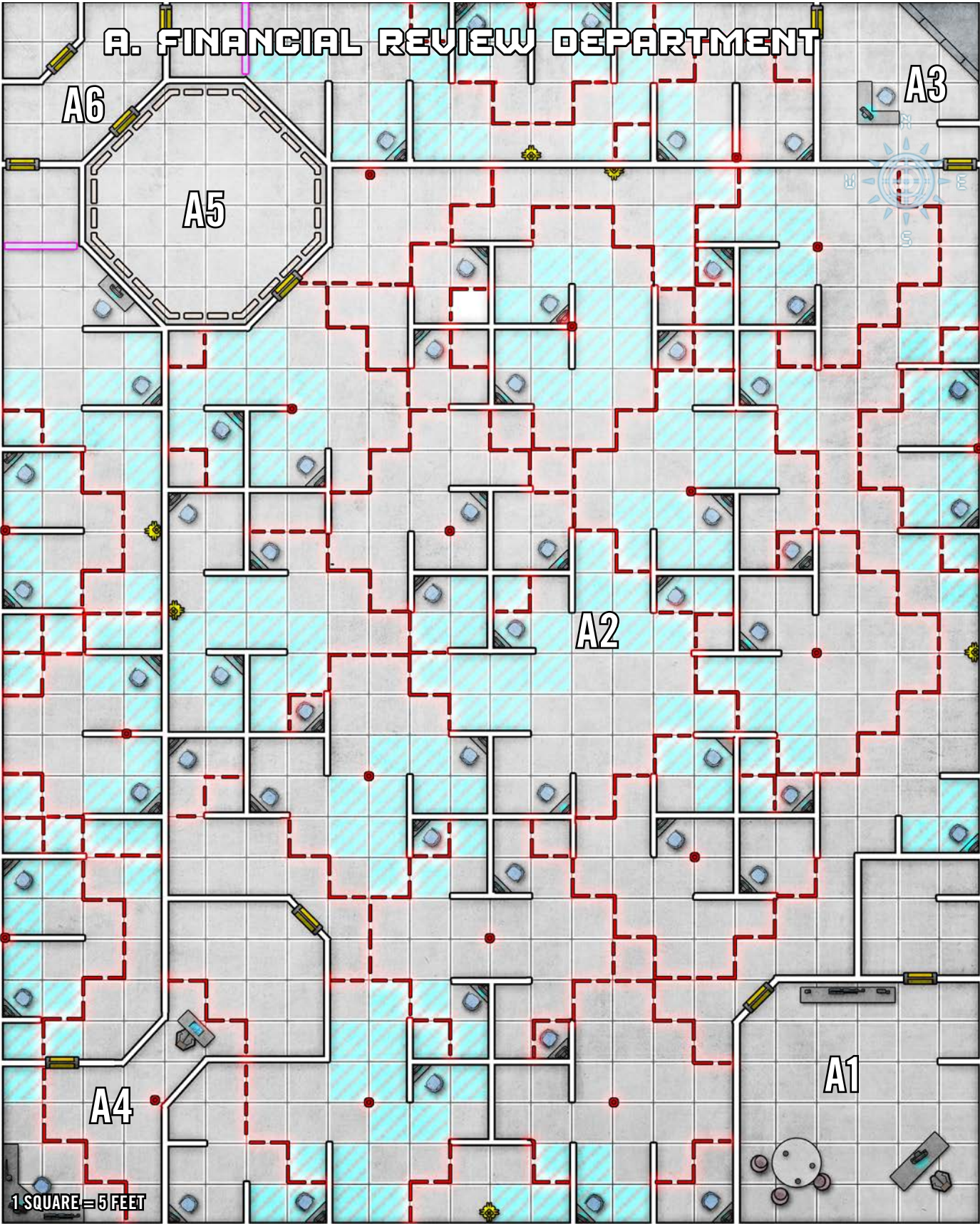
- Shock grids activate at most of the computers on the floor, killing everyone except for the PCs, Director Ebaki, and Bordle–the employee who guided the PCs and provided them a tour. The computers on the GM map (page 5) that are surrounded by shock grid patterns (the blue shaded areas) are active, and Argent can trigger them. See Shock Grids below for more information.

- All the doors on the floor lock. The locks on these doors are biometric; they open for specific individuals whose handprints have been saved into the system. The descriptions for each door details what handprints open that specific lock. These locks can be circumvented with a successful DC 17 Engineering check. PCs can also cast the *knock* spell to attempt to open these doors.

- Two walls slide into place, blocking the hallways that run along the northern and western edges of the map. These walls prevent anyone on the floor from getting out without going through the Smoker (area **A5**). These walls can't be moved or bypassed, at least not by anything the PCs have access to in Subtiers 1–4. Intricate abjuration runes also prevent all forms of teleportation through these new barriers.

- Suits of animated armor in the style of Abadar, nicknamed Abadarmors by the employees, free themselves from the armor stands where they have been on display and begin to patrol for the PCs; see Patrols below for details.

MOTION SENSORS

Security staff have setup a network of motion sensors mounted on the ceiling. The motion sensors are clearly visible. They are marked on both the GM and player maps as small red lights, but only the GM map shows the field of coverage for the sensors (indicated by the red dotted lines). The motion sensors have a 15-foot range. They automatically detect any creature of Small or larger size that moves through any square marked within their field of coverage on the GM map. However, if a creature moves into one of those squares and, at the same time, takes cover or total cover behind an immobile object, the sensor does not detect the creature. Partial cover does not prevent detection from a motion sensor, nor does taking cover behind a moving object.

A motion sensor can be deactivated with a successful DC 17 Engineering check (DC 20 in Subtier 3–4), but this must be performed by touch on the sensor, and doing so is likely to be detected by the sensor itself. As a result, a Tiny creature, such as a mechanic's hover drone, is likely to have the most success deactivating a sensor, since it is below the size threshold the motion sensors are set to detect.

Argent, the AI managing the security systems in Bluerise Tower, can only detect the PCs using either the motion sensors or the visual scanners of the animated Abadarmors (see Patrols, below). If Argent detects a PC using the motion sensors, it might summon a patrol or activate a nearby shock grid.

SHOCK GRIDS

Every computer on this floor of Bluerise Tower, with the exception of that in the director's office (area **A1**), has been equipped with a shock grid countermeasure that can electrify any creature within its area (indicated by the blue shaded areas on the map). Originally, these were intended to destroy important information on the computers in case of a security breach, but Argent's new programming allows it to overpower these systems to act as lethal destructive measures. These shock grids are similar to those described on page 217 of the *Starfinder Core Rulebook*, but deal less damage (3d6 electricity in Subtier 1–2 and 4d6 in Subtier 3–4) and are easier to avoid (DC 12 Reflex half in Subtier 1–2 and DC 14 Reflex half in Subtier 3–4). Each shock grid can only be activated once.

When Argent turns against the PCs, it immediately activates most of these shock grids to eliminate civilians on the floor who might interfere with its attempt to assassinate the PCs. All of the computers are marked on the map; computers within blue shaded areas on the GM map indicate computers with shock grids that haven't yet been activated, and these shaded areas also indicate the area threatened by each shock grid.

Simply walking within an area covered by a shock grid isn't enough to trigger it. Shock grids only activate under two circumstances: a creature tries and fails to hack or bypass a computer with a shock grid, or Argent triggers the shock grid because it has detected a PC within the area of a shock grid. If Argent detects a PC's location–either through the motion sensors or the Abadarmor patrols–it can activate one shock grid every turn as a reaction. Argent doesn't activate a shock grid if this would damage a suit of animated Abadarmor, but it will activate the grid if the ferrofluid oozes (see area **A2**) are in the area, trusting the ooze's resistance to electricity to protect it.

A PC might try to hack a computer to deactivate its shock grid. These are all tier 1 computers and DC 17 to hack (or tier 2 and DC 21 in Subtier 3–4); see page 214 of the *Starfinder Core Rulebook* for details on computer tiers. Director Ebaki has a password that can be used to gain a +5 bonus on hacking these computers, but hacking cannot be used to deactivate shock grids installed on computers other than the one being hacked. Ebaki doesn't have and can't grant root access to Argent's control systems.

A shock grid can be manually bypassed with a successful DC 17 Engineering check and 1 minute of work. If this check fails by 5 or more, the shock grid activates.

PATROLS (CR 4 OR CR 6)

This floor of Bluerise Tower is protected by suits of animated armor decorated with Abadar symbols. There are 4 of these "Abadarmors", positioned on stands around the cubicles (area **A2**). Once the lockdown occurs, the Abadarmors activate. If you are playing this scenario at Subtier 1–2, only the Abadarmors along the north and south walls of area **A2** activate. The active Abadarmors free themselves from their stands and begin patrolling in a regular clockwise pattern. There are also two nonmagical suits of Abadarmor on this floor mounted on display racks in the hallways that lead along the north and west edges of the map; these suits of armor can be potential treasure (as detailed in area **A3**).
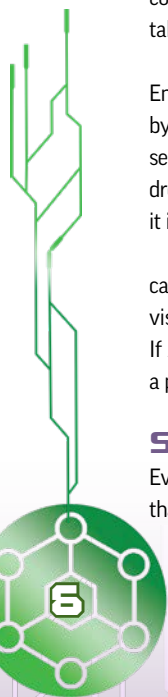
The Abadarmors aren't mindless; they act according to their programming, and this requires them to stay on this floor and do as they are instructed by Argent, who can also see through the Abadarmors' visual sensors. If Argent detects a PC, either through a motion sensor or because an Abadarmor can see them, it directs all the Abadarmors to converge and attack. Abadarmors don't automatically detect PCs within their visual range (which is 60 ft. in the dark).

SUBTIER 1–2 (CR 4)

ANIMATED ABADARMORS (2)   CR 2

Starfinder Alien Archive 3 6
LN Medium construct (magical, technological)
Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +7
DEFENSE   **HP** 25 EACH
EAC 13; **KAC** 15
Fort +4; **Ref** +4; **Will** +1
Defensive Abilities integrated weapons; **Immunities** construct immunities
OFFENSE
Speed 20 ft.
Melee slam +4 (1d6+4 B) or integrated standard taclash +7 (1d4+4 S nonlethal)
Ranged integrated tactical crossbolter +10   (1d10+2 P)
Reach 5 ft. (10 ft. with standard taclash)
TACTICS
Before Combat The Abadarmors circle the cubicles, moving in a clockwise direction around the room (area **A2**). They can see over the cubicle walls. PCs can attempt to avoid them by hiding behind cover, using Stealth, and avoiding the motion sensors. If the PCs trigger a motion sensor, the Abadarmors converge on that location.
During Combat The Abadarmors attack with their crossbolters, focusing on a single target if they can, making a single attack each round, and using their move action to reload. If they are unable to reload, or a PC closes to within 10 feet, they fight back with their taclashes. Abadarmors avoid the shock grids if they can, but if they are within the area of a shock grid, the security AI won't trigger that shock grid. The Abadarmors pursue PCs until they leave their 60 foot vision, at which point they return to patrolling.
After Combat It's possible the PCs might attract the attention of the Abadarmors and then hide, leading the constructs away from their patrol route. The Abadarmors can travel anywhere on the map in pursuit of the PCs, even into the specimen observation chamber (area **A4**), but they won't enter the Smoker (area **A5**) or use the elevator. If an Abadarmor needs to enter a door to reach the PCs, Argent can open it for them.

SCALING THE PATROLS

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

Subtier 1–2: The Abadarmors have a delayed connection with Argent, and as a result have the sickened condition.

Subtier 3–4: Only 3 Abadarmors activate instead of 4.

ABADARMOR

STATISTICS

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

Skills Athletics +7, Intimidate +11, Sense Motive +7

Languages Common (can't speak)

Other Abilities comm, unliving

Gear integrated tactical crossbolter (20 arrows), integrated standard taclash, radiation buffer (can be removed)

SPECIAL ABILITIES

Comm (Ex) Animated Abadarmor can receive wireless communications (and thus commands from its creator) at planetary range.

SUBTIER 3–4 (CR 6)

ANIMATED ABADARMORS (4)	CR 2

HP 25 each (as above)

TACTICS

See Subtier 1–2.

OFFICE TOUR

When the PCs are ready to proceed, they arrive in the elevator in the northwest corner of the map on page 5, in preparation for an office tour that will lead them to areas **A6**, **A5**, **A3**, **A2**, and finally, **A1**. As the elevator door opens, a brenneri (*Starfinder Alien Archive* 3) in a loose, brightly-colored short-sleeved shirt and shorts greets the PCs. Brenneris are mammalian humanoids that resemble bipedal otters. She has leather tie around her neck connected to a smooth, polished stone. As the PCs exit the elevator, the brenneri hastily stops paying attention to her personal comm unit, stores it, and welcomes the PCs with a broad smile.

"Greetings! You must be Arvin's people from the Society. I'm Bordle. I work here, and the director asked me to meet you and walk you to his office. We have a lot of security, but just stick with me, and we'll have you in and out in no time."

If the PCs have any immediate questions, Bordle does her best to answer them. She doesn't know anything about their mission or why Ebaki has asked to see them. She can, however, tell them about this office, and as they accompany her into area **A5**, she provides information the PCs may find useful later on, when they have to break out of the office. As the PCs follow, Bordle continues.

"First, you'll have to leave your weapons with security before you can enter the main floor. So follow me. It's just down this hall. Oh, hey! I can show you the Smoker while we're here." As she speaks, Bordle presses her hand to a biometric scanner adjacent to the door on the southeast wall. Instantly, it opens. Beyond is an octagonal chamber 30 feet across with a second door at the far end.

"That's the Smoker. As far as security systems go, it's pretty fancy. There are vents in the floor that fill the whole thing with poison gas! Or, at least, that's what I've been told. Never seen it in action, of course. No one would dare to break into this place!"

Bordle allows the PCs to investigate the Smoker, if they wish. If a PC investigates, a successful DC 17 Perception check (DC 20 in Subtier 3–4) allows them to notice the vents along the floor that Bordle mentioned, but also a series of holes in the ceiling which look suspiciously like spray nozzles of some kind. The function of these nozzles isn't immediately apparent to the PCs, but the Smoker is actually a complex trap that first sprays acid onto creatures within–damaging any environmental protections they may have–before releasing a poisonous gas. Bordle doesn't know about the acid spray. If told, she doesn't believe that's what the nozzles are used for, insisting they are components of a sprinkler system. Once the PCs have gotten a look inside, continue with the tour.

Bordle presses her hand to a biometric scanner next to the eastern door, which opens for her. "The doors are all keyed to employees," she says. "And of course some areas require special clearance. But I can get us to security."

The hallway leading from area **A5** to area **A3** is twenty feet wide, with a 12-foot ceiling. Cubicles alternate on the north and south walls, and inside most of the cubicles a single individual is working, their screens filled with spreadsheets and analytical tools. The carpet is a geometric pattern incorporating the key symbol of Abadar, and a suit of golden armor on a display stand bears Abadar's symbol prominently on its chest. As she walks, Bordle gestures to the ceiling, where small hemispherical devices can occasionally be seen, on the northern or southern walls.

"Motion sensors," she says. "All tied into Argent, our security AI. Hey Argent!" Bordle waves to the nearest motion sensor. There is no response, but Bordle doesn't seem to have expected one, and she weaves around the cubicles until she reaches a door at the far end of the hall.

Allow any PC trained in Engineering to attempt a DC 12 Engineering check (DC 15 in Subtier 3–4); on a success, the character recalls that this model of motion sensor has a range of 15 feet. The sensors automatically detect anything moving within that distance, unless it is behind stationary cover. The sensors can be set to detect targets of a specific size range, but it is impossible to tell what sizes a sensor is set to detect without closely examining it.

Bordle cannot open the door to the security room (area **A3**). Instead, she presses a button by the biometric lock and, a moment later, the door unlocks, triggered by the security agent within the room. She opens it, ushering the PCs inside.

Beyond the door is a simple square room 20 feet on each side. A door leads out to the south, and a large metal locker fills the northeast corner of the room. A kasatha in a black suit
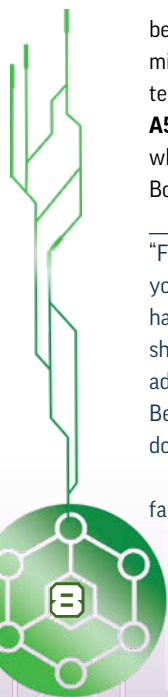
sits at a desk, but rises as everyone enters. "Hello," they say, their voice muffled by their traditional mask. "You can place all your weapons in this locker. They will be safe here for the duration of your visit." The kasatha presses one of their hands to a biometric lock on the locker, which opens.

The kasatha security agent is named Sassanda, but they don't give their name. They have no interest in the PCs' mission, but takes their job very seriously. Sassanda first gives each PC a chance to hand over their weapons voluntarily. Once every PC has done this, Sassanda picks up a wand-shaped device from the desk and passes it over each PC. The wand detects weapons, but a PC who succeeds on a DC 22 Sleight of Hand check (DC 25 in Subtier 3–4) can keep a weapon hidden. A weapon must already be hidden in order to pass this inspection, and likely has a relevant special property, such as Breakdown or Conceal (both detailed on page 27 of *Starfinder Armory*). If Sassanda finds a weapon with the wand, they first ask the PC to surrender it, then warn the PC what they are about to do before taking it from the character's person and putting it in the locker. Sassanda doesn't get angry or frustrated if the PCs try to hide weapons from them; they have seen this sort of thing a thousand times and assumes everyone is hiding something all the time. If a PC refuses to surrender their weapon, that PC is politely told to leave to building, and they cannot proceed with the mission.

Once the PCs have either turned over or successfully hidden their weapons, Bordle moves to the southern door and waits. Sassanda opens the door by pressing a key on the desk computer, and Bordle resumes the tour.

Bordle leads the way through the door, into a very large workspace filled with cubicles. The ceiling is 12 feet high, and the floor is covered in the same Abadar-themed carpeting as before. Dozens of cubicles fill the space, with AbadarCorp employees working at most of them, crouched over computer terminals. "This way," she says, waving a hand as she begins to walk south, between two rows of cubicles.

Allow the PCs to make Perception checks as they move through the cubicles (area **A2**). Those who succeed at a DC 12 check (DC 15 in Subtier 3–4) note the motion sensors on the ceiling, as elsewhere in the building. Those who succeed the check by 5 or more also notice small devices in every cube; these devices are cylinders about the size of a human thumb. One end is plugged into a power outlet, and the other end is plugged into the cubicle computer. A PC who succeeds at a DC 17 Computers or Engineering check (DC 20 in Subtier 3–4) can identify these devices as basic shock grid

countermeasures, likely intended for data erasure. Succeeding the check by 4 or more reveals that these could be overcharged to work only once, but become dangerous enough to stun or even kill a person. If asked about the shock grids, Bordle quietly acknowledges their presence. "I know they seem dangerous. But we have to protect our financial records. The security AI can't activate them when an employee is present, so don't worry. Everyone is very safe." Bordle is somewhat mistaken, however; it's not that Argent, the security AI, can't activate the shock grids when employees are within the area, it's that Argent chooses not to, in accordance with its programming. When Argent is hacked and turns against the PCs later in the scenario, it activates many of these shock grids, killing almost everyone on the floor.
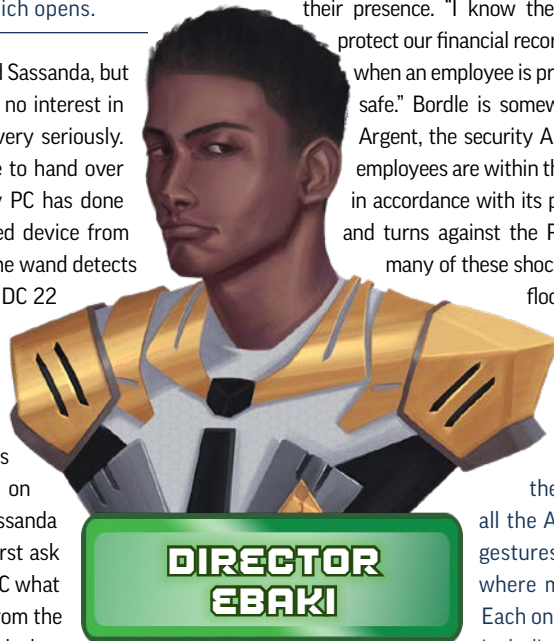
Bordle leads the way south, passing another suit of golden armor resting on an ornate stand. "Hey Becky," she says, waving to the armor as if it were alive. "I named all the Abadarmors." As Bordle speaks, she gestures to each wall of the work area, where more suits of armor are on display. Each one is decorated with Abadar stylings, including a golden crossbolter weapon attached to the arm. "This one's Becky," she says, "and the others, they're Almond, Carnation, and Denty." Bordle leans in confidentially, her voice lowering to a mutter. "I named him that because he has a dent in his head. He's a little sensitive, so try not to stare. But I tell him it doesn't matter."

"But let's go. The director is probably wondering if you all died in the Smoker or something." About fifty feet to the southwest is a door, and Bordle approaches it before pushing a button on the biometric lock.

A voice comes from the lock. "Yes?"

"It's Bordle, mister director, sir. I have our guests from the Starfinder Society."

The door unlocks and opens, and a voice from inside the room says, "Please come in."

"Take care!" Bordle says, waving as she wanders west. "I'm gonna check in on the secret lab." As she says the words secret lab, she draws quotation marks in the air. "Those people could probably use a break."

Bordle does indeed go to the specimen containment chamber (area **A4**), where she survives Argent's electrocution of most of the floor. The PCs may find her there later. In the meantime, they can enter Ebaki's office (area **A1**).

Development: The tour's completion represents the end of the main introduction and investigation for the scenario. The remainder of this adventure is presented as locations, each detailed in reverse-order to the PCs' tour, as the PCs must now go backwards through the office after the lockdown takes effect.
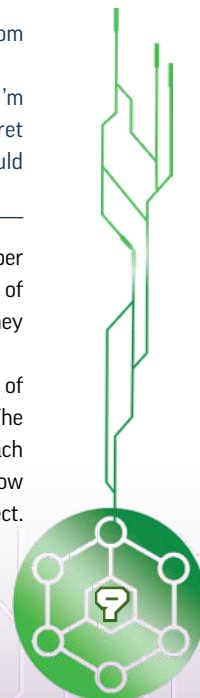
DIRECTOR EBAKI

A1. DIRECTOR EBAKI'S OFFICE

When the PCs reach the office, read or paraphrase the following:

Director Ebaki's office is spacious and well-furnished, including a broad and handsome wooden desk and comfortable chair, a table in one corner surrounded by a few chairs for more casual conversation, and even a fully-stocked bar along the northern wall. A side door also leads north and a large handwoven carpet in bold geometric pattern fills the center of the room. A transparent aluminum bulkhead gives an impressive view of the Armada outside Absalom Station and the countless stars beyond. The man seated behind the desk looks up and says, "You must be the people Arvin sent. I'm the person who sent for you."

The door north leads to a private bathroom; the door is usually locked, but Ebaki's keycard opens it. The bar is stocked with a wide assortment of alcoholic beverages, ice, and glasses. The computer is tier 1 (or tier 2 in Subtier 3–4); it is on the building network but cannot access any other computer on this floor from here, and the PCs cannot use this computer to hack Argent, the security AI.

Creatures: Ebaki is a no-nonsense man who seeks to complete his transaction as quickly as possible and distance himself from the fallout of the data he's providing the Society. If the PCs confirm their identity, he withdraws a small datastick out of his desk drawer and hands it to the PCs, choosing the one with the highest Charisma if no one is clearly the leader or initiates conversation. He says, "This needs to go to the Lorespire Complex, Arvin will know what to do with it." His gaze returns to the computer screen and he begins to type, resuming his work.

Unless the PCs speak to Ebaki about accounting or other financial matters, he has little interest in what they have to say. Characters who mention the Dataphiles faction earn an appreciative comment from Ebaki.

SUBTIER 1–2

DIRECTOR EBAKI	CR 1

LN Medium humanoid (human)
Init +2; **Perception** +5

DEFENSE	HP 17

EAC 12; **KAC** 12
Fort +1; **Ref** +3; **Will** +4

OFFENSE
Speed 40 ft.
Melee basic melee weapon +4 (as weapon +1 damage)
Ranged small arm +6 (as weapon +1 damage)

TACTICS
Before Combat Ebaki carries no weapons and isn't wearing armor. Nonetheless, he is proficient with basic melee weapons and small arms, and although he isn't proficient with any armor, he will put on any armor the PCs give him (modify his AC appropriately). If the PCs ask for his help, Ebaki aids with any Computers and Engineering checks they attempt; if none

of the PCs have Computers or Engineering, Ebaki volunteers his services. The PCs may be able to get more information out of Ebaki; see Development on page 11 for details.
During Combat Ebaki wants to stay alive; if he is directly threatened, or unarmed, he takes the total defense action. If within the target of an area effect (such as a shock grid), he uses Dive For Cover. If given a weapon and not directly threatened, he attempts Harrying Fire on a target the PCs are likely to attack. If given explicit instructions by a PC, Ebaki obeys; in the case of conflicting orders, ask the PCs involved to attempt Diplomacy or Intimidate checks, and Ebaki obeys the character who rolls the highest.
After Combat If Ebaki loses any Hit Points, he gladly accepts any healing, and does his best to protect whoever healed him.

STATISTICS
Str +0; **Dex** +2; **Con** +1; **Int** +4; **Wis** +0; **Cha** +0
Skills Bluff +10, Computers +10, Culture +5, Diplomacy +5, Engineering +10, Physical Science +5
Feats Dive For Cover, Fleet
Gear personal comm unit

SUBTIER 3–4

DIRECTOR EBAKI	CR 3

LN Medium humanoid (human)
Init +2; **Perception** +8

DEFENSE	HP 35

EAC 14; **KAC** 14
Fort +2; **Ref** +6; **Will** +6

OFFENSE
Speed 40 ft.
Melee basic melee weapon +7 (damage as weapon +3 damage)
Ranged small arm +9 (damage as weapon +3 damage)

TACTICS
See Subtier 1–2.

STATISTICS
**Str** +0; **Dex** +2; **Con** +1; **Int** +4; **Wis** +0; **Cha** +0
Skills Bluff +13, Computers +13, Culture +8, Diplomacy +8, Engineering +13, Physical Science +8
Feats Dive For Cover, Fleet, Lightning Reflexes
Gear personal comm unit

Lockdown: As soon as the PCs are about to leave, Datch enacts her plan. The AI, Argent, turns against the inhabitants of the AbadarCorp office. Read or paraphrase the following:

Without warning, the lights in the office go out, and Ebaki's computer dies filling the room in complete darkness, save for starlight beyond the external window. The sound of several small explosions can be heard from the main work area, through the sealed door. Screams of pain and terror follow, only to be cut short. The distant noise of something large and heavy grinding to a halt, like a closing blast door, resounds from beyond the office.
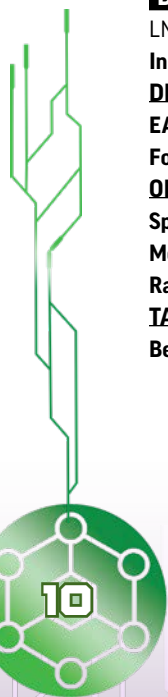
Ebaki panics behind his desk. "What was that? What's happening? Oh no... it's the information on that datastick! They've come for it! They're going to kill us all!"

Calming Ebaki requires a successful DC 14 Bluff, Diplomacy, or Intimidation check (DC 16 in Subtier 3–4). A PC who succeeds at this check calms Ebaki immediately; otherwise, it takes him a few minutes to collect himself, during which time the PCs are left to their own devices and decide how to proceed.

The director asks the PCs for help. "Please," he says, "just get me out of here. I'll tell you everything I know, if that matters to you. But I don't want to die." The PCs need to escort Ebaki out of the building; they already have some idea of the obstacles in their path, thanks to the tour, and they probably want to retrieve their weapons from the weapons locker (area **A3**).

Development: As the PCs lead Ebaki out of his office, he answers their questions. You might want to string this conversation throughout the adventure, pausing it whenever Ebaki and the PCs are interrupted by a hazard or creature. Ebaki can provide a password for the computers in the cubicles (area **A2**) which grants a +5 bonus on attempts to hack them, but he cannot give root access and has no way to deactivate or avoid the Smoker (area **A5**).

What is on this datastick? "Evidence. Evidence of crimes that could get some people in AbadarCorp in a lot of trouble."

What kind of crimes? Can you be more specific? "Have you ever noticed that the price of medicinals is just really high? Well, that's not just market forces. There's been a price-fixing scheme going on for I don't know how long. Multiple corporations are involved, including AbadarCorp."

You said, "some people." Who are they? "I don't know, not for sure. Some of the corporation's executives are certainly involved, but under these circumstances, I can't trust anyone. That's why I asked for the Starfinders; none of you are involved in the medicinal business, so you don't have anything to gain and I figured I could take a chance on you."

That's it? All this seems like overkill for a little price fixing. "No, that's not it. Most of the money from this scam, AbadarCorp's share of it at least, is going into a dark account I can't access. That money is untraceable. And it's impossible to say how much money, but it's a lot. Millions and millions of credits at least. So it's not just price fixing, it's embezzlement, and on a huge scale."

How do we get out of here? "We have to get across the cubicle floor and to the elevator. Didn't you get the tour? They always give everyone the tour."

Can you help us? "I don't know what I can do. I don't have a gun or anything. But I know computers, I can help with that. Oh, and some of the doors should respond to my handprint, so I guess that might make some things easier." Ebaki holds up his hand, forcing a smile.

What will you give us to help you? "Are you serious? I can pay. Get me out of here in one piece, and you'll see."

Rewards: If the PCs fail to rescue Ebaki, reduce each PCs credits earned by the following amount.

Subtier 1–2: Reduce each PC's credits earned by 250 credits.
Out of Subtier: Reduce each PC's credits earned by 375 credits.
Subtier 3–4: Reduce each PC's credits earned by 500 credits.

A2. CUBICLES

When the PCs emerge from the director's office for the first time, read or paraphrase the following:

The main work area on this floor is pitch dark and mostly—but not entirely—silent. The carpeting that was visible on the way in, with its gold key pattern reminiscent of Abadar's holy symbol, is impossible to see without light, as are the dozens of cubicles that stretch across the floor towards the elevator. Two things are easy to detect: the smell of charred flesh and a few soft, mechanical hums that seem to be coming from different locations near the outer walls of the chamber and slowly moving around the rest of the office space.

The bulk of the Abadar financial review department is taken up by a series of cubicles, each housing a workstation for a single AbadarCorp employee. The walls of the cubicles are 5-feet high and made of thin plastic layered in sound-absorbent foam (hardness 3, 5 Hit Points). These walls provide cover; characters hiding behind them cannot be detected by the motion sensors. Every cubicle has a computer, and every one of these computers has a cheap shock grid countermeasure installed; many of these grids have already been activated, but some haven't. See Shock Grids on page 6 for details. Each cubicle also has a rolling chair that can be used for partial cover, and the personal effects of the cubicle's occupant line the shelves within. In cubicles where the shock grids have already been activated, there is a smoking corpse—all that remains of the AbadarCorp employee who once worked there. The PCs should be able to deduce, from the location of the corpses, which cubicles have working shock grids, and which grids have already been activated. These corpses are the source of the smell the PCs can detect when they exit the office.

The ceiling is dotted with motion sensors, marked on the map. See Motion Sensors (page 6) for more on this security system. Four suits of armor unique to AbadarCorp were mounted on stands around the exterior walls of the cubicle areas; some or all of these suits of armor are actually animated armor, and have now begun to circle the room; see Patrols on page 6 for details. The animated suits of armor are the sources of the humming the PCs hear.

When the PCs emerge from Ebaki's office, the cubicle area is dark. A motion sensor has been placed directly outside Ebaki's office; a PC at the open door of the office can spot it before exiting by succeeding at a DC 12 Perception check, provided they have a light source or darkvision. If the PCs move into the area covered by the motion sensor, Argent detects their presence and directs the Abadarmors to intercept (see Patrols on page 6). PCs who move carefully should be able to avoid activating the motion sensors, but those who ignore or don't see the sensors quickly draw Argent's attention.
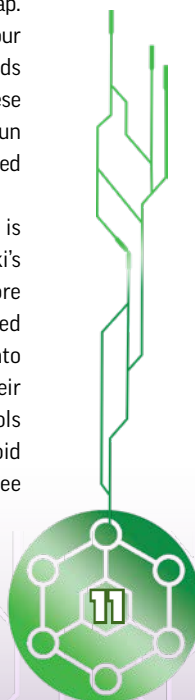
Navigating the cubicle area is a crucial part of this adventure; the PCs have to cross the area to retrieve their weapons from the weapons locker in area **A3**. It is possible for one or more PCs to cross this room and reach the weapons locker in area **A3** without triggering a motion sensor, but the PCs need to move carefully, estimating the range of each sensor and taking advantage of cover from the cubicles. If the PCs simply blunder across the cubicles, they risk triggering the sensors, and Argent responds with shock grids and the Abadarmors as appropriate.

Treasure: In one of the cubicles is an unattended tablet. In Subtier 1–2, this is a tier 2 computer with the hardened, miniaturization 2 (Bulk L), and self-charging upgrades. In Subtier 3–4, the computer is tier 3 with the hardened, miniaturization 3 (Bulk L), and self-charging upgrades. In Subtier 1–2 the PCs can also find two *mk 1 serums of healing* in the cubicle closest to Ebaki's office. In Subtier 3–4, the cubicle closest to the Smoker contains two *mk 2 serums of healing*. The computer contains no relevant data, but could be salvaged as treasure, which Director Ebaki sees no issue with given the circumstances.

Development: If the PCs defeat the Abadarmors or lure them out of area **A2**, Argent opens the door in the southwest of this room, leading to the specimen observation chamber. This releases the ferrofluid oozes from that room (see area **A4**). The oozes move into the cubicle area and attack any PCs they detect.

A3. Security Room

The doors leading into or out of this room are locked; bypassing these locks requires a successful DC 17 Engineering check (DC 20 in Subtier 3–4). These doors don't respond to Ebaki's handprint—a security precaution in case the director was ever compromised.

Inside, shrouded in darkness unless the PCs have a light source, is a security terminal with a computer, a rolling chair, and the smoking corpse of Sassanda, the security agent the PCs met earlier. The computer's shock grid has already been activated, and the computer can be safely used. A PC who hacks this computer can observe any room on the map, including the Specimen Observation Chamber, the elevator, and the foyer. This might allow the PCs to spot Bordle or the ferrofluid oozes in area **A4**, watch the Abadarmors on patrol, or notice any assassins who arrive to ambush the PCs in area **A6**.

The weapons locker is secured with a biometric lock reading the handprints of authorized users. Ebaki is cleared to use this locker, and it opens if he presses his hand to the lock. Bypassing the lock requires a successful DC 22 Engineering check to open (DC 25 in Subtier 3–4). A PC might also choose to use Sassanda's corpse to open the lock; although the agent's body is cooked by electricity, pressing the palm of the corpse to the lock opens it.

Treasure: Down the hallway towards the elevator, the PCs may remember an armor display stand with a suit of Abadarmor which they walked past in the tour. This armor isn't enchanted to activate as an animated armor and doesn't have radiation buffers or integrated weapons. The PCs may take it for themselves, or give it to Ebaki or Bordle to help them pass through the Smoker in area **A5**.

In Subtier 1–2, the inactive Abadarmor has the stats of thinplate (*Starfinder Core Rulebook* 197). In Subtier 3–4, it has the stats of a kalo encounter suit I (*Starfinder Armory* 69) with a purple force field armor upgrade.

A4. Specimen Observation Chamber (CR 4 or CR 6)

This hourglass-shaped chamber was used to house ferrofluid oozes, strange creatures under observation by a small team of AbadarCorp researchers working in the lab. When their experiments failed to result in any useful innovations or research, the team was relocated out of the AbadarCorp science wing, and this room in the financial review department happened to be available. When Argent triggered the shock grids, the sole researcher working here was killed and their experiment interrupted, unleashing dangerous radiation that now fills this room. Bordle, who doesn't know the room is radioactive, hides in here from the Abadarmors and the ferrofluid oozes. The PCs might seek her out, remembering her from the tour, or they might see her on cameras from the security room (area **A3**).

A workstation in the southwest corner of the chamber is accessible. The corpse of the researcher slumps over the desk in the workstation's chair, having been killed by the shock grid inside the computer. The northeast corner of the room is partitioned by a transparent aluminum wall, behind which the ferrofluid oozes are usually contained. Between these two features is a small podium and stool where a researcher could observe the oozes while experiments were conducted. There are two doors out of this chamber; one leads north to the western hall, eventually leading to the elevator. The other accesses the oozes' cell.

Hazard: The entire room is filled with medium radiation (*Starfinder Core Rulebook* 404). Every round a character is exposed, they must succeed at a DC 17 Fortitude save or move one step down the Constitution Poison track (*Starfinder Core Rulebook* 415); PCs in armor with active environmental protections get a +4 bonus to this save. If a character fails twice and becomes impaired, they must succeed at a DC 18 Fortitude save or contract radiation sickness. Environmental protections from armor don't help against this save, and the save is repeated at each additional stage the radiation progresses.

A character who contracts radiation sickness moves to the latent stage of that disease. Characters who leave the irradiated area immediately recover from radiation, but keep any latent radiation sickness. The radiation sickness does advance further during this adventure, so PCs who escape the irradiated area and eventually Bluerise Tower can use downtime after this adventure to recover from the radiation sickness. Luckily, Director Ebaki—if he survives—pays for any radiation treatment, preventing the PCs from having to pay for the expense themselves.

Creatures: Bordle hides near the door that leads north to the hallway leading along the west edge of the map. When the PCs find her, she is impaired by radiation and has latent radiation sickness; she doesn't, however, know the room is irradiated. She follows reasonable guidance from the PCs.
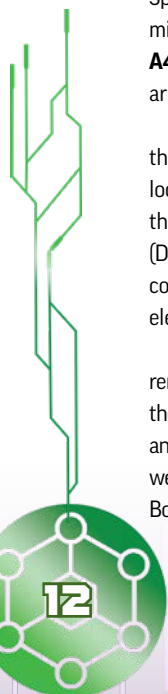
Two ferrofluid oozes reside in this area, lounging in their sealed tanks beyond the transparent aluminum wall. If the PCs defeat the Abadarmors, or they have lured the Abadarmors out of the cubicles (area **A2**), Argent opens the door in area **A4** that allows the ferrofluid oozes to escape into the cubicles.

SUBTIER 1–2 (CR 4)

FERROFLUID OOZES (2)   CR 2

HP 25 each (*Starfinder Alien Archive 3* 34, see page 19)
TACTICS

Before Combat The oozes travel out into the cubicles as soon as they can, seeking anything that moves. If found within the containment chamber, they lurk on the ceiling. When an ooze moves, it can attempt Stealth checks to avoid detection, then make a magnetic leap to attack its chosen target.

During Combat Each ferrofluid ooze attacks one target until it or the target is destroyed. However, if its target inflicts fire damage on the ooze, it releases and seeks a new target on the following turn.

SUBTIER 3–4 (CR 4)

EVOLVED FERROFLUID OOZES (2)   CR 4

Variant ferrofluid ooze (*Alien Archive 3* 34)
N Medium ooze
Init +2; **Senses** blindsight (magnetism 60 ft., sightless); **Perception** +7
Aura magnetic field (30 ft., Strength DC 13)
DEFENSE   **HP** 50 EACH
EAC 16; **KAC** 18
Fort +8; **Ref** +4; **Will** +1
DR 5/piercing or slashing; **Immunities** ooze immunities; **Resistances** electricity 5
Weaknesses demagnetization
OFFENSE
Speed 20 ft., climb 20 ft. (magnetic surfaces only)
Melee pseudopod +10 (1d6+9 B)
Offensive Abilities magnetic leap (attach)
TACTICS
See Subtier 1–2.
STATISTICS
Str +5; **Dex** +2; **Con** +1; **Int** –; **Wis** +0; **Cha** +0
Skills Stealth +15
Other Abilities mindless
SPECIAL ABILITIES
Demagnetization (Ex) If a ferrofluid ooze takes fire damage,

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

Subtier 1–2: The ferrofluid oozes have been affected by the radiation in the specimen containment chamber (area **A4**), giving them the sickened condition for the entire combat.

Subtier 3–4: The ferrofluid oozes have been affected by the radiation in the specimen containment chamber (area **A4**), giving them the sickened condition for the entire combat.

any creature to which the ooze is attached is released. In addition, until the end of the ooze's next turn, its magnetic field aura has no effect, and it can't use magnetic leap.

Magnetic Field (Ex) A ferrofluid ooze is surrounded by a constant magnetic field that interferes with nearby technological equipment. Each time a creature within the field attacks with a technological weapon, it must succeed at a DC 13 Strength check or take a –2 penalty to the attack.

Magnetic Leap (Ex) As a move action every 1d4 round, a ferrofluid ooze can move adjacent to a creature within its magnetic field that is either a technological construct or wearing or wielding technological equipment. This movement does not provoke attacks of opportunity. The ooze then automatically attaches to that creature, as per the attach universal creature rule.

Treasure: If a PC searches the corpse of the researcher, they find a cigarette case with something written on the bottom in indelible marker: r3D@pp|3.

FERROFLUID OOZE

This is the password to access the Smoker (area **A5**). In Subtier 3–4, the PCs can also salvage parts from the remains of the oozes that can be used to construct ferrofluid suspension (*Starfinder Alien Archive 3* 35).

Rewards: If the PCs fail to rescue Bordle or fail to overcome the oozes, reduce each PCs credits earned by the following amount.

Subtier 1–2: Reduce each PC's credits earned by 220 credits.
Out of Subtier: Reduce each PC's credits earned by 340 credits.
Subtier 3–4: Reduce each PC's credits earned by 460 credits.

A5. THE SMOKER (CR 4 OR CR 6)

This octagonal room is the final security measure the PCs must overcome before reaching the foyer and elevator. When the lockdown occurred, walls descended that blocked the hallways leading from the security room (area **A3**) and the specimen containment chamber (area **A4**), forcing the PCs to move through the Smoker.

The doors to the Smoker are locked. Ebaki and Bordle can open them with their handprint, or the locks can be bypassed with a successful DC 17 Engineering check (DC 20 in Subtier 3–4). The password found in area **A4** can also be used to open this door via an adjacent terminal. The doors to this room are similar to those found on a starship airlock; so long as one door is open, the other cannot be opened. Circumventing this system requires a successful DC 22 Engineering check (DC 25 in Subtier 3–4); a PC who succeeds at this check can keep one door open while also opening the other. This grants bonuses to resist the Smoker's poison gas; see below. Unless this system is disabled, the PCs cannot open the northwest door without closing the southeast one, which automatically locks. Ebaki and Bordle cannot use their handprints to open a door that is required to be closed in this way; they can only open a door if the other door to the Smoker is shut.

SUBTIER 1–2 (CR 4)

THE SMOKER	CR 4

Type technological; **Perception** DC 17 to notice the acid sprayers in the ceiling, DC 12 to notice the gas vents in the floor; **Disable** Engineering DC 19 to disable the acid sprayers, Engineering DC 19 to block the gas vents, Computers or Engineering DC 22 to open a locked exit door

Trigger Argent activates the Smoker when one or more PCs are in the room and both doors are shut, or if a PC attempts to bypass a door to the Smoker and fails, while someone is inside it; **Init** +13; **Duration** 1 minute; **Reset** 1 minute

Initial Effect acid sprays from the nozzles in the ceiling (3d6 A damage); Reflex DC 14 half. Characters who fail and who are wearing armor with environmental protections lose the benefit of those protections, as the specialized acid eats away at delicate equipment and breaks the armor's seal. A character with cover from the ceiling sprayers has a +2 bonus to this saving throw (+1 for partial cover, +4 for total cover). **Secondary Effect**

On the second round, poison gas begins to rise from vents around the edge of the floor, filling the room (2d6 damage); DC 14 Fort half each round. Characters with working environmental protections are immune to this damage. For the first 4 rounds in which the gas is present, characters can lie prone in the middle of the floor to minimize the effects of the gas, which is lighter than air; after 4 rounds, however, the gas has filled enough of the room that lying prone is no longer effective. Characters may also cover their mouths and noses and breathe through some sort of filter, such as a cloth. Each of these strategies gives a +2 bonus to the Fortitude save. After 10 total rounds, including the round in which the acid sprayers activated, the trap begins to reset. Water sprays from the ceiling to wash acid off of everything, and the gas is sucked out of the room through the vents.

SUBTIER 3–4 (CR 6)

THE SMOKER	CR 6

Type technological; **Perception** DC 20 to notice the acid sprayers in the ceiling, DC 15 to notice the gas vents in the floor; **Disable** Engineering DC 22 to disable the acid sprayers, Engineering DC 22 to block the gas vents, Computers or Engineering DC 25 to open a locked exit door

Trigger Argent activates the Smoker when one or more PCs are in the room and both doors are shut, or if a PC attempts to bypass a door to the Smoker and fails, while someone is inside it; **Init** +17; **Duration** 1 minute; **Reset** 1 minute

Initial Effect acid sprays from the nozzles in the ceiling (4d6 A damage); Reflex DC 15 half. Characters who fail and who are wearing armor with environmental protections lose the benefit of those protections, as the acid eats away at delicate equipment and breaks the armor's seal. A character with cover from the ceiling sprayers has a +2 bonus to this saving throw (+1 for partial cover, +4 for total cover). **Secondary Effect** on the second round, poison gas begins to rise from vents around the edge of the floor, filling the room (3d6 damage); Fortitude DC 15 half each round. Characters with working environmental protections are immune to this damage. For the first 4 rounds in which the gas is present, characters can lie prone in the middle of the floor to minimize the effects of the gas, which is lighter than air; after 4 rounds, however, the gas has filled enough of the room that lying prone is no longer effective. Characters may also cover their mouths and noses and breathe through some sort of filter, such as a cloth. Each of these strategies gives a +2 bonus to the Fortitude save. After 10 total rounds, including the round in which the acid sprayers activated, the trap begins to reset. Water sprays from the ceiling to wash acid off of everything, and the gas is sucked out of the room through the vents.

A6. Foyer (CR 5 or CR 7)

When the PCs escape the Smoker, they emerge into a small foyer faced by an elevator. They may think they are free, though PCs who observed the foyer from the security room (area **A3**) may have noticed the arrival of one or more armed individuals. Datch has dispatched a group to ensure no one leaves the office alive; an ambush is waiting for anyone who survived Argent's security measures. To accommodate the assassins, Argent has raised the walls that were previously lowered in one or both of the hallways leading out of the foyer once the Smoker has been overcome.

The elevator is not under Argent's control. But it does not arrive instantly. When a PC gets close enough to the elevator controls to summon it, the assassins attack if not already detected.

Creatures: Gerno is a ysoki assassin and devotee of Lao Shu Po. She's been hired by Datch to eliminate anyone who has survived her plan to turn the building's defense against its inhabitants, including Ebaki. Gerno has taken a position in the hallway west of the Smoker that allows a line of sight to the elevator door, readying her sniper rifle to fire at any PCs that enter area **A6**. Gerno has brought a pair of vesk mercenary enforcers, who hide in the hall that leads to the security room (area **A2**). They emerge from hiding immediately, closing into melee with the PCs.

SUBTIER 1–2 (CR 5)

GERNO, YSOKI ASSASSIN   CR 3

Female ysoki operative
NE Small humanoid (ysoki)
Init +4; **Senses** darkvision 60 ft.; **Perception** +9
DEFENSE   **HP** 35
EAC 14; **KAC** 15
Fort +2; **Ref** +5; **Will** +6
Defensive Abilities evasion
OFFENSE
Speed 40 ft.
Melee survival knife +7 (1d4+4 S)
Ranged stalker assassin rifle +9 (1d10+3 P) or
  murmur sonic suppressor +9 (1d4+3 So; stifle)
Offensive Abilities trick attack +1d8
TACTICS
Before Combat Gerno is well hidden in darkness (DC 24 Perception to spot).
During Combat Unless the PCs have somehow observed her, Gerno's initial attack takes place in a surprise round. If none of the PCs try to close with her, she continues to snipe with the benefits of her sniper scope. When PCs do close, she abandons her sniper rifle and activates holographic clone, then fights back with her knife or sonic suppressor. Gerno uses Engineering to perform her trick attacks, taking advantage of her utility belt and other nearby electronics to stifle her foes.
Morale If reduced to 10 or fewer Hit Points, Gerno tries to flee. If flight is impossible, she drops her weapons and surrenders. See Development for information on her ransom offer.

STATISTICS
Str +1; **Dex** +4; **Con** +0; **Int** +2; **Wis** +0; **Cha** +0
Skills Acrobatics +14 (+19 to tumble through the space of a creature of Medium or larger size), Athletics +14, Bluff +9, Computers +9, Engineering +14, Piloting +9, Stealth +14, Survival +14
Languages Common, Ysoki
Other Abilities cheek pouches, moxie, operative exploits (holographic clone), specialization (gadgeteer)
Gear graphite carbon skin (mk 1 agility enhancer), murmur sonic suppressor^AR with 1 battery (20 charges), stalker assassin rifle^AR with sniper scope^AR and 20 sniper rounds, survival knife

VESK ENFORCERS (2)   CR 1

Male and female vesk soldiers
NE Small humanoid (vesk)
Init +5; **Senses** low-light vision; **Perception** +5
DEFENSE   **HP** 20 EACH
EAC 12; **KAC** 14
Fort +3; **Ref** +1; **Will** +3; +2 vs. fear
OFFENSE
Speed 30 ft.
Melee tactical doshko +8 (1d12+5 P) or
  unarmed +8 (1d3+5 S)
Ranged azimuth laser rifle +5 (1d8+1 F; critical Burn 1d6) or
TACTICS
Before Combat The vesk enforcers are behind cover in the hallway that runs across the northern edge of the map. When Gerno gives the signal to attack (probably by shooting at the first PC to try to enter the elevator), they move to engage in melee combat.
During Combat The vesk enforcers try to stay within melee reach of two or more enemies so they can use Cleave.
Morale The vesk fight to the death.
STATISTICS
Str +4; **Dex** +1; **Con** +2; **Int** −1; **Wis** +0; **Cha** +0
Skills Athletics +10, Intimidation +5, Profession: Mercenary +5
Feats Cleave
Languages Common, Vesk
Other Abilities fighting styles (blitz)
Gear troop ceremonial plate, azimuth laser rifle with 1 battery (20 charges), tactical doshko

SUBTIER 3–4 (CR 7)

GERNO, YSOKI ASSASSIN   CR 5

Female ysoki operative
NE Small humanoid (ysoki)
Init +4; **Senses** darkvision 60 ft.; **Perception** +11
DEFENSE   **HP** 65
EAC 17; **KAC** 18
Fort +4; **Ref** +7; **Will** +8

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee frostbite-class zero knife +10 (1d4+5 C; critical staggered)

Ranged specialist coil rifle +12 (2d6+5 P; critical bleed 1d6) or

murmur sonic suppressor +12 (1d4+5 So; stifle)

Offensive Abilities trick attack +3d8

TACTICS

Before Combat Gerno is well hidden in the darkness (DC 26 Perception to spot).

During Combat Unless the PCs have somehow observed her, Gerno's initial attack takes place in a surprise round. If none of the PCs try to close with her, she continues to snipe with the benefits of her sniper scope. When PCs do close, she abandons her sniper rifle and activates holographic clone, then fights back with her knife or sonic suppressor. Gerno uses Engineering to perform her trick attacks, taking advantage of her utility belt and other nearby electronics to stifle her foes.

Morale If reduced to 15 or fewer Hit Points, Gerno tries to flee the building. If flight appears impossible, she drops her weapons and surrenders. See Development for information on her ransom offer.

STATISTICS

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

Skills Acrobatics +16 (+21 to tumble through the space of a creature of Medium or larger size), Athletics +16, Bluff +11, Computers +11, Engineering +16, Piloting +11, Stealth +16, Survival +16

Languages Common, Ysoki

Other Abilities cheek pouches, moxie, operative exploits (holographic clone, uncanny mobility), specialization (gadgeteer[AR])

Gear graphite carbon skin (mk 1 agility enhancer), murmur sonic suppressor[AR] with 1 battery (20 charges), specialist coil rifle[AR] with sniper scope[AR] and 18 sniper rounds, frostbite-class zero knife[AR] with 1 high-capacity battery (40 charges)

VESK ENFORCERS (2)   CR 3

Male and female vesk soldiers

NE Small humanoid (vesk)

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

DEFENSE   **HP** 40 EACH

EAC 15; **KAC** 17

Fort +5; **Ref** +3; **Will** +4; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee flame ember doshko +11 (1d8+7 F; critical wound) or

unarmed +11 (1d3+7 S)

Ranged azimuth laser rifle +8 (1d8+3 F; critical Burn 1d6) or

TACTICS

As Subtier 1–2.

STATISTICS

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

Skills Athletics +13, Intimidation +8, Profession: Mercenary +8

Feats Cleave

Languages Common, Vesk

Other Abilities fighting styles (blitz)

Gear squad defiance series, azimuth laser rifle with 1 battery (20 charges), flame ember doshko with 1 battery (20 charges)

CELITA

Development: Every round after the first, there's a chance the elevator arrives. Roll 1d10. On a 1, the elevator doors open. The elevator doors open for 3 turns before they start to close again. Anyone inside the elevator can take a move action to keep the elevator doors open. Characters inside the elevator have partial cover against attacks from outside the elevator. If the elevator has not yet arrived by the time the PCs defeat the assassins, it arrives the following round.

If forced to surrender, Gerno shouts out, "I can pay, I can pay! But you won't get a credit of it if I'm dead!" Her offer is sincere; she provides the PCs with information on an account full of extra credits if they allow her to live. This money is transferred from a private account; she has no money on her. Gerno has no credits available for her hired enforcers and doesn't care what happens to them.

Gerno is a devotee of Lao Shu Po who found herself hired through intermediaries in the church to assassinate anyone attempting to flee the lockdown. She doesn't know anything about who hired her, a position she tries to keep with all of her contacts. Gerno can't provide much information beyond that whoever hired her was adamant about no one escaping the office alive. If questioned about "Datch" (as the PCs may know her from other adventures) Gerno has no idea who she is, and if pressed, chides the PCs for assuming all ysoki know one another.

Rewards: If the PCs fail to defeat Gerno or escape the office, reduce each PCs credits earned by the following amount.

Subtier 1–2: Reduce each PC's credits earned by 250 credits.
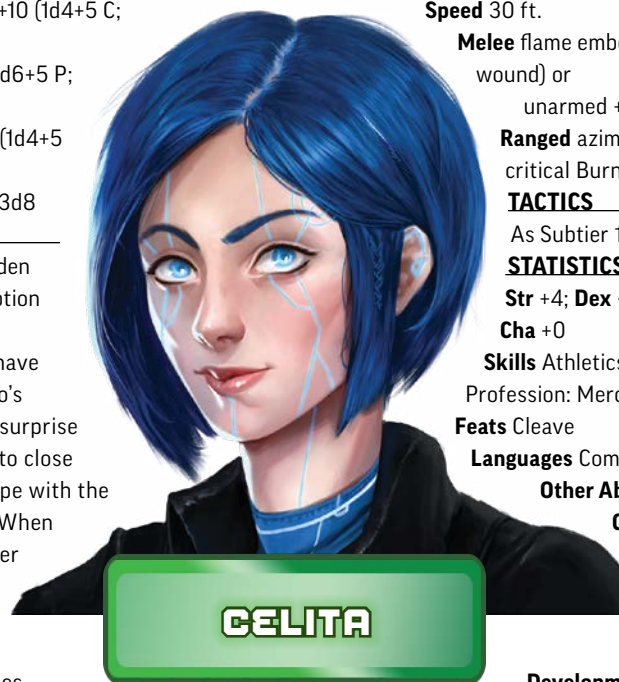
Out of Subtier: Reduce each PC's credits earned by 375 credits.

Subtier 3–4: Reduce each PC's credits earned by 500 credits.

CONCLUSION

Assuming the PCs survive Gerno's ambush and make it through the elevator, the adventure is considered complete. The PCs can collect Gerno's ransom—if they spared the assassin's life—and deliver the datastick and Director Ebaki back to the Lorespire Complex. If the PCs rescued Bordle, she needs medical treatment for radiation sickness. If Director Ebaki survived, then he has AbadarCorp pay for Bordle's treatment, as well as the treatment of any other PCs affected by radiation sickness. If Ebaki perished during the adventure, then the PCs need to secure their own treatment. Director Ebaki departs once he arrives at the Lorespire Complex, going to visit "a friend" he knows on site.

When the PCs arrive at the Lorespire Complex with the datastick, they can meet with Venture-Captain Arvin in his office. The lashunta venture-captain thanks the PCs for their efforts and apologizes for the dangerous situation they found themselves in. Shortly after the conversation begins, Celita, faction leader for the Dataphiles, enters the office and adds her thanks. She proceeds to take the datastick from Arvin and informs the PCs that she is the Starfinder that asked the venture-captain to assign the mission. Celita goes on to explain that her work with the elder hacker, Ceren (see Starfinder Society #1-01: The Commencement) led to a working relationship with Ebaki, and that the director had recently contacted Celita in the hopes of leaking information to the public. Celita informs the PCs that Ebaki's information points to members of AbadarCorp being privy to a price-fixing scheme related to medicinal goods. The information isn't enough to damn the corporation, but it's enough to start a solid case against AbadarCorp and others. With that, Celita departs, offering a final word of thanks to the PCs for their bravery and willingness to uncover the truth.

Finally, as the PCs leave Arvin's office, they can catch the later half of a televised interview on one of the Lorespire's many monitors. The interview consists of a kasatha in AbadarCorp attire providing an update on the recent events that took place in the Bluerise Tower office. The public relations official makes sure to thank the Society, going so far as to individually name each of the PCs involved in the rescue (as long as the PCs saved Director Ebaki). The official goes on to state that AbadarCorp is going to appoint a new director to handle the role of Pact World security. Shortly after this announcement, a new figure takes the stage: the ysoki, Datch. Waving to a flash of cameras, Datch proclaims that "she has a lot of messes to clean up" and that "she really hopes to make good long-lasting business relationships and friendships with other organizations along the way."

REPORTING NOTES

If Director Ebaki survives this adventure, check box A. If Bordle survives this adventure, check box B.

SCALING ENCOUNTER A6

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

Subtier 1–2: Gerno is recovering from a near-lethal poisoning by a rival, and is sickened for the entire encounter.

Subtier 3–4: Gerno has only 1 vesk enforcer, not 2.

DATCH

PRIMARY SUCCESS CONDITIONS

The PCs complete their primary success condition if they escape Bluerise Tower with the data sick. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon.

SECONDARY SUCCESS CONDITIONS

The PCs complete their secondary success condition if they rescue either Director Ebaki or Bordle from the office. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon. PCs who save Director Ebaki also earn the Ebaki's Debt boon on their Chronicle sheet.
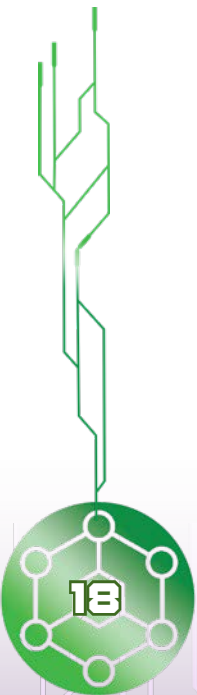
APPENDIX: STAT BLOCK

FERROFLUID OOZE   CR 2

Starfinder Alien Archive 3 34

N Medium ooze

Init +2; **Senses** blindsight (magnetism 60 ft., sightless);
Perception +7

Aura magnetic field (30 ft., Strength DC 11)

DEFENSE   **HP** 25

EAC 13; **KAC** 15

Fort +6; **Ref** +2; **Will** –1

DR 5/piercing or slashing; **Immunities** ooze immunities;
Resistances electricity 5

Weaknesses demagnetization

OFFENSE

Speed 20 ft., climb 20 ft. (magnetic surfaces only)

Melee pseudopod +10 (1d6+6 B)

Offensive Abilities magnetic leap (attach)

STATISTICS

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

Skills Stealth +12

Other Abilities mindless

SPECIAL ABILITIES

Demagnetization (Ex) If a ferrofluid ooze takes fire damage, any creature to which the ooze is attached is released. In addition, until the end of the ooze's next turn, its magnetic field aura has no effect, and it can't use magnetic leap.

Magnetic Field (Ex) A ferrofluid ooze is surrounded by a constant magnetic field that interferes with nearby technological equipment. Each time a creature within the field attacks with a technological weapon, it must succeed at a DC 11 Strength check or take a –2 penalty to the attack.

Magnetic Leap (Ex) As a move action every 1d4 round, a ferrofluid ooze can move adjacent to a creature within its magnetic field that is either a technological construct or wearing or wielding technological equipment. This movement does not provoke attacks of opportunity. The ooze then automatically attaches to that creature, as per the attach universal creature rule.
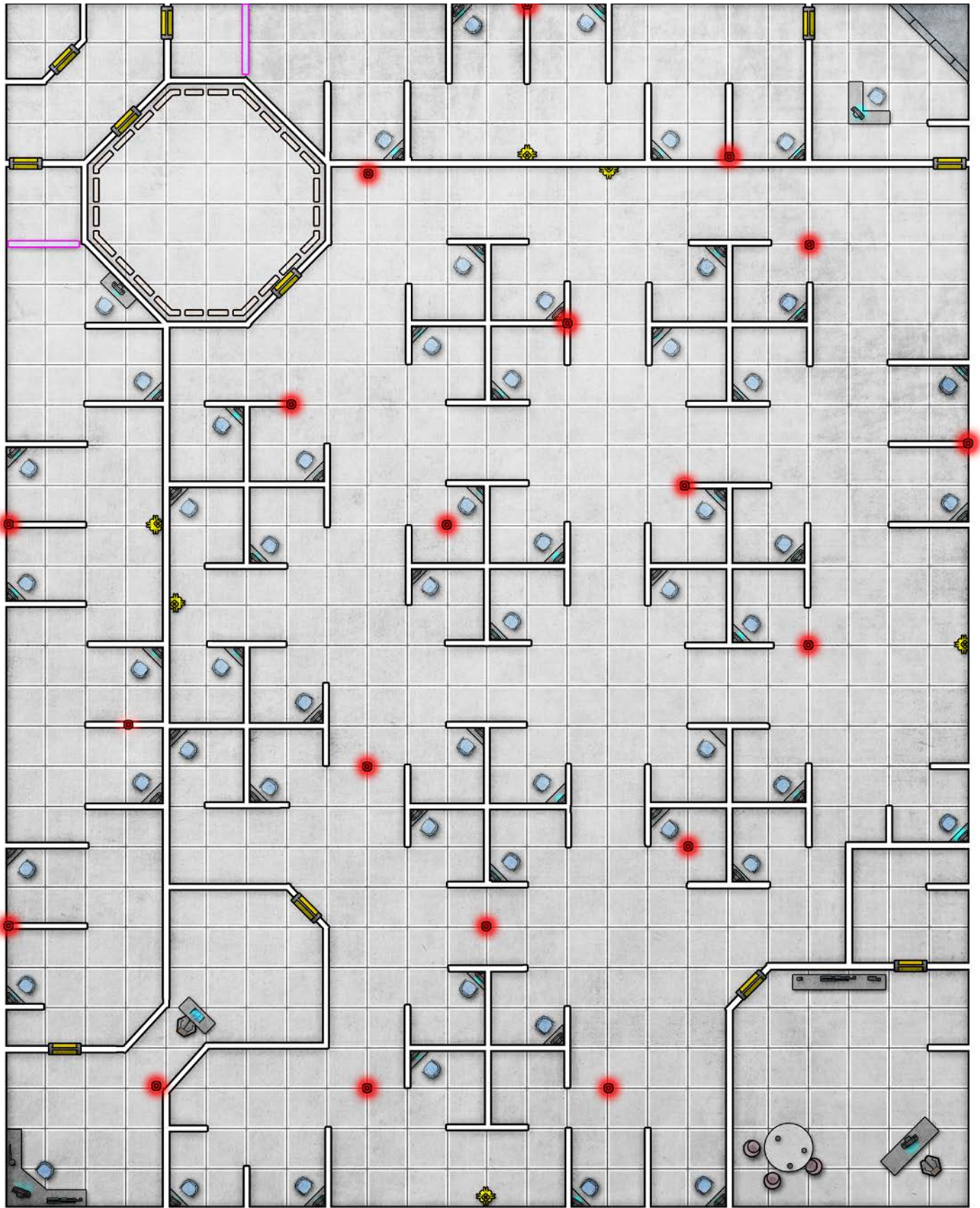
Event Reporting Form

Date _____ Event Code: _____

Location _____

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

		Faction:	
Player Name:	**Class**	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ( ) ☐	☐ **Dead**
Character Name:	**Org Play #:** **Level**		☐ **Infamy**

		Faction:	
Player Name:	**Class**	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ( ) ☐	☐ **Dead**
Character Name:	**Org Play #:** **Level**		☐ **Infamy**

		Faction:	
Player Name:	**Class**	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ( ) ☐	☐ **Dead**
Character Name:	**Org Play #:** **Level**		☐ **Infamy**

		Faction:	
Player Name:	**Class**	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ( ) ☐	☐ **Dead**
Character Name:	**Org Play #:** **Level**		☐ **Infamy**

		Faction:	
Player Name:	**Class**	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ( ) ☐	☐ **Dead**
Character Name:	**Org Play #:** **Level**		☐ **Infamy**

		Faction:	
Player Name:	**Class**	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ( ) ☐	☐ **Dead**
Character Name:	**Org Play #:** **Level**		☐ **Infamy**

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A.K.A. _____

_____ - **7**

Player Name	Character Name	Organized Play #	Character #	Faction

SUBTIER	☐ **Normal Max Credits**
1–2	**720**
SUBTIER	☐ **Normal**
Out of Subtier	**1,090**
SUBTIER	☐ **Normal**
3–4	**1,460**
SUBTIER	☐ **Normal**
–	**–**

Items Found During This Scenario

Ebaki's Debt (Ally Boon; Limited-Use): By saving Director Ebaki of AbadarCorp from a violent office shutdown, you've earned a favor from him. When you slot this boon, you can reduce the credits cost of any spellcasting service to remove a condition or affliction by 15%. Alternatively, you can cross this boon off your Chronicle sheet and remove any affliction (except death) at the end of an adventure without paying any cost. Once this boon is crossed off, you debt with Ebaki is considered settled and you can no longer slot this boon.

MAX CREDITS

All Subtiers

graphite carbon skin (1,220; item level 3)
mk 1 agility enhancer (375, item level 1; *Starfinder Armory* 80)
murmur sonic suppressor (1,430; item level 3; *Starfinder Armory* 16)
sniper scope (1,350; item level 3; *Starfinder Armory* 60)
stalker assassin rifle (1,510; item level 3; *Starfinder Armory* 20)
tactical crossbolter (475; item level 2)
thinplate (1,000; item level 2)

Subtier 3–4

ferrofluid suspension armor upgrade (6,500; item level 7; *Starfinder Alien Archive 3* 35)
frostbite-class zero knife (2,810; item level 4; *Starfinder Armory* 9)
kalo encounter suit I (1,980; item level 4; *Starfinder Armory* 69)
mk 2 serum of healing (425; item level 5; limit 2)
purple force field armor upgrade (4,550; item level 6)
specialist coil rifle (3,120; item level 5; *Starfinder Armory* 24)

EXPERIENCE

Starting XP	
+	GM's Initials
XP Gained (GM ONLY)	
=	
Final XP Total	

FAME

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	

Reputation

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