STARFINDER SOCIETY

THE MANY MINDS OF HISTORIA

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HOW TO PLAY

Starfinder Society Scenario #1–38: The Many Minds of Historia is a Starfinder Society Scenario designed for 5th- through 8th-level characters (Tier 5–8; Subtiers 5–6 and 7–8). 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

The Many Minds of Historia makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive* (AA), and *Starfinder Armory* (AR). 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* are reprinted at the back of the adventure for the GM's convenience.

Scenario Tags

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

☑ **Faction (Dataphiles)**

☑ **Faction (Exo-Guardians)**

THE MANY MINDS OF HISTORIA

BY LYZ LIDDELL

Historia-7, current leader of the Dataphiles, assumed her position when her mentor, the android Historia-6, disappeared in the Scoured Stars incident. During First Seeker Luwazi Elsebo's recent efforts to return to the Scoured Stars, the Starfinder Society managed to recover Historia-6 from a virtual world on the planet of Agilae-5. Following his recovery, Historia-6 went into seclusion, leaving Historia-7 to continue her leadership of the Dataphiles while he researched what had transpired in his yearlong absence.

Many watch Historia-6 with curiosity and even suspicion, but none realize the truth. Historia-6 is in fact Historia-1, the original Historia who has used banned technologies to routinely transfer his consciousness from his current body into other android bodies in order to avoid the normal act of android renewal. This also allows him to gather the collected knowledge and memories of those whose identities he assumes. No one beyond Historia-1— now conceiving of himself as Historia-Prime—has ever known the length of this scheme, for the former Dataphiles leader has been meticulous about adjusting his personality to suit whatever new body he's taken over. Over the centuries, he has come to believe that he's solely responsible for maintaining the ongoing stability of the Starfinder Society and sees himself as the Society's true custodian. His year spent trapped within a simulation in the Scoured Stars shook this foundational belief, and Historia-Prime now plans to take radical action to rectify the matter.

Since returning from the Scoured Stars, Historia-Prime has determined that the Society's current means of exploring the galaxy and electing First Seekers is dangerous and inefficient. He plans to take the position of First Seeker, by force if necessary, and change the Society to conform to his beliefs on how it should handle cataloging the multiverse. Over the centuries of his prolonged existence, Historia-Prime has established contacts, safe houses, and information stores across the Pact Worlds and beyond. With extensive assets in place, he believes now is the time to make his move.

Still, all eyes remain on Historia-6. He's decided that in order to proceed with his plans, he must first discard his current identity and take on the role of his apparent successor, Historia-7. Using the same process he'd used numerous times, Historia-Prime transferred his consciousness into the body of his protégé. Normally, the process requires a period of solitude, allowing

Historia-Prime to adapt to the new body and fully suppress the mind he'd supplanted. But the tenuous nature of the Society's current situation meant Historia-Prime couldn't entirely disappear in his new body. He made a brief appearance as Historia-7, providing a somewhat disjointed mission briefing for a team of Starfinders (see *Starfinder Society Scenario #1–33: Data Breach*), but he was dissatisfied with his performance and took a personal leave of absence shortly thereafter.

Historia-7's strange actions haven't gone unnoticed. Zigvigix, leader of the Exo-Guardians faction, recognized something was wrong with Historia-7. Investigating their suspicions, Zigvigix uncovered a hidden message from Historia-7, who'd uncovered many discrepancies in her mentor's actions both before and after returning from the Scoured Stars. She had suspicions that he'd been involved in potentially deposing previous Historia iterations through the use of some illegal technology, but conveying the information to anyone without drawing attention proved challenging, and she designed subtle clues to hide her intentions from Historia-Prime's consciousness.

With Historia-7's clues in hand, Zigvigix has only one option: reaching out to cadre of trusted agents and confronting Historia-7 about what's going on!

SUMMARY

Zigvigix (LG host shirren soldier), leader of the Exo-Guardians faction and a close friend of **Historia-7** (LN female android mechanic), gathers the PCs for a discreet meeting on the grounds of the Lorespire Complex, where they explain that something has gone wrong with Historia-7 and they need the PCs to help confront her about it. The shirren's suspicions prove correct when Historia-7 responds to the confrontation by assaulting the PCs with a series of automated defenses.

Defeating the defenses knocks Historia-7 unconscious long enough for the PCs to investigate the Dataphiles archives for further clues about what's happened. They find hints about Historia-Prime's absorption of other Historia iterations, along with the lifeless, abandoned body of Historia-6 and the illegal technology used to conduct the transfer. Zigvigix realizes that the machine could be used to create a psychic interface to send the PCs into Historia-7's memories, where they might confront Historia-Prime directly.

Within Historia-7's mindscape, the PCs proceed through a series of encounters including significant events from Historia-7's life as well as partial memories from previous Historia iterations. They have the opportunity to restore pieces of Historia-7's consciousness, but their failures may also harm Zigvigix. The PCs soon realize not only that the previous androids have been fully incorporated into Historia-Prime, but also that Historia-Prime has turned his attention toward Zigvigix's psychic bridge. In a climactic finale, the PCs must race to confront Historia-Prime and protect Zigvigix's psychic bridge, lest they all fall under Historia-Prime's control and risk the Starfinder Society's future!

GETTING STARTED

Read or paraphrase the following to get the adventure underway.

The pounding beats and screaming guitar of Strawberry Machine Cake's Star Sugar Heartlove!!! album thud at a near-deafening volume that causes the modest conference room's table, plastic chairs, and occupants to vibrate and rattle against the floor. A heavily augmented shirren at the head of the table bobs their head and flails their antennae in time with the music, coming to a halt with a startled jump as they realize they are no longer alone in the room. Zigvigix's telepathic voice cuts clearly through the wall of sound, despite the impression that it's difficult to hear their buzzing psychic voice over the cheerful vocal chorus.

"Oh, I'm so glad you came. This is important! It's completely unofficial, though. I want to make sure that's clear, and I understand if you don't want to participate in something off the record. And it's *very* important that this stay off the record." Their tooth barbs twitch for a moment, perhaps waiting to see if anyone leaves. "You see, something's happened, or is happening, to Historia-7. Something's taking control of her, and based on the clues she left, I think it's Historia-6—or something else pretending to be him."

The shirren bobs along with a particular catchy string of lyrics before continuing telepathically. "I don't think she would have left clues if she didn't need or want help. So I plan to go confront her about it, in the Cortex, but it seemed like a bad idea to do it alone. Will you help me? Oh, but don't say anything out loud—I don't want anyone to overhear."

Zigvigix

If the PCs have questions for the Exo-Guardians's leader, Zigvigix insists on answering telepathically, and scolds PCs who speak verbally rather than via their telepathy—the mission needs to be as secret as possible, after all!

Where are you planning to confront Historia-7? "She maintains a sanctum in the Archive's Cortex here in the Lorespire Complex. I'm pretty sure that's where she is, so I was going to start there."

Have you told anyone else about this? "Absolutely not. Historia-7 can probably access any microphone in the Lorespire Complex if she wanted to, so I didn't want to let her—him—Historia-6—know that I had learned something was happening. Also, I'm just not sure what's going on! I'm bringing you with me so I don't go alone. Also, if you're worried, you should know that I've set up a message to be delivered to Venture-Captain Naiaj in case we don't come back... but that won't happen; you're all so skilled!"

What are the clues you found? "Well, I go into the archives every day to play this album," the shirren conveys, gesturing at the heavy-metal roar and guitar riffs shaking the room. "It just makes me so happy! But a few days ago, I noticed the information in the file had changed. And it's changed more since then—tracks being rearranged, songs being renamed. And you know Historia-7—she doesn't make mistakes or change data by accident. So I knew it had to be a message, and as soon as

I figured it out, I knew something was wrong and called you all here." Zigvigix taps at their comm unit for a moment and brings up the digital track list; give the players **Handout #1: Star Sugar Heartlove???** (on page 19).

Can you turn the music down? Zigvigix looks affronted for a moment, then waggles their antennae and taps a console, setting the sugar-pop soundtrack to a less overwhelming volume. "Sorry," they intone telepathically. "I didn't want to risk being overheard. I suppose it's a bit overkill, isn't it?"

Once the PCs have asked any questions they have, Zigvigix encourages them to get ready to go. The PCs can easily purchase anything they might need before they proceed, though the shirren urges haste.

At this point, the PCs should finalize their boon slots for the adventure. This scenario is particularly important to Zigvigix and Historia-7; PCs should be encouraged to slot the Exo-Guardians or Dataphiles Faction boon. They do not need to slot Starship boons for this scenario.

CULTURE (RECALL KNOWLEDGE)

Based on the result of a Culture check, the PCs might know more about the leader(s) of the Dataphiles faction. They learn all of the information whose DC is equal to or less than the result of their check. Make note of their result as it is relevant to several other parts of the scenario.

10+: Historia-7 is the leader of the Dataphiles faction and has been since her mentor, Historia-6, disappeared during the Scoured Stars incident over a year ago.

15+: Starfinders rescued Historia-6, the Dataphiles' previous leader, during the recent return to the Scoured Stars, along with many other Starfinders who had been trapped there.

20+: Historia-1 was the first leader of the Dataphiles, and every leader of the faction since has taken the name Historia upon receiving the position. The title is intended to honor the previous Dataphiles head but allows a new being to take the position. This process is something different than renewal, the common soul transference employed by androids.

30+: Historia-7 (then Celita) first rose to prominence by confronting a senior Starfinder for stealing relics, using a sonic feedback program she had loaded onto his computer in advance. The act of determination and preparation led to Historia-6 taking note of Celita and bringing her into the Dataphiles fold.

A. CONFRONTATION IN THE CORTEX (CR 6 OR CR 8)

As soon as the PCs are ready, Zigvigix leads the party to the Lorespire Complex Archives, a compound on the Lorespire campus, and directs the PCs into the Archive's main area, the Cortex. Though the Exo-Guardians leader is motivated and urges haste, it is clear Zigvigix isn't up for any kind of physical confrontation. They struggle to keep pace even with PCs moving at a modest speed, and any character who succeeds at a DC 10 Sense Motive check realizes the shirren is in considerable physical discomfort bordering on pain. Zigvigix is well aware that they're

Stress and Memories

In this adventure, you will track two unique values that come into play during the final confrontation, potentially aiding the PCs: Historia-7's Memories and Zigvigix's Stress Points.

MEMORIES

The process by which Historia-6 began overtaking Historia-7's psyche has caused Historia-7's memories to deteriorate. Correctly resolving certain encounters in her mindscape restores portions of Historia-7's personality, allowing her to intervene in the final confrontation and prevent Historia-6 from operating as effectively.

STRESS POINTS

Zigvigix's mental and physiological well-being is measured throughout the scenario using Stress Points. These points measure events that the shirren finds stressful, and the more Stress Points they have, the less Zigvigix is able to help the party in the final confrontation. The PCs' actions through the course of the scenario and in the final confrontation add or reduce Stress Points. Zigvigix begins the adventure with 0 Stress Points.

reliant upon the PCs to handle any physical confrontations that arise, allowing the PCs to take the lead, keeping to the rear, and remaining out of the line of fire.

The PCs pass through a simple foyer (area **A1**) before reaching the Cortex command center (area **A2**) where their encounter with Historia-7 occurs.

Read or paraphrase the following as the PCs arrive.

The sleek doors to the Cortex slide open, revealing the computerized matrix that stores digital records of the Starfinder Society's most prominent discoveries. The distinctive blue hue of Historia-7's hair is visible over the edge of the reclined command cradle, but a transparent shell encases the raised seat. Historia-7 speaks without moving, facing the opposite wall, her voice flat and detached even by android standards. "I am occupied, Starfinders. You are to depart immediately." From the entryway, Zigvigix waggles their antennae and tooth barbs in consternation.

Regardless of what the PCs say or do to confront Historia-7, her response is largely the same, as she is now fully under the control of Historia-Prime—though the PCs won't learn this until they have a chance to investigate the situation later. Give the PCs a few moments to state their actions before continuing.

A. CONFRONTATION IN THE CORTEX
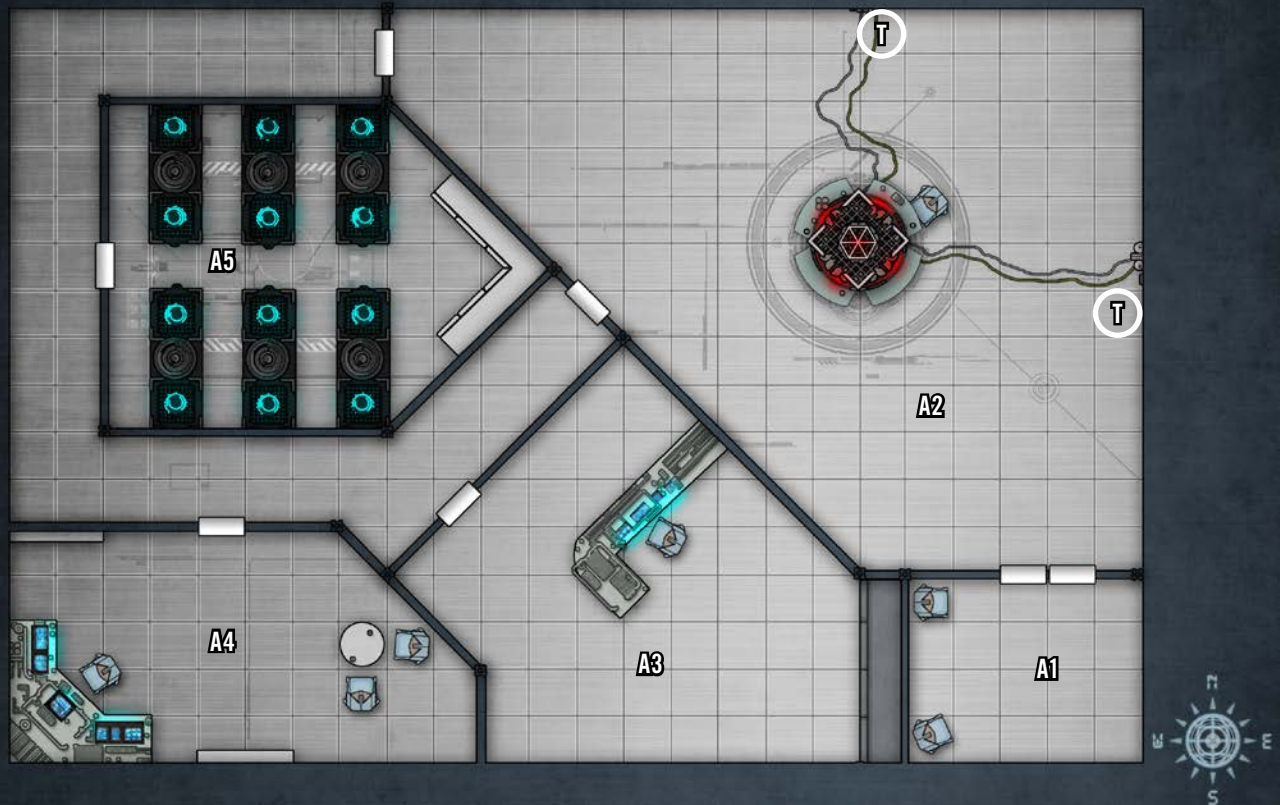
T = TURRET   1 SQUARE = 5 FEET

The android in the command cradle speaks in the same near-monotone, never changing position. "So she managed to leave a message after all. I had wondered; she was always so clever. No matter. She is only a footnote. One of several, in a story that never mattered, other than that they provide me the means to continue carrying out my responsibilities." The android pauses. "But you are clearly going to cause problems, and problems must be eliminated for efficiency's sake."

With the final word, the door on the far side of the command cradle slides open, and a pair of rifle turrets emerge from the walls.

Use the custom Cortex map on this page for this encounter. The PCs and Historia-7 are in area **A2** at the start of the encounter. Zigvigix remains in the foyer (area **A1**), cowering out of the line of fire and telepathically pleading for the PCs to avoid harming Historia-7.

Damaging Historia-7's body is in fact quite difficult, as the transparent shell over the command cradle is a 1-inch-thick shell of polycarbon plate (hardness 45, HP 60) with an integrated layer of microprisms designed to harmlessly disperse laser fire. Should a PC nevertheless manage to damage the polycarbon shell or Historia-7's body, Zigvigix gains 1 Stress Point for each damaging attack.

Creatures: The northwest door opens to reveal a pacifier-class security robot (or two robots in Subtier 7–8) that emerge to defend the Dataphiles' faction leader. A PC who examines the robots can attempt a DC 27 Engineering check (DC 30 in

Subtier 7–8) to recognize the robots as variants of the common patrol-class security robot (*Starfinder Alien Archive* 94) equipped with heavy weapons. These variants sport integrated machine guns and wicked serrated claw-arms. A subsequent DC 25 Culture check (DC 28 in Subtier 7–8) notes that the Starfinder Society utilized these robots for installation defense from 145 AG to roughly 170 AG, and their decommissioning was related to the disproportional firepower they possessed and the high cost of ammunition and maintenance.

Hazard: Two rifle turrets emerge at Historia-7's command. Each turret can fire once per round, though they each fire on separate rounds to maintain ongoing fire; if one turret stops functioning, the remaining turret begins firing every round to compensate. The turrets target PCs closest to the command cradle, followed by those nearest or threatening the security robot(s), and finally targeting the PC closest to the other turret. In addition to disabling the turrets with Computers or Engineering, the PCs can destroy the turrets through sheer force: a turret has EAC 13, KAC 17, and 38 HP (EAC 15, KAC 19, and 69 HP in Subtier 7–8).

SUBTIER 5–6 (CR 6)

PACIFIER-CLASS SECURITY ROBOT   CR 4
N Medium construct (technological)
Init +4; **Senses** darkvision 60 ft., low-light vision;
  Perception +10

DEFENSE   **HP** 48
EAC 16; **KAC** 18
Fort +4; **Ref** +4; **Will** +1
Defensive Abilities integrated weapons;
    Immunities construct immunities
Weaknesses vulnerable to critical hits, vulnerable to electricity
OFFENSE
Speed 30 ft.
Melee serrated claw +10 (1d6+8 S)
Ranged squad machine gun +13 (1d10+4 P)
Offensive Abilities auto-loader
TACTICS
During Combat The robot commences combat by firing a fully
    automatic shot at the PCs, trying to hit as many PCs as
    it can with its cone. From that point onwards, the robot
    focus its attacks on the PCs closest to the command cradle,
    or to the PCs closest to the turrets, if no PCs are near or
    threatening the command cradle. The robot does not fire
    fully automatic shots if the cone would hit the cradle.
Morale The robots use lethal attacks and fight until destroyed.
STATISTICS
Str +4; **Dex** +4; **Con** —; **Int** +1; **Wis** +0; **Cha** +0
Skills Acrobatics +10, Computers +10, Intimidate +15
Languages Common
Other Abilities unliving
Gear squad machine gun with 120 heavy rounds
SPECIAL ABILITIES
Auto-Loader (Ex) A pacifier-class security robot can spend
    a move action to reload its integrated machine gun.
    Alternatively, if the pacifier-class security robot makes a
    fully automatic attack, it can reload its machine gun as a
    free action at the end of its turn.
Integrated Weapons (Ex) A security robot's weapons are
    integrated into its frame and can't be disarmed.

RIFLE TURRETS (2)   CR 2

Type technological; **Perception** —; **Disable** Engineering DC 18
    (remove the rifle's ammunition) or Computers DC 21 (override
    the turret's programming)
Trigger proximity; **Init** +7; **Reset** 1 round
Effect rifle +12 ranged (4d6 piercing)

SUBTIER 7–8 (CR 8)

PACIFIER-CLASS SECURITY ROBOTS (2)   CR 4

HP 48 each (see page 6)

RIFLE TURRETS (2)   CR 4

Type technological; **Perception** —; **Disable** Engineering DC 21
    (remove the rifle's ammunition) or Computers DC 24 (override
    the turret's programming)
Trigger proximity; **Init** +9; **Reset** 1 round
Effect rifle +14 ranged (7d6 piercing)

Scaling Encounter A

Make the following adjustments to accommodate a group of four PCs.
    Both Subtiers: Remove one rifle turret.

Treasure: A panel in the wall near the south door, clearly labeled "For Emergency Use," contains a well-stocked first-aid kit, which Zigvigix points out and encourages the PCs to make use of. The kit includes four *mk 2 serums of healing*, two tier 2 coagulants[AR], four tier 2 excitants[AR], an advanced medkit, four doses of sprayflesh, and three black nanite hypopens[AR]. In Subtier 7–8, the *healing serums* are mk 3, and the nanite hypopens are white nanite hypopens.

Development: Once the final turret or robot is destroyed or disabled, the feedback from the PCs' interference shorts out the command cradle. The overload spills into Historia-7's body, covering her in electrical arcs before knocking her unconscious for the moment—though the polycarbonate shell over the command cradle remains in place, preventing the PCs from directly interfering with Historia-7.

Rewards: If the PCs fail to overcome the turrets and security robot(s), reduce each PC's credits earned by the following amount.
    Subtier 5–6: Reduce each PC's credits earned by 429.
    Out of Subtier: Reduce each PC's credits earned by 524.
    Subtier 7–8: Reduce each PC's credits earned by 619.

A STUDY OF HISTORIA

With Historia-7 incapacitated, the PCs have the opportunity to learn more about what Historia-Prime has done. Zigvigix is willing to help the PCs during their investigation, so even if the party fails to find the necessary information on their own, the adventure can proceed—but the PCs' failure to uncover certain information proves stressful for the Exo-Guardians leader, increasing Zigvigix's Stress Points as noted in each entry below.

The PCs can investigate the various areas within the Cortex, as described below. The party doesn't have a firm time limit, but if they get bogged down or dawdle, Zigvigix reminds them that the longer they wait, the worse things might be for Historia-7.

A2. Cortex Command

The PCs can examine Historia-7's body visually through the polycarbonate shell, and a panel along the side of the command cradle can be used to bring up the physiological readings of its occupant. Historia-7 doesn't show any signs of physical injury (other than the overload that rendered her unconscious), but she is obviously in poor health and hasn't been giving any attention to her personal maintenance for some time. A PC who succeeds at a DC 25 Sense Motive check (DC 28 in Subtier 7–8) notices signs that

Historia-7 has been struggling against some kind of compulsion effect. A PC who succeeds at a DC 25 Mysticism check (DC 28 in Subtier 7–8) can determine that whatever is affecting Historia-7 is deeply integrated and won't be as simple as removing a spell or condition—and this process is only becoming more rampant. Success at either check strongly suggests that Historia-7's own personality is still intact; if it weren't, she wouldn't be showing the degree of distress she currently exhibits. Without that evidence, Zigvigix still wants to try to intervene to help her, but they gain a Stress Point from the fear that they might be too late.

A3. HISTORIA-6'S STUDY

Historia-7 left her mentor's workspace untouched, as she didn't know his fate. Despite Historia-6's return from the Scoured Stars, this workspace remains eerily clean and sterile. A PC can carefully search the space, requiring a successful DC 31 Perception check (DC 34 in Subtier 7–8) to turn up a hidden compartment holding only a single outdated comm unit with a cracked screen. The device is relatively simple to hack, and a PC who succeeds at a DC 17 Computers check can discover that it contains only a single thread of messages with an unidentified contact.

The messages on the recovered datapad details an agreement to repair a device referred to as the "*Abrogation Matrix*," along with an explanation of how to activate its "altered features." The instructions correspond with the *Abrogation Matrix* (see area **A5**), though if the PCs haven't found the device yet, the instructions likely don't make much sense. Zigvigix can use these instructions to more smoothly utilize the *Abrogation Matrix* (see below), either removing the Stress Point gained from discovering the machine or preventing them from gaining that Stress Point (depending on the order in which the PCs explore the area). The unspecified contact turns up no records no matter what the PCs try; it appears to have been a device used solely for the purpose of this illicit conversation.

Treasure: The comm unit also contains the account information for an account with 1,500 credits (4,500 in Subtier 7–8).

Rewards: If the PCs fail to find and access the comm unit, reduce each PC's credits earned by the following amount.

Subtier 5–6: Reduce each PC's credits earned by 250.

Out of Subtier: Reduce each PC's credits earned by 500.

Subtier 7–8: Reduce each PC's credits earned by 750.

A4. HISTORIA-7'S STUDY

Historia-7's study is well-maintained, but not as immaculate as her predecessor's. Most notably, her terminal has not one display but eight mounted in an array above the desk. If the PCs attempt to access the computer, they find it to be incredibly well secured, but with basic functions available without a login. Once woken from sleep, however, the computer resumes playing the *Star Sugar Heartlove!!!* album (at a far more reasonable volume than the PCs heard from Zigvigix's briefing), and the screens light up with a rotating series of photos of a gray-skinned android with a shock of short, bright-red hair, each with a time stamp and the label "Historia-4." A PC who succeeds at a DC 26 Disguise or Sense Motive check (DC 29 in Subtier 7-8) while observing the photos notices subtle shifts in the pictured android's expression and a transition in her circuitry's color from bright red to silver, a progression of changes that took place over several weeks' time. This suggests that the mental takeover of Historia-7 wasn't instantaneous, and that there might still be time to intervene—a fact which reduces Zigvigix's accumulated Stress Points by 1.

PCs can attempt to dig deeper into Historia-7's terminal, requiring a successful DC 30 Computers check. Succeeding this check reveals that the faction leader was investigating her prior namesakes, though much of the information was purged from the Society's data stores. The only note, beside the images of Historia-4, are indications that files pertaining to Historia-3 were locked out by order of Guidance.

Treasure: A box alongside the desk contains a stash of Eoxian equipment. A PC who succeeds at a DC 20 Culture check, or a check with a relevant Profession skill, such as Profession (historian), recalls that Historia-4 was widely known for cataloguing various aspects of the Corpse Fleet. The box contains a crypt-class void staff^AR, a crypt-class bone pistol^AR with an *invigorating*^AR fusion, a mk 2 phantom basal ganglia^AR, and a *least gluon crystal* with *soulfire*^AR and *vesk-bane* fusions.

Rewards: If the PCs fail to explore this area, reduce each PC's credits earned by 333.

A5. SERVER ROOM

This room is secured with an average lock (DC 25 Computers or Engineering to disable). As soon as the PCs enter this room, lined with softly humming servers, they make a disturbing discovery: the lifeless corpse of Historia-6. A cursory examination reveals that his corpse has burned out from within, and a PC who succeeds at a DC 15 Medicine check learns that the energy was vented outward through a grouping of small cuts in the center of his abdomen.

A sturdy cable ending in a connector with a series of retracted blades rests near the body; PCs who succeeded at the Medicine check to examine Historia-6 recognize the pattern. Regardless, the cable is attached to a machine that stands apart from the orderly racks of servers in this room: a squat technological device with silver circuitry tracings along its surface nearly identical to those lining an android's skin. With a successful DC 26 Culture or Engineering check (DC 29 in Subtier 7-8), a PC can identify this device as a kind of hybrid technology used to control androids—a type of equipment banned in the Pact Worlds following the Thyst Rebellion in 154 AG, when androids were granted full citizenship. A successful PC further realizes that this particular hybrid item (known as the *Abrogation Matrix*) has been somewhat modified from its original function, enabling a kind of psychological bridge between the user and a target android. If the PCs don't discover the nature of this device, Zigvigix can correctly identify it, but assumes the worst regarding Historia-7, gaining a Stress Point.

If the PCs succeeded at both the Medicine check to examine Historia-6 and the check to identify the *Abrogation Matrix*, they can conclude that Historia-6 must have utilized the device to not

only form a mental bridge, but to transfer his entire personality into the target—a target which they likely realize is Historia-7.

Treasure: Historia-6's body retains all of the android's gear, which befits his position as a faction leader. In Subtier 5–6, this includes a suit of advanced lashunta tempweave armor with a jetpack and black forcefield armor upgrades, an incapacitor, a whisper sonic suppressor[AR], a *mk 2 ring of resistance*, and a *hat of disguise*[AR]. He also carries a *mk 1 null space chamber* holding a phantom assassin rifle[AR], 80 rounds of sniper ammunition, four junkbot grenades[AR], two cryo grenades I, and a data storage device.

In Subtier 7–8, his gear includes a suit of d-suit III armor with a jetpack and white forcefield armor upgrades, a heavy sap[AR], a whisper sonic suppressor[AR], a *mk 3 ring of resistance*, and a *hat of disguise*[AR]. A *mk 2 null space chamber* holds a rangefinder coil rifle[AR], 80 rounds of sniper ammunition, four mk 2 microbot grenades[AR], two cryo grenades II, and a data storage device.

The data storage device contains various investment accounts dating back to 193 AG, though the owner's information has been anonymized. Most of the funds have been recently withdrawn, but 10,000 credits remain in the accounts.

Rewards: If the PCs fail to discover the equipment in this area, reduce each PC's credits earned by the following amount.

Subtier 5–6: Reduce each PC's credits earned by 1,527.

Out of Subtier: Reduce each PC's credits earned by 1,796.

Subtier 7–8: Reduce each PC's credits earned by 2,065.

DRAWING CONCLUSIONS

Once the PCs find the *Abrogation Matrix*, Zigvigix suggests that they might be able to use the psychological bridge it provides to enter Historia-7's mind, combat the malicious entity directly, and lend Historia-7 strength by helping her hold onto her memories. In order to send multiple personas, the device would require a psychic interface; as a naturally telepathic being, Zigvigix offers to take on this role and transition the PCs into Historia-7's mindscape. They admit that this would require applying the connector to their own body, and the prospect of having to jab the connector through their chitin several times to figure out exactly how to operate the machine grants 1 Stress Point unless the party found the instructions on the comm unit in area **A3**.

Before the PCs transition over into the mindscape, Zigvigix sends a message to Venture-Captain Naiaj, informing her of the plan so she can act as backup in case anything goes wrong—but Zigvigix refuses to risk Historia-7 dying by waiting any longer.

INTO THE BLUE

When the PCs are ready, Zigvigix encourages them to lie down (so they don't fall) and then activates the *Abrogation Matrix*, sending the PCs into Historia-7's mindscape. Read or paraphrase the following.

As Zigvigix warily examines the Abrogation Matrix's bladed connector, the shirren's mental voice buzzes urgently. "Please be careful, Starfinders. I won't let anything happen to you on

Mindscape Rules

The scenes that play out in Historia-7's mindscape follow the same rules as in the normal world. PCs in the mindscape have all the gear they were carrying when they entered the mindscape, as well as the same Hit Points, Stamina Points, Resolve Points, and other conditions. Damage taken in the mindscape psychically transfers to a PC's body and remains even once they leave, as do any abilities or boons used in the mindscape—but not items. PCs can't rest overnight in the mindscape, nor can they recharge batteries, and they can't call upon resources or benefits from outside the mindscape—though companions like drones manifest in the mindscape just as the PCs do.

As soon as the PCs manifest in the mindscape, they realize one benefit of the semi-simulation: consumable items used within the mindscape are used up only in the mindscape, and the version of the item that exists in the real world is not consumed. Be sure to let the PCs know this fact, as the encounters through the mindscape are somewhat more difficult to account for the abundance of resources they might bring to bear.

In addition, the PCs can spend Resolve Points while within the mindscape to generate extraordinary effects. **Handout #2: Mindscape Effects** (see page 19) describes the ways a PC can spend Resolve Points while in the mindscape. Provide one or more copies of this handout to the PCs.

The pace of action within the mindscape is fairly quick. PCs can stop to take a 10-minute rest if they need to, but each time they do, the delay results in Zigvigix taking 1 Stress Point, and the shirren's telepathic voice reaches into the mindscape to convey their worries about the delay.

my watch, but please hurry!" Without further hesitation, they plunge the interface into their carapace.

The white plastic walls of the Cortex slide away, replaced with a blank, electric blue like an unprogrammed terminal screen. A thin line appears, speeding across the visual expanse, turning and wiggling into a circuit-like pattern. As it continues, the shape resolves into a humanoid form whose features become clear as Historia-7 turns away from the lines tracing out a larger room. The image flickers and scatters periodically, and as she speaks, her voice is staticky and garbled. "It's hard to keep track of everything," she says. "I need your help—" her next words are lost in static. "—we can force Historia-Prime out."

By the time she finishes speaking, the tracing circuitry behind her has drawn in a spacious office in the Lorespire Complex, where a sluglike humanoid sporting a Starfinder symbol on the lapel of his robes stands. Historia-7 turns to face him and speaks

Scaling Into the Blue

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

All Subtiers: Reduce the skill check DCs and the osharu's KAC by 2.

calmly. "I've traced the missing artifacts to your alma mater, which holds them in their museum and credits you with their discovery." The slug creature waves a hand dismissively. "You can't prove anything, Celita." Historia-7 wordlessly hands over a datapad. After glancing over it, the osharu sputters in fury, glaring at the android—until that android's image scrambles again and disperses in a scattering of silver light.

The PCs have found themselves at a pivotal memory of Historia-7's professional life, wherein she first caught the attention of the Dataphiles faction leader of the time, Historia-6. After records of the discovery and existence of certain Starfinder relics were erased, Historia-7, traced the activity back to a senior Starfinder officer, an osharu (*Starfinder Alien Archive 2*) who had been stealing the relics and sending them back to his home world as his own discoveries to further his own reputation among the intensely academic osharu society. Historia-7–then using her original name Celita– was not only confident enough to call him out on his theft, but also smart enough to have a backup plan in place lest he respond poorly. Unfortunately, the corruption intrudes into the mindscape, effectively erasing Celita before she can initiate her plan.

The PCs may know about the preparations she made, if they got a result of 30 or higher on a Culture check during the scenario's introduction (page 5). A quick-thinking PC might think to attempt a Computers check, finding that they can search Historia-7's memories like a self-contained infosphere; a successful DC 31 Computers check (DC 34, in Subtier 7–8) pulls up the records of the event and provides the same information. In either case, the PCs can trigger the sonic feedback program Celita planted in the osharu's office sound system, temporarily stunning him, and notify the reinforcements she had lined up. In this case, a slightly younger Venture-Captain Naiaj arrives only a few minutes later, along with two Starfinders acting as security, to take the stunned osharu into custody. The bleachling gnome offers a rare word of praise before departing: "Outstanding work, Celita. With a demonstration like that, you're sure to have the eye of some senior Starfinders. I'm looking forward to seeing what you'll accomplish." Resolving the encounter in this manner reinforces Historia-7's recollection of the event, providing her with one additional memory she can utilize in the final encounter.

The PCs can also resolve the conflict in several other ways. With a successful DC 31 Diplomacy or Intimidate check (DC 34

in Subtier 7–8), a character can convince the osharu to admit his wrongdoing and peacefully accept the consequences of his actions. A PC can physically restrain him with a successful grapple combat maneuver (the osharu's KAC is 20) or an entangling effect, stun him with a magical effect or a weapon with the stun special property, knock him out with nonlethal damage (HP 35), or any other number of creative solutions. Dealing lethal damage is terribly upsetting to Zigvigix, who can't abide seeing Starfinder infighting, granting him 1 Stress Point. Once the PCs have overcome the osharu, Venture-Captain Naiaj enters the room in a dismayed rush, chiding Celita for trying to take the situation into her own hands rather than working as part of a team, before taking the osharu into custody. As this outcome doesn't align with the actual course of history, Historia-7 does not gain a memory from this resolution.

Development: However the PCs resolve the situation, once the osharu has been overcome, the empty office reverts to the same circuitry patterns it originally formed from, rewriting itself into the shape of Historia-7. "Historia-6 was impressed with my research," she says, without further explanation. The light-blue circuitry under her skin flickers silver for a moment, before reverting to its natural blue hue. "The fact that I'm still here suggests the other Historias might also retain some aspect of themselves. Will you see if you can find them?" She vanishes except for the circuitry lines on her skin, which trace out the shape of a door on the bright-blue background.

B. HISTORIAS PAST (CR 6 OR CR 8)

The circuitry door opens onto a starship's bridge, the view screens filled with the Drift's unmistakable purple-pink clouds. The ship's aesthetic is about fifty years out of date, but the bridge seems to be in immaculate repair. Two androids sit at the two forward consoles: one a perfect match for the lifeless body in the server room, save that this version of Historia-6 is in much better physical condition and the circuitry marking his android skin has a faint yellow hue. The other is a pearlescent white individual with androgynous features and a smooth, hairless head; their voice is similarly indeterminate. "There's no reason to waste time instructing those who aren't suited to the kind of work the Dataphiles perform," they say, in flat, brusque tones. "But you have shown you have the potential to accomplish great things, and I can't continue to lead the faction forever."

As they finish the statement, the console under the pearlescent android's hands flares with a silver light that reflects in their eyes. That same silver light races along the console and up the circuitry of Historia-6's arms. Both androids stand and turn to face the door. "You shouldn't be here," the pearlescent android says, matter of fact, and Historia-6 adds, in an identical monotone, "You can't be allowed to interfere."

The area here is a representation of a starship. The walls are all steel and the ceiling rises to 15 feet. Illumination from wall mounts keeps the area well lit.

B. HISTORIA'S PAST

H1 H2

PCS START HERE

H = HISTORIA - SLIVER/FRAGMENT   STARFINDER FLIP-MAT: WARSHIP   1 SQUARE = 5 FEET

Scaling Encounter B

Make the following adjustments to accommodate a group of four PCs.
Both Subtiers: Remove the corrupted console trap.

Creatures: The corruption that appears on the pearlescent android (Historia-5) and spreads to Historia-6 turns them into hostile manifestations of Historia-Prime, with no independent will or memory of their own identities. Historia-Prime uses these manifestations to confront the PCs, hoping to destroy them here in the mindscape.

The PCs may try to deal with the Historia manifestations using Diplomacy or Intimidation, or they might attempt to subdue them through nonlethal damage. These tactics are ultimately ineffective (foreshadowing the final fight)—the manifestations refuse to listen to any argument, and they are destroyed when they reach 0 HP regardless of the type of damage dealt. Regardless, the PCs' efforts to resolve the situation peacefully remind Zigvigix of how effective Starfinders can be when they work together, removing 1 accumulated Stress Point.

Hazards: The corruption lashes out with an arc of electricity at any PC within 5 feet of any console on the bridge. Disabling the trap at one console interrupts the corruption's path, rendering the trap inert for all consoles.

SUBTIER 5–6 (CR 6)

HISTORIA SLIVERS (2)	CR 3

N Medium humanoid (android)
Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE	HP 40

EAC 14; **KAC** 16
Fort +5; **Ref** +5; **Will** +4; +2 vs. disease, mind-affecting effects, poison, and sleep

OFFENSE
Speed 30 ft.
Melee energized slam +14 (1d6+7 B & E; critical arc 1d6)
Ranged psychic ray +11 (1d8+3 force; critical staggered [DC 15])

STATISTICS
Str +4; **Dex** +1; **Con** +1; **Int** +2; **Wis** +2; **Cha** –1
Skills Computers +13, Culture +8, Mysticism +8
Languages Common
Other Abilities constructed

SPECIAL ABILITIES
Constructed (Ex) For effects targeting creatures by type, Historia slivers count as both humanoids and constructs (whichever effect is worse). They do not breathe or suffer the normal environmental effects of being in a vacuum.

Psychic Ray (Ex) A Historia sliver can fire a ray of mental energy at a target within 60 feet. The psychic ray overloads the target's mental faculties, so it has no effect on creatures without Intelligence scores.

TACTICS
Morale As the Historia manifestations are effectively drones, they have no interest in self-preservation and fight until destroyed.

CORRUPTED CONSOLE TRAP	CR 3

Type technological; **Perception** DC 24; **Disable** Engineering DC 19 (cut power cables to the console)
Trigger location; **Reset** immediate;
Effect arc of electricity (6d6 E); Reflex DC 14 half

SUBTIER 7–8 (CR 8)

HISTORIA FRAGMENTS (2)	CR 5

N Medium humanoid (android)
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +11

DEFENSE	HP 70

EAC 17; **KAC** 19
Fort +7; **Ref** +7; **Will** +6; +2 vs. disease, mind-affecting effects, poison, and sleep

OFFENSE
Speed 30 ft.
Melee energized slam +14 (1d8+10 B & E; critical arc 1d6)
Ranged psychic ray +11 (2d6+5 force; critical staggered [DC 15])

STATISTICS
Str +5; **Dex** +2; **Con** +2; **Int** +3; **Wis** +3; **Cha** –1
Skills Computers +16, Culture +11, Mysticism +11
Languages Common
Other Abilities constructed

SPECIAL ABILITIES
Constructed (Ex) For effects targeting creatures by type, Historia slivers count as both humanoids and constructs (whichever effect is worse). They do not breathe or suffer the normal environmental effects of being in a vacuum.

Psychic Ray (Ex) A Historia fragment can fire a ray of mental energy at a target within 60 feet. The psychic ray overloads the target's mental faculties, so it has no effect on creatures without Intelligence scores.

CORRUPTED CONSOLE TRAP	CR 5

Type technological; **Perception** DC 27; **Disable** Engineering DC 22 (cut power cables to the console)
Trigger location; **Reset** immediate
Effect arc of electricity (4d12+4 E); Reflex DC 15 half

Development: Once the Historia manifestations are defeated, the screens on the bridge momentarily glow blue. The disembodied voice of Historia-7 crackles from the comm unit. "I

can't find any trace of either Historia-5 or Historia-6 anywhere. This must have been just a memory."

The screens fade to darkness, but blue emergency lighting strips flare up on the floor, leading off the bridge toward the aft airlock. The voice continues, interrupted by bursts of static. "Something's wrong. Historia-Prime knows we're here and hasn't revealed itself yet. You should leave now, before it's too late."

STAR SUGAR DISASTER

The airlock opens, and a wall of near-deafening sound crashes forth. At first it's not clear whether the screams are excited or terrified, but then pastel lights flare and flash along to a pounding bass beat, and the screams are subsumed by a near-deafening wail of an amplified koto. From this vantage, the giant strawberry laser-projected across the back of the stage readily identifies the four performers.

Not five feet away are Zigvigix and Historia-7, attention fixed on the stage and the dynamic performers there. Zigvigix has their limbs and antennae both up in the air, thrashing along with the cascading guitar rhythms, but from here it's plain that even Historia-7 is wearing a small smile despite the crushing crowd. She begins to nod along with the music—until the sound degrades into a screeching feedback. The lights flash silver, and the seats at the edge of the stage begin crumbling away into digital static, leaving a growing void that spreads outward. The suddenly empty stage remains the only fixed point of safety and stability amidst the rapidly expanding chaos.

Though this scene doesn't require a map, you can set out the custom map from *Starfinder Society Scenario #1–14: Star Sugar Heartlove!!!* to help set the scene.

The PCs have two options to proceed: they can either try to reach the safety of the stage from their position in the audience, or they can stand their ground and try to stabilize Historia-7's memory against the corrupting effect.

Reach the Stage: Reaching the stage is unlikely to pose a massive challenge for the PCs, though you should be sure to detail the dissolving floor and bits of debris falling into the growing vacuum to increase the sense of danger. The gap between the remaining seats and the stage is 25 feet wide, requiring a successful DC 25 Athletics check (30 feet in Subtier 7–8, for a DC 30 check) to traverse. PCs can also make use of a variety of other abilities, including a fly speed, jump jets armor upgrade, spells such as 3rd-level *flight*, or any number of other options. Each PC needs to find a way across, whether via a successful skill check or another solution. Creative solutions can be adjudicated with a simple skill check at roughly the same DC as the Acrobatics check, though feel free to award a bonus of up to +2 for particularly ingenious plans.

A PC who fails to traverse the gap takes 6d12 damage (8d12 damage in Subtier 7–8) as the corruption tears at their psychic projection in the mindscape.

Stabilize the Memory: PCs who choose to remain in place and work to stabilize the memory can counter the effects of the corruption. Doing so requires a single PC to succeed at one of the following skill checks:

• DC 26 Profession (musician) check (DC 29 in Subtier 7–8) to reconstruct the concert audio and assist Historia-7 with a positive memory.

• DC 28 Engineering check (DC 31 in Subtier 7–8) using a sonic weapon to project sound waves opposite those of the feedback.

• DC 31 Mysticism check (DC 34 in Subtier 7–8) to reinforce Historia-7's psychic presence against the corruption.

Other PCs can use the aid another action to assist the PC attempting this check. In addition, the PCs gain a cumulative +2 bonus for each of the following criteria they meet: receiving a result of 20 or higher on the Culture check to recall information about Historia-7 at the start of the scenario, having a Chronicle sheet from *Starfinder Society Scenario #1–14: Star Sugar Heartlove!!!*, or having the Star Sugar Heartlove!!! boon from *Starfinder Society #1–01: The Commencement*.
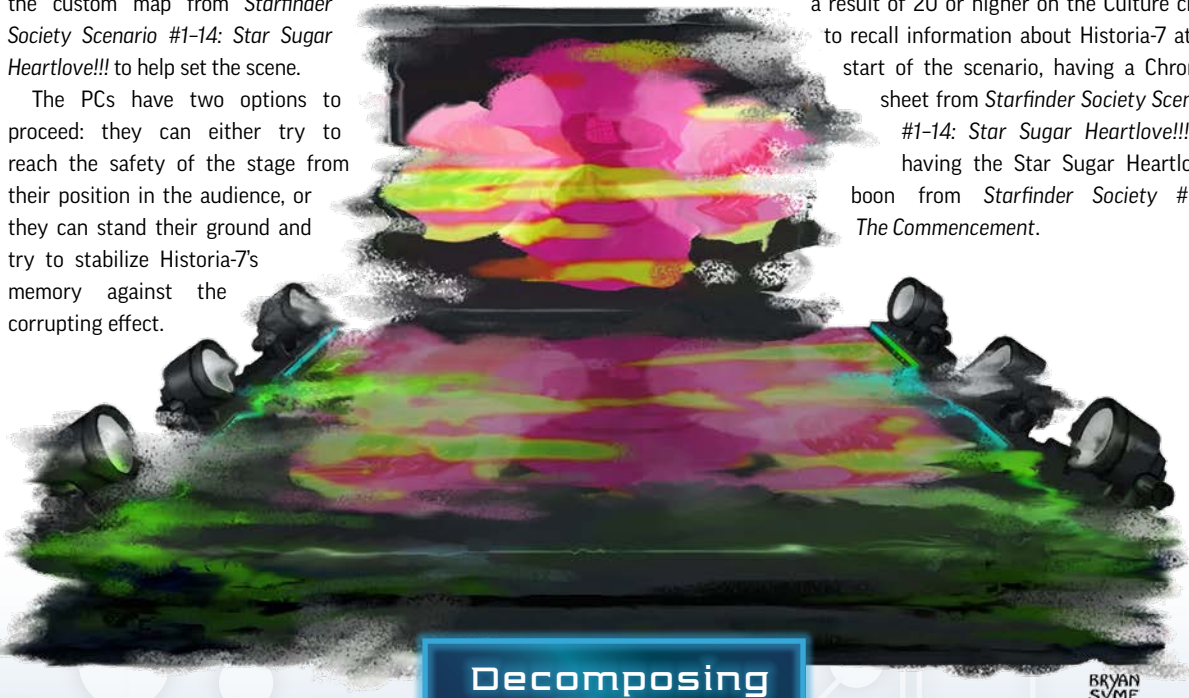
Decomposing Stage

BRYAN SYME

Scaling Star Sugar Disaster

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

All Subtiers: Reduce the skill check DCs by 2.

By succeeding at one of the listed checks, the PCs are able to drive the corruption back, and the concert venue rematerializes almost as if the scene had been played in reverse; the PCs can easily walk up to the stage. This serves to solidify this memory for Historia-7, granting her one additional memory she can use in the final encounter.

Should the PC fail at this check, the corruption expands and overtakes the PCs, dealing 6d12 damage (8d12 damage in Subtier 7–8) to each party member before depositing them unceremoniously on the stage and tearing the rest of the concert hall into a black, empty nothingness. The dismay at seeing what had been a wonderful memory torn to pieces inflicts 1 Stress Point upon Zigvigix.

Development: Regardless of how they got to the stage, once they get there, they notice a bright-blue door in the wings. Historia-7's voice booms out from the massive wall of speakers. "Hurry, Starfinders! There's no time to lose!"

C. NO ESCAPE (CR 9 OR CR 11)

The bright-blue door at the back of the stage swings open, allowing soothing sunlight to pour through. The landscape beyond is a lush, verdant jungle, though the familiar skyscrapers rising up behind the trees mark the site as Jatembe Park, the massive green space in Absalom Station's central Eye. Here, though, the trees are shot through with silver circuitry, and the foliage flickers and stutters.

To the south, down a half-dozen steps, a statue of a heavily augmented shirren stands within an overgrown sunken garden. Silver lines trace around the statue's base and creep upward along the statue's legs.

The squares of undergrowth on the map act as difficult terrain during this encounter.

This patch of forest is a manifestation of Zigvigix's psychic bridge with Historia-7's mindscape—but Historia-Prime is in the process of corrupting that connection. Historia-Prime knows that by taking over Zigvigix, he can sever the link to the PCs' minds, leaving them all trapped in Historia-7's incapacitated body, which Historia-Prime can promptly terminate. The PCs' arrival threatens this plan, however, forcing Historia-Prime to manifest within the mindscape (see Creatures on page 16).

During this encounter, both Zigvigix and Historia-7 can provide ongoing support for the PCs, depending on how many Stress Points Zigvigix has accrued throughout the scenario and how many of Historia-7's memories the PCs were able to piece together. The benefits each faction leader provides are detailed below.

Historia-7's Memories: Historia-7 does her best to restrain the manifested portions of past Historias (see Creatures on page 16). Those manifestations are staggered so long as there aren't more of them at one time than Historia-7 has intact memories. Historia-7 retains 1 memory by virtue of the PCs' initial confrontation in the Archive's Cortex, and the PCs had opportunities to restore additional memories in Into the Blue and Star Sugar Disaster. Should the number of manifestations exceed her number of memories, all manifestations lose the staggered condition until the manifestations no longer outnumber Historia-7's memories.

Zigvigix's Stress Points: The responsibility of maintaining the psychic link between the PCs and Historia-7's mindscape is physically devastating for Zigvigix, but the shirren won't let anyone die on their watch. If any PC is slain during this encounter, Zigvigix mentally rewrites their death, effectively providing the PC with the benefit akin to a 4th-level *mystic cure* spell (returning the dead PC to life with 1 negative level and restoring 7d8+10 Hit Points), but Zigvigix gains 1 Stress Point each time they do so.

As Zigvigix's Stress Points reach certain thresholds, it becomes increasingly clear that Zigvigix's basically killing himself to keep the psychic bridge in place. So long as their Stress Points remain below 5, there is no noticeable impact on the PCs' surroundings. When Zigvigix reaches 5 Stress Points, read or paraphrase the following to convey the strain they're under.

The sun overhead winks out, leaving a black void overhead. The surrounding forest remains illuminated only by a bleak light with no apparent source. The shirren statue suddenly seems weathered and worn, its features hardly distinguishable, as if it had been exposed to scouring winds for many years.

At 7 Stress Points, read or paraphrase the following.

The coloration drains from the once-verdant forest, leaving trees and foliage ashy and gray. Parched leaves crackle underfoot, and cracks spiderweb over the statue's surface.

At 9 Stress Points, read or paraphrase the following.

The leaves blow away in a silent gale, leaving only skeletal fingers of lifeless trees reaching up against a black void. The only sound is that of the furious battle and a sharp retort as a crack splits the center of the crumbling shirren statue.

If Zigvigix reaches 10 Stress Points, their fragile body gives out. This destroys the mental bridge, trapping the PCs in Historia-7's mindscape. Historia-Prime then hacks the command cradle in the Archive's Cortex to deliver a lethal blow to Historia-7's unconscious body. This event proves fatal for all PCs in the mindscape, though

C. NO ESCAPE

PCS START HERE

H
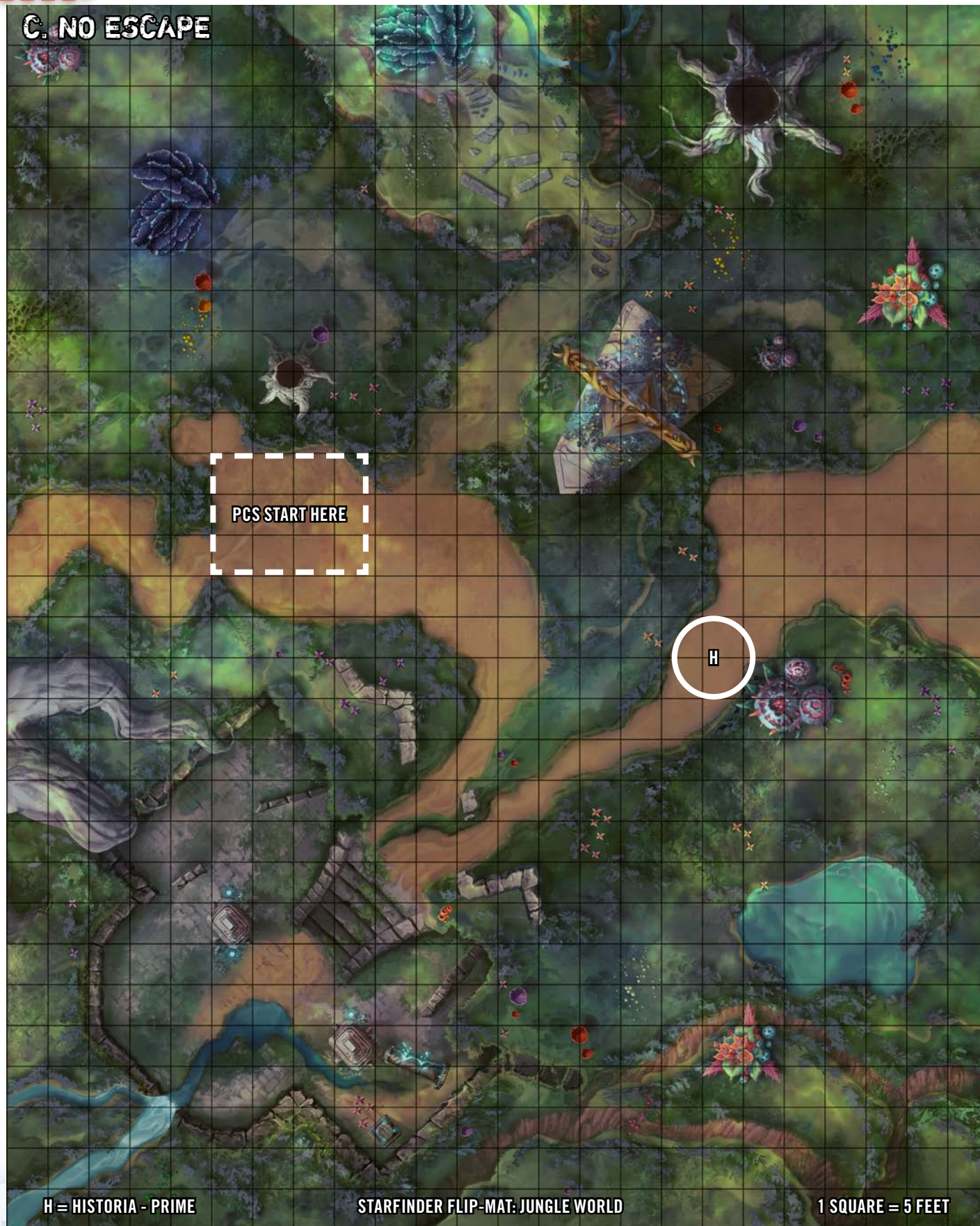
Scaling Encounter C

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

Subtier 5–6: Historia-Prime doesn't generate its first Historia sliver until reduced to 60 Hit Points or below, and it manifests only two slivers overall.

Subtier 7–8: Historia-Prime doesn't generate its first Historia fragment until reduced to 80 Hit Points or below, and it manifests only two fragments overall.

their bodies are eventually recovered by the Starfinder Society at no Fame cost, allowing players to spend Fame for *raise dead* if they choose. Read or paraphrase the following.

The shirren statue in the mindscape crumbles to dust, followed by the fragmentary remnants of the forest, leaving only a barren, black-and-white field. A few moments later, the entire mindscape wavers and dissolves into black nothingness.

Creatures: Historia-Prime manifests here to prevent the PCs from interfering with the assault on Zigvigix's psychic bridge. This manifestation is an amorphous conglomeration of psychic matter taking humanoid form, a somewhat indistinct figure save for the silver circuitry lines etched over its surface—which match the circuitry on Historia-6's body, the *Abrogation Matrix*, and the jungle surrounding the PCs.

As Historia-Prime takes damage, it generates humanoid manifestations similar to those in Historias Past (area **B**). These are mental "echoes" of Historia-2, Historia-3, and Historia-4—the PCs may recognize this last iteration from the images on Historia-7's computer in area **A4**. Since the PCs overcame the mental echoes of Historia-5 and Historia-6 in area **B**, those iterations are no longer available for Historia-Prime to manifest here.

SUBTIER 5–6 (CR 9)

HISTORIA-PRIME   CR 9
N Large ooze
Init +0; **Senses** blindsight (thought) 120 ft.; **Perception** +17
DEFENSE   **HP** 120
EAC 19; **KAC** 21
Fort +13; **Ref** +9; **Will** +6
Defensive Abilities amorphous, split memories; **Immunities** ooze immunities
OFFENSE
Speed 30 ft.
Melee pseudopod +17 (2d10+14 B & E; critical arc 2d6)
Ranged psychic ray +14 (2d6+7 force; critical stagger [DC 16])

Space 10 ft.; **Reach** 10 ft.
Offensive Abilities psychic scattershot
TACTICS
During Combat Historia-Prime knows that its melee attacks are more powerful in this form and keeps as many enemies within its reach as possible, only resorting to psychic rays when its enemies escape its grasp. It uses psychic scattershot when available if the PCs cluster together during the combat and remains heedless of any slivers within the cone.
Morale Historia-Prime is fully aware that this manifestation is only a portion of its mental awareness, and so the manifestation fights until destroyed.
STATISTICS
Str +5; **Dex** +0; **Con** +2; **Int** +5; **Wis** +2; **Cha** +4
Skills Computers +22, Culture +17, Mysticism +17
Languages Common
SPECIAL ABILITIES
Psychic Ray (Ex) Historia-Prime can fire a ray of mental energy at a target within 60 feet. The psychic ray overloads the target's mental faculties, so it has no effect on creatures without Intelligence scores.
Psychic Scattershot (Ex) As a full action, Historia-Prime can treat its psychic ray attack as though it had the automatic weapon property and can fire at every target in a 30-foot cone, as per the automatic mode description (*Starfinder Core Rulebook* 180). Once Historia-Prime uses this attack, it cannot make this attack or use its psychic ray for the next 1d4+1 rounds.
Split Memories (Ex) When Historia-Prime's Hit Points are first reduced to 90 or below, it generates a Historia sliver to aid them. The Historia sliver appears in a space within Historia-Prime's reach and acts on Historia-Prime's initiative. Historia-Prime can use this ability again when their Hit Points are first reduced to 60 or below, and one final time when reduced to 30 Hit Points or below.

HISTORIA SLIVER   CR –
HP 40 (see page 12)

SUBTIER 7–8 (CR 11)

HISTORIA-PRIME   CR 11
N Large ooze
Init +0; **Senses** blindsight (thought) 120 ft.; **Perception** +20
DEFENSE   **HP** 160
EAC 22; **KAC** 24
Fort +15; **Ref** +11; **Will** +8
Defensive Abilities amorphous, split memories; **Immunities** ooze immunities
OFFENSE
Speed 30 ft.
Melee pseudopod +21 (3d6+18 B & E; critical arc 2d6)

Ranged psychic ray +18 (3d6+9 force; critical stagger [DC 18])
Space 10 ft.; **Reach** 10 ft.
Offensive Abilities psychic scattershot

TACTICS

During Combat Historia-Prime knows that its melee attacks are more powerful in this form and keeps as many enemies within its reach as possible, only resorting to psychic rays when its enemies escape its grasp.

Morale Historia-Prime is fully aware that this manifestation is only a portion of its mental awareness, and so the manifestation fights until destroyed.

STATISTICS

Str +8; **Dex** +0; **Con** +3; **Int** +8; **Wis** +3; **Cha** +5
Skills Computers +25, Culture +20, Mysticism +20
Languages Common

SPECIAL ABILITIES

Psychic Ray (Ex) Historia-Prime can fire a ray of mental energy at a target within 60 feet. The psychic ray overloads the target's mental faculties, so it has no effect on creatures without Intelligence scores.

Psychic Scattershot (Ex) As a full action, Historia-Prime can treat its psychic ray attack as though it had the automatic weapon property and can fire at every target in a 30-foot cone, as per the automatic mode description (*Starfinder Core Rulebook* 180). Once Historia-Prime uses this attack, it cannot make this attack or use its psychic ray for the next 1d4+1 rounds.

Split Memories (Ex) When Historia-Prime's Hit Points are first reduced to 120 or below, it generates a Historia fragment to aid them. The Historia fragment appears in a space within Historia-Prime's reach and acts on Historia-Prime's initiative. Historia-Prime can use this ability again when their Hit Points are first reduced to 80 or below, and once more when reduced to 40 Hit Points or below.

HISTORIA FRAGMENT	CR —

HP 70 (see page 12)

Development: When Historia-Prime's mindscape form is defeated, the ooze collapses in on itself. The silver circuitry recedes from the mindscape, leaving the shirren statue free of any corruption, and the blob of silver circuitry rapidly into nothingness. Historia-7 appears, walking along one of the park's paths toward the statue. "You shouldn't have any trouble exiting now. Please proceed, so we don't give Zigvigix any further difficulty."

The telepathic buzz of Zigvigix's voice reinforces her words, and the mindscape gently fades to a soft, warm black. A few moments later, the PCs awake in their own bodies in the Cortex.

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

Subtier 5–6: Reduce each PC's credits earned by 1,527.
Out of Subtier: Reduce each PC's credits earned by 1,796.
Subtier 7–8: Reduce each PC's credits earned by 2,065.

CONCLUSION

As the PCs return to the physical world, read or paraphrase the following:

The Cortex is crammed with Starfinders, including a few medical staff and Venture-Captain Naiaj. Historia-7 rouses herself, immediately deactivating the command cradle's protective shell, dismounting, and rushing to embrace Zigvigix in a rare moment of emotion. She then turns to address everyone else in the room. "Thank you—in abundance—for your assistance in preventing Historia-Prime's corruption from overtaking me completely." Zigvigix telepathically echoes the sentiment, relaying their delight in how effective the Starfinders were in looking out for one another and working as a team.

Historia-Prime
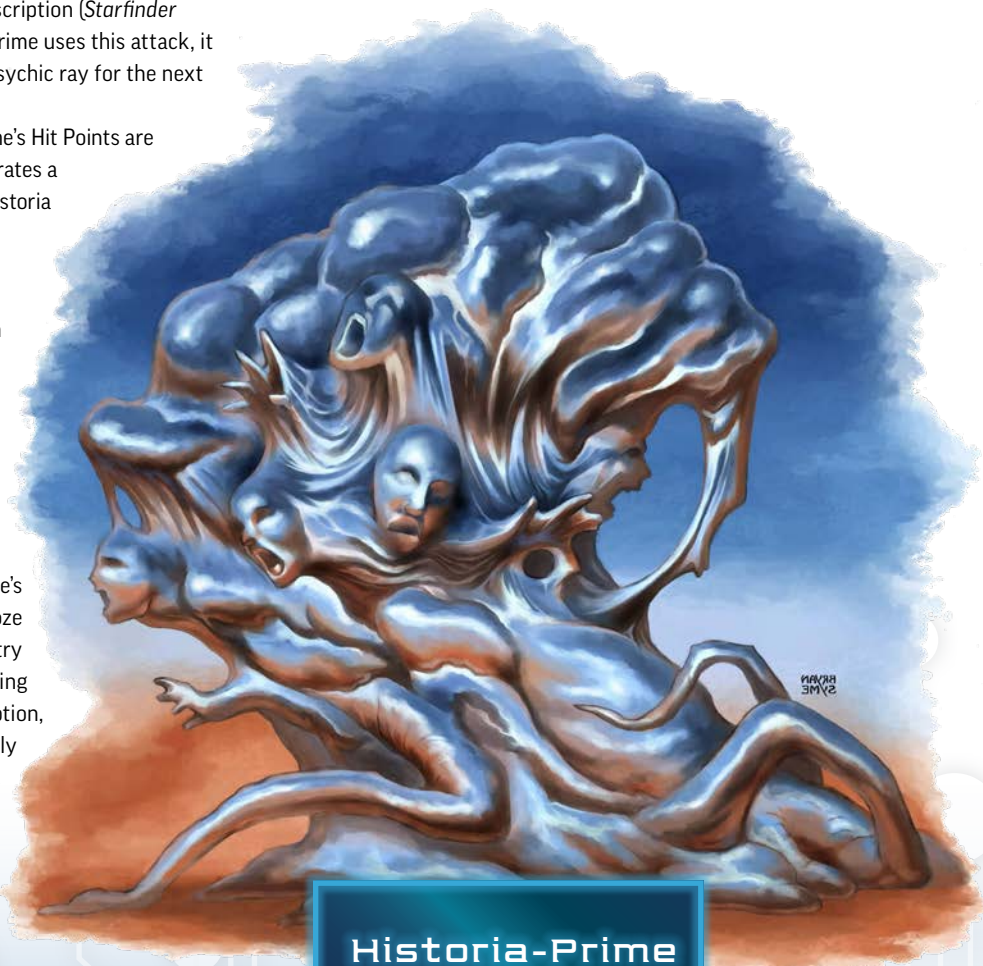
The android continues speaking, returning to her typically direct demeanor. "Now that I know the origin and use of the name Historia, I would prefer not to use it. Please call me Celita, as I was known before I took up leadership of the Dataphiles faction. I will update the Archive's records accordingly."

If Zigvigix had 5 or more Stress Points at the end of the final encounter, the shirren is rather worse for the experience. Read or paraphrase the following.

As Zigvigix disconnects the Abrogation Matrix cables, they nearly collapse, held upright only by a Starfinder medic standing nearby. The shirren's antennae droop, and their movements are halting and twitchy. Once they're fully disconnected from the machine, the medics half-carry the Exo-Guardians faction leader out of the Cortex, already clipping sensors and scanners to the shirren's body. Celita quietly follows closely behind.

Celita

Venture-Captain Naiaj takes the PCs aside to conduct a more formal debrief, where she also thanks the PCs for their efforts, despite the mission's unofficial nature, and assures them she will have the *Abrogation Matrix* put into a secure storage space where it can't be accessed or used. She quietly notes that Historia-Prime's presence is nowhere to be found within Celita or the corpse of Historia-6, but a strange data burst was transmitted from the Lorespire Complex shortly before the PCs arrived within the Archive's Cortex. While the immediate threat has been deflected, Naiaj admits they may not have seen the last of Historia-Prime.

REPORTING NOTES

If Zigvigix had 5 or more Stress Points at the end of the final encounter, check box A.

PRIMARY SUCCESS CONDITIONS

If the PCs overcome Historia-Prime and restore Historia-7, they succeed at their mission and each earn 1 Fame and 1 Reputation for any factions associated with their currently slotted faction boon. PCs who complete this mission also gain the Always Prepared and Steadfast Protector boons on their Chronicle sheets.

SECONDARY SUCCESS CONDITIONS

If the PCs completed the encounter with Zigvigix accruing 4 or fewer Stress Points and successfully preserved at least one of Historia-7's memories (either Historias Past or Star Sugar Disaster), they earn 1 additional Fame and 1 Reputation for any factions associated with their currently slotted Faction boon.

FACTION NOTES

If the PCs succeeded at their primary mission, they have secured the leadership of both the Dataphiles and Exo-Guardians factions. Each PC earns 1 additional Reputation with the Dataphiles and Exo-Guardians faction, in addition to any other Reputation earned from completing this scenario.
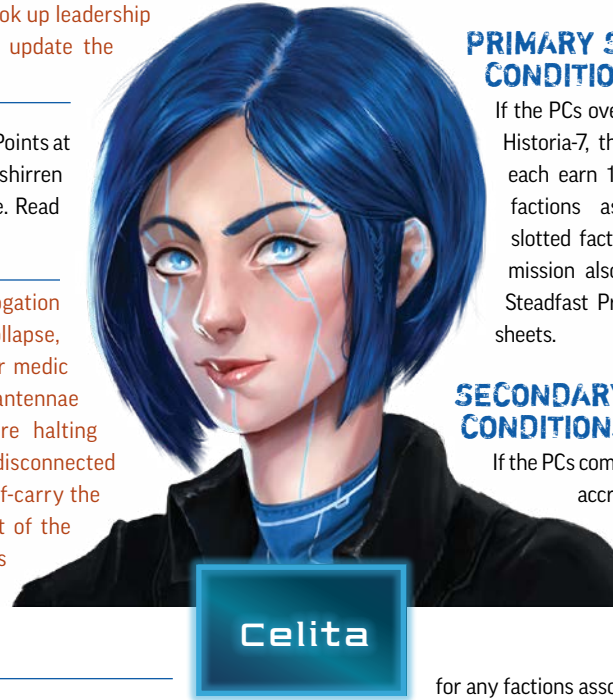
HANDOUT #1: STAR SUGAR HEARTLOVE???

Track Number	Name	Time	Artist	Album
8	Hey-Hey Jump	3:37	Strawberry Mac ine Cake	Star Sugar Heartlove!!!
1	Ready Set Go!!!	302:00	Strawb rry Machine Cake	Star Sugar Heartlove!!!
6	⬚It's You⬚ Again Always	6:48	Strawberry Machine Cake	Star Sugar Heart ove!!!
7	~~Never~~ Say Goodbye!	3:19	Strawberry Machine Cape	Star Sugar Heartlove!!!
2	<null>	4:58	Strawberry Machine Cake	Star SugarHeartlove!!!
3	<null>	3:25	Strawberry achine Cake	Star Sugar Heartlove!!!
4	<null>	5:17	Strawberry Machine Cake	Star Sugar H artlove!!!
5	<null>	4:04	Strawberry Machine Cake	Star Sugar Heartlove!!!
9	Purple Fire Star Song Never Stop	4:17	Strawberry Machine Cake	Star Sugar Heartlove!!!

HANDOUT #2: MINDSCAPE EFFECTS

While immersed in the mindscape of Historia-7's consciousness, a PC can spend Resolve Points to accomplish these effects:

Alter Terrain: Spend 2 Resolve Points as a standard action to change the terrain in 10-foot-radius area. This can make an area difficult terrain, turn difficult terrain into normal terrain, or create an area of hazardous terrain that deals 3d6 damage (4d6 in Subtier 7–8) of a physical type of the player's choice to a creature that starts their turn in the area. This lasts for a number of rounds equal to the PCs' highest ability score modifier.

Change Recollection: Spend 3 Resolve Points as a reaction to reroll a single d20 roll you or an ally just made, by rewriting the psychic memory of that event. You must declare use of this ability before the results are revealed, and this ability can be used only once per d20 roll. If you have an ability that would already grant a reroll, you can use this ability to gain a +4 bonus on the reroll.

Draw an Item: Spend 2 Resolve Points as a move action to produce from your inventory a single consumable item that you had in your possession prior to entering the mindscape, such as a grenade, a spell gem, a serum or a similar item, whether or not you actually have any more of those items remaining on your mindscape simulacrum. This item exists only in the mindscape.
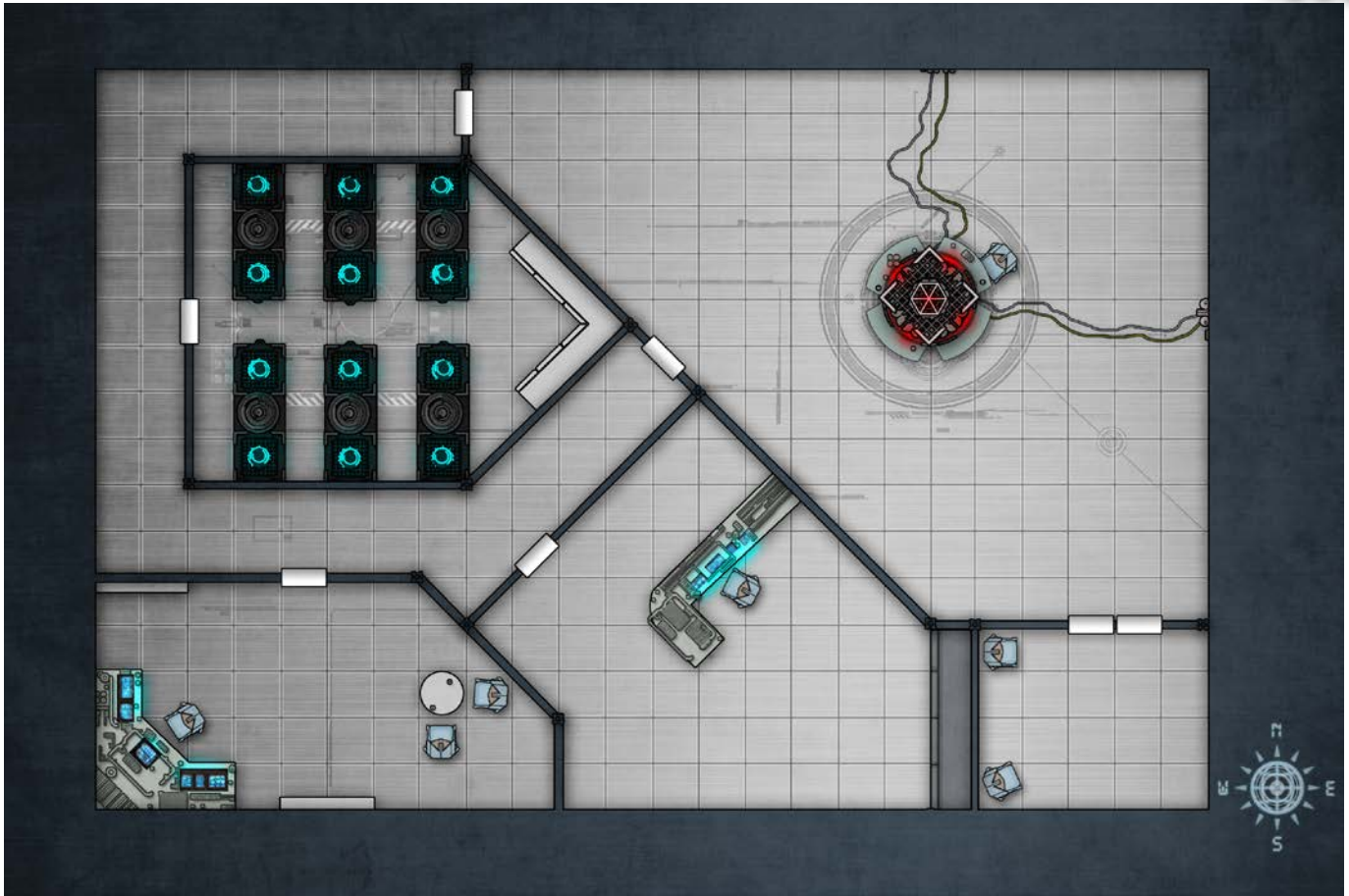
Starfinder Society Scenario #1–38: The Many Minds of Historia

Event _____   **Date** _____

GM # _____   **GM Character #** _____

GM Name _____   **GM Fame Earned** _____

- [ ] Acquisitives
- [ ] Second Seekers ( )
- [ ] A
- [ ] Exo-Guardians
- [ ] Faction _____
- [ ] B
- [ ] Dataphiles
- [ ] Wayfinders
- [ ] C
- [ ] D

_____   [ ] Fame   [ ] Faction Boons
Character #

Character Name _____
- [ ] Acquisitives
- [ ] Second Seekers ( )
- [ ] Exo-Guardians
- [ ] Faction _____
- [ ] Dataphiles
- [ ] Wayfinders

_____   [ ] Fame   [ ] Faction Boons
Character #

Character Name _____
- [ ] Acquisitives
- [ ] Second Seekers ( )
- [ ] Exo-Guardians
- [ ] Faction _____
- [ ] Dataphiles
- [ ] Wayfinders

_____   [ ] Fame   [ ] Faction Boons
Character #

Character Name _____
- [ ] Acquisitives
- [ ] Second Seekers ( )
- [ ] Exo-Guardians
- [ ] Faction _____
- [ ] Dataphiles
- [ ] Wayfinders

_____   [ ] Fame   [ ] Faction Boons
Character #

Character Name _____
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_____   [ ] Fame   [ ] Faction Boons
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_____   [ ] Fame   [ ] Faction Boons
Character #

Character Name _____
- [ ] Acquisitives
- [ ] Second Seekers ( )
- [ ] Exo-Guardians
- [ ] Faction _____
- [ ] Dataphiles
- [ ] Wayfinders

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

SUBTIER	☐ **Normal Max Credits**
5–6	**4,066**

SUBTIER	☐ **Normal**
Out of Subtier	**4,949**

SUBTIER	☐ **Normal**
7–8	**5,832**

SUBTIER	☐ **Normal**
–	**–**

MAX CREDITS

Items Found During This Scenario

☐ **Always Prepared (Ally Boon; Dataphiles Tier 3):** Before using this boon, you must have a Reputation Tier of 3 of higher with the Dataphiles faction and spend an additional 4 Fame to check the box that precedes this boon; once you do so, this boon is active and can be slotted as a Social boon.

Celita, formerly known as the faction leader Historia-7, has taken a keen interest in your ongoing safety since you helped save her from the monstrosity known as Historia-Prime. Once per adventure, when this boon is slotted, you can gain a +4 bonus to Initiative for a single combat, which you must declare before rolling. You cannot reroll this result, regardless of any other abilities that would allow you to reroll initiative. Alternatively, you can choose to roll without the bonus and give yourself a +2 bonus after seeing the result of an initiative roll. This represents seemingly innocuous data provided to you by Celita that proves useful at the onset of combat

☐ **Steadfast Protector (Social Boon; Exo-Guardians Tier 3):** Before using this boon, you must have a Reputation Tier of 3 of higher with the Exo-Guardians faction and spend an additional 4 Fame to check the box that precedes this boon; once you do so, this boon is active and can be slotted as a Social boon.

Working beside the faction leader, Zigvigix, you've come to see the value in defending others, even at great cost to yourself. Once per adventure, when this boon is slotted, you can choose to act as though you had the In Harm's Way feat (*Starfinder Core Rulebook* 158) allowing you to intercept one attack on one adjacent ally when that ally is struck by an attack. If you already have the In Harm's Way feat, you can instead use this ability once per scenario when an ally would take a critical hit from an attack. If used in this manner, the extra damage and effects from the critical hit are negated, though you take the regular damage and effects from the attack.

All Subtiers	Subtier 7–8
advanced lashunta tempweave (8,500; item level 8)	d-suit III (13,300; item level 9)
black force field armor upgrade (10,500; item level 8)	heavy sap (23,100; item level 11; *Starfinder Armory* 8)
black nanite hypopen (650; item level 6; *Starfinder Armory* 106)	*mk 2 microbot grenade* (4,200; item level 9; *Starfinder Armory* 122; limit 4)
crypt-class void staff (4,600; item level 6; *Starfinder Armory* 11)	*mk 2 null-space chamber* (12,250; item level 9)
incapacitator (14,200; item level 9)	*mk 3 ring of resistance* (18,100; item level 10)
invigorating crypt-class bone pistol (5,390; item level 6; *Starfinder Armory* 13)	*mk 3 serum of healing* (1,950; item level 9; limit 4)
junkbot grenade (2,250; item level 9; *Starfinder Armory* 122; limit 4)	rangefinder coil rifle (18,600; item level 10; *Starfinder Armory* 25)
mk 2 phantom basal ganglia (4,000; item level 6; *Starfinder Armory* 96)	white force field armor upgrade (20,000; item level 10)
mk 2 ring of resistance (4,200; item level 6)	white nanite hypopen (2,300; item level 9; *Starfinder Armory* 106)
phantom assassin rifle (14,900; item level 9; *Starfinder Armory* 24)	
soulfire vesk-bane least gluon crystal (5,980; item level 6; *Starfinder Armory* 65)	
whisper sonic suppressor (9,700; item level 6; *Starfinder Armory* 16)	

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 _____	

For GM Only

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