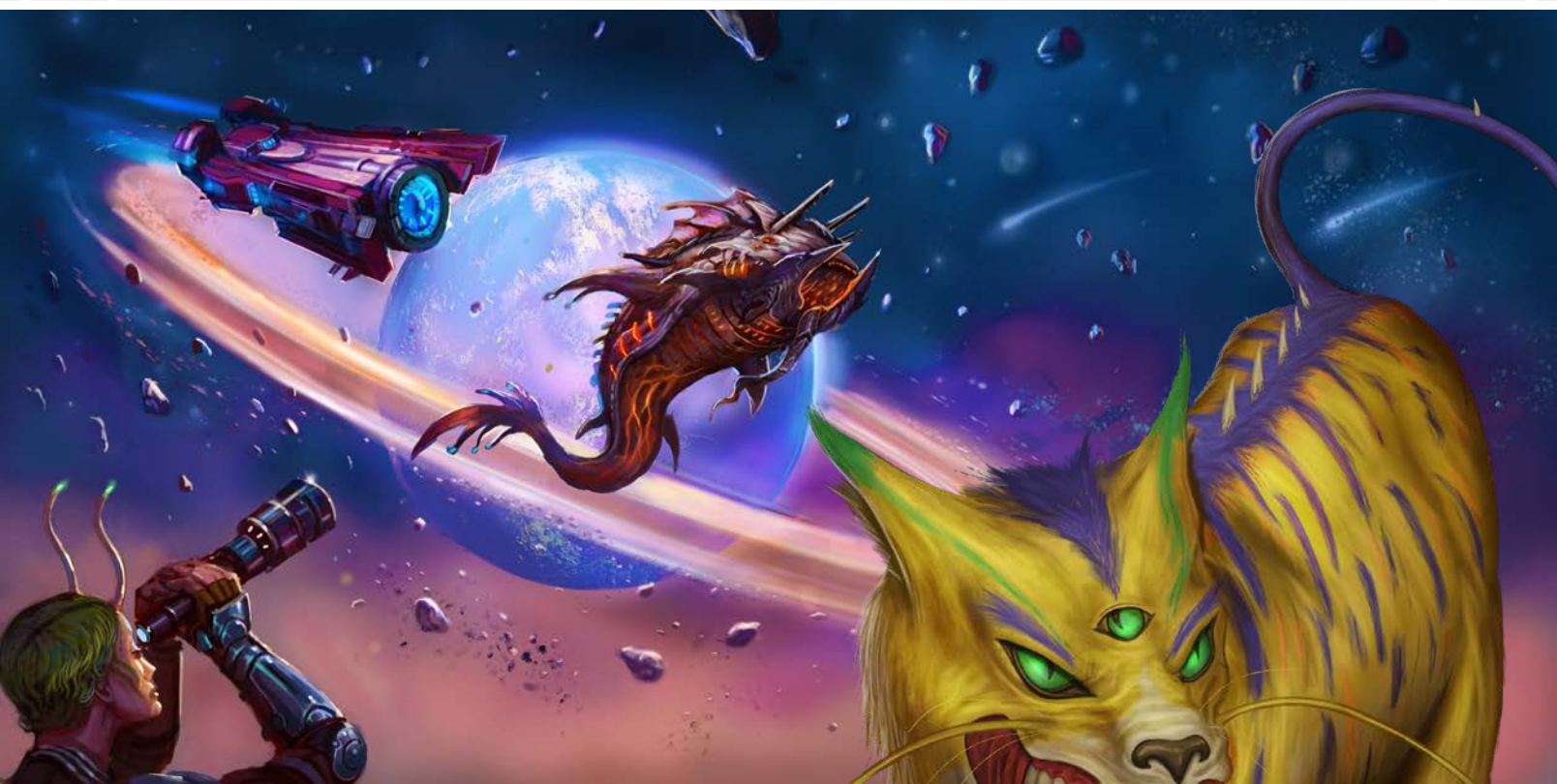


STARFINDER

SOCIETY



YEAR OF EXPLORATION'S EDGE

SCENARIO #3-09

LEVELS 1-4

FROZEN AMBITIONS: FREEING THE HERD

BY DIEGO VALDEZ



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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 1-4



PLAYERS: 3-6



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FREEING THE HERD

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GM RESOURCES

Campaign Home Page: starfindersociety.club

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

Maps: *Starfinder Flip-Mat: Jungle World*, *Starfinder Flip-Tiles: Space Station Starter Set*

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

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. This scenario has no tags. For more information on scenario tags see Chapter 1 of the *Guide to Organized Play: Starfinder Society*.

ADVENTURE SUMMARY

During a tour of Near Space, the PCs receive a distress call from Colrid, a former Starfinder and a friend of Ehu Hadif. After a difficult landing on Zrulik-3, aggressive zrulicats ambush the PCs.

The PCs locate a dromada settlement and meet with Colrid. He explains that zrulicat attacks are increasing and that several dromada were recently abducted. As part of their investigation, the PCs speak with dromada witnesses, who point them to a nearby cave.

Once the PCs reach the cave, they discover a hidden laboratory commanded by Nraall, a nuar technomancer. The PCs infiltrate the compound, where they must overcome traps and battle Veskarium mercenaries. Inside, they uncover evidence of Nraall's experiments and attempt to rescue the abducted dromadas, but the technomancer herself fiercely defends her research.

FROZEN AMBITIONS: FREEING THE HERD

BY DIEGO VALDEZ



High Despot Jularaz the Frozen rules over the penal-colony world of Vesk-8, the outermost planet in the Vesk system. The prison planet is a cold, unforgiving rock with little of value to the Veskarium beyond the strange mineral known as shimmerstone. Jularaz yearns to gain the political influence required to change his assignment to a less miserable post, but the shimmerstone harvested by colony inmates hasn't done enough to increase his clout and resources. Recently he began funding unauthorized experiments, hoping to discover a use of shimmerstone that can buy him a better standing with the Council. Unwilling to trust his own staff—many of whom were assigned to Vesk-8 as a punishment for their insubordination or incompetence—Jularaz hired contractors and mercenaries for this undertaking.

The technomancer Nraall is one such mercenary. Jularaz anonymously contracted her to oversee a series of experiments combining shimmerstone and a secondary compound harvested somewhere in Near Space. At the request of her unknown employer, Nraall set up her lab on a remote forest world at the edge of Near Space. Her experiments with shimmerstone and the mystery substance caused increased aggression in the local wildlife she used as test subjects. While affected by her prototype serum, the animals stopped all normal biological functions in favor of mindless violence. The subjects were difficult to control, the effects were temporary, and the drug unstable. With nothing of use to report to her employer, Nraall decided to further test the effects of the shimmerstone serum on sapient beings.

She found the perfect targets in the local dromada population. Colrid, a former Starfinder, left his own herd long ago to join the Society. After his retirement, he gathered other exiled and displaced dromadas and formed a nomadic herd. Together they traveled throughout the galaxy, staying one step ahead of hunters and other dangers by avoiding outsiders and moving from world to world. Most recently, Colrid's herd settled on Zrulik-3, the same arboreal planet Nraall chose for her outpost. As the mercenary researchers released their rabid test subjects back into the wild, the dromadas suffered increasing animal attacks. Nraall escalated the situation by ordering her mercenaries to abduct several dromadas for her next series of drug trials. When members of the herd started disappearing, Colrid sent out a distress message in an act of desperation, hoping for someone to hear and answer his call.

WHERE IN THE UNIVERSE?

ZRULIK-3

Distant Forest World

Diameter: ×1; **Mass:** ×1; **Gravity:** ×1

Atmosphere: breathable; **Day:** 1 day; **Year:** 3 years

Frozen Ambitions: Freeing the Herd takes place on Zrulik-3. Zrulik-3 is an arboreal world located on the remote outskirts of Near Space. A thick canopy created by primeval forests covers most of the planet's surface, making orbital navigation and landing larger ships difficult. Zrulik-3's native wildlife consists primarily of small mammals and large insects, and most life-forms evolved to climb or glide between tree branches. Zrulik-3 often attracts transient groups looking for a place to hide, such as bands of mercenaries or pirates, though the planet remains unsettled by sapient species and largely unexplored.

GETTING STARTED

The PCs begin the adventure onboard a Veskarium transport ship, *Kagzala's Jewel*, on the final leg of their tour through several remote worlds in Near Space. First Seeker **Ehu Hadif** (LG male kasatha solarian) requests the PCs join him for an emergency briefing in one of the starship's meeting halls. Read or paraphrase the following to get the adventure underway.

First Seeker Ehu Hadif springs to his feet excitedly and gestures for his guests to choose one of the comfortable seats available inside the cozy meeting room. "Thank you for responding so promptly. I know you're all tired and looking forward to returning home, but starting now, our tour won't be proceeding as scheduled. A few minutes ago, we received a transmission from a nearby planet that we believed to be uninhabited. I'll play it for you."

A flickering holovid of an aging dromada appears over Ehu's datapad. The dromada's fur is speckled with gray, and he speaks in a tired but firm voice: "I am Colrid of the Star Treader herd. We took refuge on Zrulik-3, but now many of our herd are—" Colrid's image stutters as the message fades into garbled static. After a moment, the message resumes. "—attacks. If anyone can hear this, please help us." Ehu paces anxiously as the message plays, his brow furrowed with concern.

"This is truly a strange coincidence," Ehu explains. "Colrid is a retired Starfinder and an old friend of mine. We can't always assist former Starfinders, but since we're already here, I'd like to help him however we can. We've already changed course for Zrulik-3; we'll reach orbit in a few minutes. Please prepare to board a shuttle and find out what's going on planetside."

The garbled message means that Ehu and the PCs have little information about the nature of Colrid's problem, though the science officer of *Kagzala's Jewel* already confirmed that the distress message originated from somewhere on the nearby planet Zrulik-3. Ehu is worried about his old friend and encourages the PCs to make their preparations quickly. He reiterates that the PCs' mission is to assist Colrid in any way they can and warns them that their comm units and shuttle sensors may not work consistently due to interference from Zrulik-3's canopy.

Below are the answers to likely questions.

What can you tell us about Colrid? "Dromadas are often skittish and rarely leave their herds, but Colrid was brave and independent. He once told me that he left his own herd in anger and sometimes regretted it. He wanted to fight the poachers that hunted them, but the others refused to stand together. He served as a Starfinder for many years, but his missions were often complicated by those who wanted to murder him for his meat—a despicable practice that still goes on today. He decided to retire after one of those monsters captured him and put his entire team in danger. I tried to talk him into staying, but he'd hear none of it."

What is the Star Treader herd? "When last we spoke, Colrid confided in me that he dreamed of forming a herd for other exiled or lost dromadas. He must have succeeded."

What do you know about Zrulik-3? "Not much, to tell you the truth. It's a remote world covered by thick forest. The *Jewel's* crew say that landing might be tricky and scanning from orbit is nearly impossible. Pirates used the rock as a hideout in the past, but the High Despots put a stop to that after they began targeting vesk ships. I'm not surprised Colrid chose it as a hiding place."

Do you know of anything dangerous on the planet? "The apex predator on Zrulik-3 is the zrucicat. A zrucicat can see in all directions at once and has a prehensile tentacle it uses to drag

prey into its mouth. The beasts are solitary hunters that live deep in the forest, however, so you may not even encounter them."

DESCENT INTO THE FOREST

Zrulik-3 is covered in dense vegetation with no clearings large enough to land *Kagzala's Jewel*.

Instead, the PCs pilot a small shuttle to the surface. Colrid's distress message broadcasts repeatedly but, true to Ehu's warning, the signal is spotty, and the shuttle's sensors have trouble penetrating the thick canopy.

The PCs must succeed at a DC 15 Computers or Engineering check to successfully triangulate Colrid's location. The nearest clearing large enough for the shuttle to land is 2 kilometers from the dromada settlement. If the PCs succeed at a DC 13 Piloting check (DC 16 for Levels 3–4), they land the shuttle safely.

On a failure, the shuttle hits several branches on the way down, and the PCs take 1d6 bludgeoning damage unless they succeed at a DC 10 Reflex save (DC 15 for Levels 3–4). If they fail at the Piloting check by more than 5, the landing attempt fails.

The PCs land in a clearing near the coordinates identified by their scans. It's afternoon when the PCs land, but the light level beneath Zrulik-3's canopy is dim. The thick underbrush throughout this part of the forest is difficult terrain. PCs who search the clearing and succeed at a DC 15 Perception check notice an abandoned shuttle partially concealed by vines. A quick investigation shows that the comm equipment on this ship is the source of Colrid's message, though there's no sign of him here now. A set of hooved tracks meanders around the clearing and appears to lead south to an overgrown trail. PCs who succeed at two DC 18 Survival checks (DC 21 for Levels 3–4) can follow the tracks from the clearing to the herd's current location. Each Survival check failure adds several hours of hiking to the PCs' journey. After one or more failures, the PCs are forced to travel through the forest in complete darkness.

Treasure: The PCs find three *mk 1 healing serums* inside the abandoned shuttle.

A. ZRULICAT ATTACK (CR 2 OR CR 4)

Read the following when the PCs leave the clearing to search for Colrid's herd.

A massive old-growth forest stretches unbroken for miles beyond the clearing. Trees with vibrantly pigmented bark



A. ZRULICAT ATTACK



STARFINDER FLIP-MAT:
JUNGLEWORLD

1 SQUARE = 5 FEET

form a nearly impenetrable living wall. A chorus of hoots and screeches reverberates through the humid air, and thorny vines grasp and tear with every step. Suddenly, all the cacophony dies away, and an uncomfortable silence settles over the trees.

As the PCs follow the trail, they notice similar sets of tracks appear and join the others where the disused game trail meets a wide, hard-packed dirt path. The vegetation grows gradually sparser as the deep forest gives way to thicketed fields.

Creatures: Two zrucilcats affected by the experimental shimmerstone serum stalk the PCs as they navigate the forest (three mature zrucilcats for Levels 3–4). If the PCs failed at least one of their Survival checks to follow the dromada tracks, this combat occurs at night. If they failed two or more checks, they begin combat with the fatigued condition.

LEVELS 1–2 (CR 3)

ZRULICAT (2)

CR 1

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LEVELS 3–4 (CR 5)

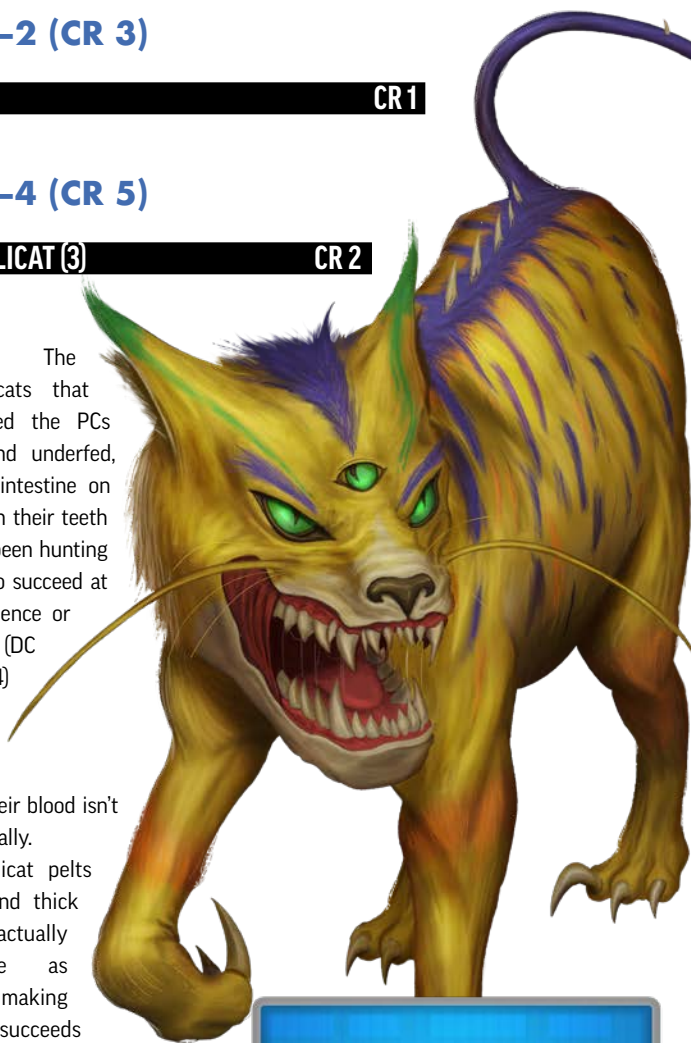
MATURE ZRULICAT (3)

CR 2

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Development: The group of zrucilcats that viciously attacked the PCs appear gaunt and underfed, but the bits of intestine on their claws and in their teeth suggest they've been hunting recently. PCs who succeed at a DC 18 Life Science or Medicine check (DC 21 for Levels 3–4) determine that the zrucilcats suffered from starvation and their blood isn't coagulating normally.

Treasure: Zrucilcat pelts are so glossy and thick that they're actually quite valuable as components for making armor. If a PC succeeds at a DC 10 Life Science or Survival check, they can gather enough pelts to fashion new suits of armor after the adventure.



ZRULICAT

DROMADA SETTLEMENT

The dromadas of the Star Treader herd settled in a wooded meadow a few miles southwest from the clearing with the abandoned shuttle. Eventually, the tracks the PCs followed merge to join with multiple sets of hooved footprints, all leading to a single location. Read or paraphrase the following text when the PCs arrive at the settlement.

The forest gives way to a patchwork of tree-dotted fields, some fallow and some lush with dark-green grass. The fields encircle a cluster of mobile prefabricated modules that form a small settlement. A river runs through the ring of buildings, and a rope and plank bridge provides a path across the swift waters below. Dozens of hooved footprints flatten the grass throughout the meadow, but at first glance, the village appears deserted.

PCs who succeed at a DC 13 Perception check (DC 16 for Levels 3–4) notice eyes peeking out from shuttered windows, some accompanied by the barrels of guns. If the PCs call out, a familiar voice answers them from a central building, shouting, "That's close enough! Who are you and why are you here?"

Creature: Colrid (N male dromada envoy) and his fellow dromadas hide inside the buildings, wary of the outsiders they heard approaching their settlement. If the PCs explain that they came to help and mean the Star Treaders no harm, Colrid allows them to approach. If the PCs identify themselves as Starfinders, he invites them inside the prefab building, which resembles a cinder block on wheels. Colrid explains to the PCs that the herd normally roams the meadow freely, but the recent string of unusual zrucilcat attacks disrupted their routines. To make matters worse, some of the dromadas have gone missing without a trace over the past weeks. Colrid has traumatic memories of his own capture by poachers several years ago and is afraid the missing herd members fell victim to a similar fate. Colrid has a ferocious streak and longs to fight back

against the danger menacing his people, but his desire to act is tempered by his fear and uncertainty.

Answers to likely questions the PCs might ask Colrid appear below.

Why are your people afraid?/What attacked you? "The wildlife attacks started a few months ago, and it's only getting worse. Animals claw or peck at us wherever we go—it's as if the entire planet is on edge. The zrucats are the worst. They rarely troubled us before and were easy to avoid, but now they hunt us. Stranger still, when the zrucats attack their prey, they no longer eat their kills. They just leave the corpses laying there to rot. I don't understand it."

What can you tell us about the abductions? "At first we thought Tansid got lost—he's young and hasn't mastered the art of navigation yet. Then, a few days later another was taken. Five members of our herd have disappeared over the past two weeks. The witnesses refuse to speak of what they saw, and my attempts to track the missing have failed."

Are you sure your people were kidnapped and not eaten? "This isn't normal predation. As I told you, the predators stalking us don't eat their kills. Our missing friends simply vanished."

What do you know about the kidnappings? "Soorid, Trisu, and Mulrid all say they saw something strange. You should talk to them about what they witnessed, but you'll need to earn their trust first."

Colrid suggests that the PCs spend the night at their camp and begin their investigation in the morning. The following day, the PCs can follow up with the dromadas Colrid named. The dromadas stay indoors until the sun is clearly visible in the sky, then gradually trickle out to graze and begin their daily tasks. They stay close to the cluster of buildings and avoid the PCs at first, stealing glances at them but startling when the PCs approach. The PCs can easily locate the three witnesses by exploring the village. They can attempt skill checks or complete tasks to influence the witnesses, as detailed below.

Mulrid (N nonbinary dromada) has a timid personality and is too busy with their tasks to speak with the PCs. Mulrid kneels in one of the fallow fields sowing seeds, fretting aloud about completing their planting before dusk. To win Mulrid's trust, the PCs can help Mulrid plant their seeds and then succeed at a DC 13 Survival or Life Science check to provide planting advice



(DC 16 for Levels 3–4). Mulrid then describes how they were out collecting seeds on the day of Tansid's disappearance. They'd wandered far from the encampment when they heard screams coming from a cave but were too frightened to investigate. Mulrid agrees to give the PCs directions to the cave.

The PCs find **Soorid** (LG female dromada) relaxing near the river. She's an elderly dromada with gray fur who acts unafraid of the PCs. Soorid is one of the waterers responsible for maintaining irrigation of the meadows. She loves magic tricks, and if the PCs succeed at a DC 18 Mysticism or Sleight of Hand check (DC 21 for Levels 3–4) they convince her to share her story. Soorid explains that she was working one evening when she saw a strange humanoid creature with horns and a cybernetic arm appear in the tree line. The creature fled when she called out to warn the herd.

Trisu (N male dromada) is one of the youngest members of the herd and stands out because of his reddish fur. He lingers in the sleeping module, an open-air pavilion where the dromadas gather each night to rest. A poacher attack on his natal herd left him orphaned, and he's fearful as a result. At first, Trisu hides from the PCs behind a pile of crates and emits a deep moaning sound. PCs who

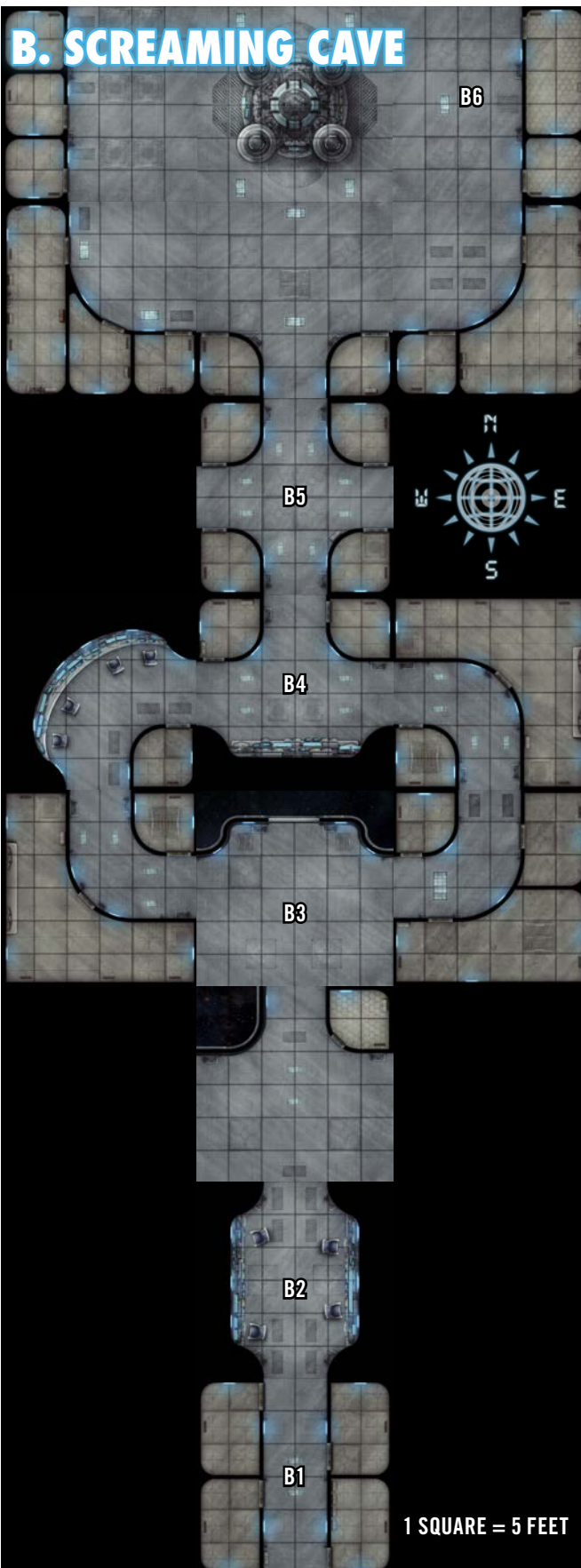
succeed at a DC 13 Life Science check recognize the noise as the warning distressed dromadas use to communicate with their herd. PCs can calm Trisu down by telling him a story or singing a song with a successful DC 18 Bluff, Culture, or Diplomacy check (DC 21 for Levels 3–4). Once calmed, Trisu explains in a stuttering voice that he saw a two-legged creature poke his friend Tansid in the neck with something sharp and drag him into the woods.

Development: One they've spoken with the herd, Colrid begs the PCs to investigate the disappearances, starting with the cave Mulrid mentioned.

B. SCREAMING CAVE

Mulrid's directions lead the PCs along a series of game trails that begin at the edge of the meadow and meander deep into the forest. Massive tree trunks the size of small starships rise above the trail, blocking the PCs' view of the sky above. A rainstorm passes over the forest, filling the air with mist as stray droplets trickle through gaps in the leaves. After the storm, faint shafts of sunlight refract into beautiful rainbows in the misty air.

At the edge of a small clearing, a 30-foot-high granite ridge rises above a collection of boulders, forming a series of caverns at its base. This secluded cave system is currently home to the mercenary Nraall's laboratory compound. A reinforced steel door bars the way to the compound's inner chambers. PCs can gain access by succeeding at a DC 13 Computers check (DC 16 for Levels 3–4) to hack the door's electronic control panel, or a DC



18 Bluff check (DC 21 for Levels 3–4) to use the console to call security and convince them to open the door. Inside, the natural rock cavities have been enlarged and reinforced with steel beams. These chambers and corridors rise to a height of 10 feet unless otherwise stated. The interior area is brightly lit by tubular fluorescent lights in the ceilings.

B1. ENTRANCE (CR 2 OR CR 4)

A granite cliff rises above a small clearing, surrounded by large boulders and scree that form a cave opening. Heavy blast doors within the cave mouth open to reveal a long hallway flanked by holding cells. Within these cells, emaciated zrucilcats alternately pace within the enclosures and throw themselves against the transparent cell doors.

The cave mouth opens directly into a long hallway with holding cells on either side. These cells are locked and can be opened by accessing the computers in area **B2**. The experimental drugs have worn off the zrucilcats trapped in the cells. If released, they scamper out of the cave and disappear into the surrounding forest.

Traps: A pressure plate built into the floor just inside the entrance causes a laser turret to pop up in the center of the hall and attack any intruders. If the PCs successfully convinced the guards to let them in, this trap is inactive.

LEVELS 1–2 (CR 2)

LASER TURRET TRAP CR 2

Type technological; **Perception** DC 23; **Disable** Engineering DC 18 (disable motion sensors)

Trigger location; **Reset** 1 minute

Effect laser +12 ranged (4d6 F)

LEVELS 3–4 (CR 4)

LASER TURRET TRAP CR 4

Type technological; **Perception** DC 26; **Disable** Engineering DC 21 (disable motion sensors)

Trigger location; **Reset** 1 minute

Effect laser +14 ranged (4d10+2 F)

B2. SECURITY (CR 4 OR CR 6)

A glass door slides open to provide access to a computer bank. A vending machine on the western wall advertises a product called Tasty Tidbits with an image of bite-sized dromada-shaped snacks raining down out of a bag. Directly across from it is another vending machine, this one advertising Fruity Juice Fizz with the image of an excited lashunta holding a fizzing-over can and giving a thumbs up. The furious clacking of mechanical keyboards is the only sound in this part of the hallway.

These computer banks are the outpost's security consoles and can be accessed to open the cells containing the zrucilcats in area **B1** with a successful DC 13 Computers check (DC 18 for Levels 3–4). The computers can also be used to unlock all of the compound's doors.

Creatures: Three vesk guards occupy the workstations to the north. When the PCs enter, they're distracted by playing a competitive real-time strategy game through the local area network. The guards attack as soon as they notice unauthorized intruders in the facility. PCs can bypass these guards without a fight by succeeding at three of the following skill checks, each at DC 18 (DC 21 for Levels 3–4): Bluff, Diplomacy, Stealth, or Profession (vidgamer). More than one failure causes the guards to become skeptical of the PCs and attack to defend their workplace.

LEVELS 1–2 (CR 4)

VESK MERCENARIES (3) CR 1

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LEVELS 3–4 (CR 6)

VESK MERCENARIES (3) CR 3

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B3. FOYER

The hallway leads to a large, open room with two halls on the east and west sides. Storage bins stacked along the walls contain caches of deep-blue crystals. A large tank filled with pale blue liquid stands to the north. A lifeless dromada floats, preserved, inside the fluid.

The northern door from area **B2** leads to the outpost's main foyer. PCs who examine the dromada specimen in the tank and succeed at a DC 18 Life Science or Medicine check (DC 21 for Levels 3–4) determine that the cause of death was brain hemorrhaging, and that the corpse displays evidence of repeated injections. PCs who succeed at a DC 13 Physical Science check (DC 16 for Levels 3–4) identify the blue crystals as shimmerstone, a mineral mined on Vesk-8 that has a calming effect on emotions.

Twin hallways curve around the foyer and lead deeper into the complex. The various small rooms along these hallways are dormitories and lavatories specifically designed for each of the species employed here. The vesk lavatory has a fully shed skin in the trash can and the smell in the nuar lavatory is horrific. If the PCs explore any of these rooms, they must succeed at a DC 15 Fortitude save or gain the nauseated condition for 1 hour.

Treasure: If the PCs search the peripheral rooms, they discover an eclectic collection of vidgames, including the cult classic action adventure game *Interstellar Trials*, which is worth a great deal of credits to the right collector.

B4. MESS HALL

Several long tables fill this room, and a counter with a stove and buffet-style table sit along the southern wall. The delicious smells wafting through the air suggest recent cooking. The outpost's mercenaries and contracted researchers often gather in this cafeteria to share meals.

Creatures: Two *ijtikri* mercenaries, *Sshlarm* and *Tselk*, are eating lunch together. When the PCs enter the room, *Sshlarm* discreetly reaches for her sidearm while *Tselk* peppers the intruders with questions. If the PCs succeed at a DC 22 Bluff or Diplomacy check (DC 25 for Levels 3–4), they can bypass these mercenaries without a fight. If *Tselk* isn't satisfied with the explanation for their presence in the facility, the mercenaries attack the PCs.

LEVELS 1–2 (CR 3)

IJTIKRI FIXER (2)

CR 1

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LEVELS 3–4 (CR 5)

IJTIKRI COMMANDO

CR 4

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IJTIKRI FIXER

CR 1

Page 19

Development: If the PCs converse with or interrogate the *ijtikris*, the mercenaries tersely explain what little they know about the ongoing experiments. All they know is that their boss, *Nraall*, is conducting experiments using shimmerstone in the laboratory down the hall and hates being interrupted.

B5. COMMUNICATIONS STATION

Automatic glass doors open to a second set of computer banks used for long-range communications. One of the computer workstations is equipped with a systemwide comm unit. If the PCs access this computer's data by succeeding at a DC 18 Computers check (DC 21 for Levels 3–4), they learn the following information.

Nraall's personal computer contains logs with several entries and a folder containing video records of recent communications. Provide **Handouts #1–3: *Nraall's Journal*** to represent the text files saved on the computer. Read or paraphrase the following when a PC accesses the video folder.

A backlit humanoid figure appears on screen, its face blurred to conceal its identity. A clipped monotone voice speaks: "Greetings, *Nraall*. I am glad that you accepted my offer. I sent you a few samples of a new mineral substance I acquired. You don't need to know where it came from or what it is. All I need is for you to use it in your experiments with the shimmerstone. I would hate for our relationship to end on a sour note, so please see that none of these materials leave your lab. I realize that

science takes time, but the sooner I get results, the better. A swift turnaround could result in a substantial credit bonus. I look forward to hearing your first report."

The second communiqué is dated months later, just a week prior to the PCs' arrival on *Zrulik-3*.

The blurred silhouette appears again. Their frustration is apparent beneath the digital vocal alterations. "Nraall, I grow weary of your lack of viable results. I cannot keep committing resources to a useless project. Pack up your lab, purge all data related to the experiments, and destroy any unused materials immediately. Be aware that failing to follow these instructions will result in our relationship further... deteriorating."

Treasure: A *mk 1* computer idol shaped like a caricature of a gray alien sits atop the computer monitor. Tucked beneath the desk is a datapad stocked with an impressive assortment of romance novels, including the newly released *The Gray Abducted My Heart*, by acclaimed romance author *Dallia Silver*. The cover illustration features a gray with an unusually muscular chest.

B6. EXPERIMENTATION LAB

Computer banks line the walls of this brightly lit, sanitized room, each processing biometric data and displaying strings of numbers and diagnostic images on their monitors. A machine towers up to the ceiling in the middle of the room. Glass pods positioned in the room's four corners each contain a living dromada. They pound on the glass and snarl, their faces contorted in rage. A series of holding cells to the northwest house several emaciated *zrulicats*. A grizzled, cybernetically-enhanced *nuar* woman stands beside the central machine's console, her scarred brow creased in concentration.

Interrupted, she turns to face the intruders and roars, "So, shutting me down wasn't good enough? Now they send minions to dispose of me like I'm some failed test subject? No! I've survived worse than this. You, *mercs*, you have one chance to run. Flee this place and never come back—but don't go running to your master. Discovery is what I do. I will discover their identity, and I will find them!"

Nraall carries out all her research using the equipment in this laboratory. If the PCs succeed at a DC 18 Computers check (DC 21 for Levels 3–4), they can gather enough information from the lab computer logs to learn that *Nraall* was testing an experimental serum synthesized from shimmerstone and an unnamed additive chemical. The chemical caused odd reactions when combined with shimmerstone, as observed in the extreme aggressive behavior exhibited by both dromada and *zrulicat* test subjects. Procedural records indicate that *Nraall* dumped her specimens back into the wild when she was done with them, causing the spike in wildlife attacks over the past months.

If the PCs search the lab, they find more samples of shimmerstone but no traces of the mysterious secondary substance alluded to in Nraall's files. The PCs can't find any evidence identifying Nraall's employer or the purpose of her experiments.

The PCs can use the lab equipment to synthesize a reversing agent for the shimmerstone serum by succeeding at a DC 22 Medicine or Physical Science check (DC 25 for Levels 3–4). Injecting the dromadas and zrucilcats with it cures their aggressive behavior.

Creatures: Nraall (NE female nuar technomancer) values solving scientific problems above all else and refused to stop researching the serum even after her sponsor pulled funding. She assumes the PCs are mercenaries who came to eliminate her at her unidentified employer's orders. When the PCs enter her lab, Nraall releases a mature zrucilcat from the holding cells and fights alongside it as it viciously attacks the PCs. For Levels 3–4, she also orders her skittermander lab assistant to attack.

LEVELS 1–2 (CR 4)

MATURE ZRULICAT CR 2

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NRAALL CR 2

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LEVELS 3–4 (CR 6)

MATURE ZRULICAT CR 2

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NRAALL CR 4

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SKITTERMANDER LAB ASSISTANT CR 2

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Development: The PCs can access any of the lab's computers to open the enclosures containing the remaining test subjects. If they fail to synthesize an antidote and administer it to the test subjects, the negative effects of Nraall's serum wear off in about an hour. Once freed, the four dromadas huddle together, shaking with fear, and follow the PCs out of the lab complex. The youngest, Tansid, weeps uncontrollably if he sees the preserved dromada in area B3.

CONCLUSION

If the PCs return without rescuing the dromadas from Nraall's lab, Colrid thanks them for solving his problem and excuses himself to mourn for his lost comrades. He immediately organizes his own rescue if the PCs tell him that the others are still trapped in the caves. If the PCs escort the abducted dromadas back to the Star Treader herd, they embrace their friends and family members while Colrid addresses the PCs a final time. Read or paraphrase the following.

The old dromada smiles as he takes in the sight of faces he thought he'd never see again. "I see so many of the disappeared with you!" He says. "Thank you for returning them to us. You are one of our herd now, and you will always have a place here with the Star Treaders. This talisman is a symbol of that connection. You need only contact us to learn where we roam. In return, we will contact the Society to inform them of any interesting locations our travels take us to." Colrid holds out a set of pendants woven with multicolored hairs in intricate patterns.

"I have one more favor to ask of you." He continues. "When we are done here, will you allow me to visit your ship? I would appreciate the opportunity to meet with my old friend Ehu. But



NRAALL

first, tonight is our celebratory grazing. You are welcome to attend before you depart."

The celebratory grazing is accompanied by the herd watchers joyfully singing in their honking language while the others graze. The watchers and grazers periodically switch positions in rounds so that the song doesn't end until everyone eats their fill. The dromadas prepare a feast for the PCs to enjoy while they graze. Mulrid presents a plate of toasted herbs and seeds, Soorid provides roasted fish from the river, and Trisu offers a basket of fresh-picked berries. After the meal, the dromadas engage in playful roughhousing in the fields, and cheerfully invite the PCs to join them. Eventually the dromadas all gather in the sleeping module and tell stories of important and brave dromadas, including their founder Colrid. Colrid himself adds a new story at the end, telling the tale of the PCs.

Colrid gifts each PC with a necklace woven of hairs from the hide of every member of the herd, so that the herd is always with them. If the PCs failed to rescue the test subjects or harmed any of the herd, they do not receive a talisman or herd membership.

When the PCs return to *Kagzala's Jewel*, Colrid follows them in the shuttle hidden in the clearing. He and Ehu clasp hands in a

warm greeting before strolling off to a meeting room together to catch up. Colrid departs a few hours later, thanking the PCs once again for saving his herd. The Starfinders are free to resume their tour of Near Space.

REPORTING NOTES

If the PCs rescued the dromadas from Nraall's laboratory, check box A. If they did not, check box B. If the PCs spared Sshlarm and Tselk, check box C. If they did not, check box D.

PRIMARY SUCCESS CONDITIONS

If the PCs defeated Nraall and put an end to her experiments, each PC gains 1 Fame and 1 Reputation for their selected faction.

SECONDARY SUCCESS CONDITIONS

The PCs must complete at least three of the following tasks to complete their secondary success condition: earn the herd's trust by impressing at least two of the dromada witnesses, identify the shimmerstone samples in area **B3** or **B6**, recover the files on Nraall's computer in area **B3**, discover the experiment logs in area **B6**, or rescue the dromadas from Nraall's laboratory. Doing so earns each PC 1 Fame and 1 Reputation for their selected faction.

APPENDIX 1: LEVEL 1–2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 1st level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the Guide to *Organized Play: Starfinder Society* for instructions.

A. ZRULICAT ATTACK (LEVELS 1–2)

ZRULICAT CR 1

N Large animal

Init +6; **Senses** low-light vision, blindsense (scent); **Perception** +5

DEFENSE HP 20

EAC 11; **KAC** 13

Fort +5; **Ref** +5; **Will** +1

Defensive Abilities ferocity

OFFENSE

Speed 50 ft.

Melee tentacle +8 (1d6+5 B plus grab) or
bite +5 (1d6+5 P)

Space 10 ft.; **Reach** 5 ft. (15 ft. with tentacle)

Offensive Abilities pounce

STATISTICS

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

Skills Acrobatics +10, Athletics +5, Stealth +5

SPECIAL ABILITIES

Ferocity (Ex) When a zrulicat is brought below 0 Hit Points, it can fight on for 1 more round. At the end of its next turn, unless brought to above 0 Hit Points, it immediately falls unconscious and begins dying.

Pounce (Ex) As a standard action, a zrulicat can leap up to 15 feet into an empty space, provoking attacks of opportunity as normal for this movement. Each creature in a square adjacent to the zrulicat at the end of its movement must succeed at a DC 10 Reflex saving throw or gain the off-target condition for 1 round. Creatures that fail this check by 5 or more are also knocked prone. This ability does not affect other zrulicats.

SCALING ENCOUNTER A

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

Remove the zrulicats' ferocity ability.

B2. SECURITY (LEVELS 1-2)

VESK MERCENARY

CR 1

LN Medium humanoid (vesk)

Init +1; **Senses** low-light vision; **Perception** +5

DEFENSE

HP 20

EAC 11; **KAC** 13

Fort +5; **Ref** +3; **Will** +1; +2 vs. fear effects

OFFENSE

Speed 40 ft.

Melee tactical doshko +8 (1d6+2 P)

Ranged tactical semi-auto pistol +5 (1d6+1 P) or
frag grenade I +5 (explode [15 ft., 1d6 P], DC 12)

STATISTICS

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

Feats Cleave

Skills Athletics +5, Intimidate +10

Languages Common, Vesk

Other Abilities armor savant, fearless

Gear tactical doshko, tactical semi-auto pistol with 30 rounds,
frag grenade I (2)

SCALING ENCOUNTER B2

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

Remove one vesk from the encounter.

B4. MESS HALL (LEVELS 1–2)

IJTIKRI FIXER**CR 1**Ijtikri operative (*Alien Archive* 3 54)

N Medium aberration (ijtikri)

Init +2; **Senses** darkvision 60 ft.; **Perception** +5**DEFENSE****HP 17****EAC** 11; **KAC** 12**Fort** +1; **Ref** +3; **Will** +4; +4 vs. critical hit effects**Defensive Abilities** hardened mantle**OFFENSE****Speed** 30 ft. (crawl at half this speed), swim 30 ft.**Melee** survival knife +6 (1d4+4 S)**Ranged** tactical semi-auto pistol +4 (1d6 P) or
tactical shobhad horizon striker +4 (2d4 P)**Offensive Abilities** trick attack (1d4)**Spell-Like Abilities** (CL 1st)1/day—*keen senses***STATISTICS****Str** +4; **Dex** +2; **Con** +3; **Int** +1; **Wis** +0; **Cha** +1**Skills** Acrobatics +5, Computers +10, Stealth +12**Feat** Kip Up**Languages** Common, Iji, Vesk**Gear** light tactical semi-auto pistol with 30 rounds, tactical
shobhad horizon striker with 25 rounds, survival knife**SPECIAL ABILITIES****Hardened Mantle (Ex)** An ijtikri reduces the damage they take from any critical hit by 4, to a minimum of 1 (unless reduced by other means).**SCALING ENCOUNTER B4**

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

Reduce the ijtikri's starting Hit Points to 12.

B6. EXPERIMENTATION LAB (LEVELS 1–2)

MATURE ZRULICAT

CR 2

N Large animal

Init +6; **Senses** low-light vision, blindsense (scent); **Perception** +7

DEFENSE **HP** 25

EAC 13; **KAC** 15

Fort +6; **Ref** +6; **Will** +1

Defensive Abilities ferocity

OFFENSE

Speed 50 ft.

Melee tentacle +10 (1d6+6 B plus grab) or
bite +7 (1d6+6 P)

Space 10 ft.; **Reach** 5 ft. (15 ft. with tentacle)

Offensive Abilities pounce

STATISTICS

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

Skills Acrobatics +12, Athletics +7, Stealth +7

SPECIAL ABILITIES

Ferocity (Ex) When a zrulicat is brought below 0 Hit Points, it can fight on for 1 more round. At the end of its next turn, unless brought to above 0 Hit Points, it immediately falls unconscious and begins dying.

Pounce (Ex) As a standard action, a zrulicat can leap up to 15 feet into an empty space, provoking attacks of opportunity as normal for this movement. Each creature in a square adjacent to the zrulicat at the end of its movement must succeed at a DC 11 Reflex saving throw or gain the off-target condition for 1 round. Creatures that fail this check by 5 or more are also knocked prone. This ability does not affect other zrulicats.

SCALING ENCOUNTER B6

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

Remove the zrulicat's ferocity ability.

NRAALL

CR 2

Female nuar technomancer (*Alien Archive* 86)

NE Medium monstrous humanoid (nuar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE **HP** 21

EAC 12; **KAC** 13

Fort +1; **Ref** +3; **Will** +7

OFFENSE

Speed 40

Melee horn +5 (1d4+3 P; critical knockdown)

Ranged azimuth laser pistol +7 (1d4 F; critical burn 1d4)

Offensive Abilities energize spell, gore, spell cache

Technomancer Spells Known (CL 2nd, melee +5, ranged +7)

1st (3/day)–*jolting surge*, *magic missile*

0 (at will)–*daze* (DC 14), *energy ray*

STATISTICS

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

Skills Computers +12, Life Science +12, Mysticism +7, Physical Science +7

Languages Common, Vesk

Other Abilities maze mind

Gear azimuth laser pistol with 2 standard batteries (20 charges each)

SPECIAL ABILITIES

Gore (Ex) Nraall can charge without taking the normal charge penalties to the attack roll or her AC.

Maze Mind (Ex) Nuars have a naturally strong sense of direction and an instinctive understanding of complex patterns. As a result, they very rarely get lost. Nraall can attempt a special level-based Wisdom check (1d20 + CR or level + Wisdom bonus) instead of using her total bonus in the Piloting skill to navigate or her total bonus in the Survival skill for orienteering.

APPENDIX 2: LEVEL 3–4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 3rd level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

A. ZRULICAT ATTACK (LEVELS 3–4)

MATURE ZRULICAT

CR 2

N Large animal

Init +6; **Senses** low-light vision, blindsense (scent); **Perception** +7

DEFENSE **HP** 25

EAC 13; **KAC** 15

Fort +6; **Ref** +6; **Will** +1

Defensive Abilities ferocity

OFFENSE

Speed 50 ft.

Melee tentacle +10 (1d6+6 B plus grab) or
bite +7 (1d6+6 P)

Space 10 ft.; **Reach** 5 ft. (15 ft. with tentacle)

Offensive Abilities pounce

STATISTICS

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

Skills Acrobatics +12, Athletics +7, Stealth +7

SPECIAL ABILITIES

Ferocity (Ex) When a zrulicat is brought below 0 Hit Points, it can fight on for 1 more round. At the end of its next turn, unless brought to above 0 Hit Points, it immediately falls unconscious and begins dying.

Pounce (Ex) As a standard action, a zrulicat can leap up to 15 feet into an empty space, provoking attacks of opportunity as normal for this movement. Each creature in a square adjacent to the zrulicat at the end of its movement must succeed at a DC 11 Reflex saving throw or gain the off-target condition for 1 round. Creatures that fail this check by 5 or more are also knocked prone. This ability does not affect other zrulicats.

SCALING ENCOUNTER A

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

Remove the zrulicats' ferocity ability.

B2. SECURITY (LEVELS 3–4)**VESK MERCENARY****CR 3****Init** +1; **Senses** low-light vision; **Perception** +8**DEFENSE****HP 40****EAC** 14; **KAC** 16**Fort** +7; **Ref** +5; **Will** +2; +2 vs. fear effects**OFFENSE****Speed** 40 ft.**Melee** ember flame doshko +11 (1d8+4 F; critical wound)**Ranged** tactical acid dart rifle +8 (1d8 A&P; critical corrode 1d4) or

frag grenade I +8 (explode [15 ft., 1d6 P], DC 12)

STATISTICS**Str** +4; **Dex** +1; **Con** +2; **Int** +0; **Wis** +0; **Cha** –1**Feats** Cleave, Improved Combat Maneuver (disarm)**Skills** Athletics +8, Intimidate +13**Languages** Common, Vesk**Other Abilities** armor savant, fearless**Gear** ember flame doshko with 2 standard batteries (20 charges each), tactical acid dart rifle with 10 darts, frag grenade I (2)**SCALING ENCOUNTER B2**

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

Remove 1 vesk from the encounter.

B4. MESS HALL (LEVELS 3–4)

IJTIKRI COMMANDO

CR 4

Ijtikri soldier (*Alien Archive* 3 54)

N Medium aberration (ijtikri)

Init +3; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE

HP 50

EAC 16; **KAC** 18

Fort +6; **Ref** +4; **Will** +5; +4 vs. critical hit effects

Defensive Abilities hardened mantle

OFFENSE

Speed 30 ft. (crawl at half this speed), swim 30 ft.

Melee hook sword +11 (1d8+6 S; critical bleed 1d4)

Ranged thunderstrike sonic rifle +12 (1d10+2 So; critical deafen [DC 13])

Offensive Abilities fighting style (sharpshoot), sniper's aim

Spell-Like Abilities (CL 4th)

1/day—keen senses

STATISTICS

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

Skills Acrobatics +10, Athletics +10, Stealth +15

Feat Kip Up

Languages Common, Iji, Vesk

Gear light defrex hide, hooksword^{AR}, thunderstrike sonic rifle with 2 high-capacity batteries (40 charges each)

SPECIAL ABILITIES

Hardened Mantle (Ex) An ijtikri reduces the damage they take from any critical hit by 7, to a minimum of 1 (unless reduced by other means).

SCALING ENCOUNTER B4

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

Remove the ijtikri fixer.

IJTIKRI FIXER

CR 1

Ijtikri operative (*Alien Archive* 3 54)

N Medium aberration (ijtikri)

Init +2; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE

HP 17

EAC 11; **KAC** 12

Fort +1; **Ref** +3; **Will** +4; +4 vs. critical hit effects

Defensive Abilities hardened mantle

OFFENSE

Speed 30 ft. (crawl at half this speed), swim 30 ft.

Melee survival knife +6 (1d4+4 S)

Ranged tactical semi-auto pistol +4 (1d6 P) or advanced shobhad horizon striker +4 (3d4 P)

Offensive Abilities trick attack (1d4)

Spell-Like Abilities (CL 1st)

1/day—keen senses

STATISTICS

Str +4; **Dex** +2; **Con** +3; **Int** +1; **Wis** +0; **Cha** +1

Skills Acrobatics +5, Computers +10, Stealth +12

Feat Kip Up

Languages Common, Iji, Vesk

Gear survival knife, tactical semi-auto pistol with 30 rounds, tactical shobhad horizon striker with 25 rounds

SPECIAL ABILITIES

Hardened Mantle (Ex) See above, but damage is reduced by 4.

B6. EXPERIMENTATION LAB (LEVELS 3–4)

MATURE ZRULICAT

CR 2

N Large animal

Init +6; **Senses** low-light vision, blindsense (scent); **Perception** +7

DEFENSE HP 25

EAC 13; **KAC** 15

Fort +6; **Ref** +6; **Will** +1

Defensive Abilities ferocity

OFFENSE

Speed 50 ft.

Melee tentacle +10 (1d6+6 B plus grab) or
bite +7 (1d6+6 P)

Space 10 ft.; **Reach** 5 ft. (15 ft. with tentacle)

Offensive Abilities pounce

STATISTICS

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

Skills Acrobatics +12, Athletics +7, Stealth +7

SPECIAL ABILITIES

Ferocity (Ex) When a zrulicat is brought below 0 Hit Points, it can fight on for 1 more round. At the end of its next turn, unless brought to above 0 Hit Points, it immediately falls unconscious and begins dying.

Pounce (Ex) As a standard action, a zrulicat can leap up to 15 feet into an empty space, provoking attacks of opportunity as normal for this movement. Each creature in a square adjacent to the zrulicat at the end of its movement must succeed at a DC 11 Reflex saving throw or gain the off-target condition for 1 round. Creatures that fail this check by 5 or more are also knocked prone. This ability does not affect other zrulicats.

NRAALL

CR 4

Female nuar technomancer (*Alien Archive* 86)

NE Medium monstrous humanoid (nuar)

Init +7; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE HP 43

EAC 15; **KAC** 16

Fort +3; **Ref** +5; **Will** +9

OFFENSE

Speed 40 ft.

Melee horn +7 (1d4+6 P; critical knockdown)

Ranged frostbite-class zero pistol +9 (1d6 C; critical staggered)

Offensive Abilities energize spell, gore, spell cache

Technomancer Spells Known (CL 4th, melee +7, ranged +9)

2nd (3/day)—*caustic conversion*, *daze monster*

1st (6/day)—*jolting surge*, *magic missile*, *overheat* (DC 16)

0 (at will)—*daze* (DC 15), *energy ray*

STATISTICS

Str +2; **Dex** +3; **Con** +1; **Int** +5; **Wis** +0; **Cha** +1

Skills Computers +15, Life Science +15, Mysticism +10, Physical Science +10

SCALING ENCOUNTER B6

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

Remove the zrulicat's ferocity ability.

Languages Common, Vesk

Other Abilities maze mind

Gear freebooter armor II, frostbite-class zero pistol with 2 standard batteries (20 charges each)

SPECIAL ABILITIES

Gore (Ex) Nraall can charge without taking the normal charge penalties to the attack roll or her AC.

Maze Mind (Ex) Nuars have a naturally strong sense of direction and an instinctive understanding of complex patterns. As a result, they very rarely get lost. Nraall can attempt a special level-based Wisdom check (1d20 + CR or level + Wisdom bonus) instead of using her total bonus in the Piloting skill to navigate or her total bonus in the Survival skill for orienteering.

SKITTERMANDER LAB ASSISTANT

CR 2

Skittermander envoy (*Alien Archive* 106)

CN small humanoid (skittermander)

Init +2; **Senses** low-light vision; **Perception** +7

DEFENSE HP 23

EAC 13; **KAC** 14

Fort +1; **Ref** +3; **Will** +5

OFFENSE

Speed 30 ft.

Melee ember flame doshko +6 (1d8 +3 F; critical wound)

Ranged static arc pistol +8 (1d6+2 E; critical arc 2)

Offensive Abilities hyper

STATISTICS

Str +1; **Dex** +4; **Con** +0; **Int** +2; **Wis** +1; **Cha** +3

Skills Acrobatics +7, Bluff +12, Diplomacy +12, Sense Motive +12, Stealth +7

Languages Common, Vesk

Other Abilities envoy improvisations (get 'em, not in the face), six-armed

Gear freebooter armor I, ember flame doshko, static arc pistol with 3 batteries (20 charges each)

SPECIAL ABILITIES

Hyper (Ex) Once per day, a skittermander can take an extra move action.

APPENDIX 3: GAME AIDS



NRAALL



COLRID

ZRULICAT



HANDOUT #1: NRAALL'S JOURNAL

7 Rova

The lab's finally set up and I'm eager to begin my work. The shimmerstone I'm using for the experiments is quite beautiful. I'm told that kothamas utilize it in their contemplations of the universe. I have no idea what the other substance is, and my client refuses to tell me anything about it. How can I run experiments without knowing what I'm working with? At least my equipment is state of the art, and this job should be easy money. A remote wilderness and a scientific problem to solve is my ideal vacation, after all. Off to prepare the lab!

HANDOUT #2: NRAALL'S JOURNAL 2

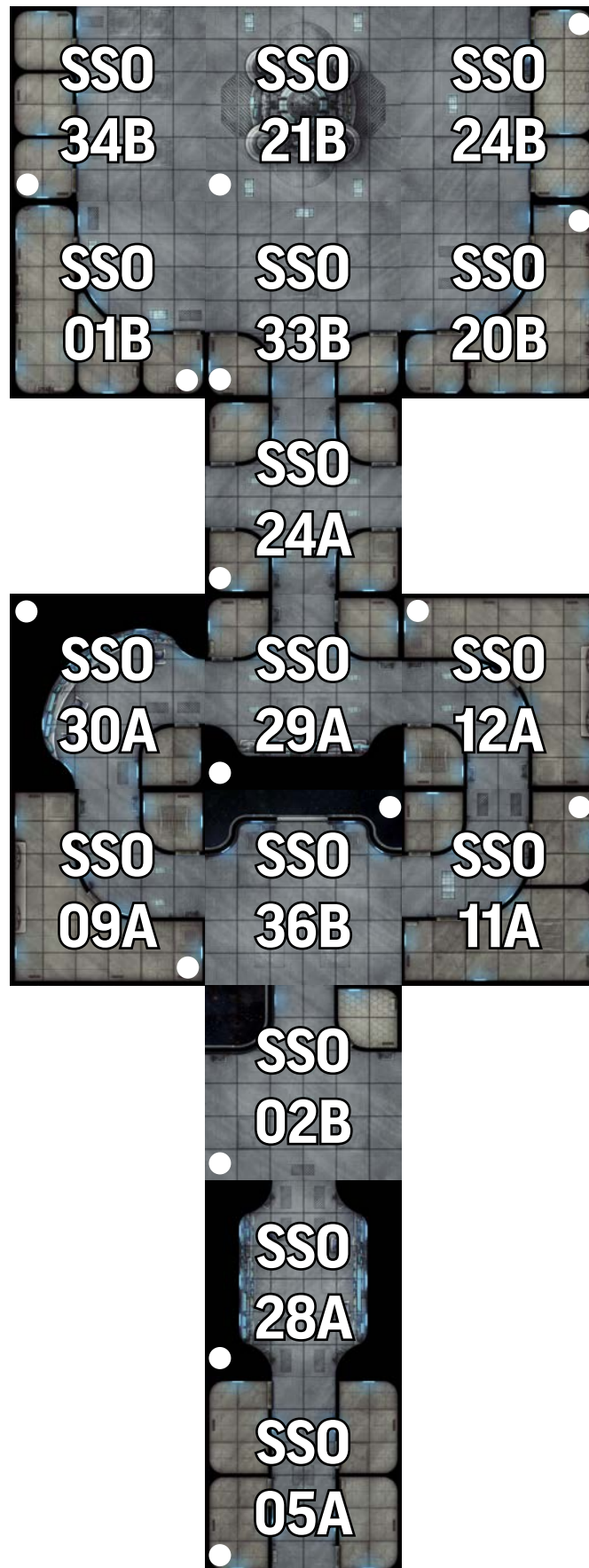
19 Abadius

All my experiments end one of two ways: the subjects die or become more aggressive until the drug wears off. Meanwhile, my client is frustrated with these results and I haven't had a chance to catch up on my leisure reading in days. They threatened to stop my shipments, but I'm not ready to give up yet. One of my guards discovered a local dromada herd. I don't know what they're doing out here, but they won't put up much of a fight if a few of their people disappear. New test subjects may yield better results.

HANDOUT #3: NRAALL'S JOURNAL 3

10 Pharast

They shut us down! That skitter-brained client shut us down! The materials I have left will only last for another week or so of trials. I intend to solve this problem even if I can't leave the lab for days. I will figure this out, with or without the client's funding.



ORGANIZED PLAY

REWARDS TABLE

Encounter	Level 1-2 Reward	Out of Level Reward	Level 3-4 Reward
A	144 credits	218 credits	292 credits
B1	92 credits	166 credits	240 credits
B2	144 credits	218 credits	292 credits
B4	92 credits	166 credits	240 credits
B6	212 credits	268 credits	323 credits

REWARD CONDITIONS

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

Area A: The PCs keep these rewards if they defeat the zrucilats.

Area B1: The PCs keep these rewards if they successfully disable the trap in this area.

Area B2: The PCs keep these rewards if they defeat the mercenaries in this area.

Area B4: The PCs keep these rewards if they defeat or bypass the mercenaries in this area.

Area B6: The PCs keep these rewards if they defeat Nraall.



Event Reporting Form

Date _____ Event Code: _____

Location _____

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

Faction:		
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ()	☐ Dead
Org Play #: -7	Level	☐ Infamy

Faction:		
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ()	☐ Dead
Org Play #: -7	Level	☐ Infamy

Faction:		
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ()	☐ Dead
Org Play #: -7	Level	☐ Infamy

Faction:		
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ()	☐ Dead
Org Play #: -7	Level	☐ Infamy

Faction:		
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ()	☐ Dead
Org Play #: -7	Level	☐ Infamy

Faction:		
Character Name:	☐ Acquisitives ☐ Dataphiles ☐ Exo-Guardians ☐ Wayfinders ☐ Second Seekers ()	☐ Dead
Org Play #: -7	Level	☐ Infamy

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Scenario #3-09: Frozen Ambitions: Freeing the Herd

Character Chronicle #

A.K.A. _____					LEVELS	☐ Normal Max Credits
Player Name	Character Name	Organized Play #	Character #	Faction	1-2	684
Adventure Summary					LEVELS	☐ Normal
While touring Near Space, you received a distress call from a retired Starfinder asking you for help. When you landed on remote Zrulik-3, you learned that his dromada herd recently suffered a series of violent wildlife attacks followed by several mysterious disappearances. You earned the herd's trust and investigated the incidents, leading you to a nearby cave claimed by a group of mercenaries as a makeshift laboratory. You infiltrated the compound and overcame various security features to uncover evidence of experiments conducted using shimmerstone. Finally, you confronted the mercenary scientist responsible for the experiments and freed the surviving test subjects.					Out of Level	1,036
					LEVELS	☐ Normal
					3-4	1,387
					LEVELS	☐ Normal
					-	-
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)	
					Day Job (GM ONLY)	
					Credits Spent	
					Total	

All Levels				Levels 3-4	
defrex hide (2,250; item level 4)		frostbite-class zero rifle (2,330; item level 4)		advanced shobhad horizon striker (4,750; item level 6; <i>Pact Worlds</i> 194)	
high-density datajack (2,600; item level 5)		mk 1 computer idol (1,850; item level 4; <i>Armory</i> 120)		freebooter armor II (4,720; item level 6)	
recovery aegis (1,350; item level 3; <i>Armory</i> 115)				frostbite-class zero pistol (3,060; item level 5)	
				lashunta ringwear II (2,970; item level 5)	
				thunderstrike sonic rifle (3,400; item level 5)	

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #