

STARFINDER SOCIETY



YEAR OF EXPLORATION'S EDGE

SCENARIO #3-10

LEVELS 5-8

LIVE ADVENTURE EXTREME!

BY SCOTT D. YOUNG



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PLAY TIME: 4–5 HOURS



LEVELS: 5–8



PLAYERS: 3–6



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LIVE ADVENTURE EXTREME!

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GM RESOURCES

Campaign Home Page: starfindersociety.club

Books: *Starfinder Core Rulebook*, *Starfinder Alien Archive* (AA), *Starfinder Alien Archive 2* (AA2), *Starfinder Armory* (AR), *Starfinder Character Operations Manual* (COM), and *Starfinder Near Space* (NS).

Maps: *Starfinder Flip-Mat: Stadium*, *Starfinder Flip-Mat: Basic Starfield*

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

SCENARIO TAGS

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



REPEATABLE



STARSHIP

ADVENTURE SUMMARY

The PCs travel to Trillidiem, one of Bretheda's metropolis arcologies located at the gas giant's north polar vortex. During their traveling time, the PCs view a pre-recorded holographic briefing by Venture-Captain Naiaj that explains their mission: to fulfill one of the Starfinder Society's contractual obligations to media mogul Zo! by participating in a series of live holographic combat broadcasts.

After landing, the PCs are briefed by Zo!Media producer Wazasha Kevir and head to the arena, where they must battle another team of warriors and a monstrous creature as part of their first event. They immediately head into space for a starship combat for the cameras, and then return to the Zo!Dome studio for the final match against another team. Due to a scheduling error, a second creature appears in the arena as the final combat ends, providing an encore presentation to end *Live Adventure EXTREME!*

LIVE ADVENTURE EXTREME!

BY SCOTT D. YOUNG



In the aftermath of the first Scoured Stars incident, few organizations were willing to assist the struggling Starfinder Society. One famous individual offered to support the Starfinders in the Society's time of need: the undead multimedia mogul, Zo!.

Since Zo! made his generous donation, the Society has attempted to repay the unliving elebrian in a variety of ways. One of the first major ventures between Zo!'s media empire and the Starfinder Society was a live televised broadcast of the initial exploration of the false moon known as Salvation's End (see *Starfinder Society #1-08: Live Exploration Extreme!*). Another mission was the Society's participation in the test show *Pact World Warriors* (events detailed in *Starfinder Society #2-01: Pact World Warriors*). Both of these events were hugely popular, and Zo! has been quick to capitalize on his relationship with the Society and the associated fame.

Most recently, Zo! has approached the Society with a series of new vidcast programs for televising across the Pact Worlds (and syndication in the Veskarium). The latest in this series of programs is a spin-off from the vastly popular *Live Exploration Extreme!*, a new broadcast entitled *Live Adventure Extreme!*. This new program showcases the martial prowess of Starfinders in live combat against a variety of foes. Each episode focuses on a different group of Starfinders pitted against a series of foes imported from across the Pact Worlds and beyond!

With little choice, and contractual obligations to consider, the Society must send a group of agents to partake in the latest episode of *Live Adventure Extreme!*.

GETTING STARTED

The PCs begin their adventure onboard the *Lamplighter*, a Starfinder Society chartered shuttle traveling to Trillidiem. Read or paraphrase the following to get the adventure underway.

Venture-Captain Naiaj, a bleachling gnome, appears on the main viewscreen of the meeting room. She looks up from a datapad just after the connection goes live. "I hope you aren't feeling antisocial," she says, "because you won't get a lot of privacy on this trip."

"As you probably know, the Society owes a favor—several favors, really, along with a load of credits—to Zo!Media. Specifically, its CEO, the undead media mogul known as Zo!. In return for his generous funding, Starfinders have appeared on

WHERE IN THE UNIVERSE?



BRETHEDA

The Cradle

Diameter: ×11; **Mass:** ×320; **Gravity:** ×2-1/2 (at the "surface")
Atmosphere: special; **Day:** 6 days **Year:** 30 years

This adventure takes place on the floating arcology of Trillidiem, which orbits the gas giant of Bretheda. Trillidiem is a modular metropolis made of transparent aluminum domes which hovers in the polar vortex at the gas giant's north pole. For more information on Bretheda and Trillidiem, see the *Starfinder Core Rulebook* and *Starfinder Pact Worlds*.

a number of holoivid programs produced by Zo!. Recently, I've been instructed to make a team available on short notice for some sort of live broadcast occurring at his studio in Trillidiem." Naiaj taps a button on her datapad, and information flows across the viewscreen.

"You'll be at Zo!'s... disposal for the next 24 hours, beginning from the time you arrive at Trillidiem, an arcology city orbiting the gas giant world of Bretheda. The Society has signed holoivid releases on your behalf, so please make sure you cast us in a good light with your behavior. Zo! has assured me that you

MADE FOR SYNDICATION

Live Adventure Extreme! is a repeatable adventure thanks to several randomly generated encounters. These encounters are presented on pages 13 and 28. Be sure to review the list of potential encounters the PCs can take part in and prepare those encounters for your session.

won't be doing anything outside of your normal duties: exploring, fighting, negotiating, and so on. I've no idea what he's got cooked up, but previous agents have had everything from live exploration of an active archaeological site, to extreme competitions and team puzzle games. Be ready for anything."

A PC can access the ship's library to gain basic data on Bretheda and Trillidiem, as if they had rolled a 10 to successfully recall knowledge or gather information below. In addition, several of the ship's crew are fans of *Live Exploration Extreme!*, *Pact World Warriors*, and other Zo!-produced reality shows involving the Starfinder Society, and can answer questions about Zo! and his media empire (prompting a Diplomacy check to Gather Information as listed below).

If any of the PCs have played *Starfinder Scenario #1-09: Live Exploration Extreme!* or *Starfinder Scenario #2-01: Pact World Warriors*, the crew recognizes them from their appearance on the show and asks to take pictures with them. The crew can also provide some basic answers as follows.

So, who is Zo!, anyway? "You've never heard of Zo! before? He's the brains behind some of the best holovids in the Pact Worlds! He's an elebrian, well an undead elebrian from Eox, but he sure knows how to capture what life is like on the edge. He takes real people and puts them into amazing situations, and we get to watch it live!"

What kind of shows does he do? "My favorite is *Pact World Warriors*, where teams compete in live combat! You get to know the competitors from show to show.... if they live that long. The Starfinder Society did an episode of that one a while back. The Society also was on

Live Exploration Extreme! and Zo! sent camera crews along with a Society team exploring a newly discovered site in real time!

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture or Diplomacy check, the PCs may know additional information about Zo!Media's operations in Trillidiem. A PC learns all of the information listed with a DC equal to or less than the result of their check.

10+: The orbital arcology of Trillidiem orbits Bretheda and is the site of Zo!Media's newest reality holo-vid production facility, the Zo!Dome. This immense structure hosts *Live Adventure Extreme!*, a reality holo-vid show where teams of competitors battle each other and other creatures in unusual circumstances. *Live Adventure Extreme!* is midway through its first season and has been getting rave reviews across the Pact Worlds.

15+: The easily expandable design of Trillidiem coupled with lack of government regulation made Trillidiem the perfect choice

for the Zo!Dome, which flirts with the regulations in more tightly governed locations.

Trillidiem is governed (loosely) by Confluence, a single entity formed from uncounted barathu public servants.

Although Confluence takes a mostly hands-off approach to Trillidiem's affairs, it is often nearby to allow communication with various groups who make Trillidiem their base on Bretheda.

20+: Zo!Media also owns a subsidiary corporation in Trillidiem called Zo!Imports Incorporated, which gathers dangerous creatures from across Near Space. The corporation has also invested in several notable starship designs, with no ship in the small fleet being the same.

APPROACHING TRILLIDIEM

After the PCs have asked their questions and made their preparations, the ship arrives at Bretheda.

Through the main viewscreen, the gas giant Bretheda glitters like a sapphire against the void. The violet cloud bands and a trio of storms turn from horizontal to vertical as the ship changes course to enter Bretheda's polar orbit. As the clouds slide past, a faint twinkling object ahead grows in brightness and size.

An incoming message interrupts the screen. A gaunt elebrian appears, nearly skeletal but



immaculately groomed and dressed. He points his fingers at the screen, posing as if holding two pistols. This can only be the undead media mogul, Zo!, holoivid star and head of the vast Zo!Media empire.

"Starfinders! So glad you could make it, this show is going to be so drift I can't even believe it! My company is working to turn drift into the next big adjective, you know for marketing. Be sure to use it a lot during the show! As for the production, it's set to be in our new studio, the Zo!Dome, which is top notch, so you'll get coverage like never before!" Zo! spreads his hands across the sky, wide-eyed.

"I love this partnership with you Starfinders, it's win-win! You get the credits to fund your...., uh, things that you do, and I get some amazing heroes for my shows! You'll be stars!" Zo! shoots his dual-wielded finger-guns at the screen again, then turns to indicate an undead woman who stands patiently behind him.

"This is my producer, Wazasha Kevir. She'll meet you at the.... landing place, thingy, and get you ready for the show. I gotta jet. Just remember, death is temporary, but fame is forever!" Zo! disappears in a burst of static, to be replaced once more by the approaching view of Trillidiem.

If the PCs try to interrupt or ask questions, the ship's communications officer says that the message appears to be pre-recorded and coming from somewhere on Trillidiem.

The ship lands at the Trillidiem port and **Wazasha Kevir** (LE female ghastr) meets the PCs, along with a holoivid crew of six ghouls with handheld and drone-based cameras, audio booms, and other assorted gear. Wazasha greets each PC individually, referring to her tablet and making notes while the ghoulish crew films everything from multiple angles. If any of the PCs have played *Starfinder Society Scenario #1-09 Live Exploration Extreme!* or *Starfinder Society #2-01 Pact World Warriors*, Wazasha remembers their names. After introductions have been made, Wazasha hurries the PCs into a vehicle that whisks them to the Zo!Dome.

On the ride, Wazasha fills the PCs in on their roles for today's series of programs.

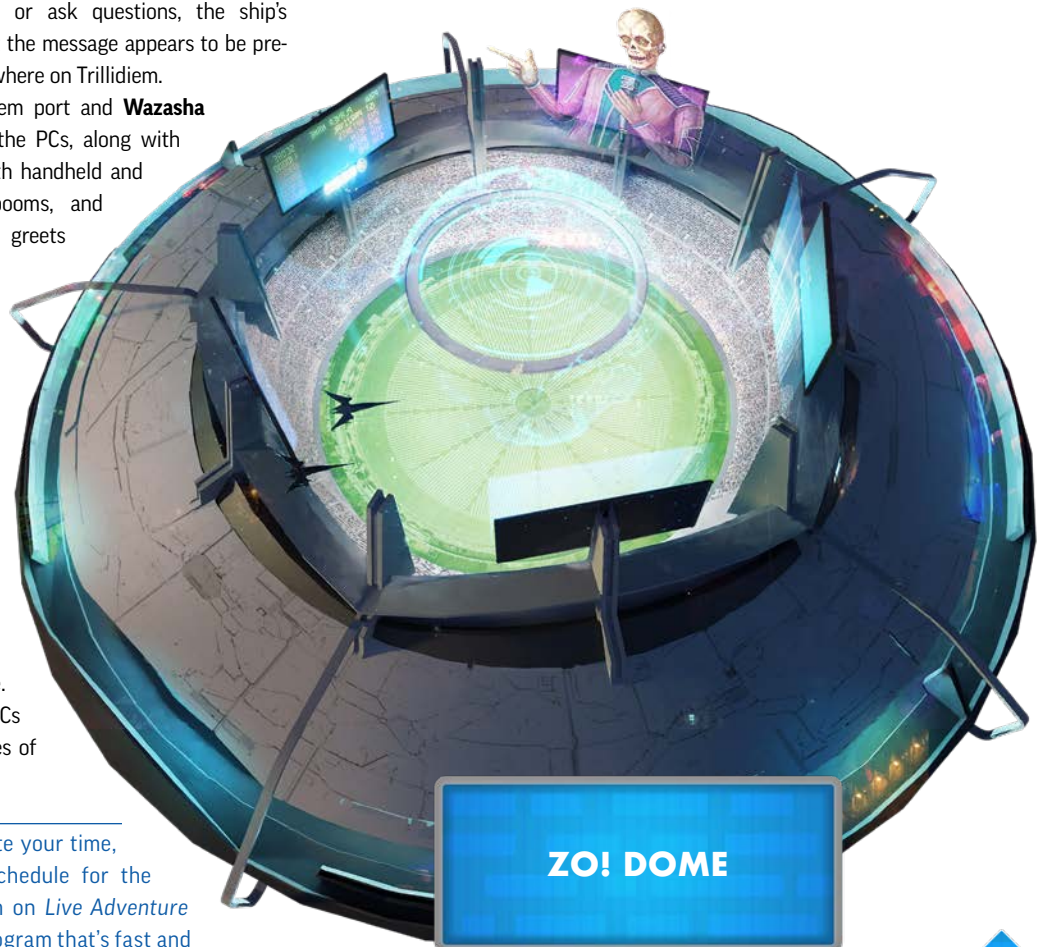
"We're going to try not to waste your time, so we have a pretty tight schedule for the day. First up: you'll be a team on *Live Adventure Extreme!* It's a team combat program that's fast and

furios. You go into the gladiatorial studio, in front of a mostly living audience. You fight it out, and the winning team might get an encore scene. Depends on how the show went and if we're running heavy or light." She glances down at her tablet to consult the schedule.

"After that, the crew has to reset the studio for the next round. While they do that, you'll head into orbit to shoot some stock space combat footage. It's mostly so we have it to use in everything from holoivid commercials to promotional trailers. We should be done in time to get back to the Zo!Dome for your final round of *Live Adventure Extreme!* One long day, and you'll be done for the day!"

THE GREEN ROOM

The vehicle drops Wazasha and the PCs off outside a massive domed building that resembles a large stadium for extreme sports. Wazasha ushers the PCs past the security scanners and armed guards and through a labyrinthine series of corridors to a large comfortable suite furnished with plush chairs, a table full of refreshments, and several holoivid screens tuned to various Zo!Media programs.



Wazasha asks each PC to provide a short introduction be used as they enter the Zo!Dome. This should be a short phrase which identifies the PC and provides some idea of what they seek to accomplish during the event. Refer to modern-day wrestling or game show contestant introductions for inspiration. Players can come up with these individually or use a single one for their team.

Once PCs are ready, Wazasha collects them and brings them to their entrance to the studio, a tunnel-like hallway leading from the Green Room to a massive closed doorway. The PCs are escorted by a team of ghoul camera and sound crew who record their every word and move.

A. MATCH ONE

The Zo!Dome is Zo! Media's largest and newest indoor studios. Often used for major sporting events or political rallies, recently it has become synonymous with Zo!'s series of live combat shows. The arena floor is surrounded by a dome of transparent aluminum reinforced with a force field to protect the audience from any stray effects. Large holovid screens are projected around the dome, providing close-up or slow-motion views of the action. One screen shows a long news-style desk with the show's two undead hosts, Lethea and Quell. Use the map on page 8 for these encounters.

The roar of the crowd can be heard beyond the door as Wazasha addresses the PCs.

"Remember, this is entertainment! Make it look good. Be daring, not boring! Play to the audience. There will be camera and sound crew around—try not to incinerate them, it creates a lot of paperwork. If one of the hosts approaches you, it's your moment to shine!" Wazasha smiles. "Remember, don't do any preparations or spellcasting before the bell rings, or you could be disqualified. Now go out and do the show!"

The massive doors burst open in a shower of smoke and pyrotechnics, nearly drowned out by the roar of the crowd. Surrounding the arena floor, tiers of seats are packed with what must be tens of thousands of sentient beings. The broadcast system carries throughout the immense Zo!Dome.

"And today's challengers, sponsored by the Starfinder Society! Please welcome them to another episode of Live Adventure Extreme!"

Each PC's introduction line is read out by the announcers, and the ghoul camera crew turns to focus on each in turn, a large blinking red light on the camera indicating that the PC's face is being broadcast live across Trillidium, and "as-

live-as-lightspeed-allows" across the Pact Worlds. They can see their faces on the giant screens around the stadium as well. If a PC doesn't enter the stadium when their name is called, one of the ghoul crew members gives them a push to get them moving.

THE FIRST MATCH (CR 7 OR 9)

In their first match, the PCs face two randomly chosen groups of opponents in rapid succession. These battles take place within one of the stadium's arenas with a randomly determined hazard in effect. Use the tables for the appropriate level range on page 13 or page 28, or select opponents you feel should provide an interesting challenge. If players have played this adventure

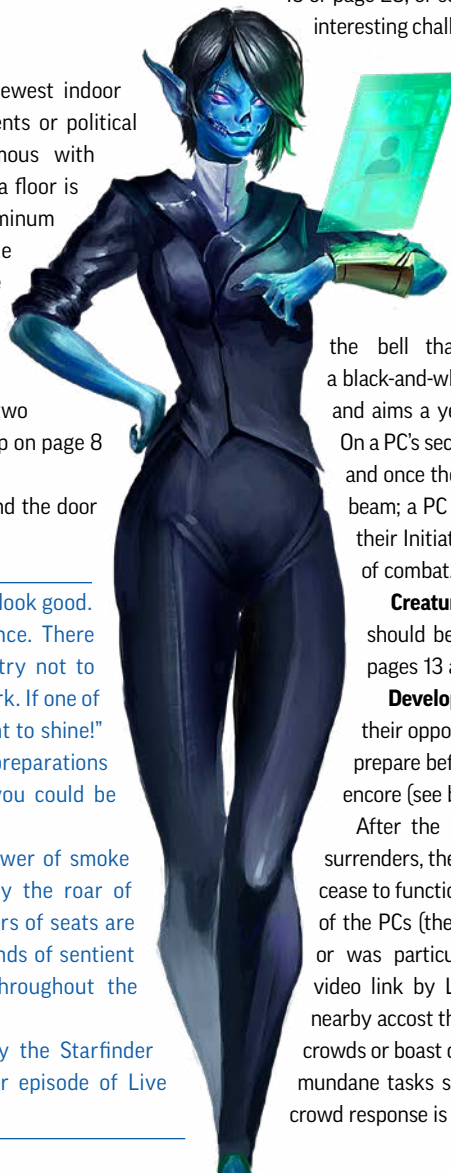
before, try to avoid encounters that they have already experienced. Each encounter provides an introduction which should be read by Lethea or Quell over the broadcast.

The first match begins with all contestants on the arena floor. No spellcasting or pre-match preparation is permitted. If a PC begins to act before the bell that signals the start of the match, a ghoul in a black-and-white striped referee's outfit blows a whistle and aims a yellow spotlight at the offending character. On a PC's second infraction, they receive a red spotlight, and once the bell rings that PC is targeted by a tractor beam; a PC targeted in this way takes a -4 penalty to their Initiative and is staggered during the first round of combat.

Creatures: The creatures for these combats should be randomly generated using the tables on pages 13 and 28.

Development: Immediately after the PCs defeat their opponents in Match One, they have 3 rounds to prepare before they go into a second combat: the first encore (see below).

After the last enemy in the encore match falls or surrenders, the crowd goes wild and any harmful hazards cease to function. A ghoul crew rushes in to interview one of the PCs (the one who seemed to do the most damage or was particularly daring), with questions asked via video link by Lethea or Quell. Camera drones hovering nearby accost the other PCs, allowing them to pose for the crowds or boast of their victory. The PCs can also undertake mundane tasks such as healing or reloading, although the crowd response is much less enthusiastic.



WAZASHA KEVIR

THE FIRST ENCORE (CR 7 OR 9)

After 5 rounds have elapsed since the end of Match One, thunderous music fills the Zo!Dome. New creatures arrive in the Zo!Dome to confound the PCs. The new

creatures should arrive as distant as possible from the PCs and can appear from sudden panels in the floor or be dropped from the ceiling as appropriate. The encore encounter begins immediately. Any terrain hazards also resume functioning. The PCs can freely use the gear of any vanquished foes from the prior combat, but they must return it to their defeated opponents (or their agents) at the end of this encounter.

Creatures: The creatures for these combats should be randomly generated using the tables on pages 13 and 28.

Development: After the encore ends, more of Zo!'s staff members interview the PCs. Give each PC a chance to describe their exploits or play to the cameras. After the interviews conclude, Wazasha rushes the PCs to a waiting urban cruiser which takes them to the spaceport. During this time, the PCs have enough time to spend Resolve to regain Stamina Points.

Wazasha quickly arrives after the PCs have had time to rest. She whisks the PCs off in a transport to a launching platform where various starships are ready for launch.

B. INTERMISSION

Once Wazasha brings the PCs to the launching platform, the PCs can select their desired starship for the next encounter. The PCs can select the standard Drake or Pegasus class Starfinder starship for this encounter, along with any other specialty starships the PCs might have access to. It is assumed Zo! has either acquired similar vessels or the Society had the starships delivered prior to this adventure.

Before the PCs launch into Bretheda's orbit, Wazasha gives some background regarding what's needed. The PCs starship is to engage with a Zo! Media crewed vessel. The goal of the engagement is to get some reasonable footage for the purposes of commercial resale. Wazasha provides the PCs with some videos that include examples of starships flying by or shooting weapons at other starships with explosions bursting into advertisement text.

Starship Combat: A random table determines what enemy the PCs face in this encounter; see the tables on page 20 or 36 for details. Use the map on page 9 for this encounter.

The enemy starship (or starships if the PCs face a squadron) should begin 3d6+5 hexes away from one another, with each ship at a random facing. Otherwise this combat should operate as a standard starship combat. The enemy ships spend the majority of their actions trying to take down the PCs' ship with brute force, employing rudimentary tactics—point and shoot. The crew of these starships are all undead Zo!Media employees and they have no concept of style. In fact, they purposefully ignore hails and other

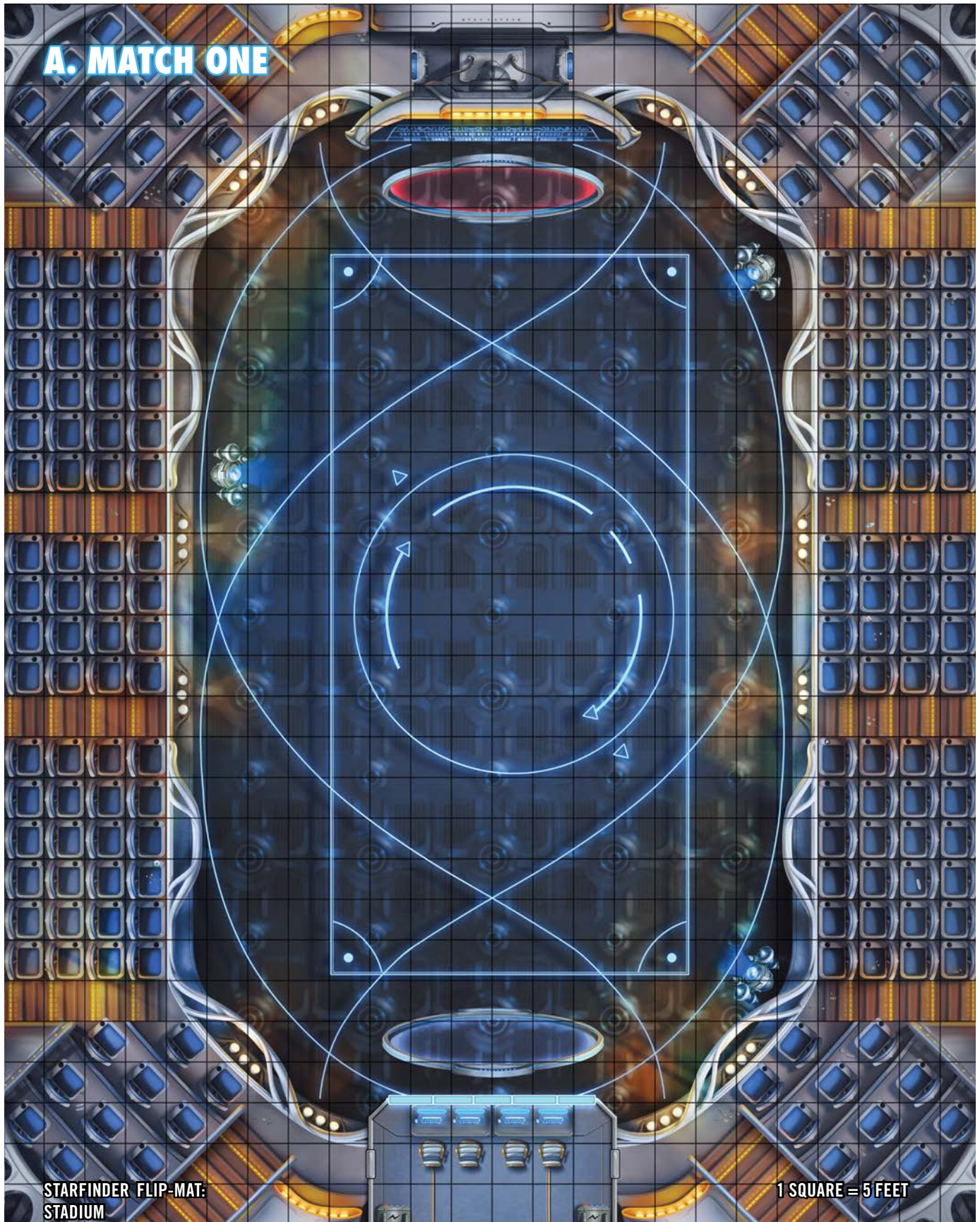
threats as they only want to get good footage for their superiors' commercials (though the PCs can still attempt taunt actions against them).

Luckily for the PCs, they don't need to completely defeat the enemy starship or squadron. As long as the PCs take their foe down to half its Hull Points or less (or reduce the squadron size down to 50% or less) then Wazasha calls the combat off, having obtained the necessary footage.

Development: After the PCs sufficiently damage the enemy starship (or squadron), they're authorized to disengage and return to Trillidien. Shortly after landing, Wazasha appears in an urban cruiser, chiding the PCs to get in so they can continue with the final portion of their daily agenda. Wazasha quickly takes the crew and whisks them off to Zo!Dome. There is enough time to spend resolve to regain Stamina Points, but not for more involved actions.



A. MATCH ONE



B. INTERMISSION

STARFINDER FLIP-MAT:
BASIC STARFIELD

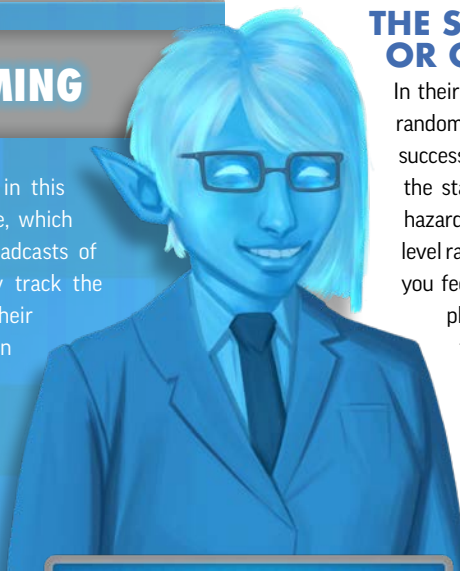
1 SQUARE = 5 FEET

LIVE PROGRAMMING

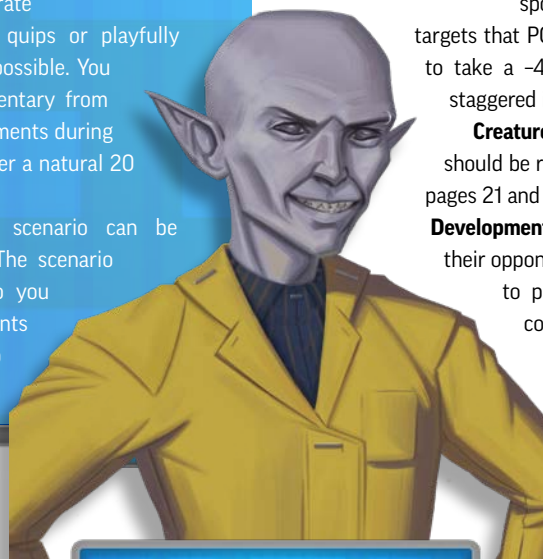
Two of the major encounters area in this adventure can be found in Zo!Dome, which is specifically designed for live broadcasts of combat events. Cameras constantly track the PCs during their encounters, and their successes and failures are shown on giant holoivid screens in slow-motion. You should play up the live nature of the show whenever possible by mentioning flying camera drones following the PCs' every move or the roar of the crowd in response to epic successes or failures.

The show is hosted by the duo of **Lethea** (LE female ghost^{AA2}) and **Quell** (NE male emotivore^{AA2}), who first appeared in *Starfinder Society Scenario #2-01 Pact World Warriors*. Lethea and Quell narrate the action, throwing in snarky quips or playfully sniping at each other whenever possible. You are encouraged to add in commentary from these two to illustrate pivotal moments during the adventure—especially whenever a natural 20 or a natural 1 is rolled!

The media aspects of this scenario can be overwhelming to some groups. The scenario leaves these features flexible so you can adjust how often these elements interject into the action and keep the experience fun.



LETHEA



QUELL

C. MATCH TWO

The format for the second match is similar to the first, although the stadium's environmental systems have been reset for the new hazard. Assuming the PCs triumphed during the first match, thunderous applause greets them as they enter the stadium's combat arena.

The level of difficulty for Match Two is higher than Match One. Allow the PCs 5 rounds of time between The Second Match and The Second Encore, during which the show's crew interviews the PCs quickly and any damaging hazards cease to function.

THE SECOND MATCH (CR 8 OR CR 10)

In their second match, the PCs once again face two randomly chosen groups of opponents in quick succession. These battles take place within one of the stadium's arenas with a randomly determined hazard in effect. Use the tables for the appropriate level range on page 21 or page 37, or select opponents you feel should provide an interesting challenge. If players have played this adventure before, try to avoid encounters that they have already experienced. Each encounter provides an introduction which should be read by Lethea or Quell over the broadcast system.

The second match begins with all contestants on the arena floor. As before, no spellcasting or prematch preparation is permitted. If a PC begins to act before the bell that signals the start of the match, a ghoul in a black-and-white striped referee's outfit blows a whistle and aims a yellow spotlight at the offending character. On a PC's second infraction, they receive a red spotlight. If this happens, a tractor beam targets that PC just after the bell rings, forcing them to take a -4 penalty to initiative checks become staggered in the first round of combat.

Creatures: The creatures for these combats should be randomly generated using the tables on pages 21 and 37.

Development: Immediately after the PCs defeat their opponents in Match Two, they have 5 rounds to prepare before they go into a second combat: The Second Encore (more information found below).

THE SECOND ENCORE (CR 8 OR CR 10)

After 5 rounds have elapsed, the second set of attackers arrives.

The new creatures arrive at least 10 feet from the nearest PC and can appear from sudden panels in the floor or be dropped from the ceiling as appropriate. The encore encounter begins immediately. Any terrain hazards

also resume functioning. The PCs can freely use the gear of any vanquished foes from the prior combat, but they must return such gear to their defeated opponents (or their foes' agents) at the end of this encounter.

Creatures: The creatures for these combats should be randomly generated using the tables on pages 21 and 37.

C. MATCH TWO



Development: After the encore ends, the lights in the Zo!Dome gradually dim. Wazasha comes out to greet the PCs and a host of Zo! Media crew come out to begin cleaning the mess of the combat. Wazasha wants little more to do with the PCs and thanks them for their time before heading off and consulting her datapad for her next assignment. Before leaving, she provides the PCs with an automated vehicle that takes them to a shuttle bound back for Absalom Station.

CONCLUSION

After completing the second match, the PCs take a shuttle back to Absalom Station. At the Lorespire Complex, Venture-Captain Naiaj receives the PCs' report with interest, but she's already watched the footage and knows the results of the competition. From here she asks the PCs if they'd be willing to go on another episode of Live Adventure Extreme! if it were to happen. Beyond that, Naiaj

thanks the PCs for their efforts, indicating that the funds secured by the mission are vital to the Society's ongoing exploration of the wider galaxy.

REPORTING NOTES

If the majority of the PCs agree to partake in a future episode of Live Adventure Extreme!, check Box A.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they compete in the two stadium matches and the starship combat. Doing so earns each PC 1 Fame and 1 Reputation for their selected faction.

SECONDARY OBJECTIVES

If the PCs emerge victorious in all of their fights, they each earn one additional 1 Fame and 1 Reputation for their selected faction.

APPENDIX 1: LEVEL 5–6 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 7th 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.

MATCH ONE

Roll randomly on the each of the following tables or select suitable options for the Zo!Dome Hazard/Terrain, the Main encounter, and the Encore encounter for Match One.

D10	Arena Hazard or Terrain
1–2	Extreme cold and icy terrain (<i>Core Rulebook</i> 400)
3–4	Corrosive atmosphere that deals 2 acid damage at the start of every round (<i>Core Rulebook</i> 395)
5–6	Low gravity (<i>Core Rulebook</i> 400)
7–8	Each round at the end of their turn, each combatant is targeted by a ray of energy spell firing from the nearest arena surface, with a maximum range of 30 feet and ranged attack bonus equal to the 5 + the party's APL, targeting EAC. If the ray hits, it deals 1d6 damage of a type determined randomly from acid, cold, electricity, and fire. Creatures flying more than 30 feet above the ground are out of range of this hazard. The arena does not fire energy rays at creatures that are unconscious or dead.
9–10	The arena is covered with motion sensors and tracking lasers to encourage a mobile and active combat. They audibly chide fighters to keep moving. At the end of each combatant's turn, if the combatant did not move at least half their speed on their turn and is not engaged in melee combat, a laser fires at them, with a ranged attack bonus equal to 3+ the party's APL, targeting EAC. If the laser hits, it deals 3d6 fire damage. The lasers do not fire at creatures that are unconscious or dead.
D6	Match One Main Event
1–2	Death and Despair
3–4	The Horns
5–6	Team V
D6	Match One Encore
1–2	Tashtaris
3–4	Nihilis
5–6	Pterosaurs

SCALING DEATH AND DESPAIR

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

Remove Filler from the encounter (including from the read-aloud introduction).

MATCH ONE: OPPOSING TEAM: "DEATH AND DESPAIR"

"One of this season's favorites, the underdogs that have clawed their way back from the grave to survive every battle so far! Sponsored by Blackwind Engineering.... Death and Despair! Led by Yillith and Yetsin Genvurion, twin bone troop elebrians with a flair for fear! This team is rounded out by an ever-changing lineup of undead known only by their team names: Fodder and Filler. Every match is a chance for these two lucky Elebrians to work off the cost of their undead resurrection!"

YILLITH AND YETSIN GENVURION

CR 3

Bone trooper technomancers (*Alien Archive* 2 22)

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

HP 34 EACH

EAC 13; **KAC** 14

Fort +2; **Ref** +5; **Will** +8

DR 5/–; **Immunities** cold, undead immunities

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +5 (1d6+4 S) or
claw +5 (1d4+4 S)

Ranged bravado handcannon +7 (1d8+3 P; critical knockdown [DC 13]) or

tactical semi-auto pistol +7 (1d6+3 P)

Technomancer Spells Known (CL 4th; ranged +6)

1st (3/day)—*magic missile*, *supercharge weapon*

0 (at will)—*daze* (DC 13), *energy ray*

TACTICS

During Combat Yillith and Yetsin open by each casting

supercharge weapon on their handcannons, hoping to take a lightly armored opponent out early. They then revert to spells and attempt to stay out of melee as long as possible, making use of any cover the stadium offers.

Morale Yillith and Yetsin yield if they are reduced to less than 10 Hit Points and both Fodder and Filler have been defeated.

STATISTICS

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

Skills Computers +13, Mysticism +8, Piloting +13

Languages Common, Eoxian

Other Abilities magic hacks (countertech), spell cache (rank insignia), unliving

Gear skitterhide I^{AA}, tactical dueling sword, tactical semi-auto pistol with 36 small arm rounds, bravado handcannon^{AR} with 1 shell

FODDER AND FILLER

CR 3

Corpsefolk operatives (*Alien Archive* 2 30)

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE **HP** 42 EACH

EAC 14; **KAC** 15

Fort +3; **Ref** +6; **Will** +7

Defensive Abilities evasion; **DR** 5/magic; **Immunities** undead immunities

OFFENSE

Speed 40 ft.

Melee survival knife +7 (1d4+4 S)

Ranged tactical shirren-eye rifle +9 (1d10+3 P) or static arc pistol +9 (1d6+3 E; critical arc 2 [DC 15]) or mk 1 stickybomb grenade +9 (explode [10 ft., entangled 2d4 rounds, DC 14])

Offensive Abilities trick attack +1d8

TACTICS

During Combat The corpsefolk fire their rifles as long as opponents stay at range, then drop them and team up to use trick attacks against the most dangerous foe.

Morale The corpsefolk fight until destroyed.

STATISTICS

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

Skills Acrobatics +9, intimidate +9, Sleight of hand +14, Stealth +14

Languages Common

Other Abilities operative exploit (uncanny mobility), specialization (thief), unliving

Gear graphite carbon skin, static arc pistol with 2 batteries (20 charges each), survival knife, tactical shirren-eye rifle with 25 sniper rounds, mk 1 stickybomb grenades (2)

MATCH ONE: "THE HORNS"

"Returning to the Zo!Dome this season, this nuar team is all horns and no bull. A family affair, older brother Niktos tries to keep his younger siblings Kordin and Falmyth in line. Their maze-core weapons give them unmatched versatility at range or up close. Sponsored by the Hamisfore Theatorium on Absalom Station, here come the Horns!"

NIKTOS, KORDIN, AND FALMYTH (3) CR 4

Nuar soldiers (*Alien Archive* 86)

N Medium monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE **HP** 52 EACH

EAC 16; **KAC** 18

Fort +6; **Ref** +4; **Will** +5

OFFENSE

Speed 35 ft.

Melee tactical cryopike +12 (1d8+11 C plus critical knockdown) or horn +12 (1d6+11 P plus critical knockdown)

Ranged frostbite-class zero rifle +9 (1d8+4 C; critical staggered [DC 12]) or

mk 2 frag grenade +9 (explode [15 ft., 2d6 P, DC 12])

Offensive Abilities gore, fighting style (hit-and-run), knockdown

TACTICS

During Combat The nuars concentrate fire on a heavily armored target as they close, and then convert their maze-core rifles into cryopikes and charge, hoping to knock opponents down and finish them while they are prone.

Morale A member of The Horns yields if reduced to 5 or fewer Hit Points.

STATISTICS

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

Skills Athletics +15, Acrobatics +10, Intimidate +10

Languages Common, Orc

Other Abilities maze mind

Gear lashunta ringwear II, maze-core^{AA} frostbite-class zero rifle and tactical cryopike with 2 high-capacity batteries (40 charges each), mk 2 frag grenades (3)

SPECIAL ABILITIES

Gore (Ex) A nuar can charge without taking the normal charge penalties to the attack roll or its AC.

Knockdown (Ex) When a nuar enforcer scores a critical hit with a melee weapon that has no other critical effects, the attack gains the knockdown critical effect.

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. A nuar can attempt a special level-based Wisdom check (1d20 + CR or level + Wisdom bonus) instead of using his total bonus in the Piloting skill to navigate or his total bonus in the Survival skill for orienteering.

SCALING THE HORNS

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

Remove Falmyth from the encounter (including from the read-aloud introduction).

MATCH ONE: TEAM V

"Returning to the Zo!Dome undefeated this season, the team that puts the V-for-victory in Veskarium: Team V! Led by vesk champion and heavy weapons model Zezynig, Team V is rounded out by twin vesk warriors Kron and Kryn, and their loyal lucky pahtra, Faylynx. Here they are, your Team V!"

ZEZYNIG CR 4

Male vesk soldier

LN Medium humanoid (vesk)

Init +7; **Senses** low-light vision; **Perception** +10

DEFENSE HP 50 RP 2

EAC 16; **KAC** 18

Fort +6; **Ref** +6; **Will** +3; +2 to saves vs. fear effects

OFFENSE

Speed 40 ft.

Melee chill froshaft doshko +12 (1d8+11 C, critical enfeeble [DC 17]) or

tactical handaxe (analog) +12 (1d6+11 S) or

unarmed strike +12 (1d3+11 S)

Ranged sting pistol (ant) +10 (1d8+4 A & B) or

merc NIL grenade launcher (mk 1 riot grenade) +10 (explode [10 ft., staggered, DC 16])

Offensive Abilities fighting styles (blitz)

TACTICS

During Combat Zezynig uses his grenade launcher to soften up opponents while closing on the ground, keeping his jump jets ready for a surprise charge against the most physically imposing foe. He fights with his doshko whenever possible.

Morale Zezynig fights until defeated.

STATISTICS

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

Skills Athletics +15, Acrobatics +10, Intimidate +10

Feats Opening Volley

Languages Common, Vesk

Gear thinplate (jump jets), chill froshaft doshko^{NS}, tactical handaxe (2), merc NIL grenade launcher with two mk 1 riot grenades^{AR}

SCALING TEAM V

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

Remove Kron from the encounter (including from the read-aloud introduction).

KRON AND KRYN CR 3

Male and female vesk soldiers

CN Medium humanoid (vesk)

Init +5; **Senses** low-light vision; **Perception** +8

DEFENSE HP 40 EACH

EAC 16; **KAC** 18

Fort +5; **Ref** +2; **Will** +5; +2 to saves vs. fear effects

OFFENSE

Speed 40 ft.

Melee static storm doshko +11 (1d8+9 E, critical staggered [DC 15]) or

survival knife +11 (1d4+9 S)

Ranged ifrit-class blaze rifle +8 (1d10+3 F; critical burn 1d6 [DC 12]) or

mk 1 frag grenade +8 (explode [15 ft., 1d6 P, DC 11])

Offensive Abilities fighting style (blitz)

TACTICS

During Combat Kron and Kryn advance to melee range, using their blitz fighting style to close the distance as rapidly as possible. They engage separate targets at first, but rush to each other's aid if one is reduced below 20 Hit Points. If one is dropped, the other immediately charges the PC responsible and fights to the death to avenge their sibling.

Morale Kron and Kryn yield if the rest of their team is down and they are both still conscious and both reduced to 5 Hit Points or less. If one of the two is dead, the other fights to the death.

STATISTICS

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

Skills Athletics +13, Acrobatics +8, Intimidate +8

Languages Common, Vesk

Gear golemforged plating II, static storm doshko^{NS} with 2 batteries (20 charges each), ifrit-class blaze rifle^{AR} with 2 batteries (20 charges each), survival knife, mk 1 frag grenades (2)

FAYLYNX**CR 3**

Female pahtra^{AA2} witchwarper^{COM} (*Alien Archive* 2 94;
Character Operations Manual 60)

N Medium humanoid (pahtra)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

DEFENSE **HP** 32

EAC 14; **KAC** 16

Fort +2; **Ref** +5; **Will** +5; +2 on saves vs. charm and compulsion effects

Defensive Abilities nimble

OFFENSE

Speed 30 ft.

Melee tactical baton +4 (1d4+3 B)

Ranged static arc pistol +6 (1d6+3 E; critical arc 2 [DC 13]; stun)

Witchwarper Spells Known (CL 4th; melee +3, ranged +5)

2nd (3/day)—*baleful polymorph*^{AA2} [DC 17], *mirror image*

1st (4/day)—*grease* [DC 16], *jolting surge*, *life bubble*,

puncture veil^{COM}

0 (at will)—*daze* [DC 15], *dancing lights*, *detect magic*,

hazard^{COM} [DC 15], *psychokinetic hand*, *token spell*

TACTICS

During Combat Faylynx casts *mirror image* and supports her teammates with spells. She targets warriors with *baleful polymorph*, giving them more feline forms “to improve their appearance”. She uses her infinite worlds witchwarper ability to summon environmental effects to keep opponents away from her, and her push grenade paradigm shift for defense or to help her teammates. If forced to use her pistol, she sets it to stun (dealing nonlethal damage).

Morale Faylynx yields if all of her teammates are down, but otherwise refuses to show weakness in front of the Vesk.

STATISTICS

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

Skills Acrobatics +10, Bluff +12, Culture +8, Mysticism +8,

Profession (dancer) +6

Languages Common, Pahtra, Vesk

Other Abilities infinite worlds, paradigm shift (push grenade)

Gear graphite carbon skin, static arc pistol with 2 batteries (20 charges each), tactical baton

SPECIAL ABILITIES

Nimble (Ex) An off-kilter pahtra doesn't gain the flat-footed condition or take the normal penalty to attacks, and she can steady herself as a swift action instead of a move action.

MATCH ONE ENCORE: TASHTARI PACK

"Surprise! Our victors aren't done yet. Here's a few fuzzy animals who just want to cuddle. And burn your face off! The folks on Castrovel call them tashtaris, but we call them laser wolves. Watch and see why!"

TASHTARIS (4)

CR 3

Starfinder Alien Archive 2 124

N Medium magical beast

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

DEFENSE **HP** 40 EACH

EAC 14; **KAC** 16

Fort +7; **Ref** +7; **Will** +2

Resistances fire 5

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +9 (1d6+5 P)

Ranged muzzle beam +12 (1d4+3 F; critical burn 1d4 [DC 15])

Offensive Abilities bristle flash

TACTICS

During Combat The tashtaris spread out and attempt to cut one PC off from the rest and attack.

Morale The tashtaris have been kept in a high-light environment for days, making them unusually aggressive. They fight to the death.

STATISTICS

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

Skills Acrobatics +8, Athletics +8 (+16 to Climb), Stealth +13

SPECIAL ABILITIES

Bristle Flash (Ex) Once per day as a standard action, a tashtari can cause its filaments to glow with intense light. Each creature within 60 feet must succeed at a DC 12 Fortitude save or be dazzled for 1d4 rounds. This ability has no effect on sightless creatures. Tashtaris and tashtari alphas are immune to the effects of this ability.

Muzzle Beam (Ex) As an attack, a tashtari can unleash a focused ray of light from its mouth that can burn a target like the beam of a laser pistol. This ray has a range increment of 80 feet.

SCALING TASHTARI PACK

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

Remove 1 tashtari from the encounter.

MATCH ONE ENCORE: NIHILI

"Surprise! Our victors aren't done yet. When you die in space, there's no one to hear you scream.... so you have to track people if you want to complain about it! These nihilis can take your breath away.... literally!"

NIHILIS (2)**CR 5***Starfinder Alien Archive 82*

NE Medium undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +11**Aura** gravity well (5 ft., DC 15)**DEFENSE****HP 72 EACH****EAC** 17; **KAC** 19**Fort** +7; **Ref** +7; **Will** +6**Immunities** undead immunities**OFFENSE****Speed** 30 ft., climb 20 ft.**Melee** slam +14 (1d6+10 B)**Offensive Abilities** decompression gaze (15 ft., DC 15, 1d4+3 B)**TACTICS**

During Combat The nihilis use their gaze attacks to weaken foes before ganging up on a faltering target. They capitalize on their gravity aura if the stadium terrain allows for it.

Morale The nihilis fight until destroyed.

STATISTICS**Str** +5; **Dex** +3; **Con** —; **Int** +2; **Wis** +0; **Cha** +0**Skills** Athletics +16 (+24 when climbing), Stealth +11**SPECIAL ABILITIES**

Decompression Gaze (Su) The dead stare of a nihilis makes those around the undead feel like their own lungs are starting to violently collapse, mimicking the nihilis's demise. A living creature that can see and breathe that begins its turn within 15 feet of a nihilis must succeed at a DC 15 Fortitude save or take 1d4+3 bludgeoning damage.

Gravity Well (Su) As a nihilis generates a field of gravity that functions in a 5-foot aura around itself (including 5 feet above the nihilis), exerting a downward force toward the nihilis's feet. This allows the nihilis to function as if constantly under the effect of spider climb. Any creature entering this aura from an area of zero-g must succeed at a DC 15 Reflex saving throw or be knocked prone.

SCALING NIHILIS

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

Both nihilis have the sickened condition.

STARSHIP FOOTAGE

Roll randomly or select an option to determine what foe the PCs face in the starship combat segment.

D6 result	Starship
1-2	<i>Fullbright</i>
3-4	<i>Pilgrim</i>
5-6	<i>Boneshard Squadron</i>

FULLBRIGHT TIER 6

UIE Hiveguard (*Core Rulebook* 313)

Large destroyer

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 19; **TL** 19

HP 170; **DT** –; **CT** 34

Shields light 60 (forward 15, port 15, starboard 15, aft 15)

Attack (Forward) heavy laser net (5d6; 5 hexes), twin laser (5d8; 20 hexes)

Attack (Port) flak thrower (3d4; 5 hexes)

Attack (Starboard) flak thrower (3d4; 5 hexes)

Attack (Turret) light torpedo launcher (2d8; 20 hexes)

Power Core Arcus Maximum (200 PCU); **Drift Engine** Signal

Basic; **Systems** basic long-range sensors, crew quarters (common), mk 4 armor, mk 4 defenses, mk 1 trinode computer; **Expansion Bays** cargo bay, escape pods (3);

Modifiers +1 any three checks per round, +2 Computers; Complement 13

CREW

Captain Bluff +13 (6 ranks), Computers +15 (6 ranks), Diplomacy +13 (6 ranks), Engineering +13 (6 ranks), gunnery +13 (6th level), Intimidate +13 (6 ranks), Piloting +13 (6 ranks)

Engineer (1 officer, 3 crew) Engineering +18 (6 ranks)

Gunners (2 officers, 2 crew each) gunnery +13 (6th level)

Pilot Piloting +13 (6 ranks)

Science Officer Computers +15 (6 ranks)

PILGRIM TIER 6

Starfinder Society Gorgon

Large destroyer

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 13; **TL** 14

HP 170; **DT** –; **CT** 34

Shields medium 90 (forward 25, port 20, starboard 20, aft 25)

Attack (Forward) maser (6d10; 20 hexes), twin laser (5d8; 20 hexes)

Attack (Port) high explosive missile launcher (4d8; 20 hexes)

Attack (Starboard) high explosive missile launcher (4d8; 20 hexes)

Attack (Turret) tactical nuclear missile launcher (5d8; 20 hexes)

Power Core Arcus Maximum (200 PCU); **Drift Engine** Signal Basic; **Systems** crew quarters (common), cut-rate sensors, mk 4 armor, mk 5 defenses; **Expansion Bays** cargo hold (4);

Modifiers -2 Computers, +1 Piloting; Complement 4

CREW

Captain Bluff +15 (6 ranks), Computers +13 (6 ranks), Diplomacy +13 (6 ranks), Engineering +13 (6 ranks), gunnery +13 (6th level), Intimidate +13 (6 ranks), Piloting +13 (6 ranks)

Engineer Engineering +16 (6 ranks)

Gunners (2 officers) gunnery +13 (6th level)

Pilot Piloting +13 (6 ranks)

Science Officer Computers +15 (6 ranks)

BONESHARD SQUADRON (4) TIER 6

Death's Curtain Necrofighter (*Starfinder Adventure Path* #3: *Splintered Worlds*)

Tiny fighter

Speed 12; **Maneuverability** good (turn 1); **Drift** –

AC 17; **TL** 16

HP 35; **DT** –; **CT** 7

Shields basic 30 (forward 10, port 7, starboard 7, aft 6)

Attack (Forward) light particle beam (3d6; 10 hexes), light plasma torpedo launcher (3d8; 20 hexes)

Power Core Micron Ultra (80 PCU); **Drift Engine** none; **Systems** basic short-range sensors, mk 1 duonode computer, mk 4 armor, mk 3 defenses; **Expansion Bays** none; **Modifiers** +1 any two checks per round, +2 Computers; **Complement** 2

CREW

Gunner gunnery +5 (1st level)

Pilot gunnery +5 (1st level), Piloting +10 (1 rank)

MATCH TWO

Roll randomly on the following tables or select suitable options for the Main encounter and the Encore encounter for Match Two. Use the table on page 13 to determine the Zo!Dome hazard and terrain, rerolling any duplicates from the first match.

D6 Match Two Main Event

1-2	Human" team
3-4	Shobhads
5-6	Cyborgasurs

D6 Match Two Encore

1-2	Crest-eaters
3-4	Glass serpents
5-6	Drift wraiths (garaggakals)

MATCH TWO: "HUMAN" TEAM

"Back for more, the Starfinders have been paired against one of the most experienced teams in the competition, the team of Marshall Haruto the Maimer! Unfortunately, Mr. "The Maimer" and his team did not show up today, and so instead we are pleased to present a team of "volunteers" from our live stadium audience! Allow me to present, in their first—and possibly—last appearance in Zo!Dome !: Salsin and Merdre, Salsin's younger sister Gomeh, and Gomeh's son, Kim!"

MARSHALL HARUTO THE MAIMER CR 5

Ja noi (*Alien Archive 2 88*)

LE Medium outsider (goblinoid, native, oni, shapechanger)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +11

DEFENSE **HP** 84

EAC 17; **KAC** 19

Fort +7; **Ref** +7; **Will** +6

Defensive Abilities regeneration 3 (acid or fire), serene fighter

OFFENSE

Speed 30 ft. (25 ft. in armor)

Melee tactical swoop hammer +15 (1d10+10 B; critical knockdown)

Ranged thunderstrike sonic rifle +12 (1d10+5 So; critical deafen [DC 13])

Space 5 ft.; **Reach** 5 ft. (10 ft. with tactical swoop hammer)

Spell-Like Abilities (CL 5th)

1/day—*flight* (3rd level)

3/day—*command* (DC 12), *fear* (1st level, DC 12), *supercharge weapon*

SCALING "HUMAN" TEAM

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

Remove one kanabo soldier from the encounter (including from the read-aloud introduction).

TACTICS

During Combat Marshall Haruto begins the encounter in the shape of a human civilian, hiding behind one of his comrades until he can take the measure of the opponents (technically a violation of the contest rules, but one that Zo! will overlook for the sake of the "surprise reveal"). He casts *supercharge weapon* and then attack the most physically impressive target, continuing to attack until the creature falls.

Morale Marshall Haruto fights to the death.

STATISTICS

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

Skills Acrobatics +16, Intimidate +11, Stealth +11

Languages Common, Goblin

Other Abilities change shape (small or medium humanoid)

Gear lashunta ringwear II, tactical swoop hammer, thunderstrike sonic rifle with 2 high-capacity batteries (40 charges each)

SPECIAL ABILITIES

Serene Fighter (Ex) A ja noi is an experienced combatant and can remain calm even in the face of great adversity. Once per day, a ja noi can reroll a Will saving throw.

ELRECH, BARAK, AND MORDET**CR 3**Kanabo soldiers (*Alien Archive* 2 88)

LE Medium outsider (goblinoid, native)

Init +2; **Senses** darkvision 60 ft.; Perception +8**DEFENSE****HP** 40 EACH**EAC** 15; **KAC** 18**Fort** +5; **Ref** +5; **Will** +4**Defensive Abilities** armor savant**OFFENSE****Speed** 30 ft. (20 ft. in armor)**Melee** carbon steel curve blade +12 (1d10+7 S; critical bleed 1d6)**Ranged** autotarget rifle +9 (1d6+3 P) or

mk 1 flash grenade +9 (explode [5 ft., blinded 1d4 rounds, DC 12])

Offensive Abilities fighting styles (arcane assailant), rune of the eldritch knight**Spell-Like Abilities (CL 3rd)**1/day—*disguise self*, *supercharge weapon***TACTICS**

During Combat The kanabos begin the encounter disguised as human civilians using *disguise self*. They pretend to be “innocent victims who shouldn’t be here” and beg the PCs to help them as they approach. Once they close to within 20 feet of the PCs, they hurl flash grenades and dismiss their illusory disguises, revealing their true forms. After this opening salvo, they use *supercharge weapon* and attack different targets, hoping to clear the field quickly.

Morale The kanabo expect no quarter from those they deceived and fight to the death.

STATISTICS**Str** +4; **Dex** +2; **Con** +1; **Int** +0; **Wis** +0; **Cha** +0**Skills** Athletics +13, Intimidate +8, Stealth +8**Languages** Common, Goblin**Gear** golemforged plating II, autotarget rifle with 50 longarm rounds, carbon steel curve blade, mk 1 flash grenades (2)**SPECIAL ABILITIES**

Armor Savant (Ex) Kanabo have an innate mastery of the use of armor. When wearing armor, they gain a +1 racial bonus to AC. When wearing heavy armor, their armor check penalty is 1 less severe than normal.

MATCH TWO: SHOBHADS

"The red deserts of Akiton are harsh, and they have forged a hard people. All the way from Akiton, the Red Planet, we have the giant personalities of Linkis, Marguerre, Tars, and Tarvin. These are shobhad show-offs who are in it to win it!"

LINKIS, MARGUERRE, TARS, AND TARVIN CR 4

Shobhads (*Alien Archive* 104)

N Large Monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE HP 50 EACH

EAC 16; **KAC** 16

Fort +6; **Ref** +8; **Will** +5

Defensive Abilities ferocity; **Resistances** cold 5

OFFENSE

Speed 40 ft.

Melee carbon steel curve blade +13 (1d10+9 S; critical bleed 1d6)

Ranged squad machine gun +10 (1d10+4 P)

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

TACTICS

During Combat The shobhad are unsubtle combatants: two of them charge forward to melee range while the other two advance firing their machine guns. They prefer to fight one-on-one in melee combat if possible.

Morale Each shobhad yields if reduced to 8 Hit Points or less.

STATISTICS

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

Skills Athletics +10, Intimidate +15, Survival +10

Languages Shobhad

Gear tactical war harness (functions as defrex hide), carbon steel curve blades (2), squad machine gun with 80 heavy rounds

SCALING SHOBHADS

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

Remove 1 shobhad from the encounter (including from the read-aloud introduction).

MATCH TWO: CYBORGOSAURS

"It wouldn't be Live Adventure EXTREME! if we didn't have some dinosaurs. And what's better than dinosaurs? Dinosaurs with lasers in their heads, of course! Sponsored by Ichihara Holdings, a cyborgasaur smorgasbord awaits our contestants today!"

CYBERNETIC DEINONYCHUSES (4) CR 4

N Medium animal (technological)

Init +3; **Senses** low-light vision; **Perception** +8

DEFENSE **HP 45 EACH**

EAC 13; **KAC** 15

Fort +6; **Ref** +7; **Will** +2

Defensive Abilities integrated weapons (laser eye)

OFFENSE

Speed 50 ft. (integrated jump jets)

Melee talons +12 (1d6+5 S; critical bleed 1d6) or
bite +12 (1d6+5 P)

Ranged laser eye +9 (1d10+4 F)

Offensive Abilities pounce

TACTICS

During Combat The cybernetic deinonychuses spread out and advance slowly and deliberately, firing their laser eyes. Once within charge range, they pounce and try to take down the largest target.

Morale The dinosaurs are programmed to fight to the death.

STATISTICS

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

Skills Acrobatics +9, Stealth +14

SPECIAL ABILITIES

Integrated Jump Jets (Ex) A cybernetic deinonychus has integrated jump jets (*Core Rulebook* 206) that can't be removed. They recharge after an 8-hour rest period.

Integrated Weapons (Ex) A cybernetic deinonychus' laser eye is integrated into its frame and can't be disarmed. The laser eye has a range increment of 30 feet.

Pounce (Ex) When a cybernetic deinonychus charges, it can also make a full attack.

SCALING CYBORGOSAURS

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

Remove 1 cybernetic deinonychus from the encounter.

MATCH TWO ENCORE: CREST-EATERS

"And now we move on to some more exotic opponents! Imported just for this contest, these creatures are not content just to tear the flesh from your bones, they want to eat the bones, too! Now entering the Zo!Dome, this pack of Kasathan crest-eaters is hoping the Starfinder team shows a little backbone.... so they can eat it!"

CREST-EATERS (4)

CR 4

Starfinder Alien Archive 30

N Large magical beast

Init +1; **Senses** bone tracker, darkvision 60 ft., low-light vision;

Perception +10

DEFENSE

HP 54 EACH

EAC 16; **KAC** 19

Fort +8; **Ref** +8; **Will** +3

OFFENSE

Speed 60 ft.

Melee bite +13 (1d6+7 P plus 1 con)

Ranged venom spit +10 (1 con)

Offensive Abilities bone eater

TACTICS

During Combat The crest-eaters each select a target and stalk it, using any cover available to get close to its target. Each crest-eater spits venom, and then charges in to bite its chosen prey to death.

Morale The crest-eaters have been kept underfed and are quite hungry, but they flee from combat if reduced to 5 Hit Points or less.

STATISTICS

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

Skills Stealth +15, Survival +10

Languages Kasatha (can't speak any languages)

SPECIAL ABILITIES

Bone Eater (Su) A crest-eater's bite delivers a magical venom that dissolves certain minerals in its victim's body, liquefying that creature's bones. Each bite attack that deals damage also deals 1 Constitution damage. A target can negate this damage with a successful DC 13 Fortitude save.

Bone Tracker (Ex) A crest-eater's sense of smell is keenly attuned to the minerals it needs to survive. It can sniff out natural deposits of calcium, and it gains blindsense (scent) against creatures that have taken Constitution damage from its attacks in the past hour.

Venom Spit (Su) As a standard action, a crest-eater can make a ranged attack against the KAC of a single target within 30 feet, spitting its bone-liquefying venom. If struck, the target must succeed at a DC 13 Fortitude save or take 1 Constitution damage.

SCALING CREST-EATERS

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

Remove 1 crest-eater from the encounter.

MATCH TWO ENCORE: GLASS SERPENTS

"And now we move on to some more exotic opponents! You might not see them, but entering the Zo!Dome are some pretty big glass serpents, native to Eox. At nearly 60 feet long, with dozens of eyes and a mouth surrounded by feeding tentacles, you might be glad you can't see them! But don't worry, their transparent bodies always become visible once they start swallowing contestants whole!"

SCALING GLASS SERPENTS

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

Remove 1 glass serpent from the encounter.

GLASS SERPENTS (3)

CR 5

Starfinder Alien Archive 2 64

N Gargantuan magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE **HP** 77 **EACH**

EAC 16; **KAC** 20

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

Defensive Abilities ravenous invisibility; Immunities radiation

OFFENSE

Speed 60 ft., climb 30 ft., swim 30 ft.

Melee tentacle +15 (1d6+11 S plus swallow whole)

Multiattack 3 tentacles +9 (1d4+11 S plus swallow whole)

Space 20 ft.; **Reach** 30 ft.

Offensive Abilities swallow whole (1d6+5 A, EAC 16, KAC 16, 19 HP)

TACTICS

During Combat The glass serpents remain invisible as long as possible. They each attack a different target. Once they swallow one opponent, they randomly select another target to stalk and eat, oblivious of the fact that they are no longer invisible. If two serpents select the same target, they attack each other for 1 round, with the serpent who takes the most damage retreating and looking for another victim.

Morale The glass serpents fight until defeated

STATISTICS

Str +5; **Dex** +3; **Con** +1; **Int** -4; **Wis** +2; **Cha** -2

Skills Athletics +13 (+21 to climb or swim), Stealth +13, Survival +13

Other Abilities no breath

SPECIAL ABILITIES

Ravenous Invisibility (Ex) A glass serpent can become invisible as part of any other action. Each time it successfully damages a creature while invisible, it must attempt a DC 14 Will save. If it fails, this ability is suspended and the glass serpent becomes visible for 1 round (though it can turn invisible again at the start of its next turn). A glass serpent that has swallowed a creature cannot turn invisible using this ability until 1 week after it swallowed the creature, when its meal has been completely digested. (If the swallowed creature escapes or is otherwise removed, the glass serpent can use this ability again immediately.) An invisible glass serpent can resume being visible as part of any other action.

MATCH TWO ENCORE: GARAGGAKALS

"And now we move on to some more exotic opponents! Traveling through the Drift is convenient, but it's a strange place. You never know what sort of creature might be following your starship as it flits from world to world. Well, now you do: Drift wraiths! These fleshy flyers look like a cross between a gargoyle and a lamprey, with more than a little "Ew!" thrown into the mix."

GARAGGAKALS (3)

CR 5

Starfinder Alien Archive 2 54

CE Medium outsider (extraplanar)

Init +5; **Senses** blindsight (emotion) 60 ft., darkvision 60 ft., sense through (emotion) 60 ft.; **Perception** +11

DEFENSE **HP 75 EACH ; RP 4 EACH**

EAC 17; **KAC** 19

Fort +7; **Ref** +7; **Will** +6

Immunities radiation

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft., fly 60 ft. (Su, perfect)

Melee bite +12 (2d6+9 P)

Offensive Abilities leech life (DC 13)

TACTICS

During Combat The drift wraiths pair up to attack targets with their leech life ability, resorting to their bite if engaged in melee.

Morale The drift wraiths fight to the death.

STATISTICS

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

Skills Acrobatics +16 (+24 to fly), Athletics +11, Stealth +16, Survival +11

Languages Garaggakal (can't speak any language); telepathy 100 ft.

Other Abilities no breath, phase through

SPECIAL ABILITIES

Leech Life (Su) As a standard action, a garaggakal can spend 1 Resolve Point to leech the life from one target within 30 feet. This deals 3d6 damage (Fortitude DC 13 half), and the garaggakal gains temporary Hit Points equal to the amount of damage dealt.

Phase Through (Su) A garaggakal can momentarily shift out of phase with reality. As a full action, a garaggakal can spend 1 Resolve Point to phase through up to 15 feet of solid matter. If it attempts to phase through something that is more than 15 feet thick, the attempt fails, but the action and Resolve Points are still expended. A garaggakal cannot phase through force effects, such as force fields. (Note that the entire arena is shielded with a force field for this encounter, preventing the garaggakal from leaving the stadium to attack the audience or escape.)

SCALING GARAGGAKALS

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

Remove 1 garaggakal from the encounter.

APPENDIX 2: LEVEL 7–8 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 designed for a group of 5–6 PCs of 7th 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.

MATCH ONE

Roll randomly on the each of the following tables or select suitable options for the ZoIDome Hazard/Terrain, the Main encounter, and the Encore encounter for Match One.

D10	Arena Hazard or Terrain
1–2	Extreme cold and icy terrain (<i>Core Rulebook</i> 400)
3–4	Corrosive atmosphere that deals 4 acid damage at the start of every round (<i>Core Rulebook</i> 395)
5–6	Low gravity (<i>Core Rulebook</i> 400)
7–8	Each round at the end of their turn, each combatant is targeted by a ray of energy spell firing from the nearest arena surface, with a maximum range of 30 feet and ranged attack bonus equal to the 5 + the party's APL, targeting EAC. If the ray hits, it deals 2d6 damage of a type determined randomly from acid, cold, electricity, and fire. Creatures flying more than 30 feet above the ground are out of range of this hazard. The arena does not fire energy rays at creatures that are unconscious or dead.
9–10	The arena is covered with motion sensors and tracking lasers to encourage a mobile and active combat. They audibly chide fighters to keep moving. At the end of each combatant's turn, if the combatant did not move at least half their speed on their turn and is not engaged in melee combat, a laser fires at them, with a ranged attack bonus equal to 3+ the party's APL, targeting EAC. If the laser hits, it deals 6d6 fire damage. The lasers do not fire at creatures that are unconscious or dead.

D6	Match One Main Event
1–2	Death and Despair
3–4	The Horns
5–6	Team V

D6	Match One Encore
1–2	Hellfire
3–4	Troll Trio
5–6	Drift Wraiths (Garaggakals)

SCALING DEATH AND DESPAIR

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

Remove Filler from the encounter (including from the read-aloud introduction).

MATCH ONE: OPPOSING TEAM: "DEATH AND DESPAIR"

"One of this season's favorites, the underdogs that have clawed their way back from the grave to survive every battle so far! Sponsored by Blackwind Engineering.... Death and Despair! Led by Yillith and Yetsin Genvurion, twin bone troop elebrians with a flair for fear! This team is rounded out by an ever-changing lineup of undead known only by their team names: Fodder and Filler. Every match is a chance for these two lucky Elebrians to work off the cost of their undead resurrection!"

YILLITH AND YETSIN GENVURION

CR 5

Bone trooper technomancers (*Alien Archive* 2 22)

LE Medium undead

Init +4; **Senses** low-light vision, darkvision 60 ft.; **Perception** +14

DEFENSE **HP** 60 EACH

EAC 18; **KAC** 19

Fort +4; **Ref** +4; **Will** +10

DR 5/–; **Immunities** cold, undead immunities

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +8 (1d6+5 S) or claw +8 (1d4+5 S)

Ranged bravado handcannon +10 (1d8+5 P; critical knockdown) or frostbite-class zero pistol +10 (1d6+5 C; critical staggered [DC 15])

Technomancer Spells Known (CL 6th; ranged +9)

2nd (3/day)—*caustic conversion*, *darkvision*, *flight*, *holographic image* (DC 17)

1st (4/day)—*keen senses*, *magic missile*, *overheat* (DC 16), *supercharge weapon*

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

TACTICS

During Combat Yillith and Yetsin open by each casting *supercharge weapon* on their handcannons, hoping to take a lightly armored opponent out early. They then revert to spells and attempt to stay out of melee as long as possible, making use of any cover the stadium offers.

Morale Yillith and Yetsin yield if they are reduced to less than 10 Hit Points and both Fodder and Filler are down.

STATISTICS

Str +1; **Dex** +4; **Con** –; **Int** +5; **Wis** +2; **Cha** +0

Skills Computers +15, Mysticism +12, Piloting +13

Languages Common, Eoxian

Other Abilities magic hacks (countertech, glitch step^{COM}), spell cache (rank insignia), cache capacitor (keen senses), unliving

Gear enlisted grave mantle^{AR}, tactical dueling sword, frostbite-class zero pistol with 2 batteries (20 charges each), bravado handcannon^{AR} with 1 shell

FODDER AND FILLER

CR 5

Corpsefolk operatives (*Alien Archive* 2 30)

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE

HP 65 EACH

EAC 19; **KAC** 20

Fort +4; **Ref** +8; **Will** +4; +2 to saves vs. poison and disease

Defensive Abilities evasion; **DR** 5/magic; **Immunities** undead immunities

OFFENSE

Speed 40 ft.

Melee tactical switchblade +10 (1d4+7 S)

Ranged advanced diasporan rifle +12 (2d8+5 F) or thunderstrike sonic pistol +12 (1d8+5 S; critical deafen [DC 15]) or mk 1 stickybomb grenade +12 (explode; entangled 2d4 rounds [DC 15]; 10 ft.)

Offensive Abilities debilitating trick, trick attack +3d8

TACTICS

During Combat The corpsefolk fire their rifles as long as opponents stay at range, then drop them and team up to use trick attacks against the most dangerous foe.

Morale The corpsefolk fight until destroyed.

STATISTICS

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

Skills Acrobatics +12, intimidate +10, Sleight of Hand +16, Stealth +16

Languages Common

Other Abilities operative exploit (uncanny mobility), specialization (thief), unliving

Gear D-Suit I, thunderstrike sonic pistol with 2 batteries (40 charges each), tactical switchblade^{AR}, advanced diasporan rifle^{AA} with 2 batteries (20 charges each), mk 1 stickybomb grenade

MATCH ONE: "THE HORNS"

"Returning to the Zo!Dome this season, this nuar team is all horns and no bull. A family affair, older brother Niktos tries to keep his younger siblings Kordin and Falmyth in line. Their maze-core weapons give them unmatched versatility at range or up close. Sponsored by the Hamisfore Theatorium on Absalom Station, here come the Horns!"

NIKTOS, KORDIN, AND FALMYTH

CR 6

Nuar soldiers (*Alien Archive* 86)

N Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE **HP** 90 EACH

EAC 19; **KAC** 21

Fort +8; **Ref** +8; **Will** +5

OFFENSE

Speed 45 ft. (40 ft. in armor)

Melee tactical meteor glaive +16 (1d12+15 C plus critical wound) or

horn +16 (1d6+15 P plus critical knockdown)

Ranged liquidator disintegrator rifle +13 (1d20+6 A; critical corrode 1d6) or

mk 2 frag grenade +13 (explode [15 ft., 2d6 P, DC 14])

Offensive Abilities gore, fighting styles (blitz), knockdown

TACTICS

During Combat The nuars concentrate fire on a heavily armored target as they close, and then convert their maze-core rifles into cryopikes and charge, hoping to knock opponents down and finish them while they are prone.

Morale A member of The Horns yields if reduced to 5 or fewer Hit Points.

STATISTICS

Str +6; **Dex** +2; **Con** +4; **Int** +1; **Wis** +1; **Cha** +0

Skills Athletics +18, Acrobatics +14, Intimidate +12

Languages Common, Orc

Other Abilities maze mind

Gear vesk overplate I, maze-core liquidator disintegrator rifle^{AR} and tactical meteor glaive^{AR} with 2 high-capacity batteries (40 charges each), mk 2 frag grenades (3)

SCALING THE HORNS

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

Remove Falmyth from the encounter (including from the read-aloud introduction).

SPECIAL ABILITIES

Gore (Ex) Members of The Horns can charge without taking the normal charge penalties to the attack roll or its AC, and can charge over difficult terrain.

Knockdown (Ex) When a nuar enforcer scores a critical hit with a melee weapon that has no other critical effects, the attack gains the knockdown critical effect.

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. A nuar can attempt a special level-based Wisdom check (1d20 + CR or level + Wisdom bonus) instead of using his total bonus in the Piloting skill to navigate or his total bonus in the Survival skill for orienteering.

MATCH ONE: TEAM V

"Returning to the Zo!Dome undefeated this season, the team that puts the V-for-victory in Veskarium: Team V! Led by vesk champion and heavy weapons model Zezynig, Team V is rounded out by twin vesk warriors Kron and Kryn, and their loyal lucky pahtra, Faylynx. Here they are, your Team V!"

ZEZYNIG**CR 6**

Male vesk soldier

LN Medium humanoid (vesk)

Init +7; **Senses** low-light vision; **Perception** +14**DEFENSE****HP 90****EAC** 24; **KAC** 26**Fort** +8; **Ref** +8; **Will** +5; +2 to saves vs. fear effects**OFFENSE****Speed** 40 ft.**Melee** subzero frosthafth doshko +16 (2d10+15 C, critical enfeeble) or

tactical handaxe (analog) +16 (1d6+15 S) or

unarmed strike +16 (1d3+15 S)

Ranged corona laser pistol +13 (2d4+6 F, critical burn 1d4) or tactical cluster launcher (mk 1 riot grenade) +13 (explode [10 ft., staggered, DC 16] or cluster [15 ft., staggered, DC 16])**Offensive Abilities** fighting styles (blitz)**TACTICS**

During Combat Zezynig uses his grenade launcher to soften up opponents while closing on the ground, keeping his jump jets ready for a surprise charge against the most physically imposing foe. He fights with his doshko whenever possible.

Morale Zezynig fights until defeated.**STATISTICS****Str** +6; **Dex** +4; **Con** +3; **Int** +0; **Wis** +0; **Cha** +1**Skills** Athletics +19, Acrobatics +14, Intimidate +14**Feats** Opening Volley**Languages** Common, Vesk

Gear vesk overplate I (jump jets), subzero frosthafth doshko^{NS}, tactical handaxe (2), tactical cluster launcher^{AR} with eight mk 2 riot grenades

KRON AND KRYN**CR 5**

Male and female vesk soldiers

CN Medium humanoid (vesk)

Init +5; **Senses** low-light vision; **Perception** +11**DEFENSE****HP 70 EACH****EAC** 17; **KAC** 19**Fort** +7; **Ref** +7; **Will** +4; +2 to saves vs. fear effects**SCALING TEAM V**

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

Remove Kron from the encounter (including from the read-aloud introduction).

OFFENSE**Speed** 40 ft.**Melee** chill frosthafth doshko +14 (1d8+12 C, critical enfeeble [DC 14]) or

survival knife +14 (1d4+12 S)

Ranged rocket rifle +11 (1d12+5 B) or

mk 2 frag grenade +11 (explode [15 ft., 2d6 P, DC 14])

Offensive Abilities fighting style (blitz)**TACTICS**

During Combat Kron and Kryn advance to melee range, using their blitz fighting style to close the distance as rapidly as possible. They engage separate targets at first, but rush to each other's aid if one is reduced below 30 Hit Points. If one is dropped, the other immediately charges the PC responsible and fights to the death to avenge their sibling.

Morale Kron and Kryn yield if the rest of their team is down and they are both still conscious and both reduced to 10 Hit Points or less. If one of the two is dead, the other fights to the death.

STATISTICS**Str** +5; **Dex** +2; **Con** +3; **Int** +0; **Wis** +0; **Cha** +0**Skills** Athletics +16, Acrobatics +11, Intimidate +11**Languages** Common, Vesk

Gear lashunta ringwear II, chill frosthafth doshko^{NS} with 2 batteries (20 charges each), rocket rifle^{AR} with 10 mini-rockets, survival knife, mk 2 frag grenade (2)

FAYLYNX**CR 5**

Female pahtra^{AA2} witchwarper^{COM} (*Alien Archive 2 94; Character Operations Manual 60*)

N Medium humanoid (pahtra)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +11

DEFENSE **HP** 60

EAC 17; **KAC** 19

Fort +4; **Ref** +8; **Will** +4; +2 on saves vs. charm and compulsion effects

Defensive Abilities nimble

OFFENSE

Speed 30 ft.

Melee tactical baton +8 (1d4+5 B)

Ranged static arc pistol +10 (1d6+5 E; critical arc 2 [DC 13]; stun)

Witchwarper Spells Known (CL 6th; melee +8, ranged +10)

2nd (4/day)—*baleful polymorph*^{AA2} (DC 18), *fear* (DC 18), *mirror image*, see invisibility

1st (5/day)—*grease*, *jolting surge*, *life bubble*, *puncture veil*

0 (at will)—*daze*, *dancing lights*, *detect magic*, *hazard*,

psychokinetic hand, *token spell*

TACTICS

During Combat Faylynx casts *mirror image* and supports her teammates with spells. She targets warriors with *baleful polymorph*, giving them more feline forms “to improve their appearance”. She uses her infinite worlds witchwarper ability to summon environmental effects to keep opponents away from her, and her push grenade paradigm shift for defense or to help her teammates. If forced to use her pistol, she sets it to stun (dealing nonlethal damage).

Morale Faylynx yields if all of her teammates are down, but otherwise refuses to show weakness in front of the Vesk.

STATISTICS

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

Skills Acrobatics +16, Bluff +16, Culture +11, Mysticism +11, Profession (dancer) +11

Languages Common, Pahtra, Vesk

Other Abilities infinite worlds, paradigm shift (inhibit, push grenade)

Gear graphite carbon skin, static arc pistol with 2 batteries (20 charges each), tactical baton

SPECIAL ABILITIES

Nimble (Ex) An off-kilter pahtra doesn't gain the flat-footed condition or take the normal penalty to attacks, and she can steady herself as a swift action instead of a move action.

MATCH ONE ENCORE: HELLFIRE

"Zo! spares no expense, and he has made arrangements with a certain personage to obtain the services of a pair of warmonger devils for today's bout against the Starfinder team!"

WARMONGER DEVILS (2)**CR 7**

Starfinder Alien Archive 2 36

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

Init +3; **Senses** darkvision 60 ft., see in darkness; **Perception** +19

DEFENSE **HP** 105 **EACH**

EAC 19; **KAC** 21

Fort +11; **Ref** +9; **Will** +6

Defensive Abilities construct form; **DR** 5/good; **Immunities** fire, poison; **Resistances** acid 10, cold 10; **SR** 12

OFFENSE

Speed 40 ft., climb 40 ft.

Melee sintered trident +17 (2d8+12 P) or
claw +17 (1d6+12 S)

Ranged corona laser rifle +15 (2d6+7 F; critical burn 1d6) or
nyfiber net +15 (entangle)

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

Spell-Like Abilities (CL 7th)

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

At will—*teleport* (self plus 5 bulk of gear only)

TACTICS

During Combat The devils advance in formation, remaining adjacent to prevent being flanked and to make use of their phalanx ability. If given the chance, one will use their summon allies ability while the other keeps firing. They target the largest group of enemies first, entangling heavily armored foes and hammering them with merciless blows.

Morale The devils fight to the death.

STATISTICS

Str +5; **Dex** +3; **Con** +4; **Int** +2; **Wis** +3; **Cha** +2

Skills Acrobatics +14, Athletics +14 (+22 to climb), Engineering +14, Intimidate +14, Mysticism +14, Stealth +14

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

Other Abilities hellstrider, phalanx

Gear sintered trident^{AA2} with integrated corona laser rifle with 2 high-capacity batteries (40 charges each), nyfiber net

SCALING HELLFIRE

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

The devils are impeded due to their pact with Zo! Media. They have the sickened condition.

SPECIAL ABILITIES

Construct Form (Ex) Despite being true devils, levalochs have a number of immunities common to constructs. They are immune to ability damage, ability drain, death effects, disease, energy drain, exhaustion, fatigue, necromancy effects, negative levels, nonlethal damage, paralysis, sleep, and stunning.

Hellstrider (Su) Difficult terrain doesn't hamper a levaloch's movement.

Merciless Blow (Su) If a levaloch hits an entangled foe with an attack, the target takes 2d6 additional damage of the same type.

Phalanx (Ex) Devils gain a +1 morale bonus to attack rolls and AC while adjacent to a levaloch.

MATCH ONE ENCORE: TROLL TRIO

"You might recognize some of these folks from the fan forums on the infosphere: they're trolls! Quantum trolls, to be precise, and you have to feel a little bad for them: experimented on by aliens, ripped out of time itself, and then left to fend for themselves. Don't blink, or you might miss the damage they do!"

QUANTUM TROLLS (3)

CR 6

Starfinder Adventure Path #26: Flight of the Sleepers 60

CE Large humanoid (giant)

Init +2; **Senses** blindsense (scent) 60 ft., darkvision 60 ft., low-light vision, radiation sense 60 ft.; **Perception** +13

DEFENSE **HP 80 EACH**

EAC 17; **KAC** 19

Fort +10; **Ref** +8; **Will** +5

Defensive Abilities fast healing 5, spawn polyp, versatile regeneration 5 (see text); **Immunities** radiation

OFFENSE

Melee bite +14 (1d8+11 P; critical wound [DC 14]) or claw +14 (1d6+11 S; critical wound [DC 14])

Space 10 ft.; **Reach** 10 ft. (see spooky action)

Offensive Abilities spooky action, two-headed maul

TACTICS

During Combat Enraged at their captivity, the trolls move to attack the nearest enemies. They fight individually and don't support each other.

Morale The trolls fight to the death.

STATISTICS

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

Skills Athletics +18, Intimidate +13

Languages Common

Other Abilities tracking (scent)

SPECIAL ABILITIES

Fast Healing (Ex) A quantum troll exposed to radiation—whether from an attack, a hazard, or other effect—benefits from its fast healing while exposed or for 1 round after a brief exposure, such as an attack.

Spawn Polyp (Ex) If a quantum troll takes a critical hit while its regeneration is functional, a troll polyp (page 61) tears free of the damaged area and lands in an open space adjacent to the troll. This polyp starts with Hit Points equal to the damage the critical hit dealt.

Spooky Action (Su) A quantum troll exists in several possible quantum states at once. It threatens squares within 30 feet of it. In addition, as a move action, it can teleport up to 30 feet to an unoccupied space it can see, or as part of a full action, it can teleport 15 feet. The troll must teleport at least once per round if it can. A creature able to see the invisible, or with blindsight or true seeing, can make an attack of opportunity against the troll when it leaves its space as it teleports if the troll is within reach in its staring space or its arrival space.

SCALING TROLL TRIO

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

Remove 1 quantum troll from the encounter.

Two-Headed Maul (Ex) If a quantum troll hits the same target with two claw attacks or with one claw attack and one bite attack during the same turn, it can attempt another bite attack against that target with a -4 penalty to the attack roll.

Versatile Regeneration (Ex) A quantum troll's regeneration stops functioning for 1 round only if the quantum troll takes simultaneous damage from more than one energy damage type during the same turn or takes damage of three or more energy types in a given round. If one foe readies an action to attack the quantum troll when another foe does, the two attacks are treated as occurring on the same turn for this ability's purposes.

MATCH ONE ENCORE: DRIFT WRAITHS

"And now we move on to some more interesting opponents! Traveling through the Drift is convenient, but it's a strange place. You never know what sort of creature might be following your starship as it flits from world to world. Well, now you do: Drift wraiths! These fleshy flyers look like a cross between a gargoyle and a lamprey, with more than a little "Ew!" thrown into the mix."

GARAGGAKALS (4)

CR 5

Starfinder Alien Archive 2 54

CE Medium outsider (extraplanar)

Init +5; **Senses** blindsight (emotion) 60 ft., darkvision 60 ft., sense through (emotion) 60 ft.; **Perception** +11

DEFENSE **HP 75 EACH; RP 4 EACH**

EAC 17; **KAC** 19

Fort +7; **Ref** +7; **Will** +6

Immunities radiation

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft., fly 60 ft. (Su, perfect)

Melee bite +12 (2d6+9 P)

Offensive Abilities leech life (DC 13)

TACTICS

During Combat The drift wraiths pair up to attack targets with leech life, switching to bite attacks if engaged in melee.

Morale The drift wraiths fight to the death.

STATISTICS

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

Skills Acrobatics +16 (+24 to fly), Athletics +11, Stealth +16, Survival +11

Languages Garaggakal (can't speak any language); telepathy 100 ft.

Other Abilities no breath, phase through

SPECIAL ABILITIES

Leech Life (Su) As a standard action, a garaggakal can spend 1 Resolve Point to leech the life from one target within 30 feet. This deals 3d6 damage (Fortitude DC 13 half), and the garaggakal gains temporary Hit Points equal to the amount of damage dealt.

Phase Through (Su) A garaggakal can momentarily shift out of phase with reality. As a full action, a garaggakal can spend 1 Resolve Point to phase through up to 15 feet of solid matter. If it attempts to phase through something that is more than 15 feet thick, the attempt fails, but the action and Resolve Points are still expended. A garaggakal cannot phase through force effects, such as force fields. (Note that the entire arena is shielded with a force field for this encounter, preventing the garaggakal from leaving the stadium to attack the audience or escape.)

SCALING DRIFT WRAITHS

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

Remove 1 garaggakal from the encounter.

STARSHIP FOOTAGE

Roll randomly or select an option to determine what foe the PCs face in the starship combat segment.

D6	Starship
1-2	VS1174
3-4	Pilgrim
5-6	Boneshard Squadron

VS1174 TIER 8

Norikama Dropship (*Core Rulebook* 315)

Medium transport

Speed 12; **Maneuverability** average (turn 2); **Drift** 2

AC 24; **TL** 23

HP 100; **DT** –; **CT** 20

Shields light 80 (forward 20, port 20, starboard 20, aft 20)

Attack (Forward) coilgun (4d4; 20 hexes), persistent particle beam (10d6; 20 hexes)

Attack (Aft) coilgun (4d4; 20 hexes)

Attack (Turret) light plasma cannon (2d12; 5 hexes), light plasma cannon (2d12; 5 hexes)

Power Core Pulse Orange (250 PCU); **Drift Engine** Signal Booster; **Systems** basic long-range sensors, crew quarters (common), mk 6 armor, mk 6 defenses, mk 3 duonode computer; **Expansion Bays** guest quarters (5, common); **Modifiers** +3 any two checks per round, +2 Computers, -1 Piloting; **Complement** 5

CREW

Captain Engineering +16 (8 ranks), gunnery +16 (8th level), Intimidate +16 (8 ranks), Piloting +15 (8 ranks)

Engineer Engineering +16 (8 ranks)

Gunner gunnery +16 (8th level)

Pilot Piloting +20 (8 ranks)

Science Officer Computers +18 (8 ranks)

PILGRIM TIER 8

Starfinder Society Gorgon

Large destroyer

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 15; **TL** 14

HP 200; **DT** –; **CT** 40

Shields medium 160 (forward 40, port 40, starboard 40, aft 40)

Attack (Forward) graser (7d10; 5 hexes), particle beam (8d8; 20 hexes)

Attack (Port) tactical nuclear missile launcher (5d8; 20 hexes)

Attack (Starboard) tactical nuclear missile launcher (5d8; 20 hexes)

Attack (Turret) tactical nuclear missile launcher (5d8; 20 hexes)

Power Core Pulse Orange (250 PCU); **Drift Engine** Signal

Basic; **Systems** crew quarters (common), cut-rate sensors, mk 6 armor, mk 6 defenses; **Expansion Bays** cargo hold (4);

Modifiers -2 Computers, +1 Piloting; **Complement** 4

CREW

Captain Bluff +18 (8 ranks), Computers +16 (8 ranks),

Diplomacy +16 (8 ranks), Engineering +16 (8 ranks), gunnery +16 (8th level), Intimidate +16 (8 ranks), Piloting +16 (8 ranks)

Engineer Engineering +16 (8 ranks)

Gunners (2 officers) gunnery +13 (8th level)

Pilot Piloting +16 (8 ranks)

Science Officer Computers +18 (8 ranks)

BONESHARD SQUADRON (2) TIER 4

Pale Butcher Scout (*Starfinder Adventure Path* #3: *Splintered Worlds*)

Medium Explorer

Speed 6; **Maneuverability** good (turn 1); **Drift** 2

AC 18; **TL** 17

HP 65; **DT** –; **CT** 13

Shields basic 90 (forward 25, port 20, starboard 20, aft 25)

Attack (Forward) heavy laser cannon (4d8; 10 hexes)

Attack (Port) coilgun (4d4; 20 hexes)

Attack (Starboard) coilgun (4d4; 20 hexes)

Attack (Turret) high explosive missile launcher (4d8; 20 hexes)

Power Core Arcus Heavy (130 PCU); **Drift Engine** Signal

Booster; **Systems** basic computer, basic long-range sensors, crew quarters (common), mk 3 defenses, mk 4 armor;

Expansion Bays cargo holds (2), general science lab sealed environment chamber; **Modifiers** +2 Computers, +1 Piloting;

Complement 6 (minimum 1, maximum 6)

CREW

Captain Bluff +10 (4 ranks), Computers +12 (4 ranks), gunnery +10 (4th level), Intimidate +10 (4 ranks), Piloting +11 (4 ranks)

Engineer Engineering +15 (4 ranks)

Gunners (2) gunnery +10 (4th level)

Pilot Piloting +11 (4 ranks)

Science Officer Computers +12 (4 ranks)

MATCH TWO

Roll randomly on the following tables or select suitable options for the Main encounter and the Encore encounter for Match 2. Use the table on page 28 to determine the stadium hazard/terrain, re-rolling any duplicates from the first match.

D6 First Encounter

1-2	Human" team
3-4	Shobhad team
5-6	Robot Dinosaurs

D6 Second Encounter

1-2	Giant Crest-Eaters
3-4	Crystalline Serpents
5-6	Robot Hydras

MATCH TWO: "HUMAN" TEAM

"Back for more, the Starfinders have been paired against one of the most experienced teams in the competition, the hobgoblin team of Marshall Haruto the Maimer! Unfortunately, Mr. "The Maimer" and his team did not show up today, and so instead we are pleased to present a team of "volunteers" from our live stadium audience! Allow me to present, in their first (and possibly last) appearance in the Zo!Dome: Salsin and Merdre, Salsin's younger sister Gomeh, and Gomeh's son, Kim!"

MARSHALL HARUTO THE MAIMER

CR 7

Variant ja noi oni (*Alien Archive 2 88*)

LE Medium outsider (goblinoid, native, oni, shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +14

DEFENSE

HP 105

EAC 17; **KAC** 19

Fort +9; **Ref** +9; **Will** +8

Defensive Abilities regeneration 3 (acid or fire), serene fighter

OFFENSE

Speed 30 ft. (25 ft. in armor)

Melee paramagnetic storm hammer +17 (3d6+15 B & E; critical knockdown)

Ranged thunderstrike sonic rifle +14 (1d10+9 So; critical deafen [DC 15])

Spell-Like Abilities (CL 7th)

1/day—*flight* (3rd level)

3/day—*command* (DC 15), *fear* (1st level, DC 15), *supercharge weapon*

SCALING HUMAN TEAM

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

Remove one kanabo soldier from the encounter (including from the read-aloud introduction).

TACTICS

During Combat Marshall Haruto begins the encounter in the shape of a human civilian, hiding behind one of his comrades until he can take the measure of the opponents (technically a violation of the contest rules, but one that Zo! will overlook for the sake of the "surprise reveal"). He casts *supercharge weapon* and then attack the most physically impressive target, continuing to attack until the creature falls.

Morale Marshall Haruto fights to the death.

STATISTICS

Str +5; **Dex** +4; **Con** +2; **Int** +1; **Wis** +0; **Cha** +1

Skills Acrobatics +19, Intimidate +14, Stealth +14

Languages Common, Goblin

Other Abilities change shape (small or medium humanoid)

Gear lashunta ringwear II, paramagnetic storm hammer^{AR} with 2 batteries (20 charges each), thunderstrike sonic rifle with 2 high-capacity batteries (40 charges each)

SPECIAL ABILITIES

Serene Fighter (Ex) A ja noi is an experienced combatant and can remain calm even in the face of great adversity. Once per day, a ja noi can reroll a Will saving throw.

ELRECH, BARAK, AND MORDET**CR 5**Kanabo soldiers (*Alien Archive* 2 88)

LE Medium outsider (goblinoid, native)

Init +3; **Senses** darkvision 60 ft.; **Perception** +8**DEFENSE****HP** 70 EACH**EAC** 18; **KAC** 20**Fort** +7; **Ref** +7; **Will** +5**Defensive Abilities** armor savant**OFFENSE****Speed** 30 ft. (20 ft. in armor)**Melee** carbon steel curve blade +14 (1d10+10 S; critical bleed 1d6)**Ranged** autotarget rifle +11 (1d6+5 P) or

mk 1 flash grenade +11 (explode [5 ft., blinded 1d4 rounds, DC 13])

Offensive Abilities fighting styles (arcane assailant)**Spell-Like Abilities (CL 5th)**1/day—*disguise self*, *supercharge weapon***TACTICS**

During Combat The kanabos begin the encounter disguised as human civilians using *disguise self*. They pretend to be “innocent victims who shouldn’t be here”, and beg the PCs to help them as they approach. Once they close to within 20 feet of the PCs, they hurl flash grenades and dismiss their illusory disguises, revealing their true form. Once combat is joined, they use *supercharge weapon* and attack different targets, hoping to clear the field quickly.

Morale The kanabo expect no quarter from those they deceived, and fight to the death.

STATISTICS**Str** +5; **Dex** +3; **Con** +1; **Int** +0; **Wis** +0; **Cha** +0**Skills** Athletics +16, Intimidate +8, Stealth +8**Languages** Common, Goblin**Other Abilities** rune of the eldritch knight**Gear** golemforged plating II, autotarget rifle with 50 longarm rounds, carbon steel curve blade, mk 1 flash grenades (2)**SPECIAL ABILITIES**

Armor Savant (Ex) Kanabo have an innate mastery of the use of armor. When wearing armor, they gain a +1 racial bonus to AC. When wearing heavy armor, their armor check penalty is 1 less severe than normal.

MATCH TWO: SHOBHADS

"The red deserts of Akiton are harsh, and they have forged a hard people. All the way from Akiton, the Red Planet, we have the giant personalities of Linkis, Marguerre, Tars, and Tarvin. These are shobhad show-offs who are in it to win it!"

LINKIS, MARGUERRE, TARS, AND TARVIN CR 6

Shobhads (*Alien Archive* 104)

N Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE **HP** 90 EACH

EAC 18; **KAC** 18

Fort +8; **Ref** +10; **Will** +7

Defensive Abilities ferocity; **Resistances** cold 5

OFFENSE

Speed 40 ft.

Melee carbon steel curve blade +13 (1d10+11 S; critical bleed 1d6)

Ranged squad machine gun +10 (1d10+6 P)

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

TACTICS

During Combat The shobhad are unsubtle combatants: two of them charge forward to melee range while the other two advance firing their machine guns. They prefer to fight one-on-one in melee combat if possible.

Morale Each shobhad yields if reduced to 20 Hit Points or less.

STATISTICS

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

Skills Athletics +13, Intimidate +18, Survival +13

Languages Shobhad

Gear tactical war harness (functions as defrex hide), carbon steel curve blades (2), squad machine gun with 80 heavy rounds

SCALING SHOBHADS

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

Remove 1 shobhad from the encounter (including from the read-aloud introduction).

MATCH TWO: ROBOT DINOSAURS

"It wouldn't be Live Adventure Extreme! if we didn't have some dinosaurs. And what's better than dinosaurs? Dinosaurs with lasers in their heads, of course! Sponsored by Ichihara Holdings, a cyborgasaur smorgasbord awaits our contestants today!"

CYBERNETIC TYRANNOSAURIDS (4) CR 6

N Large animal (technological)

Init +3; **Senses** low-light vision; **Perception** +16

DEFENSE **HP** 100 EACH

EAC 17; **KAC** 19

Fort +9; **Ref** +6; **Will** +4

Defensive Abilities integrated weapons (laser eye)

OFFENSE

Speed 40 ft. (integrated jump jets)

Melee bite +16 (2d6+13 S plus swallow whole; critical bleed 1d8)

Ranged laser eye +12 (2d6+6 F; critical burn 1d6)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities swallow whole (2d6+13 B, EAC 17, KAC 19, 24 HP)

TACTICS

During Combat The cybernetic tyrannosaurids spread out and advance slowly and deliberately, firing the light excavation lasers built into their left eye socket. Once within charge range, they lumber forward and try to

Morale The dinosaurs are programmed to fight to the death.

STATISTICS

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

Skills Acrobatics +13, Stealth +18

SPECIAL ABILITIES

Integrated Jump Jets (Ex) A cybernetic tyrannosaurid has integrated jump jets (*Core Rulebook* 206) that can't be removed. They recharge after an 8-hour rest period.

Integrated Weapons (Ex) A cybernetic tyrannosaurid laser eyes are integrated into its frame and can't be disarmed. The laser eye has a range increment of 30 feet.

SCALING ROBOT DINOSAURS

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

Remove 1 cybernetic tyrannosaurid from the encounter.

MATCH TWO ENCORE: GIANT CREST-EATERS

"And now we move on to some more exotic opponents! Imported just for this contest, these creatures are not content just to tear the flesh from your bones, they want to eat the bones, too! Now entering the Zo!Dome, this pack of Kasathan crest-eaters is hoping the Starfinder team shows a little backbone.... so they can eat it!"

GIANT CREST-EATERS (4)

CR 6

Variant crest-eaters (*Starfinder Alien Archive* 30)

N Huge magical beast

Init +1; **Senses** bone tracker, darkvision 60 ft., low-light vision;

Perception +14

DEFENSE

HP 95 EACH

EAC 18; **KAC** 20

Fort +9; **Ref** +9; **Will** +6

OFFENSE

Speed 60 ft.

Melee bite +17 (1d10+11 P plus 1 con)

Ranged venom spit +14 (1 con)

Offensive Abilities bone eater

TACTICS

During Combat The giant crest-eaters each select a target and stalk it, using any cover available to get close to its target.

Each crest-eater spits venom, and then charges in to bite its chosen prey to death.

Morale The giant crest-eaters have been kept underfed and are quite hungry, but they flee from combat if reduced to 5 Hit Points or less.

STATISTICS

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

Skills Stealth +18, Survival +13

Languages Kasatha (can't speak any languages)

SPECIAL ABILITIES

Bone Eater (Su) A giant crest-eater's bite delivers a magical venom that dissolves certain minerals in its victim's body, liquefying that creature's bones. Each bite attack that deals damage also deals 1 Constitution damage. A target can negate this damage with a successful DC 14 Fortitude save.

Bone Tracker (Ex) A giant crest-eater's sense of smell is keenly attuned to the minerals it needs to survive. It can sniff out natural deposits of calcium, and it gains blindsense (scent) against creatures that have taken Constitution damage from its attacks in the past hour.

Venom Spit (Su) As a standard action, a giant crest-eater can make a ranged attack against the KAC of a single target within 30 feet, spitting its bone-liquefying venom. If struck, the target must succeed at a DC 14 Fortitude save or take 1 Constitution damage.

SCALING GIANT CREST-EATERS

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

Remove 1 giant crest-eater from the encounter.

MATCH TWO ENCORE: CRYSTALLINE SERPENTS

"And now we move on to some more exotic opponents! You might not see them, but entering the Zo!Dome are some pretty big glass serpents, native to Eox. At nearly 60 feet long, with dozens of eyes and a mouth surrounded by feeding tentacles, you might be glad you can't see them! But don't worry, their transparent bodies always become visible once they start swallowing contestants whole!"

CRYSTALLINE SERPENTS (2) CR 7

Variant glass serpents (*Starfinder Alien Archive* 2 64)

N Gargantuan magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +18

DEFENSE HP 115 EACH

EAC 19; **KAC** 21

Fort +11; **Ref** +11; **Will** +6

Defensive Abilities ravenous invisibility; **Immunities** radiation

OFFENSE

Speed 60 ft., climb 30 ft., swim 30 ft.

Melee tentacle +17 (1d6+13 S plus swallow whole)

Multiattack 3 tentacles +11 (1d4+13 S plus swallow whole)

Space 20 ft.; **Reach** 30 ft.

Offensive Abilities swallow whole (1d6+7 A, EAC 19, KAC 19, 25 HP)

TACTICS

During Combat The crystalline serpents remain invisible as much as possible. They each attack a different target. Once they swallow an opponent, they randomly select another target to stalk and eat, oblivious of the fact that they are no longer invisible. If the two serpents select the same target, they attack each other for 1 round, with the serpent who takes the most damage retreating and looking for another victim.

Morale The crystalline serpents have no choice but to feed as long as they are alive.

STATISTICS

Str +5; **Dex** +3; **Con** +1; **Int** -4; **Wis** +2; **Cha** -2

Skills Athletics +13 (+21 to climb or swim), Stealth +13, Survival +13

Other Abilities no breath

SCALING CRYSTALLINE SERPENTS

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

The crystalline serpents have the sickened condition.

SPECIAL ABILITIES

Ravenous Invisibility (Ex) A crystalline serpent can become invisible as part of any other action. Each time it successfully damages a creature while invisible, it must attempt a DC 14 Will save. If it fails, this ability is suspended and the glass serpent becomes visible for 1 round (though it can turn invisible again at the start of its next turn). A glass serpent that has swallowed a creature cannot turn invisible using this ability until 1 week after it swallowed the creature, when its meal has been completely digested. (If the swallowed creature escapes or is otherwise removed, the glass serpent can use this ability again immediately.) An invisible glass serpent can resume being visible as part of any other action.

MATCH TWO ENCORE: ROBOT HYDRAS

"For our finale, we present the exclusive Zo!Dome premiere. The mythical beast of legend.... now given synthetic life! It's big, it's bad, it has five heads.... the robot hydra! And what's better than one robot hydra? Two robot hydras!"

ROBOT HYDRAS (2)

CR 7

N Huge construct (technological)

Init +2; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE **HP** 105 EACH

EAC 19; **KAC** 21

Fort +9; **Ref** +6; **Will** +9

Defensive Abilities integrated weapons; Immunities construct immunities; **Weaknesses** vulnerable to electricity

OFFENSE

Speed 20 ft., swim 20 ft.

Melee bite +15 (2d6+13 P plus grab)

Multiattack 5 bites +9 (2d6+13 P plus grab)

Ranged algid coolant sprayer +14 (1d6+7 C; critical staggered; 30-ft. cone) or
viper-series hydra cannon +14 (2d6+7 E & F, 20-ft. cone)

TACTICS

During Combat The robot hydras use their integrated "breath weapon" ranged attacks and pounce multiattacks to destroy their opponents.

Morale The robot hydras fight until destroyed.

STATISTICS

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

Skills Athletics +16, Survival +11

Other Abilities nanite repair, unliving

Gear integrated algid coolant sprayer^{AR} with 1 high-capacity battery (40 charges), integrated viper-series hydra cannon^{AR} with 1 high-capacity battery (40 charges)

SPECIAL ABILITIES

Nanite Repair (Ex) A robot hydra's nanites heal it, restoring a number of Hit Points per hour equal to its CR. Once per day as a full action, the robot can regain 6d8 Hit Points.

Pounce (Ex) When a robot hydra charges, it can also make a full attack. It can use either its Multiattack or both of its ranged attacks for its full attack.

SCALING ROBOT HYDRAS

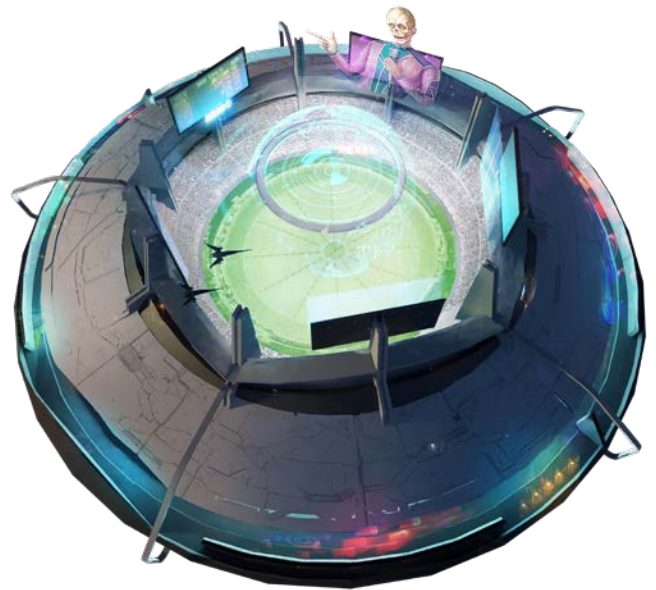
Make the following adjustment to accommodate a group of four PCs.

The prototype robot hydras malfunction as they emerge. Both have the sickened condition.

APPENDIX 3: GAME AIDS



ZO!



ZO! DOME

WAZASHA KEVIR



ZO! CREW MEMBER



APPENDIX 3: GAME AIDS



LETHEA



QUELL

ORGANIZED PLAY

REWARDS TABLE

Encounter	Level 5-6 Reward	Out of Level Reward	Level 7-8 Reward
Match One	817 credits	992 credits	1,167 credits
Match One Encore	817 credits	992 credits	1,167 credits
Intermission	817 credits	992 credits	1,167 credits
Match Two	817 credits	992 credits	1,167 credits
Match Two Encore	817 credits	992 credits	1,167 credits

REWARD CONDITIONS

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

Match One (Defeated Foes): The PCs earn these rewards if they defeat their foes during this match.

Match One Encore (Defeated Foes): The PCs earn these rewards if they defeat their foes during this match.

Intermission (Win Starship Combat): The PCs earn these rewards if they defeat the enemy starships during this match.

Match Two (Defeated Foes): The PCs earn these rewards if they defeat their foes during this match.

Match Two Encore (Defeated Foes): The PCs earn these rewards if they defeat their foes during this match.



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 ☐ Infamy
Org Play #: -7	Level	

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

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

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

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

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

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Scenario #3-10: Live Adventure Extreme!

Character Chronicle #

A.K.A. _____					LEVELS	☐ Normal Max Credits
Player Name	Character Name	Organized Play #	Character #	Faction	5-6	4,085
Adventure Summary You were selected by the Society to take part in a series of competitive combats at the Zo!Dome on the Brethedan archology of Trillidiem. There you combated against a set of dangerous foes, only to be sent on a starship to capture footage of a space battle against another starship for later use as footage for Zo! Media commercials. Following your starship battle, you and your allies returned to the Zo!Dome for a final set of bouts, where you emerged victorious. After this impressive day of work, you returned to Absalom Station and the Lorespire Complex where you gave a final report. During that report you (☐ expressed interest in returning to Live Adventure Extreme! / ☐ did not want to return for future episodes of Live Adventure Extreme!).					LEVELS	☐ Normal
					Out of Level	4,960
					LEVELS	☐ Normal
					7-8	5,835
					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 7-8	
advanced diasporan rifle (3,750; item level 5; <i>Alien Archive</i> 99)		advanced meteor glaive (18,200; item level 10; <i>Armory</i> 12)		aurora storm doshko (6,700; item level 7; <i>Near Space</i> 148)	
chill frosthaft doshko (2,100; item level 4; <i>Near Space</i> 148)		asp-series hydra cannon (41,000; item level 12; <i>Armory</i> 22)		ferromagnetic storm hammer (22,900; item level 11; <i>Armory</i> 12)	
liquidator disintegrator rifle (4,740; item level 6; <i>Armory</i> 17)		skitterhide II (12,500; item level 9; <i>Alien Archive</i> 2 23)		subzero frosthaft doshko (12,800; item level 9; <i>Near Space</i> 148)	
paramagnetic storm hammer (5,520; item level 7; <i>Armory</i> 12)		vesk overplate II (10,250; item level 8)			
tactical meteor glaive (4,390; item level 6; <i>Armory</i> 12)					
vesk overplate I (3,910; item level 6)					

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #