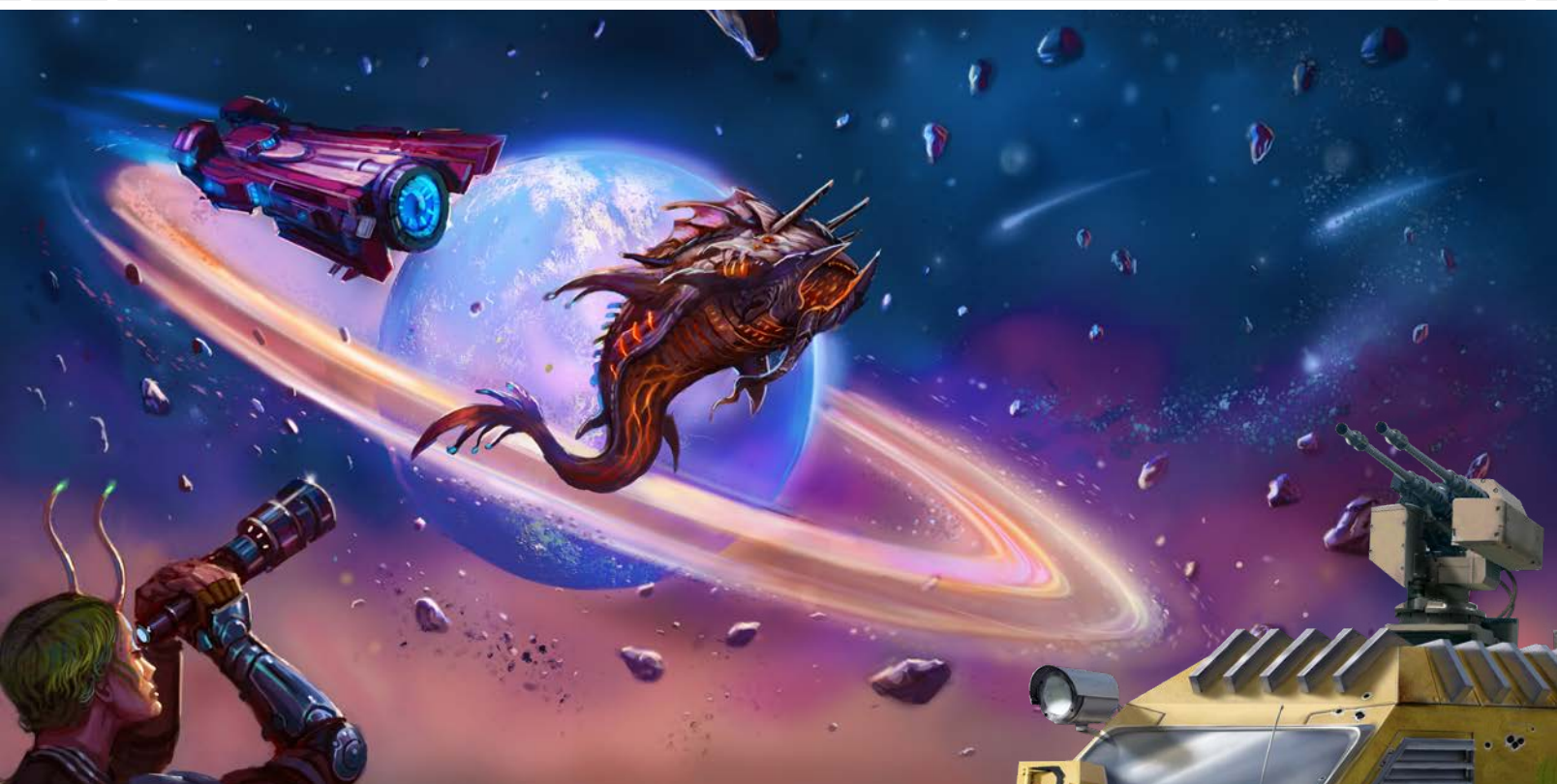


STARFINDER SOCIETY



YEAR OF EXPLORATION'S EDGE

SCENARIO #3-15

LEVELS 1-4

FROZEN AMBITIONS: THE PRELURIA CONNECTION

BY TINEKE BOLLEMAN





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PLAY TIME: 4–5 HOURS



LEVELS: 1–4



PLAYERS: 3–6



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FROZEN AMBITIONS: THE PRELURIA CONNECTION

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GM RESOURCES

Campaign Home Page: starfindersociety.club

Books: *Starfinder Core Rulebook*, *Starfinder Alien Archive 3* (AA3), *Starfinder Alien Archive 4* (AA4), *Starfinder Armory* (AR), *Starfinder Character Operations Manual* (COM), and *Starfinder Near Space* (NS)

Maps: *Starfinder Flip-Mat: Cantina*, *Starfinder Flip Mat: Giant Starship*, and *Starfinder Flip-Mat: Urban Sprawl*

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*.



FACTION (SECOND SEEKERS [EHU HADIF])



VEHICLE

SUMMARY

The Xystrian Brotherhood, an order of outwardly pacifist saboteurs, asks the Starfinders to help locate one of their missing members. The PCs' investigation begins on the nearby Vault of Vorlath, where they recover the lost agent's comm unit from a seedy cantina while fighting off hostile mercenaries. From there, the trail leads to an abandoned industrial complex, where the PCs find a laboratory being hastily dismantled by shobhad mercenaries. The PCs' investigation reveals that the laboratory produced *shimmersheen*, a serum that heightens physical attributes while inducing rage. When Sorah Ka, the biohacker who invented the serum, speeds away from the facility, the PCs must hotwire a delivery van to chase her down. After a final confrontation in the desert, the PCs can recover the body of the missing Xystrian and learn the truth about *shimmersheen*.

FROZEN AMBITIONS: THE PRELURIA CONNECTION

BY TINEKE BOLLEMAN



High Despot Jularaz the Frozen rules the penal world of Vesk-8, overseeing the mining of shimmerstone, a mineral known to have a calming effect on emotions. Jularaz longs to return to his home world of Vesk Prime and dreams of earning a better assignment than caretaker of a remote and inhospitable wasteland. The shimmerstone harvested by his prison-laborers hasn't been enough to increase his standing within the Council, so Jularaz has set his sights off-world.

Since most of Jularaz's underlings were assigned to Vesk-8 as punishment for their incompetence or insubordination, Jularaz hired mercenaries—using disguises or proxies to obscure his own identity—to research more lucrative uses for shimmerstone. One such contractor is the unscrupulous Ainveln, a bleaching gnome xenodruid who secretly uses his position within the Xenowards to exploit natural resources for profit. Ainveln used his twisted druidic magic to corrupt a kinwood sapling on Ghorus Prime and now provides regular shipments of its psychically resonant sap to Jularaz's secret laboratories throughout Near Space.

Jularaz has contracted scientists to test the substance over the past few months; one of them, a nuar technomancer named Nraall, recently made a breakthrough in this research on Zrulik-3. Nraall discovered that when combined with shimmerstone, the kinwood sap derivative causes heightened aggression in sentient creatures, though her trials failed to produce consistent results. Jularaz severed ties with the mercenary researcher days before a group of Starfinder Society agents discovered her laboratory.

Following this setback, Jularaz sent a prototype serum to other laboratories. After weeks of accelerated drug trials, a lab on one of Preluria's orbitals, the planetoid known as the Vault of Vorlath, synthesized a serum that reliably increased the endurance and strength of test subjects while inducing heightened (but controllable) rage. The lab was prepared to send the first batch to Vesk-8 when a member of the Xystrian Brotherhood stumbled upon the site. The Xystrian Brotherhood is a Prelurian faction of outwardly pacifist ascetics who use their reputation as a cover to operate as information brokers and saboteurs. The Xystrians didn't want any deal happening that they weren't in on, particularly not on the home planetoid of a rival faction, the Vorlath Mercenaries. The Brotherhood urged their agent to investigate further and visit the warehouse.

WHERE IN THE UNIVERSE?

While Preluria has developed sentient life in its gaseous layers, this adventure centers itself on its rings. They contain innumerable hidden smugglers' bases, mercenary training facilities, and retreats for wealthy, influential, xenobiologically curious, or misanthropic individuals from across the galaxy. Preluria's rings have no centralized government; instead, various factions vie for control of the orbitals. For more information, see page 100 of *Starfinder Near Space*.

PRELURIA

Orbital Rings of Infinite Worlds

Diameter: ×100; **Mass:** ×100; **Gravity:** Varies

Atmosphere: Normal; **Day:** 12 hours; **Year:** 25 years

A massive, poisonous green gas giant with wide orbital rings. The rings consist of millions of ice and mineral bodies of highly varying sizes. Xys and the Vault of Vorlath are two of the planetoids within these rings.

When the agent tried to infiltrate the laboratory to investigate further, he was surprised by the laboratory staff and the power of the rage serum. Sorah Ka, the shobhad scientist in charge of the lab, didn't want her profitable research interrupted and set up an ambush. She lured the Xystrian agent to the laboratory and killed him.

Concerned about the missing agent, the Brotherhood sought a neutral third party to investigate the disappearance. Aware of the Society's increased presence in Near Space, a Xystrian representative reached out to First Seeker Ehu Hadif to hire a team under the pretense of touring the exclusive world of Xys. Suspecting that the Xystrians have something up their sleeves but not wanting to run afoul of a powerful player in Near Space, Ehu now prepares to send a group of Starfinders to Xys.

GETTING STARTED

The adventure begins with the PCs' journey to Near Space in a Society starship already underway. PCs can review their mission briefing, a pre-recorded video message from First Seeker **Ehu Hadif** (LG male kasatha solarian), before entering the Drift.

Read or paraphrase the following to begin the adventure.

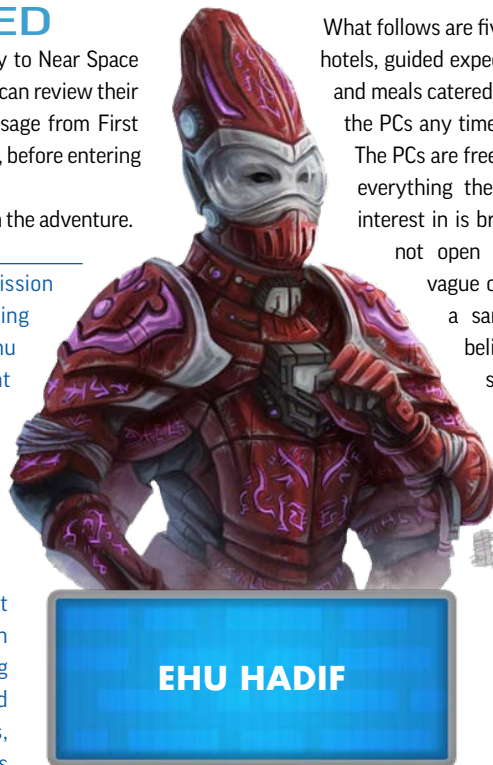
"Thank you for accepting this mission post-haste. I hope to cover everything you need to know in this briefing." Ehu gestures, and the image of a gas giant with broad rings appears hovering over his hand. "Chart a course to Xys, a planetoid orbiting the gas giant Preluria. The Xystrian Brotherhood has invited you to explore their planet. The Brotherhood is known to have ulterior motives, however, and I suspect they are likely to ask you for a favor in exchange for the privilege of visiting their world. Playing nice with them could be the key to valuable future alliances, as they curate a collection of artifacts from different civilizations and have a reputation as information brokers.

Timely communication with the Society will be impossible, so if they do ask you for a favor, please agree to it, so long as it's not something incredibly dangerous—or unethical. I trust your discretion. Please record anything the Xystrians tell you or allow you to see, as this is a rare opportunity to gather information about an otherwise inaccessible world and its culture."

After traveling for 3d6 days, the PCs' ship exits the Drift. An intensely green gas giant recognizable as Preluria dominates the viewport. Its rings sparkle against the darkness of space, massive compared to those of the Pact Worlds' own gas giants, Liavara and Bretheda. Xys itself is but a tiny speck within those rings, a planetoid caught in Preluria's orbit.

As the PCs enter Xys' atmosphere, several ships appear to guide the visitors toward the appropriate landing pad where a group of humanoids stand ready to welcome them. Their leader **Makao** (CN male endiffian envoy) wears a dark gray tunic with silver trim. As an endiffian (*Starfinder Adventure Path #7: Reach of the Empire* 56), Makao can mold his flesh into any shape he desires, but he currently appears human with smooth, pliant gray skin. The six others in his entourage wear light gray robes without any adornment and have their hoods drawn to obscure their faces. Makao smiles and bows.

"Welcome to Xys, travelers. I hope you had a pleasant trip. My name is Makao, and I will be your guide during your stay here. Your interest in Xys and the ways of the Brotherhood honors us."



What follows are five days of relaxation in luxury spas and hotels, guided expeditions to farms and meditation circles, and meals catered to the PCs' tastes. Makao accompanies the PCs any time they step outside an accommodation. The PCs are free to ask questions and take notes about everything they see, but anything else they show interest in is brushed off as 'not important', 'currently not open to visitors,' or prompts some other vague or roundabout answer. The PCs receive a sanitized version of the Brotherhood's beliefs and practices, highlighting their sustainable farms that source to hungry populations throughout the system, pacifist beliefs, and meditation practices. The PCs are also allowed to tour heavily curated sections of the Brotherhood's information vaults. The PCs can transcribe some interesting notes about various artifacts and historical documents during this time but quickly realize they've only been granted access to a tiny fraction of the organization's resources.

As this enjoyable but uneventful tour comes to an end, Makao leads the PCs to a conference room at the spaceport. As they settle in, Makao's demeanor shifts from friendly and servile to direct and businesslike.

"We hope your stay was much to your liking, and that you send glowing reports back to your Society, but I would be lying if I said inviting you here was just part of a cultural exchange. We hope you can help us discreetly solve a disappearance. One of our agents has gone missing on the nearby Vault of Vorlath, and we're concerned for his health. We have his last known coordinates, and of course a detailed description of him. Your organization's increased presence in Near Space, combined with your outsider status, makes you the perfect candidates to investigate this matter." Makao slides over a datapad. "In return for your cooperation, my organization will provide monetary compensation as well as inroads to a future alliance. We understand if you are hesitant about this mission. I can assure you that our agent wasn't initially involved in anything illegal or dangerous, though I can make no such guarantees about his current situation. Ultimately, we need a neutral party to investigate the situation on Vorlath, and if you accept, we will owe your organization a debt."

The datapad contains a full description and image of the agent. He's a human of average height with brown hair and eyes, going by the name Firiz for this mission. His last known coordinates, taken from a tracking device built into his comm unit, are a location close to one of the Vault of Vorlath's spaceports. The

datapad also lists some of Firiz's security codes, allowing PCs to decrypt any potential messages he left behind.

How long has Firiz been missing? "We started to worry a week after he failed to check in. Although it's not uncommon for agents to go quiet for a while, they have several subtle ways to get a signal to us. None appeared. We contacted your First Seeker at that point. Had our agent reappeared before you arrived, this would just have been a pleasant holiday for you. Drift travel being what it is, plus your tour, allowed more time for Firiz to resurface, but there's still no word from him. We fear the worst."

What is the Vault of Vorlath? "Vorlath is another planetoid within Preluria's rings. It is governed by the Vorlath Mercenaries, a cutthroat company that hires themselves out to the highest bidder. They're... less hospitable than we are here on Xys. The planetoid itself is nothing much. Mostly deserts, rocks, hovels, and terrible bars."

Who are the Vorlath Mercenaries? "Most members of the company are worlanisi, a small, blue-skinned species of humanoids that set up shop on Vorlath after volunteering for some sketchy genetic studies years ago. Preluria's political situation creates near-constant demand for their work, so for the past 10 years, they've been recruiting other species into their ranks to help fill the demand for their services. They have a charming motto: pay up or get out."

What was the agent's mission? "Checking in on one of the Brotherhood's many interests." Makao says enigmatically. He declines to elaborate further.

Why not search for him yourselves? "The Vorlath Mercenaries are not our allies. They won't object to neutral parties visiting their world, but if they discover your connection to us, it could endanger your lives."

Where should we start looking? "Start with the last place he updated his location. You probably won't find Firiz at those coordinates, but with any luck, you may uncover a trail to follow."

Any tips for going about this mission?/Any advice you can give us? "It would probably be good if you created a cover story explaining why you're looking for Firiz. Perhaps he owes you money, or he stole something from you. I'll leave that decision to you."

A. THE CROOKED DOSHKO

The Brotherhood graciously provides an unmarked shuttle so the PCs can travel anonymously to the Vault of Vorlath. The shuttle's journey takes several hours, charting a roundabout route to make it harder to determine its exact origin point. The Vorlath spaceport incorporates an amalgam of technologies from different eras and worlds in various stages of disrepair. Firiz's last known coordinates

point to a rowdy dive bar close to the spaceport. PCs who succeed at a DC 12 Culture check to recall knowledge recognize the graffiti on the building's windowless outer walls as tags associated with local mercenary companies. Use the map on page 6 for this area.

A bored worlanisi bouncer stands outside the bar (*Starfinder Alien Archive* 4 138). Since there's a show tonight, PCs must pay the cover charge of 20 credits each to get in. The bouncer gives them a quick once-over after they've paid and nods for them to go inside. PCs who don't have the credits can attempt to create a diversion or sweet talk the bouncer by succeeding at a DC 14 Bluff or Diplomacy check (DC 17 for Levels 3–4).



DOMAKAYO

A. THE CROOKED DOSHKO



A1. BARROOM

The sounds of blaring music, throaty singing, cheering, and jeering erupt from inside the bar, and the odor of smoke and stale alcohol spills out into the street. A large bar top divides the room into two sections, with private booths on one side and open tables on the other. The floors are sticky with spilled drinks, and the air is hot and stifling in the windowless building. Most of the patrons gather around a stage in the back watching a performance. A vesk dressed in a sparkling, skintight bodysuit with vibrantly painted scales belts out a popular song. He performs a dance routine as he sings, and his choreographed moves are reminiscent of combat. Occasionally a patron throws an empty can or bottle onto the stage that the dancer crushes with his tail, showing off bulging muscles in the process. A few scattered patrons hunch over the bar or relax in the booths. The bartender, a scarred female hobgoblin, offers a gruff greeting: "Buy a drink if you wanna stick around. We don't do charity here."

Signs on the backstage door to the south and the first three doors to the north read "personnel only." The northeastern door bears the universal symbol designating it as a restroom. The kitchen and backstage doors are in clear view of the whole bar, meaning that patrons and the bartender notice and call out any PCs attempting to sneak through unless they are completely invisible.

Investigation: As part of his investigation into Sorah Ka's facility, Firiz spoke with several patrons of The Crooked Doshko, including a delivery driver and the bar's entertainer. He determined that the driver's route included the facility and convinced the driver to drop him off nearby. Afterward, he reported his location to the Brotherhood and left his comm unit with Domakayo the entertainer for safekeeping.

To advance their own investigation, PCs must speak to one or more individuals in the bar.

The patrons are an eclectic mix of about a dozen different species. Most glance at the PCs, taking stock of how combat ready they seem to be. Quickly assessing that the PCs are off-worlders, patrons keep a cautious eye on them. If PCs ask about Firiz, patrons steer them toward the bartender. Attempts to make conversation with most patrons results in brusque, noncommittal answers.

The Bartender: With the bartender already demanding that the PCs buy something, she's an obvious place to start gathering information. **Keeper** (LE female hobgoblin) goes by her popular nickname among the regulars. The muscular, intimidating ex-merc is a woman of few words with only two rules: first, don't break anything, and second, pay your tab or else. Keeper only talks to the PCs if they spend 50 credits at the bar as a group. Drinks range in price from 1 credit for barely drinkable swill to 20 credits for something decent, or up to 50 credits for a shot of something rare. PCs who individually spend at least 50 credits gain a +4 circumstance bonus to all checks made to negotiate with Keeper.

After they invest credits in her business, a PC can convince Keeper to share what she knows by succeeding at a DC 14 Bluff or Diplomacy check (DC 17 for Levels 3–4). Alternatively, PCs can bully her into talking with a successful DC 17 Intimidate check (DC 20 for Levels 3–4). If they succeed, Keeper confirms that Firiz spent time in the bar recently and spoke with both the vesk performer and a regular patron named Bolgin. Of course, bribes are a normal part of Keeper's business, and her cooperation can be bought for 100 credits (200 credits for Levels 3–4) if skill checks fail.

The Regular: Hovertruck driver **Bolgin** (N male human) spends most of his free time in this bar. He sits alone at a table near the stage, totally absorbed in the dance performance. Bolgin is hesitant to speak to PCs about the missing agent as he's nervous about all this attention, but he responds easily to threats. If PCs succeed at a DC 13 Bluff or Diplomacy check to influence or lie to Bolgin (DC 16 for Levels 3–4) or a DC 11 Intimidate check to bully him (DC 14 for Levels 3–4), he admits that he talked with someone matching Firiz's description about his deliveries. Each PC can attempt a single check to influence Bolgin before he shuts down. A PC who succeeds at a relevant DC 10 Profession check to recall knowledge relating to the driving and maintenance of vehicles knows enough to build a professional rapport with Bolgin; such PCs gain a +2 circumstance bonus to their check.

If the PCs fail to convince, deceive, or intimidate Bolgin, he agrees to trade info if they can fix his broken datapad. The datapad is riddled with malware and requires a DC 15 Computers check to fix (DC 18 for Levels 3–4). Bolgin is also willing to talk if someone pays off his bar tab of 80 credits (140 credits for Levels 3–4). If he's persuaded to cooperate, Bolgin admits that after they discussed his delivery route, Firiz left him alone to meet with someone in the back rooms. Bolgin then gave Firiz a ride to a drop-off point in the middle of the desert in exchange for paying his bar tab. He also tells PCs that the bouncer, who runs a gambling side gig out of the bar in his off-hours, has keys to the back rooms.

The Bouncer: PCs can talk to **Sunny** (CN male worlanisi) at his post by the bar's entrance. Sunny runs card games in the back when he's not on duty and has access to the bar's security footage. He perks up if PCs mention gambling; if PCs chat with him about the games, he brags about using the bar's security cameras to maintain blackmail on patrons and implies he could be convinced to share this footage for the right price. Sunny isn't easily intimidated, though he does listen to reason and responds well to flattery. PCs must succeed at a DC 14 Diplomacy or Bluff check (DC 17 for Levels 3–4) or a DC 16 Intimidate check (DC 19 for Levels 3–4) to persuade Sunny to invite them to the security room (**A2**). If the PCs approach Sunny in a roundabout way through gambling, Sunny remarks that they aren't the usual high rollers, but that he's happy to set up a game once he finds someone to take over his shift. After a short wait, he takes the PCs into area **A3** and begins their choice of a card or dice game. PCs who succeed at a DC 14 Profession (gambler) check (DC 17 for Levels 3–4) impress Sunny and earn his

cooperation. If all else fails, PCs can buy his cooperation for 100 credits (200 credits for Levels 3–4).

The Dancer: Tonight's entertainment is provided by **Domakayo** (N male vesk). PCs who try to approach him during his performance attract the attention of the bouncer, who warns them not to disturb an artist at work. If PCs spend at least 50 credits at the bar and make a positive impression on at least two of the three major NPCs here, Domakayo introduces himself to the PCs after his performance. If asked about meeting with Firiz, Domakayo remains silent. If PCs mention seeing the security footage, Domakayo admits he received a comm unit from the agent, who paid him to keep it safe. Domakayo doesn't know anything about the agent's mission but agrees to hand over the comm unit. He leaves the bar briefly and returns with the device. Proceed to **Event 1** on page 9.

A2. SECURITY ROOM

A cramped room holds a desk with a computer, filing cabinets, and three banged-up chairs. The room smells musty and the air

is stale. There are unmarked doors in the western, northern, and eastern walls.

The door to this room is locked, but Keeper and Sunny both have keys. The lock can be bypassed with a DC 14 Engineering check to disable device (DC 17 for Levels 3–4). PCs searching the room find that the security console is not password-protected and can be easily accessed. The system, however, is archaic and contains poorly labeled files; locating the right file without Sunny's help takes 3d10 minutes. For every 10 minutes that pass, there is a 25% chance that Sunny enters the room, looking for something. If he catches the PCs, he angrily calls for Keeper to help him remove the intruders. If a fight breaks out, use the statistics of the ijtikri mercenaries for Sunny, minus the hardened mantle ability. Fighting Sunny causes Keeper and the rest of the bar to become hostile toward the PCs, and if they make their way back to the bar room, Keeper pointedly orders them to leave, or else fight everyone on the premises. 25 patrons are currently in the bar, most openly carrying a weapon of some kind.

Development: If Sunny takes the PCs into this room to show them the security footage of the Xystrian agent, PCs don't need to unlock the door or dig through the files. The footage shows a man matching Firiz's description receiving a communication device from a hooded figure, then talking to the vesk dancer in a private booth. Firiz then goes into the restroom for a while. The vesk dancer enters the restroom shortly after he leaves. Eventually Firiz exits the bar and the dancer retreats to the back rooms.

Sunny offers to introduce the PCs to the dancer. If the PCs agree, the bouncer takes the PCs back to the bar, stating that the dancer needs a few minutes to freshen up. He pours the PCs each a drink at his own expense while they wait.

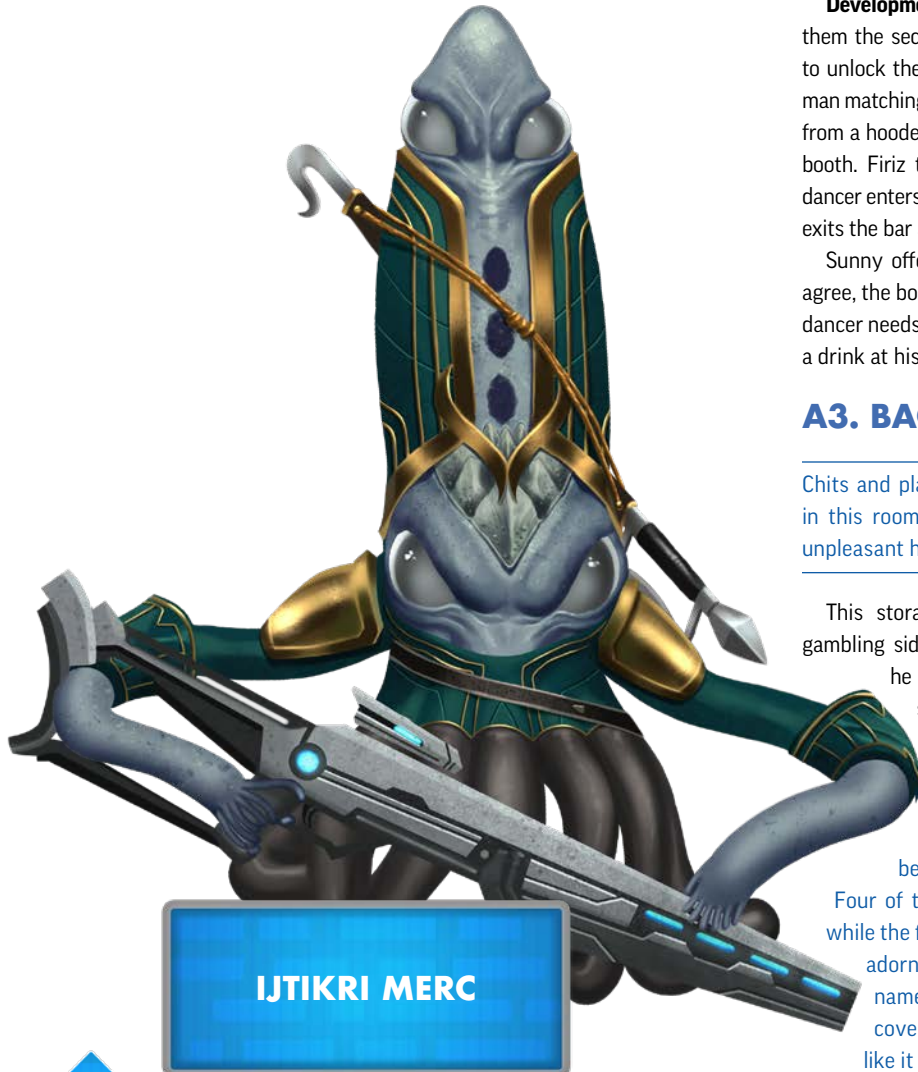
A3. BACK ROOM

Chits and playing cards are scattered across the three tables in this room. Pipes gurgle and hiss in the corner, giving off unpleasant heat.

This storage room was repurposed to allow for Sunny's gambling side hustle. If any PCs express interest in gambling, he brings them to this room before showing them the security footage.

A4. RESTROOM

The cramped hallway smells of waste and stale beer, an odor that intensifies when the door opens. Four of the metal cubicles have barely functioning doors, while the fifth has no door at all. Colorful stickers and graffiti adorn the insides of each cubicle, along with scribbled names in permanent marker. A thick layer of grime covers the floor and fixtures, and the entire area looks like it hasn't been cleaned since the building was built.



IJTIKRI MERC

The northern door is locked, but Keeper and Sunny both have keys. Opening the lock requires a successful DC 14 Engineering check to disable device (DC 17 for Levels 3–4).

Treasure: Firiz planned to return after exploring the facility, so he gave his comm unit to Domakayo for safekeeping and left some backup items here in case he needed supplies. PCs who succeed at a DC 15 Perception check to search the restroom (DC 18 for Levels 3–4) find 2 *mk 1 healing serums* hidden in the water tank of one of the toilets. The serums' casings are covered in a layer of slime.

A5. KITCHEN

This kitchen smells like old grease and is covered in a film of it. Several freezers hum in a corner, and the deep fryers are hot enough to emit clouds of fat and steam into the air.

Food in the bar comes in one variety: deep-fried. Most of it is of questionable origin, and Keeper has no qualms about throwing whatever morsels patrons provide into the fat for a fee.

A6. STAGE ACCESS

A hallway runs from the back of the bar towards the stage. The door to the outside is locked, but Keeper and Sunny both have keys. The lock can be bypassed with a successful DC 14 Engineering check to disable device (DC 17 for Levels 3–4). Beyond the door is a deserted alley occupied by dumpsters and a gallery of colorful graffiti.

EVENT 1: FINDERS KEEPERS (CR 3 OR CR 5)

As the PCs search for Firiz's comm unit, a group of mercenaries enters the bar. This group was previously employed by the nuar scientist Nraall on Zrulik-3 (from *Starfinder Society #3–09: Frozen Ambitions: Freeing the Herd*), and they're searching for Sorah Ka's facility as well. With Nraall out of the picture, they realized that her research itself was incredibly valuable and hope to seize control of it by chasing rumors. They surreptitiously eavesdrop as PCs talk to the bar's occupants, waiting for the right time to strike. As soon as Domakayo returns with the comm unit, one of the mercs signals the others to draw their weapons.

As combat erupts, Keeper pushes a button, causing metal shielding to slide down over the racks with the good booze. She rips out a floorplate to use as a shield and pulls out a stun baton, shocking anyone foolish enough to hop over the bar. The other patrons push tables over to use as improvised cover or run for the exit. Domakayo clutches the comm unit to his chest, shouting that the PCs can have it if they protect him.

LEVELS 1–2 (CR 3)

IJTIRKI MERCS (4)

CR 1/2

Page 18

LEVELS 3–4 (CR 5)

IJTIRKI MERCS (3)

CR 2

Page 21

Development: Once the PCs defeat the ijtikri mercs, silence settles over the bar. Patrons cautiously peek over tables to assess the scene. They avoid the PCs, not wanting to become their next targets. This gives the PCs time to take a 10-minute rest and study the comm unit. The device is locked with some serious security measures, but with the codes provided by the Brotherhood, it's possible to hack the device with a DC 16 Computers check (DC 19 for Levels 3–4). On a failure, the device self-destructs, and the PCs can only recover a set of coordinates before it's rendered useless. If they succeed, they can access message logs between the agent and an unknown contact. The final message on the device arranges a meeting at a given set of coordinates. The agent states that he's hesitant about this investigation and that he plans to leave some clues for anyone trailing him if things go south. This information gives the PCs a +2 to all checks made while investigating area B.

If the ijtikri mercs win the fight, the PCs wake up to a small group of Vorlath mercenaries tending their wounds. During the scuffle, Keeper called in a group of friendly mercs to defend her bar and vouched for the PCs as outsiders who did nothing wrong. PCs can retrieve the comm unit from one of the ijtikri's corpses, but it's damaged to the point that all the PCs can get from it are the coordinates.

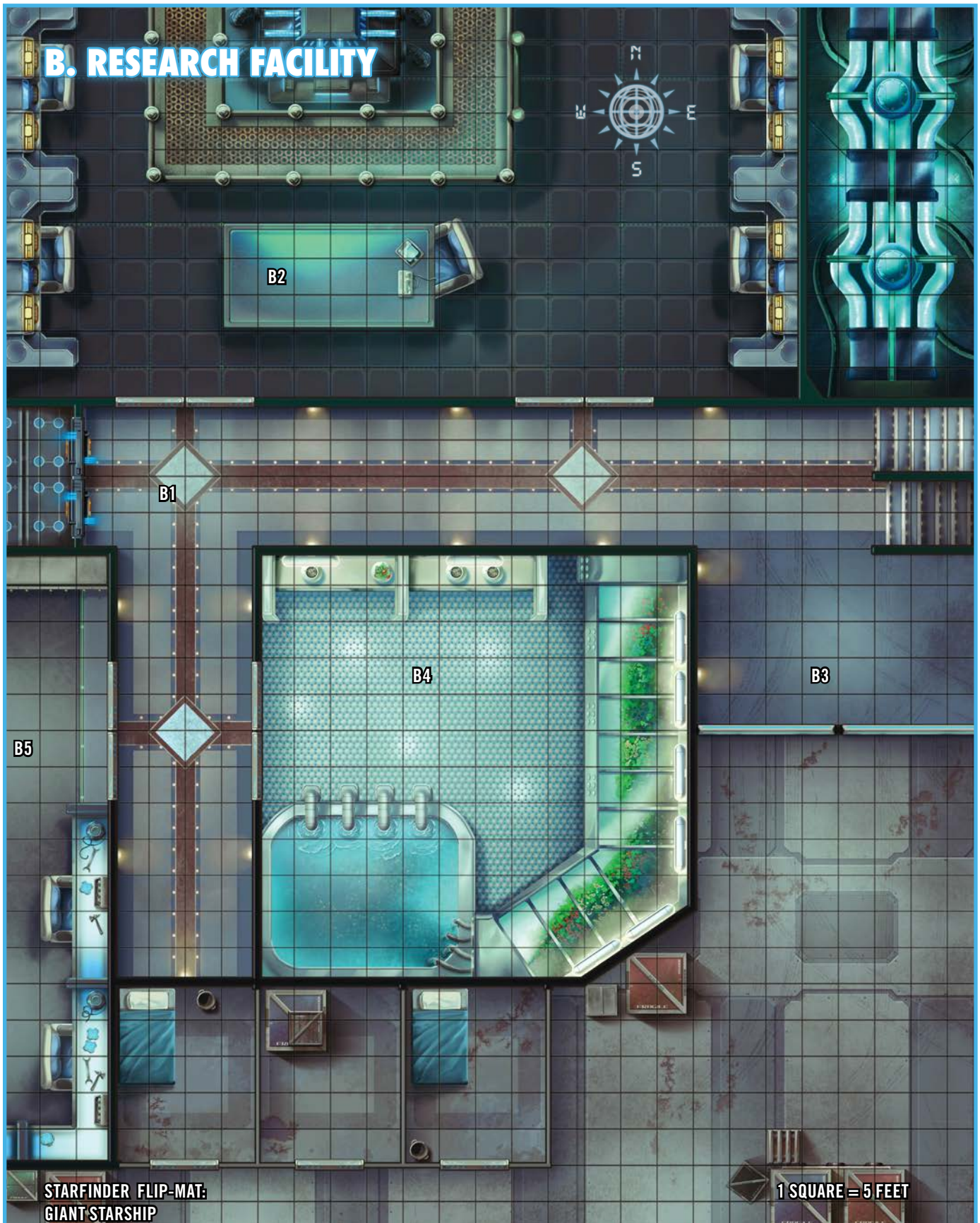
B. RESEARCH FACILITY

The coordinates on Firiz's comm unit lead to a seemingly abandoned industrial building several miles into the desert. If PCs befriended Bolgin, he offers them a ride and drops them off before completing his delivery route. PCs can hire a driver for 30 credits or walk for 1d6 hours to reach the facility. PCs who walk through the desert must succeed at a DC 15 Fortitude save or take 1d4 nonlethal fire damage each hour.

The massive facility's entrance is chained shut, but a PC who looks closer realizes that the chain has been expertly cut and then carefully put back together again so that it appears unbroken.

Inside the dimly lit complex, hallways branch off in three directions, forming a maze for those who don't know their way around the building. The area shows signs of neglect, such as dirty floors and halls littered with debris. Luckily, PCs can follow the trail of footprints and subtle clues Firiz left for them. Use the map on page 10 for this area.

Following the trail quickly and accurately requires a PC to succeed at two DC 13 Survival checks to follow tracks or two DC 15 Perception checks to search (DC 15 or 18, respectively, for Levels 3–4). For each failed check, PCs lose time following the trail, and the bodyguards in area B1 gain a cumulative +1 circumstance bonus on their initiative rolls, as they have time to prepare for intruders. Circumstance bonuses that the guards gain on their initiative rolls stack, to a maximum of +5.



At the end of the trail, the PCs arrive at a bulky, newly installed security door. Opening the door requires a successful DC 15 Computers or Engineering check to disable device (DC 18 for Levels 3–4). Failing this check sets off an alarm, warning the bodyguards in **B1**, who gain a +1 circumstance bonus to their initiative rolls. A PC who succeeds at a DC 23 Perception check (DC 26 for Levels 3–4) notices the alarm's wiring on the door. Disabling the alarm requires the same DCs as opening the door. Alternatively, the PCs can gather debris from the floor to use as makeshift crowbars and force the door open. This requires no checks but automatically warns the shobhad bodyguards inside and gives them the full +5 circumstance bonus to their initiative rolls.

B1. HALLWAY AMBUSH (CR 3 OR CR 5)

A broad, well-maintained hallway runs from west to east between the metal security door and a roomy stairwell. Another hallway branches off to the south, leading to a dead end. Doors designed for large creatures line the halls, and bright fluorescent lights shine overhead.

This part of the industrial complex is better-maintained than the outer corridors. Though its original purpose is unknown, it most recently served as a makeshift lab and sleeping quarters for Sorah Ka's staff. The stairwell to the east became a convenient dumping ground for lab waste and other trash, which collects at the base of the stairs. The stairs going up are rusty and lead to an abandoned, trash-strewn floor with broken windows.

Creatures: Moments ago, Sorah Ka ordered two of her bodyguards to remain behind and destroy the last bits of evidence from the lab. Depending on the results of the PCs' checks to navigate the facility, an alarm might alert the shobhads to the intruders. If they get warning or hear the PCs moving in the hallway outside, they draw their melee weapons and prepare an ambush. One emerges from area **B2** and the other from area **B5** as the PCs move down the hallway. After they burst through the doors and combat begins, both shobhads activate a mechanism on their armor as a move action to inject themselves with *shimmersheen* serum.

Sorah Ka devised an experimental armor mod that administers the serum when a button is pressed. The shobhads' statistics are already adjusted for the serum. *Shimmersheen*'s noticeable symptoms include popping veins, red eyes, and pronounced rage. PCs who succeed at a DC 12 Life Science check to recall knowledge realize that while shobhads are often formidable opponents, the two bodyguards display unusual endurance and strength.

LEVELS 1–2 (CR 3)

SHOBHAD BODYGUARDS (2)

CR 1

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LEVELS 3–4 (CR 5)

SHIMMERSHEEN

This translucent yellow serum is manufactured by combining extract of shimmerstone with specially treated kinwood sap and other additives. The experimental serum enhances the strength and endurance of most creatures, as well as inducing aggression. Other side effects include bloodshot eyes, inability to speak clearly, excessive perspiration, and loss of fine motor skills. Creatures injected with *shimmersheen* receive a +2 circumstance bonus to attacks, a –2 penalty to EAC and KAC, and are immune to fatigue for 5 minutes. In addition, if a creature under the effects of *shimmersheen* is dying, it can automatically stabilize to stay in the fight, regaining 1 Hit Point. Creatures that already have this ability instead gain 10 temporary Hit Points.

Creatures unwillingly subjected to *shimmersheen* can attempt a DC 14 Fortitude save to negate this effect.

SHOBHAD BODYGUARDS (2)

CR 3

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Development: After the fight, PCs can examine the bodyguards and their armor. Even if the PCs used nonlethal damage, both shobhads are dead; in this case, a PC who examines them and succeeds at a DC 14 Medicine check realizes they died from stress-induced heart attacks rather than their wounds. One of the shobhad's comm units contains a stored message of an audio recording. If the PCs listen to the message, give them **Handout #1**.

B2. COMPUTER LAB (CR 2 OR CR 4)

Large desks line this room, and computer consoles and equipment are scattered carelessly over the desks and floor. One of the bodyguards was in the process of smashing the computer terminals and hard drives when the PCs first entered the facility. In a rush, he didn't properly disconnect the terminals from their power supplies. A PC who searches the room and succeeds at a DC 12 Perception check notices that one of the hard drives is still intact.

Trap: The smashed terminals have exposed wires and circuit boards hanging out, creating a dangerous situation for creatures handling the equipment.

LEVELS 1–2 (CR 2)

BROKEN CONSOLE TRAP

CR 2

Type Technological; **Perception** DC 23; **Disable** Engineering DC 18 (disconnect the wires)

Trigger location; **Reset** immediate
Effect 4d6 E; Reflex DC 13 half

LEVELS 3-4 (CR 4)

BROKEN CONSOLE TRAP

CR 4

Type Technological; **Perception** DC 23; **Disable** Engineering DC 18 (disconnect the wires)
Trigger location; **Reset** immediate
Effect 4d10+2 E; Reflex DC 15 half

Development: While the hard drive the PCs found is still intact, its violent extraction from the computer terminal partially corrupted the data and damaged the drive's housing, though its portable data module still contains valuable information. Any PC with at least one rank in Computers or Engineering is adept enough to access the portable data module and view its contents, which consists of a short advertisement vid. If none of the PCs can access the vid, they can bring the module to the Lorespire Complex at the adventure's conclusion.

The vid stars a female lashunta in a fitted business suit standing in front of a screen and smiling a bright, white smile. She speaks with a confident voice: "With our new performance-enhancing combat drug, *shimmersheen*, all your security assets can fight with enhanced stamina and strength!" The screen displays "shimmersheen" in a bold, slick font alongside scrolling data figures. "Rest assured that this super serum is easy to administer and has no addictive properties. Increased aggression caused by *shimmersheen* is perfectly safe and controllable, allowing combatants to focus on fighting rather than unpleasant distractions like pain or fear. Our studies show that enhanced subjects perform up to 82% better than non-enhanced control subjects, guaranteeing a lower casualty rate and greater chance of victory for your organization!" As she speaks, fine print flashes across the screen: "Side effects include arrhythmia, respiratory distress, exhaustion, and ruptured blood vessels. Consult your doctor before using *shimmersheen* with other drugs."

B3. LOADING DOCK

Two metal doors span the whole of the wall facing the stairwell, and a terminal blinks red on the western wall. These doors lead outside to the loading dock. Before the shobhads engaged the PCs, they sent a silent comm to Sorah Ka, warning her and the rest of their crew about the Starfinders. The crew locked the doors, then overloaded the outside terminal to buy themselves more time to load all the serum and lab equipment into their truck. To open the doors, PCs first must repair the inside terminal with a successful DC 12 Engineering check (DC 15 for Levels 3-4). They then need to disable the computerized lock with a DC 14 Computers check (DC 17 for Levels 3-4). If none of the PCs can make these checks, they can instead force open one of the doors with brute strength. This requires no check but

takes time, allowing Sorah Ka's vehicle to start one zone further ahead of the PCs' vehicle in **Event 2**.

Development: As the PCs tinker with the terminal and locks, they hear an idling engine and the faint sounds of heavy items banging against metal as the crew loads crates into their van. Once unlocked the doors open outward to reveal a van speeding away; proceed to **Event 2**. PCs can return to finish exploring the facility after the chase and confrontation, but if they continue investigating before pursuing the van, they automatically lose the chase.

B4. LABORATORY

Double doors provide access to a hot and humid laboratory. Workbenches line the northern wall facing a tubular greenhouse protected by transparent aluminum plates. A tub filled with a clear liquid takes up a large portion of the lab floor to the south.

Sorah Ka invented and produced the *shimmersheen* serum in this lab. The plants in the greenhouse were used to further refine the kinwood sap, and the tub is filled with water to keep specimens, serums, and samples at a constant controlled temperature. PCs who search the lab and succeed at a DC 15 Perception check (DC 18 for Levels 3-4) notice fresh scuffmarks on the floor, as if heavy items were recently removed.

A PC who spends five minutes studying the plants in the greenhouse and succeeds at a DC 12 Life Science or a DC 14 Survival check (DC 15 or 17, respectively, for Levels 3-4) identifies the plants as indigenous flora that, though they originate on different worlds, all act as natural filters, holding a reservoir of clean drinking water somewhere in their stem of leaves. Picking a few plants and carefully opening their reservoirs reveals that they all contain a strange, purple, sticky sap. PCs who succeed at a DC 18 Life Science or Mysticism check (DC 20 for Levels 3-4) identify the substance as kinwood sap, a fluid harvested from sentient kinwood trees on Ghorus Prime.

One of the workbenches is covered in a fine crystalline dust spilling out of a broken container. PCs who played *Starfinder Society #3-03: Frozen Ambitions: The Shimmerstone Gateway* or *Starfinder Society #3-09: Frozen Ambitions: Freeing the Herd* immediately recognize the substance as shimmerstone. If no one has played either adventure, PCs can identify the crystals as shimmerstone with a successful DC 13 Physical Science check (DC 16 for Levels 3-4), recalling that the mineral is mined on Vesk-8 and normally has a calming effect on emotions.

B5. WORKSHOP

Benches line this workshop's eastern and southern walls, with racks of spare parts located to the north. In a rush to complete the project and stay mobile in case of detection, Sorah Ka traveled light. Her crew rigged specialized equipment from components they scavenged from around the abandoned industrial complex.

When the PCs first entered the area, one of the crew was busy burning evidence in a metal crate. The fire still burns, but the crate's contents are charred beyond recognition. There are papers scattered across the floor—mostly useless scraps including takeout receipts, mundane internal memos, and a drawing of a stick figure shobhad in a lab coat with a devil's tail, horns, and a swear balloon. A PC who succeeds at a DC 14 Perception check notices **Handout #2** in the mess. A PC searching the room locates **Handout #3** under one of the workbenches with a successful DC 16 Perception check.

Treasure: The workshop stores surplus items. Any PC who checks the racks to the north finds 2 high-capacity batteries, a cartridge with 20 darts, and an engineering specialty toolkit.

EVENT 2: DANCING IN THE DESERT (CR 3 OR CR 5)

A battered delivery van with a massive turret built onto its roof idles in the loading dock, which stands empty of all but a few discarded equipment scraps and the remains of a broken wooden pallet. A muscular shobhad worker shoves one last crate into the back of the van, offering a glimpse of a limp humanoid form sprawled beside stacks of laden pallets before the door slams shut. The shobhad smirks, leaping onto the bumper before hauling himself up to the roof and signaling to the driver. Tires screech as the van speeds away in a cloud of exhaust.

A single dilapidated van remains parked in the loading dock. The van isn't locked, but there's no key in the ignition. PCs can

hotwire the van, either by succeeding at a DC 14 Engineering check (DC 17 for Levels 3–4) to rip open the control panel and cause a short in the ignition wires, or by succeeding at a DC 13 Computers check (DC 16 for Levels 3–4) to hack the onboard computer. A successful DC 12 Sleight of Hand check (DC 15 for Levels 3–4) allows a crafty PC to forge a replica key. Alternatively, a PC can attempt a relevant DC 12 Profession check to start the van.

If none of the PCs have the appropriate skills, or if they fail all their checks, they can randomly press buttons and somehow stumble on the van's factory reset, allowing them to start the vehicle. This takes time, and Sorah Ka's van begins one additional zone ahead of the PCs. If PCs were already delayed, the van doesn't start two zones ahead, but Sorah Ka instead gains a +5 circumstance bonus to her first two Piloting checks.

One PC can sit in the driver's seat to pilot the vehicle, and another PC can ride on the roof to operate the van's mounted weapon. The cargo compartment has enough room for everyone else, but they might be in for a bumpy ride. The PCs' vehicle has an autopilot system as a backup, but the autopilot is only programmed to perform the break free, evade, keep pace, and slow down maneuvers. The delivery vans each have one spindle-mounted gun that allows gunners to fire at the opposing vehicle without taking penalties. The PCs' vehicle and Sorah Ka's vehicle use the same statistics.

LEVELS 1–2

ALL-TERRAIN DELIVERY VAN **LEVEL 2**

Huge land vehicle (10 ft. wide, 20 ft. long, 7 ft. high)



**ALL-TERRAIN
DELIVERY VAN**

Speed 10 ft., full 450 ft., 50 mph
EAC 13; **KAC** 14; **Cover** total cover for the pilot, partial cover in the back
HP 24 (12); **Hardness** 2
Attack (Collision) 3d4 (DC 11)
Attack (Turret) azimuth laser rifle (1d8 F)
Modifiers +0 Piloting, -2 attack (-4 at full speed)
Systems autopilot (Piloting +8), planetary comm unit;
Passengers 7

LEVELS 3–4

ALL-TERRAIN DELIVERY VAN

LEVEL 4

Huge land vehicle (10 ft. wide, 20 ft. long, 7 ft. high)
Speed 10 ft., full 450 ft., 50 mph

EAC 15; **KAC** 16; **Cover** total cover for the pilot, partial cover in the back
HP 50 (25); **Hardness** 4
Attack (Collision) 6d4 (DC 13)
Attack (Turret) corona laser rifle (2d6 F)
Modifiers +0 Piloting, -2 attack (-4 at full speed)
Systems autopilot (Piloting +10), planetary comm unit;
Passengers 7

Vehicle Chase: Use the vehicle chase rules (*Core Rulebook* 282–287) to determine the results of this encounter. Sorah Ka's van begins in the second zone, while the PCs start in the first zone. Since the PCs are driving an unfamiliar vehicle, provide them with **Handout #4** and explain their objective in the chase prior to beginning this encounter. Keep track of any damage sustained during the chase; this damage persists when the chase ends.

The chase ends when the PCs disable the other vehicle (or vice versa), kill or incapacitate the other vehicle's passengers, or when the PCs reach the final zone. Sorah Ka and her crew only escape if their van gets 4 zones ahead of the PCs' vehicle, though since they dangerously overloaded the van, they can't use the speed up action for the duration of the chase. The first time the two vehicles occupy the same zone, Sorah Ka attempts the engage action. If she succeeds, she injects one of her mercenaries with *shimmersheen*. The mercenary then jumps straight through the PCs' windshield, automatically succeeding at the check to board; use the statistics for the shobhad bodyguard on page 20 (page 23 for Levels 3–4).

If the PCs destroy the other vehicle or successfully make it to the end of the chase, proceed to **Event 3: Seizing the Transport**. If the PCs lose the chase, either by failing to keep pace or by getting their vehicle disabled or destroyed, they can still track Sorah Ka to her destination, as the van's tracks are easy to follow in the desert sands; however, Sorah Ka and her crew then begin the final encounter with full Hit Points, while the PCs have no chance to rest.

CHASE ZONES

#	Zone	Effects
1	Loading Bay	No effects
2	Collapsed Building	Split Routes: desert road (no effects) or tunnel (-2 Piloting and cover)
3	Heavy Traffic	Altered Attacks: vehicle gridlock (cover); New Tricks divert traffic at enemies (active (hazard; every vehicle that enters the zone; attack +9 for

SORAH KA

EVENT 3: SEIZING THE TRANSPORT



		3d4 damage [attack +11 and 3d6 damage for Levels 3–4])
4	Spaceport Highway	Active Hazard: oncoming traffic (must evade or vehicle takes 3d4 damage)
5	Sandflats	No effects
6	Sand Dunes	Split Routes: surface road (no effects) or dunes (shortcut: +2 to Piloting to keep pace or speed up, but everyone in a vehicle takes 2d4 damage [4d4 for Levels 3–4]; Reflex DC 12 half)
7	Hillside	Altered Movement: steep slope (+4 to Piloting)
8	Sandstorm	Altered Attacks: limited visibility (concealment); Altered Movement: wind gusts (–2 to Piloting)

EVENT 3: SEIZING THE TRANSPORT (CR 4 OR CR 6)

Whether the PCs destroy the van or pursue it to the end of the chase, the next encounter occurs in a block of condemned buildings. If the PCs stop the enemies before the end of the chase, this is a random roadside shopping center closed off for construction. If PCs reach the end of the chase, this is the destination where Sorah Ka takes all her finished batches of *shimmersheen* for secret pickups. The area is filled with alleyways too narrow for the PCs' vehicle, so they must abandon it here to stop the transport. Use the map on page 15 for this encounter.

Creatures: The PCs face off against Sorah Ka and her surviving bodyguards. Any bodyguards start combat by activating their *shimmersheen* serum as a move action. The large shobhads treat squares cluttered with obstacles (tables, chairs, crates) as difficult terrain.

LEVELS 1–2 (CR 4)

SHOBHAD BODYGUARD CR 1
Page 20

SORAH KA CR 2
Page 20

LEVELS 3–4 (CR 6)

SHOBHAD BODYGUARDS (3) CR 1
Page 23

SORAH KA CR 4
Page 23

Development: With Sorah Ka and her bodyguards defeated, the PCs have time to search her delivery van. It's packed full of laboratory equipment and crates. The crates contain both unrefined shimmerstone and ampoules of kinwood sap. If the PCs identified these substances in area **B4**, they recognize them now; otherwise, they have an additional opportunity to identify them. Other crates contain enough finished *shimmersheen* to power a small army. After witnessing its effects, PCs can deduce that the serum increases physical abilities while clouding the senses. To determine *shimmersheen*'s exact effects and chemical composition, the PCs must secure a sample for further study at the Lorespire Complex.

Stuffed halfway into a broken crate is the lifeless body of Firiz, the Xystrian agent. A quick examination with a successful DC 12 Medicine check reveals that he died from a broken neck more than a day ago, but that the body is remarkably well-preserved by cold and is beginning to thaw. The PCs can load up the goods into one of the vehicles and drive back to the spaceport, where they can transfer the cargo to their shuttle for the return journey to Xys.

If the PCs are defeated in this fight, they wake up in the desert a few hours later. The surviving mercenaries managed to repair their van, hand off the shipment, and flee the planet. They dumped Firiz's body and buried him nearby in a shallow grave, which the PCs notice with a DC 12 Perception check.

If the PCs did not finish their exploration of the facility, they can return and do so now if they wish.

CONCLUSION

The PCs pilot the borrowed shuttle back to Xys without further excitement. Makao collects the body of the deceased agent with reverence and thanks the PCs for their efforts in returning his Brother to their world. He doesn't press PCs for details about what they found on Vorlath, however. If the PCs recount their activities to him, Makao winks and assures them his "sources" already told him what happened. If PCs took Sorah Ka into custody, Makao offers to oversee the process of turning her over to the proper authorities. If the PCs refuse his assistance, it takes 1d6 days for the Vorlath Mercenaries to send a battered transport to collect her. During this time, the Xystrians become distant and prickly, disappointed that the PCs chose to favor their rivals.

As long as they returned Firiz's body, Makao generously rewards the PCs with a credit transfer and escorts them back to their own starship. From there, the PCs enjoy a tranquil trip back to the Pact Worlds. If PCs check local infosphere news feeds after leaving the Drift, they notice a headline buried in a host of mundane weather and financial reports that catches the eye: "Robotics lab suffers massive data loss." The report provides no additional information except that the facility affected is located somewhere in the Vast.

Back at the Lorespire Complex, Ehu debriefs the PCs after a few days of analysis and closed-door discussions with other Society leaders. He explains that the Lorespire Complex's labs

discovered or confirmed that the raw materials recovered from the laboratory and shipment are shimmerstone and kinwood sap, though the sap displays variations in appearance and molecular structure different from any other sap samples their technicians have encountered before. If the PCs stopped the shipment, Ehu also elaborates on the nature of the *shimmersheen* serum and reassures the PCs that most of the shipment has already been destroyed, with a few samples kept in the Archives and sent to the Stewards. Ehu comments that the *shimmersheen*'s similarity to an experimental serum recovered on Zrulik-3 is too great to be a coincidence.

Regardless of whether the PCs stopped the *shimmersheen* shipment, the First Seeker informs them of his plans to investigate further, beginning with a trip to Ghorus Prime, the only known source of kinwood sap. He tells the Starfinders to be patient while leadership prepares for the mission, and that they'll be in touch.

REPORTING NOTES

If the PCs captured Sorah Ka alive, check box A. If they killed her, check box B. If she got away, check box C.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they find the body of the missing Xystrian agent. Doing so earns each PC 1 Fame and 1 Reputation for their selected faction.

SECONDARY OBJECTIVES

If the PCs complete at least three of the following five objectives, they complete their secondary objective and earn 1 additional Fame and 1 Reputation for their selected faction: recover Firiz's comm unit without damaging it, identify and collect a shimmerstone sample, identify and collect a kinwood sap sample, locate the hard drive in area **B2**, and successfully complete the chase in **Event 2**.

APPENDIX 1: LEVEL 1–2 ENCOUNTERS

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

EVENT 1: FINDERS KEEPERS

IJTIKRI MERCS (4)

CR 1/2

Ijtikri (*Starfinder Alien Archive* 3 54)

CN Medium aberration

Init +0; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE **HP** 12 EACH

EAC 10; **KAC** 11

Fort +3; **Ref** +0; **Will** +2; +4 vs. critical hit effects

Defensive Abilities hardened mantle

OFFENSE

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

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

Ranged subzero hail pistol +5 (1d4 C & P; bleed 1d4) or
frag grenade I +5 (explode [15 ft., 1d6 P, DC 13])

Spell-Like Abilities (CL 1st)

1/day—*wisp ally*

STATISTICS

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

Skills Athletics, +9, Life Science +4, Piloting +4, Stealth +9,
Survival +9

Feat Kip Up

Languages Common, Iji, Vesk

Gear subzero hail pistol^{AR} with 2 batteries (20 charges each),
survival knife, second skin, frag grenade I (2)

SPECIAL ABILITIES

Hardened Mantle (Ex) An ijtikri reduces the damage they take from any critical hit by 4, to a minimum of 1 (unless reduced by other means).

SCALING EVENT 1

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

Remove one ijtikri merc from the encounter.

ENCOUNTER B1: HALLWAY AMBUSH

SHOBHAD BODYGUARDS (2)

CR 1

Shobhad soldier

CN Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE **HP** 20 EACH

EAC 9; **KAC** 11

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

Defensive Abilities ferocity; **Resistances** cold 5

OFFENSE

Speed 50 ft.

Melee assault hammer +10 (1d6+5 B)

Ranged static arc pistol +7 (1d6 E; stun) or
stickybomb grenade I +7 (explode [10 ft., entangled 2d4
rounds, DC 13])

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

STATISTICS

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

Skills Athletics, +10, Intimidate +5, Medicine +5

Languages Akitonian, Common, Shobhad

Gear assault hammer, static arc pistol with 2 batteries
(20 charges each), golemforged plating I, stickybomb
grenade I (2)

SCALING ENCOUNTER B1

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

Remove the shobhad bodyguards' grenades.

EVENT 3: SEIZING THE SHIPMENT

SHOBHAD BODYGUARD

CR 1

Shobhad soldier

CN Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE HP 20

EAC 9; **KAC** 11

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

Defensive Abilities ferocity; **Resistances** cold 5

OFFENSE

Speed 50 ft.

Melee assault hammer +10 (1d6+5 B)

Ranged static arc pistol +7 (1d6 E; critical stun) or
stickybomb grenade I +7 (explode [10 ft., entangled 2d4
rounds, DC 13])

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

STATISTICS

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

Skills Athletics, +10, Intimidate +5, Medicine +5

Languages Akitonian, Common, Shobhad

Gear assault hammer, static arc pistol with 2 batteries
(20 charges each), golemforged plating I, stickybomb
grenade I (2)

SORAH KA

CR 2

Female shobhad biohacker

NE Large monstrous humanoid

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

DEFENSE HP 23

EAC 13; **KAC** 14

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

Resistances cold 5

Defensive Abilities ferocity; **Resistances** cold 5

OFFENSE

Speed 40 ft.

Melee survival knife +6 (1d4+2 S)

Ranged needler pistol +8 (1d4 P; injection DC +2) or
shock grenade I +8 (explode [15 ft., 1d8 E, DC 13])

Offensive Abilities basic booster, basic inhibitor, hampering
inhibitor

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

STATISTICS

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

Skills Computers +12, Engineering +7, Life Science +12,
Medicine +12, Physical Science +7, Piloting +7

Languages Akitonian, Common, Shobhad

Other Abilities custom microlab, field of study (pharmacology)

Gear needler pistol with 12 darts, survival knife, shock
grenade I (2), freebooter armor I, tier 1 sedative

SCALING EVENT 3

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

Remove the shobhad bodyguard from the encounter.

APPENDIX 2: LEVEL 3–4 ENCOUNTERS

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

EVENT 1: FINDERS KEEPERS

IJTIKRI MERCS (3)

CR 2

Ijtikri (*Alien Archive* 3 54)

CN Medium aberration

Init +3; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

HP 25

EAC 13; **KAC** 15

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

Defensive Abilities hardened mantle

OFFENSE

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

Melee longsword +7 (1d8+6 S)

Ranged subzero hail pistol +10 (1d4 C & P; bleed 1d4) or
frag grenade I +10 (explode [15 ft., 1d6 P, DC 13])

Spell-Like Abilities (CL 1st)

1/day—*wisp ally*

STATISTICS

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

Skills Athletics +12, Life Science +7, Piloting +7, Stealth +12,
Survival +12

Feat Kip Up

Languages Common, Iji, Vesk

Gear subzero hail pistol^{AR} with 2 batteries (20 charges each),
longsword, troop ceremonial plate, frag grenade I (2)

STATISTICS

Hardened Mantle (Ex) An ijtikri reduces the damage they take from any critical hit by 6, to a minimum of 1 (unless reduced by other means).

SCALING EVENT 1

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

Remove one ijtikri merc from the encounter.

ENCOUNTER B1: HALLWAY AMBUSH

SHOBHAD BODYGUARDS (2)

CR 3

Shobhad soldier

CN Large monstrous humanoid

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

DEFENSE

HP 40

EAC 12; **KAC** 14

Fort +5; **Ref** +3; **Will** +4

Defensive Abilities ferocity; **Resistances** cold 5

OFFENSE

Speed 40 ft.

Melee hook sword +13 (1d8+9 S; bleed 1d4)

Ranged static arc pistol +10 (1d6 E; stun) or

stickybomb grenade I +10 (explode [10 ft., entangled 2d4 rounds, DC 13])

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

STATISTICS

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

Skills Athletics, +13, Intimidate +8, Medicine +8

Languages Akitonian, Common, Shobhad

Gear hook sword, static arc pistol with 2 batteries (20 charges each), golemforged plating II, stickybomb grenade I (2)

SCALING ENCOUNTER B1

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

Remove the shobhad bodyguards' grenades.

EVENT 3: SEIZING THE SHIPMENT

SHOBHAD BODYGUARDS (3) CR 1

Shobhad soldier

CN Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE HP 20

EAC 9; **KAC** 11

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

Defensive Abilities ferocity; **Resistances** cold 5

OFFENSE

Speed 50 ft.

Melee assault hammer +10 (1d6+5 B)

Ranged static arc pistol +7 (1d6 E; stun) or
stickybomb grenade I +7 (explode [10 ft., entangled 2d4
rounds, DC 13])

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

STATISTICS

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

Skills Athletics, +10, Intimidate +5, Medicine +5

Languages Akitonian, Common, Shobhad

Gear assault hammer, static arc pistol with 2 batteries
(20 charges each), golemforged plating I, stickybomb
grenade I (2)

SORAH KA CR 4

Female shobhad biohacker

NE Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE HP 45

EAC 16; **KAC** 17

Fort +5; **Ref** +3; **Will** +7

Resistances cold 5

Defensive Abilities ferocity; **Resistances** cold 5

OFFENSE

Speed 40 ft.

Melee survival knife +8 (1d4+4 S)

Ranged needler pistol +10 (1d4 P; injection DC +2) or
shock grenade I +10 (explode [15 ft., 1d8 E, DC 15])

Offensive Abilities basic booster, basic inhibitor, hampering
inhibitor

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

STATISTICS

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

Skills Computers +15, Engineering +10, Life Science +15,
Medicine +15, Physical Science +10, Piloting +10

Languages Akitonian, Common, Shobhad

Other Abilities custom microlab, field dressing (1d6+5), field of
study (pharmacology)

Gear needler pistol with 12 darts, survival knife, shock grenade
I (2), freebooter armor I, tier 1 sedative

SCALING EVENT 3

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

Remove one shobhad bodyguard from the encounter.

APPENDIX 3: GAME AIDS



DOMAKAYO



SORAH KA

IJTIKRI MERC



DELIVERY VAN

APPENDIX 3: GAME AIDS



EHU HADIF

HANDOUT #1: AUDIO RECORDING

"Suur, stop whining and haul those crates. Our benefactor just graciously approved more shipments, so we need to make room for more product... No, we can't send them back on the same ship, that's just bad business. Besides, from what I've heard, those squid-brains Nraall hired are still looking for the goods. Fire up the van and let's get those crates to the pickup point. This new production schedule is going to make us rich enough to buy half of Akiton when we get home... Hey, what's that light on your comm unit—are you recording this?... I don't care if it's an accident! Turn it off and get moving!"

HANDOUT #2: SHIPMENT INVENTORY

Pickup address: Vorlath Spaceport

Delivery confirmation: Yes

Destination: [redacted]

Delivery notes: Please keep shipment in temperature-controlled environment

Delivery content: 50 cylinders of liquid, 35 small containers of hard substance, [redacted]

HANDOUT #3: PICKUP REQUEST

Another batch is prepared, three full cases this time. The new serum looks very promising. I managed to get out the previous kinks by performing follow up tests on various local subjects. Don't worry, no one is going to miss them, and we properly disposed of the bodies. Strength and stamina are both up again with this batch and the rage side effects are now controllable in all test subjects. I love the ad, by the way, very smooth. Send a courier ASAP—the same launch pad out in the desert would be perfect.

HANDOUT #4: VEHICLE CHASE

LEVELS 1-2

ALL-TERRAIN DELIVERY VAN

LEVEL 2

Huge land vehicle (10 ft. wide, 20 ft. long, 7 ft. high)

Speed 10 ft., full 450 ft., 50 mph

EAC 13; **KAC** 14; **Cover** total cover for the pilot, partial cover in the back

HP 24 (12); **Hardness** 2

Attack (Collision) 3d4 (DC 11)

Attack (Turret) azimuth laser rifle (1d8 F)

Modifiers +0 Piloting, -2 attack (-4 at full speed)

Systems autopilot (Piloting +8), planetary comm unit; **Passengers** 7

LEVELS 3-4

ALL-TERRAIN DELIVERY VAN

LEVEL 4

Huge land vehicle (10 ft. wide, 20 ft. long, 7 ft. high)

Speed 10 ft., full 450 ft., 50 mph

EAC 15; **KAC** 16; **Cover** total cover for the pilot, partial cover in the back

HP 50 (25); **Hardness** 4

Attack (Collision) 6d4 (DC 13)

Attack (Turret) corona laser rifle (2d6 F)

Modifiers +0 Piloting, -2 attack (-4 at full speed)

Systems autopilot (Piloting +10), planetary comm unit; **Passengers** 7

ORGANIZED PLAY

REWARDS TABLE

Encounter	Level 1-2 Reward	Out of Level Reward	Level 3-4 Reward
A1	140 credits	220 credits	300 credits
B1	105 credits	158 credits	210 credits
B4	170 credits	255 credits	340 credits
B5	105 credits	158 credits	210 credits
C	200 credits	300 credits	400 credits

REWARD CONDITIONS

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

Event 1: The PCs keep these rewards if they defeat the ijtikri mercenaries in the bar.

Area B1: The PCs keep these rewards if they defeat the shobhad bodyguards.

Area B4: The PCs keep these rewards if they collect samples of the kinwood sap and shimmerstone.

Area B5: The PCs keep these rewards if they find the surplus items stored in this room.

Event 3: The PCs keep these rewards if they defeat Sorah Ka.



Event Reporting Form

Date _____ Event Code: _____

Location _____

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

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

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

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

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

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

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

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Scenario #3-15: Frozen Ambitions: The Preluria Connection

Character Chronicle #

A.K.A. _____					☐ Normal Max Credits	
Player Name	Character Name	Organized Play #	Character #	Faction	LEVELS	
					1-2	720
Adventure Summary					LEVELS ☐ Normal	
Hired by the mysterious Xystrian Brotherhood to investigate a disappearance, you traveled to the Vault of Vorlath. Once there, you followed the trail of the missing agent, starting at a dive bar frequented by lowlifes and mercenaries. You recovered the coordinates for a facility in the desert where you encountered a laboratory processing kinwood sap and shimmerstone into an unstable combat serum. After fighting enhanced shobhads and chasing their leader in an armed delivery van, you confronted the mercenary scientist and ultimately ☐ killed her, ☐ captured her, or ☐ allowed her to escape.					Out of Level	1,091
					LEVELS ☐ Normal	
					3-4	1,460
					LEVELS ☐ Normal	
					-	-
All Levels					EXPERIENCE	
					Starting XP	
					+	GM's Initials
					XP Gained (GM ONLY)	
					=	
					Final XP Total	
Levels 3-4					FAME	
					Initial Fame	
					+	GM's Initials
					Fame Gained (GM ONLY)	
					-	
					Fame Spent	
					Final Fame	
Reputation					CREDITS	
					Starting Credits	
					+	GM's Initials
					Credits Garnered (GM ONLY)	
					+	GM's Initials
					Day Job (GM ONLY)	
					-	
					Credits Spent	
					=	
					Total	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #