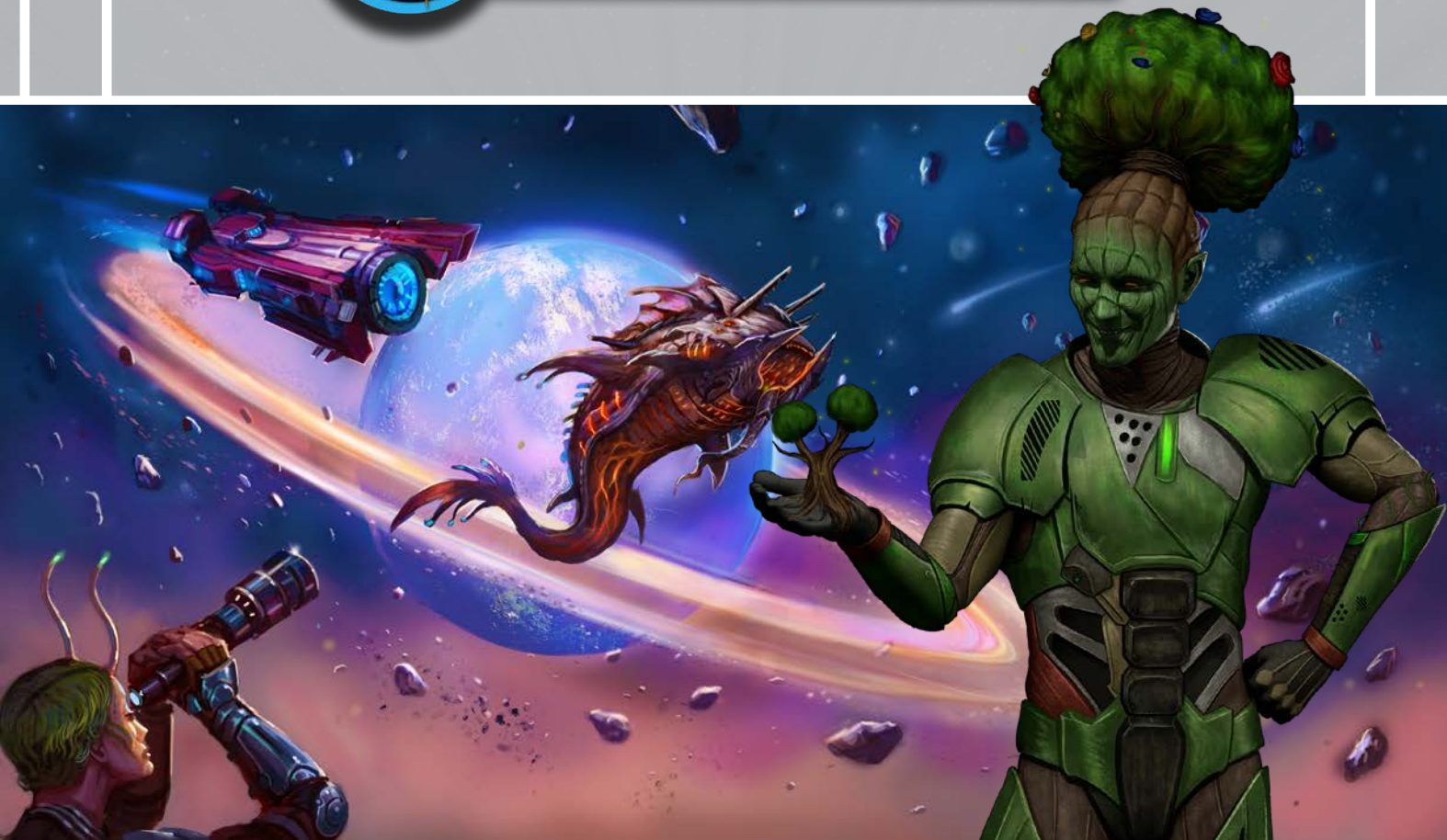


STARFINDER

SOCIETY



YEAR OF EXPLORATION'S EDGE

SCENARIO #3-21

LEVELS 3-6

FROZEN AMBITIONS: RENEWAL'S BLIGHT

BY ISIS WOZNIAKOWSKA





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HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 3–6



PLAYERS: 3–6



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**FROZEN AMBITIONS:
RENEWAL'S BLIGHT**

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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 Alien Archive 3* (AA3), *Starfinder Armory* (AR), *Starfinder Character Operations Manual* (COM), *Starfinder Near Space* (NS), and *Starfinder Pact Worlds* (PW)

Maps: *Pathfinder Flip-Mats Classics: Forest* and *Starfinder Flip-Mat: Undercity*

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)

SUMMARY

A Starfinder team travels to Ghorus Prime, the origin of experimental drug shimmersheen's secondary ingredient. The PCs secure help from a Xenowarden, and then explore the local kinwood forest and battle a group of hostile fey. After the fight, the party infiltrates a production facility, where they gather information about the source of corrupted kinwood sap used in shimmersheen. Finally, the PCs confront the mastermind behind the manufacture of the drug's ingredient, as well as the growing blight on the planet, the unscrupulous Xenowarden Ainveln. If the PCs stop his ritual, they might be able to prevent further destruction on Ghorus Prime and end the conspiracy surrounding shimmersheen's production.

FROZEN AMBITIONS: RENEWAL'S BLIGHT

BY ISIS WOZNIAKOWSKA



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 for his home world of Vesk Prime, however, and dreams of earning a better assignment than caretaker of what he views as a remote and inhospitable wasteland. The shimmerstone harvested by his prison laborers has not been enough to increase his standing within the council of high despots, 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 lucrative uses for shimmerstone. One such contractor is the unscrupulous Xenowarden Ainveln. Ainveln used his twisted druidic magic to corrupt a kinwood sapling on Ghorus Prime and sell its psychically resonant sap to Jularaz.

With a reliable source of kinwood sap secured, Jularaz contracted scientists to test the substance. The nuar technomancer Nraall made an early breakthrough on Zrukik-3: when combined with shimmerstone, the kinwood sap derivative caused unpredictable emotional reactions in sentient creatures. Jularaz severed ties with Nraall days before a group of Starfinder Society agents discovered the laboratory (events described in *Starfinder Society* #3-09: *Frozen Ambitions: Freeing the Herd*). Another of Jularaz's laboratories, located on a moon of the gas giant Preluria, synthesized a stable version of a rage serum and sent a completed shipment to Jularaz. A group of Starfinder agents discovered the shipment, allowing the Society to follow it to Vesk-8 and trace the mysterious compound to Ghorus Prime. (this discovery occurs in *Starfinder Society* #3-15: *Frozen Ambitions: The Preluria Connection*).

Ainveln always had a gift for tapping into nature's magic, but unlike many of his fellow Xenowardens, he exploited this power for personal gain. For decades, Ainveln hid his true intentions from his colleagues and mentors; in his mind, they were all foolish idealists who could be easily manipulated. He secretly conducted corrupting rituals and sold out pristine wilderness to corporate interests, all while outwardly embodying the tenets of the Xenowardens.

Now, the connection between the shimmerstone experiments and Ghorus Prime is about to be exposed. First Seeker Ehu Hadif is ready to send a team of experienced Starfinders to the planet to uncover the source of the corrupted sap, gather evidence of Jularaz's involvement, and prevent further destruction.

WHERE IN THE UNIVERSE?

GHORUS PRIME

The Inheritance

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

Atmosphere: Normal; **Day:** 1 day; **Year:** 1 year

Ghorus Prime is a planet covered almost entirely in forests. It's home to a native species of sapient trees known as kinwood, who share their planet with the ghorans. The capital, Memory Willow, takes its name from the massive kinwood whose living wood is carefully shaped to provide buildings, roads, paths, and other structures. The city contains many research and biotechnology facilities, but recent reports of gritty white sap seeping from the walls of the Vineside district have led many to believe criminals are harvesting sap for unknown reasons. For more information on Ghorus Prime, see page 80 of *Starfinder Near Space*.

GETTING STARTED

The adventure begins with the PCs hastily ushered into modest sleeping quarters located on a small Near Space fuel and supply outpost freighter named *Safety Flare*.

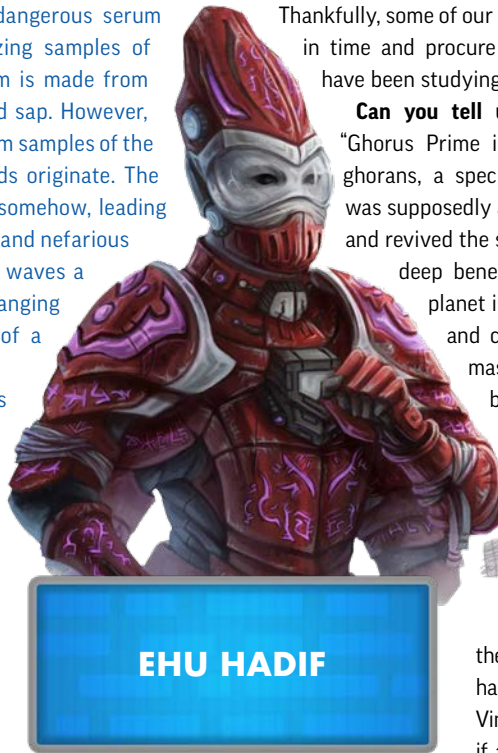
Read or paraphrase the following to get the adventure underway.

First Seeker Ehu Hadif stands behind a black desk with a holographic projector in its center. He flicks a switch on the side of the projector, and it lights up, displaying a projection of a glass vial filled with yellow liquid.

"Starfinders, I'm glad you're finally here. Sorry to pull you away to such a remote location so suddenly. The Society has just made a breakthrough, and I wanted to get some of our agents on it as soon as possible." He gestures to the projected image in front of him.

"Agents recently returned from a mission on Preluria, where they stopped a shipment of a dangerous serum known as shimmersheen. After analyzing samples of the drug, we discovered that the serum is made from a mixture of shimmerstone and kinwood sap. However, the sap we found in the serum differs from samples of the sap from Ghorus Prime, where kinwoods originate. The shimmersheen sap has been corrupted somehow, leading me to believe that something dangerous and nefarious is happening on the planet." He quickly waves a hand across the holographic display, changing the image to a translucent hologram of a green, forested planet.

"So, we're sending you all to Ghorus Prime to investigate. Begin your investigation in the capitol city of Memory Willow. Find out what's causing the corruption, and stop those involved from harvesting more corrupted sap. We suspect that High Despot Jularaz of Vesk-8 may be personally involved, based on his connections to raw shimmerstone and this serum. While you're planet side, see if you can find any evidence that might prove his guilt."



sell on the market as a performance enhancing combat drug. Thankfully, some of our agents managed to stop the shipment in time and procure samples. Since then, our scientists have been studying it."

Can you tell us anything about Ghorus Prime?

"Ghorus Prime is the adopted home planet of the ghorans, a species of humanoid plants. The planet was supposedly a wasteland until the ghorans arrived and revived the sapient kinwoods, who were dormant deep beneath the planet's surface. Today, the planet is almost entirely forested, with cities and communities built around and inside massive living kinwoods. I think you'll be able to learn more about the world with boots on the ground rather than listening to me."

Where do you think we should go to get more information about kinwoods?

"I would start asking around the spaceport. Listen for any rumors of unusual activity in the forests nearby. Memory Willow has a Xenowarden chapter based in the Vineside district. I'm willing to bet that if anyone has seen or heard of anything harming kinwood trees, it would be them."

The PCs can resupply or shop for most items in a commissary near their quarters, if needed. In addition to the briefing, Ehu can answer PCs' questions as follows.

Who exactly is High Despot Jularaz? "Jularaz is the high despot of Vesk-8, a frozen planet far from its system's sun. Rumor has it that he sees his posting to Vesk-8 as an insult, and much prefers the society and lifestyle of the Veskarium's inner planets. Since Vesk-8's penal colonies are the primary source of shimmerstone, the Society suspects his involvement in the production of shimmersheen. As for motive, it's possible he meant to use the serum to leverage for a better post or position. Keep watch for anything that might confirm his involvement. We certainly can't say anything for sure without evidence."

What do we know about shimmerstone? "Shimmerstone is an extremely rare mineral that has an empathic calming effect on creatures. It's found only on Vesk-8 and mined as the planet's primary export. Other emotional properties can be infused into it by introducing other substances or treatments. Shimmersheen is a result of some of these experiments."

What do we know about shimmersheen/the serum? "Shimmersheen is a serum made by combining shimmerstone with corrupted kinwood sap. We know that it can induce rage and a significant increase in strength, but also causes symptoms like difficulties speaking coherently and reduced awareness when used. Recently, we found a shobhad scientist on the planet of Preluria who was creating shimmersheen to

ARRIVAL IN MEMORY WILLOW

Once the PCs are ready, they board onto their choice of Starfinder ship (likely the *Drake* or *Pegasus*) and travel to Memory Willow on Ghorus Prime to begin the investigation. The journey takes 1d6+2 days. Read or paraphrase the following when they land their craft at the spaceport.

The space dock opens into a crowded cityscape. Intertwining vines support and connect the streetlights on either side of the roads. Buildings are shaped irregularly to fit around branches and sections of trunk that extend upward—and occasionally also sideward—into the footpaths of the city. The spaceport itself is crowded with many different species from across the galaxy, but the plantlike humanoid ghorans vastly outnumber them all.

Upon departing from the space port docking area, the PCs can start exploring and ask around for local rumors.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture or Diplomacy check, the PCs might know more about the local kinwoods. They learn all the information whose DC is equal to or less than the result of their check.

10+: Kinwoods are island-sized sapient trees, the foundation of Ghorus Prime's entire ecosystem. The planet's settlements are built inside, around, or atop them.

15+: When they arrived on Ghorus Prime, the ghorans awoke the kinwoods from their slumber. After this awakening and regrowth, new kinwoods formed most of the forests that exist on the planet today.

20+: The word around Memory Willow is that suspicious people are entering the forests under cover of night carrying equipment and large containers. Most residents believe they're transporting something illegal based on how much effort they take to hide their actions.

If the PCs didn't ask Ehu where to start their investigation, then one of the locals points them in the direction of Vineside and gives them directions to the Xenowarden Headquarters, explaining that it offers tours to curious off-worlders.

Read or paraphrase the following when PCs travel to Vineside.

The outskirts of Vineside District are lush with greenery and plant life. Smaller trees and flowering bushes sprout from the living wood that surrounds the entire city. The scenery changes as pathways wind deeper into the district. The wooden walls of shops and houses weep a gritty white sap that emits a foul odor. After turning down a more secluded footpath, the noise of the streets recedes into the background and is quickly replaced with a more industrial sound. The noise of metal scraping against metal emerges from deep underground.

On their way to Vineside, PCs notice sap seeping from buildings around the area. This phenomenon appears throughout the district. While passing through a secluded alleyway, the PCs hear a loud scraping that seems to be coming from beneath their feet, and feel intermittent vibration from below the streets, as though someone is drilling.

The PCs enjoy a scenic, 20-minute walk to the Xenowarden Headquarters. Between helpful passersby and signage, the PCs have no trouble finding their way.

XENOWARDEN HEADQUARTERS

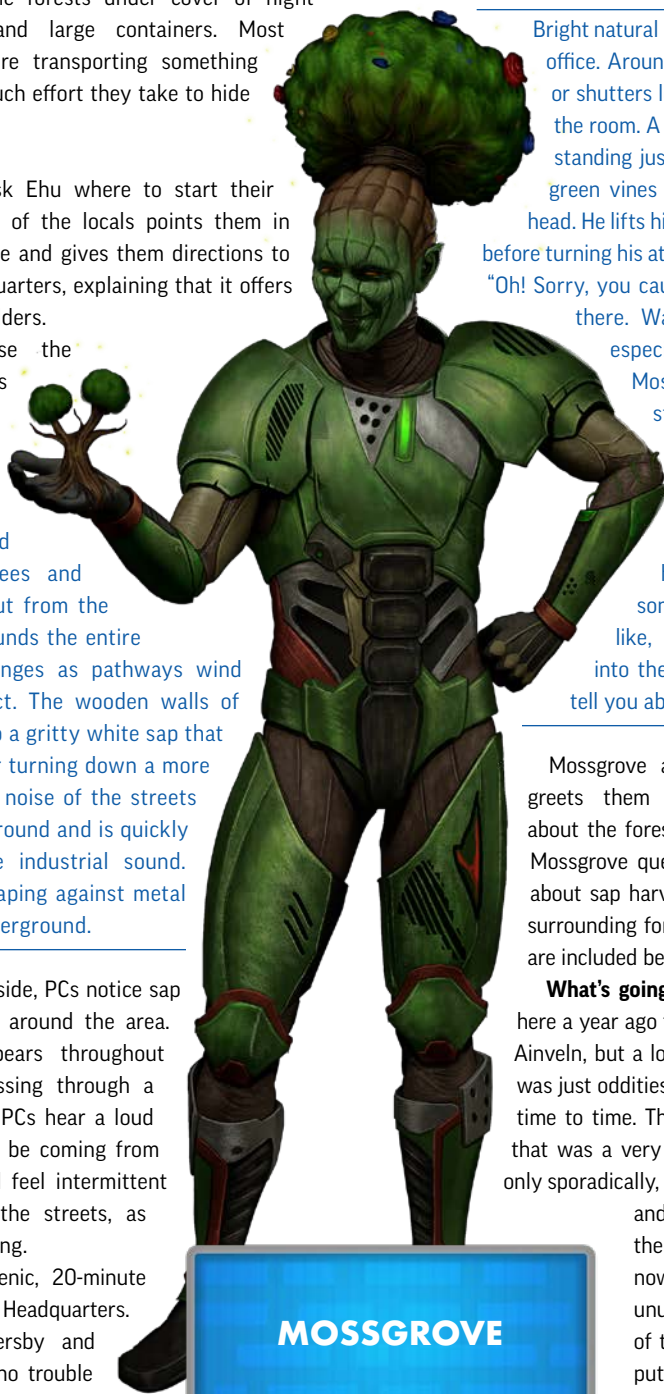
The PCs arrive at the Xenowarden Headquarters, a small wooden building covered in flowering vines near the entrance to a hollowed tunnel leading from the city and into the surrounding forest. **Mossgrove** (NG male sapling ghoran mystic) greets them as they enter.

Bright natural light fills this sparsely furnished front office. Around the room, windows without blinds or shutters let sunlight flood into every corner of the room. A young ghoran leans against the wall, standing just over three feet tall with numerous green vines curling upward from the top of his head. He lifts his face toward the sunlight and smiles before turning his attention to the doorway.

"Oh! Sorry, you caught me taking a bit of lunch break there. Wasn't expecting any visitors today, especially not off-worlders. My name's Mossgrove. I'm one of the Xenowardens stationed here in Memory Willow." His cheerful tone changes to one of disappointment as he continues. "If you're here for a tour, I'm sorry to tell you that we've put those on hold for the moment. I can get you some informational brochures if you'd like, but we can't risk taking outsiders into the forests right now. I'd be happy to tell you about the kinwoods, though."

Mossgrove assumes the PCs are tourists. He greets them enthusiastically, but his worries about the forest affect his mood. The PCs can ask Mossgrove questions about kinwoods, the rumors about sap harvesting, and the current state of the surrounding forest. Possible questions and answers are included below.

What's going on with the forest? "I transferred here a year ago to work under the great Xenowarden Ainveln, but a lot has changed since then. At first, it was just oddities like saplings crying out in pain from time to time. Then I noticed sap leaking from them that was a very unusual color. This used to happen only sporadically, and whenever I saw it, I would go out and spend some time healing that area of the forest. But it's happening more often now. Dangerous fey are attracted to the unusual sap, and they've infested parts of the forest. That's why we decided to put tours on hold. The last thing we want is to put visitors in danger."



MOSSGROVE

Can you tell us more about the kinwoods? "Kinwoods are sapient trees native to this planet. Their structures are what our cities are built upon, and we respect them as a part of our world's society. You may not understand this as off-worlders, but the kinwood and their smaller children are like siblings to us. They are very much sentient and accepted citizens of this world, so when they hurt, it's up to us Xenowardens to help them as best we can."

Have you seen any suspicious or criminal activity around here lately? "No. I generally pay more attention to the forest than the people. I've heard rumors, though, that suspicious folk sneak into the forests at night. Caring for the sapling thickets takes most of my time, and I haven't been able to look into the rumors myself."

What's this about dangerous fey? "Fey are notorious troublemakers. They pop into our world occasionally, and they seem drawn to the kinwoods' sap. Lately, their numbers are increasing. It's becoming a serious issue." Mossgrove sighs. "If only we had more staff."

Do you know what could be causing this to happen? "I've been trying to investigate and put a stop to it, but I haven't been able to make much progress on my own. Between the sick saplings and the fey, I'm at a loss."

If the PCs offer to help Mossgrove, he eyes the strongest looking or most obviously armed PC and speaks in a quieter tone than before. He gives each PC an antitoxin (see *Treasure*) and agrees to bring the PCs with him on his regular patrol to investigate the trouble in the forest. He lays down a few rules that PCs must follow, including storing any weapons that deal fire damage or have the explode or blast properties in his secure *mk 1 null space chamber* until the patrol is done. He offers to lend the PCs "safe" weapons, which can help replace any gear they're setting aside (see *Treasure*). He also cautions the PCs against using magic or grenades that might deal damage to large areas of the forest. If PCs agree to his terms, he safely stores the

items to be returned after the expedition. If PCs refuse to hand over fiery and explosive weapons as Mossgrove requests, he refuses their further assistance.

Development: If the PCs refuse Mossgrove's terms, they can still explore the forest on their own. In this case, Mossgrove decides to investigate alone, traveling a different path than PCs and arriving at area **B** well before they do without encountering them. If forced to explore without the PCs, Mossgrove ultimately perishes in area **C** as a sacrifice in Ainveln's ritual.

Treasure: Mossgrove gives each PC a tier 1 antitoxin (tier 2 antitoxin for Levels 5–6), explaining that the kinwoods spoke to him of fey wielding venomous blades (*Starfinder Core Rulebook* 232).

If the PCs agree to accompany Mossgrove on his rounds and follow his rules, he is willing to loan PCs weapons from the Xenowardens' armory. The armory's supply consists of two static arc pistols, a thunderstrike blindmark rifle (*Starfinder Armory* 49), and 2 static shock pads (*Armory* 48). For Levels 5–6, it also contains an advanced numbing beam (*Armory* 35) and aurora shock pad (*Armory* 48).

A. CORRUPTED FOREST

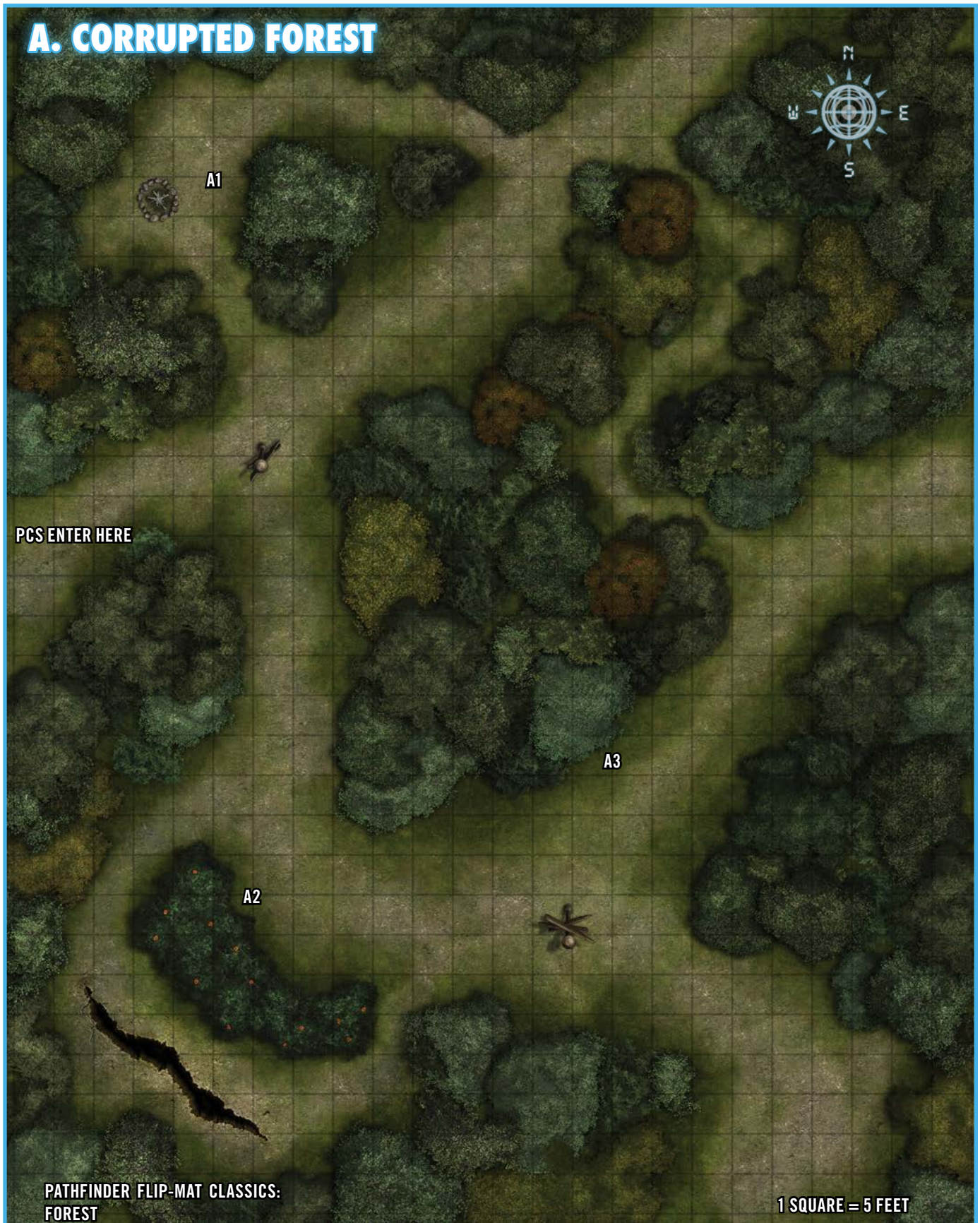
This part of the forest is blighted, with trees covered in blackened bark and leaves that slough off when touched. An immense kinwood towers above this area, providing shade that lowers the light levels to dim throughout this area. The group of trees in area **A3** are the least fragile, so the PCs can investigate and handle them safely without causing further damage.

Mossgrove knows the forest well. If he accompanies the group, he directs the PCs to a safe shortcut, arriving at area **A1** in an hour without disturbing any wildlife. Mossgrove assists PCs in combat or with skill checks while he's with the group.



LURKER IN LIGHT

A. CORRUPTED FOREST



Alternatively, if the PCs enter the forest alone, they must attempt two separate DC 21 Survival checks (DC 25 for Levels 5–6). If the PCs succeed at both checks, they arrive in area **A1** after two hours of travel.

For each check that they fail, they still make progress toward area **A1**, but they continually lose track of the path, adding an additional hour to the journey. Additionally, each PC takes 2d6 piercing damage (4d6 for Levels 5–6) as they're forced to make their way through thick brambles.

A1. FORGOTTEN CAMPSITE

The remnants of a burnt out firepit are covered by dirt. Scattered around it are empty R2E containers with matching disposable cups and utensils. A half-open traveler's backpack lays discarded a couple of feet away.

A careless pair of campers ran off a couple of days ago after an encounter with fey, leaving some of their gear behind. If he's present, Mossgrove grumbles about littering and starts cleaning up the campsite, offering PCs any usable gear.

Treasure: The abandoned equipment includes two brown nanite hypopods (*Armory* 106), a thunderstrike sonic pistol (*Core Rulebook* 187), a trailblazer weapon fusion seal (4th) (*Core Rulebook* 195), a sniper scope (*Armory* 61), and two *mk 2 serums of healing* (*Core Rulebook* 222).

A2. TORTURED KINWOODS (CR 6 OR CR 8)

A deep gloom clings to the roots and branches of trees in this well-shaded portion of the forest. Deep gashes mar the trees' clustered trunks. White sap oozes from their wounds, and psychic cries of pain echo through the thicket. Glimmering, winged creatures flit among the branches of the trees, using their curved blades to strike the ravaged trunk of the tallest sapling and laughing with cruel glee.

The PCs can feel rather than hear the cries of the local kinwoods as wordless psychic emanations of anguish. If Mossgrove is present, he clutches at his forehead in sympathy and interprets the kinwoods' pain for the PCs.

Creatures: The latest of opportunistic fey to invade the ailing forest, a group of lurkers in light arrived several days ago to torment the last few living saplings in the area. Their extended time in the corrupted forest has weakened them and dulled their senses, but not enough to stop them taking enjoyment in the kinwoods' agony. When the PCs arrive, they're cutting into one of the saplings to watch it bleed sap. They move to attack once they perceive the PCs, seeing the newcomers as much more interesting targets for torture.

If Mossgrove is present, he joins the battle against the fey. Wary of using too many of his spells right away in case more fey

are hiding nearby, he casts *mind thrust* once before switching to weapon attacks, healing the PCs with *mystic cure* if needed.

LEVELS 3–4 (CR 6)

MOSSGROVE CR 3

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WEAKENED LURKERS IN LIGHT (3) CR 3

Page 26

LEVELS 5–6 (CR 8)

LURKERS IN LIGHT (3) CR 5

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MOSSGROVE CR 5

Page 22, art on page 25

Development: If any of the PCs use items, tactics, or weapons that break their agreement with Mossgrove, he politely thanks them for helping but asks them to leave the thicket, as he can't risk them endangering it further. He returns any confiscated weapons and continues the search on his own. If PCs part ways with Mossgrove, they later encounter his corpse in area **C** as one of Ainveln's sacrifices.

Treasure: The tortured sapling projects a feeling of gratitude to the PCs using its telepathy. It shakes its branches to drop down two large seedpods that function as *cover seeds* (*Armory* 112).

A3. OUTCROPPING OF TREES

After defeating the fey, PCs can investigate the central part of the thicket. Here, they find that the wounded kinwoods leak a sap that looks similar to the sample provided by Ehu Hadif. With a successful DC 17 Life Science check, a PC confirms that the kinwoods are suffering from the same ailment, which is not a natural effect. With a successful DC 17 Mysticism check, a PC confirms that the blight and sap corruption is magical in nature. Mossgrove automatically Aids any PCs attempting these checks, granting them a +2 bonus.

Mossgrove thanks the PCs profusely for their help in eradicating the fey, but expresses concern about the presence of corrupted sap, commenting that the blight has spread since the last time he entered the thicket. He asks that the PCs agree to his terms a bit longer so they can accompany him deeper into the forest. If they object, he returns any gear he confiscated and continues his investigation alone.

EVENT 1: KINWOODS' LAMENT (CR 4 OR CR 6)

As the PCs make their way through the forest from area **A** to the lumber mill in area **B**, a building comes into view in the middle of a clearing. The work being done in this lumber mill has

affected nearby kinwoods, and the PCs' path to continue their investigation takes them through the ailing forest.

Trap: This part of the forest is affected by the collective trauma of the kinwoods being harvested and processed in the nearby mill. Creatures passing through this area experience tangible pain as a result of their anguished psychic energy.

LEVELS 3-4 (CR 4)

KINWOODS' LAMENT

Type magical; **Perception** DC 26; **Disable** Mysticism DC 21 (dispel psychic energy)

Trigger proximity; **Reset** none

Effect resonating pain (4d10+2 damage; this is a mind-affecting pain effect) Will DC 15 half; multiple targets (all creatures passing through the area)

LEVELS 5-6 (CR 6)

KINWOODS' LAMENT

Type magical; **Perception** DC 29; **Disable** Mysticism DC 24 (dispel psychic energy)

Trigger proximity; **Reset** none

Effect resonating pain (6d12 damage; this is a mind-affecting pain effect) Will DC 16 half; multiple targets (all creatures passing through the area)

B. LUMBER MILL

The PCs stand before a large metal and concrete building that looks like a lumber mill. The surrounding terrain is barren of kinwood trees and saplings, and broken stumps suggest it was recently cleared. The main door is closed but unlocked. Most business exchanges and work at this lumber mill take place under the cover of night, so the facility is unusually devoid of workers when the PCs arrive.

The ceiling of the lumber mill is 25 feet high throughout the factory floor (area **B1**), with a catwalk running 15 feet above the ground. The ceilings of smaller chambers are only 10 feet high. Security cameras are positioned around the catwalk (marked with X on the map), looking down on the factory floor. The cameras feed to a staffed security room in area **B7**.

B1. FACTORY FLOOR

The entrance of this building opens directly into a large factory floor. Despite being currently inactive, the conveyor belts are loaded with piles of uncut tree trunks. The scent of mulch and woodchips permeates the entire area, undercut by the stench of rotting sap. To the east and west, two massive vehicles are loaded with stacks of cut lumber ready for shipment. On the southern end of the room, various other scientific equipment lays scattered among the machinery. Several doors line up along two separate hallways on the northern end of the room.

If Mossgrove is with the PCs, he cries out in shock and disgust. Selling kinwood lumber is not only illegal, but to the people of Ghorus Prime, it's like murdering people and selling their skin. After he explains this to the PCs, he immediately returns any of the gear he confiscated, now more determined than ever to stop whoever's committing these crimes.

The catwalks overhead feature three cameras. One overlooks each of the office doors and the third is positioned above the machinery to the south. The PCs can notice the cameras with a successful DC 20 Perception check. If the PCs notice the cameras, they can climb onto the catwalk using the ladders and prevent the cameras from transmitting footage of their infiltration with a successful DC 17 Computers or Engineering check (DC 20 for Levels 5-6). Otherwise, the guards in area **B7** notice the PCs' intrusion once they approach the equipment to the south or enter one of the doors to the north. The guards ambush and attack the PCs unless they disable all three security cameras (marked X on the map) before exploring the rest of the mill. If the PCs successfully disable the cameras, they can surprise the guards in area **B7**.

Treasure: PCs who search the area find mundane equipment along with a scattering of quality control tools and devices. Among them is a chemalyzer (*Armory* 100), an aura-translation kit (*Armory* 109), and a fire extinguisher (*Core Rulebook* 219).

B2. SHIMMERSHEEN LAB

This lab emits a familiar foul odor from an overturned vat of white sticky sap. Lined up along the shelves to the west is a collection of bottles and syringes. Microscopes and other measuring devices are on display in a set of cabinets. Artificial lights emanating from the scientific display cast the room in a deep green color. A single door stands on the east wall.

A datapad left near the scientific display contains electronic notes and personal logs detailing experiments taking place in this lab. The PCs can search through the research notes with a successful DC 19 Computers check (DC 21 for Levels 5-6). Give the PCs **Handout #1** and **Handout #2** if they succeed, as they dig through the weeks' worth of entries and find two that pertain to their current mission.

Trap: Some of the shelving in this area wasn't properly constructed. If a PC searching the shelves fails to notice the loose screws, several fragile containers fall on them, splashing corrosive chemicals on everyone within a 10-foot radius of that PC.

LEVELS 3-4 (CR 4)

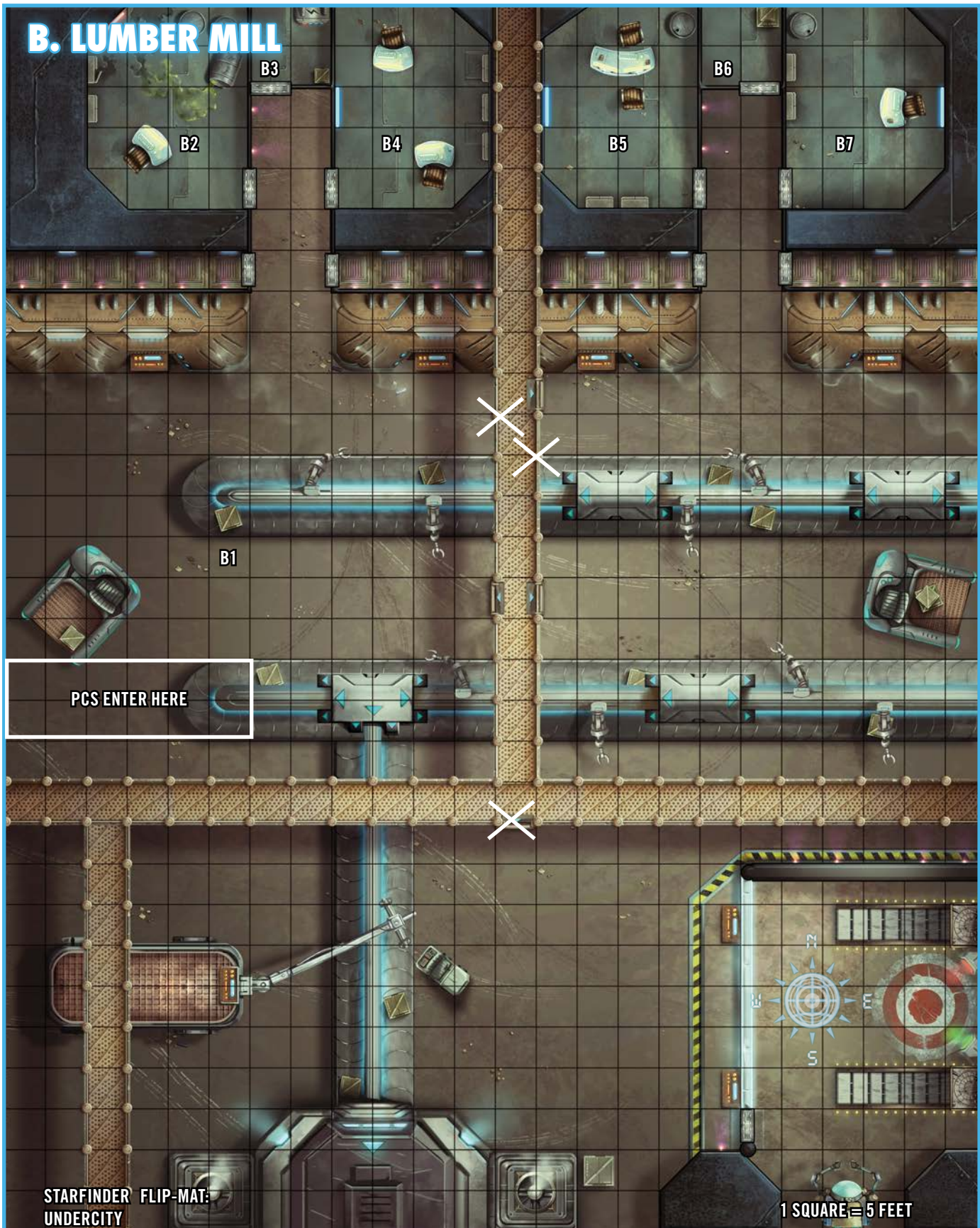
FALLING CHEMICALS

Type analog; **Perception** DC 26; **Disable** Engineering DC 21 (reinforce the shelf)

Trigger touch; **Reset** none

Effect Caustic chemicals (4d10+2 acid damage) Reflex DC 15 half; multiple creatures (all targets within a 10-ft. radius)

B. LUMBER MILL



STARFINDER FLIP-MAT:
UNDERCITY

1 SQUARE = 5 FEET

LEVELS 5-6 (CR 6)

FALLING CHEMICALS

Type analog; **Perception** DC 29; **Disable** Engineering DC 24 (reinforce the shelf)

Trigger touch; **Reset** none

Effect Caustic chemicals (6d12 acid damage) Reflex DC 16 half; multiple creatures (all targets within a 10-ft. radius)

Treasure: If the PCs search the shelves, they find two tier 1 sedatives (tier 2 sedatives for Levels 5-6; *Core Rulebook* 232), a purple nanite hypopen (*Armory* 106), and four *mk 2 serums of healing* (*Core Rulebook* 225).

B3. MAINTENANCE CLOSET

Mundane maintenance gear occupies this cramped closet. Most items here are dusty and neglected.

B4. OFFICE

This office room contains two desks on either side of the room. Two computers sit on each of the desks. A single door to the west is the room's only exit.

The PCs can get past the password protections on the computers in this office with a successful DC 15 Computers check (DC 16 for Levels 5-6) to access a large set of files detailing the business records and expenses of this mill. Most of the names and accounts on file aren't names the PCs would recognize. However, several transactions between this mill and a secret account on Vesk-8 appear in the records. If the PCs succeed at the Computers check, give the PCs **Handout #3**; this file constitutes proof of Jularaz's involvement in the production of shimmersheen.

B5. BREAK ROOM

A pair of chairs stand to either side of a coffee-stained table. To the south, a culinary synthesizer sits on a sturdy counter.

This break room is not particularly well maintained, but the *mk 1 culinary synthesizer* (*Armory* 129) functions normally. A datapad sits on the break room table. It doesn't contain any data other than a collection of downloaded episodes of *Guardian Colossus*,

an animated show about a squad that pilots technological colossi from Daimalko to defeat interstellar villains.

B6. SUPPLY ROOM

This storage room contains backup scientific gear used for treating the corrupted kinwood sap. Several storage containers are stacked neatly in the northeastern corner.



DAMAI SOLDIER

Treasure: The containers hold an advanced needler pistol (*Starfinder Character Operations Manual* 124) and an advanced needler rifle (*Character Operations Manual* 124) along with 25 darts. For Levels 5–6, they also hold a filtered rebreather (*Core Rulebook* 206).

B7. SECURITY ROOM (CR 6 OR CR 8)

This small room contains a desk and two chairs. The workstation houses a computer that's currently powered off. On the western wall, a dozen monitors display feeds focused on entrances to various rooms throughout the facility, as well as several angles of the factory floor.

Creatures: Two of Ainveln's guards staff this room. They're caught up in a lively conversation about the latest episode of *Guardian Colossus* and glance at the feeds only occasionally.



If the PCs managed to notice and disable the cameras, they can catch these guards unawares. In this case, one of the guards uses a standard action in the first round of combat to activate an alarm that pings Ainveln's comm unit, alerting him to intruders in the factory. Both guards must spend a move action retrieving their weapons before attacking. The guards spring into action as soon as they notice the PCs.

If the PCs fail to take care of the cameras, the guards notice the PCs as soon as they either enter one of the doors or begin to look through all of the factory equipment in area B1. If they have advance warning of the PCs, they gather their gear, send the alarm, and immediately exit the room before approaching the PCs' location to attack them and stop the intrusion.

The guards fight to the death so long as both are standing. After one guard is defeated, the other attempts to surrender if reduced to 20 HP or less, no longer worrying about the shame of betraying their partner's trust.

LEVELS 3–4 (CR 6)

DAMAI GUARDS (2)

CR 4

Page 17, art on page 25

LEVELS 5–6 (CR 8)

DAMAI GUARDS (2)

CR 6

Page 24, art on page 25

Development: Accessing the computer's secure modules requires three successful DC 20 Computers checks (DC 24 for Levels 5–6). If the PCs collectively fail on three or more attempts, the system locks them out for 24 hours.

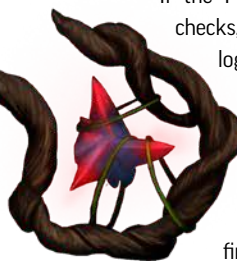
If the PCs succeed at all three checks, they can search security logs for the past week.

Most of the footage isn't relevant: it details the specific amounts and dates of lumber and sap deliveries. The PCs find several images and clips of a bleachling gnome

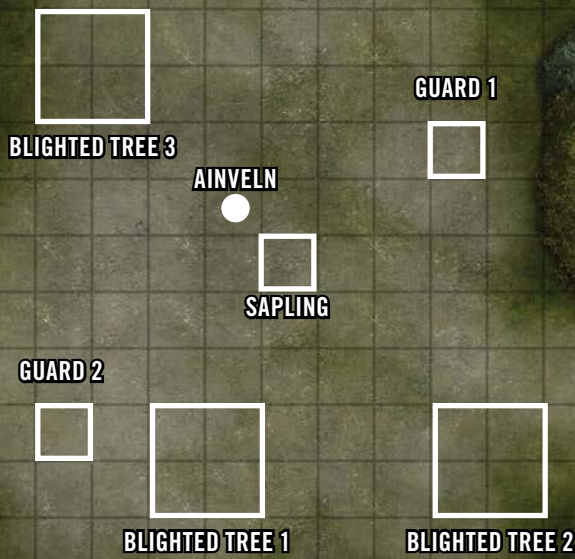
with bright green hair barking orders at workers on the mill floor. This same gnome also appears working with scientists in the lab.

The PCs lack context for who this person is. If Mossgrove is present, he turns somber as he realizes that his Xenowarden mentor, Ainveln, is involved. He takes a moment to collect himself before urging that the PCs finish their investigation and help him confront his mentor.

If either guard surrendered, the PCs can question the guard about their boss's plans. They try to keep their boss's identity a secret, but if the PCs manage to hack into the security system, the guards reluctantly confirm that the Xenowarden Ainveln runs



C. SACRED GROVE



PCS ENTER HERE

PATHFINDER FLIP-MAT CLASSICS:
FOREST

1 SQUARE = 5 FEET

the facility, and that Ainveln is using twisted druidic rituals to corrupt the forest. If Mossgrove confirms Ainveln's identity from the footage, the guards similarly cease denying the truth.

If the PCs did not manage to hack into the computer, when they finish exploring the factory, Mossgrove suggests that they find his mentor, Ainveln, in his hideaway grove and inform him of the mill's existence. Mossgrove admits that he was hoping to handle this situation himself with the help of the PCs but feels it is necessary to ask a more experienced Xenowarden for guidance. In this case, he unwittingly leads the PCs to area C.

If Mossgrove didn't accompany the PCs to the mill, the PCs receive a distress call from him after they finish their investigation. Mossgrove tells them that he believes he found the source of the corruption and sends the coordinates for the grove. Before the PCs can ask any questions of Mossgrove, they hear a scream and a thud before the call abruptly ends. The coordinates

lead the PCs to Ainveln's grove (area C). If the PCs arrive without Mossgrove, either because they refused to follow his rules initially or because they parted ways in the forest, they find his dead body, sacrificed by Ainveln, at the grove's entrance.

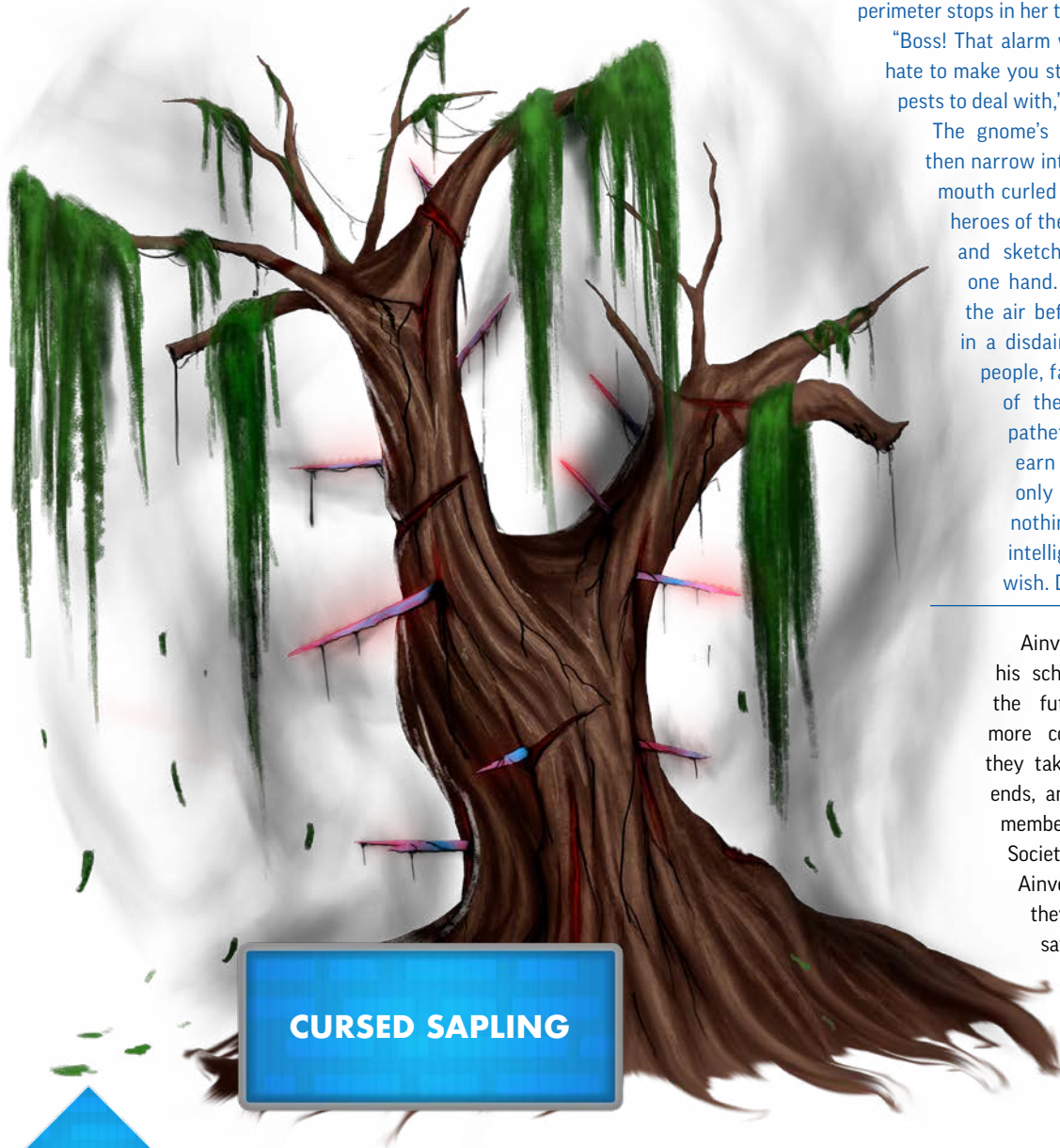
C. SACRED GROVE

The forest opens into a glade surrounded by dozens of immature kinwoods. Most of them are withered, black, and bereft of leaves. Shadows swirl and cling to their roots, obscuring the ground in a sickly gray fog. A single juvenile kinwood grows at the center of the glade, reaching a height of six feet tall. Its smooth bark is marred with splotches of black. Vibrant blue and purple crystalline rods jut from its bark. A bleaching gnome with green and black hair stands with his eyes closed, deep in mystical concentration. A damai guard circling the perimeter stops in her tracks.

"Boss! That alarm wasn't a mistake after all. I hate to make you start over, but we have some pests to deal with," she growls.

The gnome's eyes open for a moment, then narrow into a glare. "Ah," he says, his mouth curled in a wry grin. "Are you the heroes of the forest, then?" He chuckles and sketches an arcane glyph with one hand. Magic shimmers to life in the air before him, and he continues in a disdainful voice. "You, like most people, fail to understand the utility of these kinwoods beyond this pathetic planet. We're set to earn a fortune here, and we've only just begun. Nature is nothing more than a resource for intelligent beings to use how they wish. Don't you agree?"

Ainveln invites the PCs to join his scheme and receive a cut of the future profits from selling more corrupted kinwood sap. If they take this deal, the adventure ends, and the PCs relinquish their membership in the Starfinder Society to become associates in Ainveln's criminal enterprise. If they refuse, Ainveln shrugs and says, "Very well. You won't be the first I've had to sacrifice to achieve my goals." He orders his guards to attack and initiates combat to defend his ritual.



CURSED SAPLING

Creatures: Ainveln starts the fight by casting *venomous weapon* on the longsword belonging to the guard nearest him. In general, Ainveln prefers to stay out of melee and cast spells to try and debilitate the PCs while his guards engage, but he resorts to using damaging spells if cornered or if one of his guards is defeated. Both Ainveln and the guards refrain from attacking the sapling or using their grenades in the fight, as they do not want to disrupt the ongoing ritual. However, if Ainveln falls and one or more guards remain, they throw their grenades at the sapling to try and destroy it.

If Mossgrove lives, he warns the PCs not to hit the kinwood sapling. The sapling is currently undergoing a corruption ritual, which siphons 5 of its Hit Points per round. If the sapling is reduced to 0 Hit Points, it dies, ending the ritual. Though PCs can succeed at their mission even if the sapling perishes, this affects their reputation with the Xenowardens. PCs can choose to heal the sapling with magic or potions to prevent its death. PCs who succeed at a DC 20 Life Science or Mysticism check recognize the sapling's predicament, and Mossgrove informs them of the situation if he is present.

LEVELS 3–4 (CR 8)

AINVELN CR 6

Page 20, art on page 25

DAMAI GUARDS (2) CR 4

Page 20, art on page 25

CURSED SAPLING CR 3

Page 21, art on page 26

LEVELS 5–6 (CR 10)

AINVELN CR 8

Page 24, art on page 25

DAMAI GUARDS (2) CR 6

Page 24, art on page 25

CURSED SAPLING CR 5

Page 24, art on page 26

Development: After defeating Ainveln and his guards, the PCs can try to free the sapling. The sapling has several of its branches forcibly wrapped around two tall rods that appear to be made from shimmerstone. The PCs must safely remove these rods before they can reverse the ritual.

Even if it survives combat, the sapling is still under the effects of Ainveln's corruption ritual. To save it, the PCs must end the ritual and heal the forest of its current corruption by succeeding at a series of skill checks detailed below. The DCs of these skill checks are 20 (DC 24 for Levels 5–6). For each skill check that the

PCs fail, the kinwood takes 2d6 damage (4d6 for Levels 5–6) that ignores its hardness. If Mossgrove is present, he uses his training to soothe the kinwood, stabilizing its mental state and providing a +4 circumstance bonus to all of the PCs' skill checks.

First, the PCs need to extract the rods from the kinwood's branches, by succeeding at either an Athletics check to remove the rods by force, or an Engineering check to drive wedges between the branches and the rods so the rods fall out naturally.

Once the PCs remove the rods, the kinwood sapling goes into shock from the pain of having its branches torn in such a way. To prevent it from taking further damage, the PCs can either succeed at a Diplomacy check to try to calm it, or a Medicine check to try and physically lessen the pain with first aid care. Expending healing items or magic grants the PCs a +4 circumstance bonus to either check.

Finally, after the PCs assist the sapling, they can use the sapling's connection to the attempted ritual to counteract some of the corruption that already took place in the forest. To do so, the PCs must succeed at either a Life Science check to create a serum that can be applied to the sapling's roots and slowly spread to the other trees, or succeed at a Mysticism check to directly counteract Ainveln's corruption magic. PCs who expend uses of relevant spells such as *dispel magic* gain a +4 circumstance bonus to this check.

If the PCs succeed, the rods stop glowing as the corruption ceases its spread. The nearby forest slowly turns greener as the shadowy fog dissipates. If Mossgrove survives, he thanks each PC personally and promises to welcome any future Starfinders who come to the planet to wilderness tours any time, free of charge.

If the sapling dies, the ritual ends, but the grove doesn't respond to the PCs' attempts to heal it. Xenowardens arrive after the fact and tend to the forest themselves. The organization sends a polite message of thanks to the Society but offers no further rewards to benefit the PCs.

CONCLUSION

If the PCs saved the sapling, it takes a few weeks for their efforts to fully reinvigorate the forest. In the meantime, the remaining Xenowardens send the Starfinders a shipment of credits and equipment as thanks for helping to heal the forest of its affliction. Curious about the organization responsible for saving their forests, several dozen ghorans from Memory Willow seek to join the Starfinder Society in the months following this adventure's events.

The PCs meet with Ehu Hadif a few weeks later on Absalom Station. The First Seeker explains that all the information they recovered from the lumber mill has been turned over to the proper authorities. If the PCs found correspondences from Jularaz, Ehu mentions that the Veskarium wants to thank them personally. In the meeting room, he activates a video call with several Veskarium officials who thank each PC individually for finding proof of Jularaz's actions. They inform the PCs that they will keep a closer eye on Jularaz and make sure his ambitions are not so misplaced in the future. The representatives confirm that

they wish to continue working with the Starfinders in the future. After the call, Ehu congratulates the PCs on helping cement an alliance for the Society in Near Space.

If the PCs failed to find any proof of Jularaz's involvement at the lumber mill, Ehu thanks them for their hard work but admits that it's a shame they couldn't prove whether or not Jularaz funded the operation.

REPORTING NOTES

If the PCs discovered evidence of Jularaz's involvement in the lumber mill, check box A. If they didn't discover this evidence, check box B. If the kinwood sapling used in Ainveln's ritual survived, check box C. If it died, check box D.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they defeat Ainveln

and prevent further corruption of the kinwood forest. Doing so earns each PC 1 Fame and 1 Reputation for their selected faction.

SECONDARY OBJECTIVES

If the PCs uncover evidence of Jularaz's involvement in the production of corrupted kinwood sap and keep the sapling alive during the ritual, they complete their secondary objective, and they earn 1 additional Fame and 1 Reputation for their current faction.

FACTION NOTES

The Second Seekers faction (Ehu Hadif) takes particular interest in this adventure.

Second Seekers (Ehu Hadif): This mission is of major importance to the First Seeker. If the PCs complete the scenario's primary objective, each PC earns 1 additional Reputation with the Second Seekers (Ehu Hadif) faction.

APPENDIX 1: 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.

ENCOUNTER A: TORTURED KINWOODS (LEVELS 3-4)

MOSSGROVE

CR 3

Male sapling ghoran mystic (*Alien Archive* 2 56)

NG Small plant

Init +3; **Perception** +8

DEFENSE

HP 32 RP 3

EAC 13; **KAC** 14

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

Defensive Abilities limited plant benefits

Weaknesses delicious

OFFENSE

Speed 30 ft.

Melee light sap +5 (1d4+3 B; nonlethal)

Ranged static arc pistol +7 (1d6+1 E; stun; critical arc 2)

Offensive Abilities grasping vines

Mystic Spell-Like Abilities (CL 3rd)

At will—*mindlink*

Mystic Spells Known (CL 3rd)

1st (3/day)—*life bubble*, *mind thrust* (DC 16), *mystic cure*

0 (at will)—*detect affliction*, *fatigue* (DC 15), *stabilize*,

telepathic message

Connection xenodruid

STATISTICS

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

Skills Life Science +13, Mysticism +13, Survival +8

Languages Common, Ghoran

Other Abilities photosynthesis, speak with animals

Gear plexigrass bodysuit ^{INS}, static arc pistol with 2 batteries (20 charges each), light sap ^{AR}, xenowarden's boots ^{COM}

SCALING ENCOUNTER A

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

Remove one of the lurkers in light from the encounter.

SPECIAL ABILITIES

Delicious (Ex) Ghorans take a -2 penalty to attack rolls and Acrobatics checks to escape a grapple against a creature that uses the grab ability with a bite natural weapon.

Limited Plant Benefits (Ex) Despite being plant creatures, ghorans don't gain the standard immunities associated with creatures of the plant type. Instead, they gain a +2 racial bonus on saving throws against mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning effects, unless the effect specifies that it is effective against plants.

Photosynthesis (Ex) Ghorans undergo photosynthesis to gain nutrition instead of eating (although they can eat if they so wish). A ghoran can go without light (either sunlight or UV light, such as from starships) for 3 days, after which they must attempt Constitution checks to avoid starvation (*Starfinder Core Rulebook* 404).

WEAKENED LURKERS IN LIGHT (3) CR 3

Variant lurker in light (*Alien Archive* 3 70)

NE Small fey (extraplanar)

Init +4; **Senses** low-light vision; **Perception** +8

DEFENSE HP 40

EAC 14; **KAC** 16

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

DR 5/cold iron; **Immunities** blinded

OFFENSE

Speed 30 ft., fly 30 ft. (Ex, average)

Melee claw +12 (1d6+3 S) or

basic spined blade +12 (1d6 P plus lesser shadow essence;
critical injection DC+2)

Spell-Like Abilities (CL 3rd)

1/day—*plane shift* (Elemental Planes, First World, or Material
Plane; self only)

3/day—*wisp ally*

At will—*dancing lights*

STATISTICS

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

Skills Acrobatics +8, Mysticism +8, Stealth +13

Languages Aklo, Common, Gnome

Other Abilities blend with light, daylight door

Gear basic spined blade^{AR}, lesser shadow essence (1 dose)

SPECIAL ABILITIES

Blend with Light (Su) A lurker in light is invisible in areas of
bright light (*Core Rulebook* 261).

Daylight Door (Sp) Once per day, a lurker in light can cast
dimension door, though it can transport only itself and
objects of up to 5 total bulk. The start and end points of the
teleport must be in areas of bright light; if the destination
lacks sufficient light, the spell fails, but this ability is not
expended for the day.

LESSER SHADOW ESSENCE

Type poison (injury); **Save** Fortitude DC 13

Track Strength; **Frequency** 1/round for 6 rounds

Effect At the staggered state, the penalties from the weakened
state become permanent until the victim benefits from a
lesser restoration spell.

Cure 1 save

ENCOUNTER B: SECURITY ROOM (LEVELS 3–4)

DAMAI GUARDS (2)

CR 4

Damai soldier (*Alien Archive 2* 32)

CN Medium humanoid (damai)

Init +4; **Senses** low-light vision; **Perception** +10

DEFENSE

HP 50

EAC 16; **KAC** 19

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

OFFENSE

Speed 30 ft.

Melee longsword +14 (1d8+7 S)

Ranged tactical railgun +11 (1d8+4 P) or

frag grenade II +11 (explode [15 ft. 2d6 P; DC 16])

Offensive Abilities fighting style (guard)

STATISTICS

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

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

Languages Common, Damalkin

Other Abilities scrappy

Gear officer ceremonial plate, longsword, tactical railgun^{AR}, frag grenades II (2)

SPECIAL ABILITIES

Scrappy (Ex) Generations of living together in underground shelters and under the constant threat of enormous creatures have taught damais to work together against all odds. Once per day, as long as an ally is within 10 feet, a damai can reroll a failed attack roll or saving throw.

SCALING ENCOUNTER B

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

The damai guards have the sickened condition.

ENCOUNTER C: SACRED GROVE (LEVELS 3–4)

AINVELN

CR 6

Male bleaching gnome mystic

NE Small humanoid (gnome)

Init +3; **Senses** low-light vision; **Perception** +13

DEFENSE HP 75 RP 4

EAC 17; **KAC** 18

Fort +5; **Ref** +7; **Will** +9

Defensive Abilities eternal hope

OFFENSE

Speed 30 ft.

Melee sunset shimmerstone staff +10 (2d6+6 B)

Ranged explorer handcoil +12 (1d6+6 E; critical Arc 1d6)

Offensive Abilities grasping vines

Spell-Like Abilities (CL 6th)

1/day—*dancing lights*, *ghost sound*, *token spell*

Mystic Spell-Like Abilities (CL 6th)

At will—*mindlink*

Mystic Spells Known (CL 6th)

2nd (3/day)—*fog cloud*, *hold person* (DC 16), *mind thrust* (DC 16), *venomous weapon*^{COM}

1st (4/day)—*acidic mist*^{NS} (DC 15), *charm person* (DC 15), *life bubble*

0 (at will)—*detect affliction*, *detect magic*, *fatigue* (DC 14), *grave words*

Connection xenodruid

STATISTICS

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

Skills Culture +18, Life Science +18, Mysticism +18, Survival +13

Languages Common, Ghoran, Gnome

Other Abilities animal adaptation, gnome magic, speak with animals

Gear plexigrass bodysuit^{INS}, explorer handcoil^{AR}, sunset shimmerstone staff^{AA3}, xenowarden's boots^{COM}

DAMAI GUARDS (2)

CR 4

Damai soldier (*Alien Archive* 2 32)

CN Medium humanoid (damai)

Init +4; **Senses** low-light vision; **Perception** +10

DEFENSE HP 50

EAC 16; **KAC** 19

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

OFFENSE

Speed 30 ft.

Melee longsword +14 (1d8+7 S)

Ranged tactical railgun +11 (1d8+4 P) or

frag grenade II +11 (explode [15 ft. 2d6 P; DC 16])

Offensive Abilities fighting style (guard)

SCALING ENCOUNTER C

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

Remove one of the guards from the encounter.

STATISTICS

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

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

Languages Common, Damalkin

Other Abilities scrappy

Gear officer ceremonial plate, longsword, tactical railgun^{AR}, frag grenades II (2)

SPECIAL ABILITIES

Scrappy (Ex) Generations of living together in underground shelters and under the constant threat of enormous creatures have taught damais to work together against all odds. Once per day, as long as an ally is within 10 feet, a damai can reroll a failed attack roll or saving throw.

KINWOOD SAPLING

CR 3

N Medium Plant

Init +0; **Senses** blindsight (life) 60 ft., sightless; **Perception** +8

DEFENSE HP 32

EAC 13; **KAC** 14

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

Defensive Abilities hardness 5; **Immunities** paralysis, polymorph, sleep, stunning

Weaknesses immobile, vulnerable to fire

OFFENSE

Speed none

Spell-Like Abilities (CL 3rd)

At will—*ghost sound*, *telepathic message*

STATISTICS

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

Skills Life Science +13, Mysticism +8, Survival +13

Languages Common, Ghoran (can't speak), limited telepathy (100 ft.)

SPECIAL ABILITIES

Immobile Kinwoods are stationary creatures. They are unable to move without being fully replanted and automatically fail any Reflex saves against effects that include them in the area.

APPENDIX 2: 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 5th 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.

ENCOUNTER A: TORTURED KINWOODS (LEVEL 5–6)

LURKERS IN LIGHT (3)

CR 5

Lurker in Light (*Alien Archive* 3 70)

NE Small fey (extraplanar)

Init +5; **Senses** low-light vision; *Perception* +11

DEFENSE

HP 70

EAC 17; **KAC** 19

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

DR 5/cold iron; **Immunities** blinded

OFFENSE

Speed 30 ft., fly 30 ft. (Ex, average)

Melee claw +13 (1d6+6 S) or

basic spined blade +13 (1d6 P plus lesser shadow essence;
critical injection DC+2)

Spell-Like Abilities (CL 5th)

1/day—*plane shift* (Elemental Planes, First World, or Material Plane; self only)

3/day—*wisp ally*

At will—*dancing lights*

STATISTICS

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

Skills Acrobatics +11, Mysticism +11, Stealth +16

Languages Aklo, Common, Gnome

Other Abilities blend with light, daylight door

Gear basic spined blade^{AR}, lesser shadow essence (1 dose)

SPECIAL ABILITIES

Blend with Light (Su) A lurker in light is invisible in areas of bright light (*Core Rulebook* 261).

Daylight Door (Sp) Once per day, a lurker in light can cast *dimension door*, though it can transport only itself and objects of up to 5 total bulk. The start and end points of the teleport must be in areas of bright light; if the destination lacks sufficient light, the spell fails, but this ability is not expended for the day.

SCALING ENCOUNTER A

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

Remove one of the lurkers in light from the encounter.

LESSER SHADOW ESSENCE

Type poison (injury); **Save** Fortitude DC 13

Track Strength; **Frequency** 1/round for 6 rounds

Effect At the staggered state, the penalties from the weakened state become permanent until the victim benefits from a *lesser restoration* spell.

Cure 1 save

MOSSGROVE**CR 5**Male sapling ghoran mystic (*Alien Archive* 2 56)

NG Small plant

Init +4; **Perception** +8**DEFENSE****HP** 60 **RP** 4**EAC** 16; **KAC** 17**Fort** +4; **Ref** +4; **Will** +8**Defensive Abilities** limited plant benefits**Weaknesses** delicious**OFFENSE****Speed** 30 ft.**Melee** light sap +8 (1d4+5 B; nonlethal)**Ranged** static arc pistol +10 (1d6+2 E; stun; critical arc 1d6)**Offensive Abilities** Grasping Vines**Mystic Spell-Like Abilities** (CL 5th)At will—*mindlink***Mystic Spells Known** (CL 5th)2nd (2/day)—*fog cloud*, *mind thrust* (DC 17), *shield other*1st (4/day)—*life bubble*, *mystic cure*, *reflecting armor*, *lesser remove condition*0 (at will)—*detect affliction*, *detect magic*, *stabilize*, *telepathic message***Connection** Xenodruid**STATISTICS****Str** +0; **Dex** +4; **Con** +1; **Int** -1; **Wis** +5; **Cha** +1**Skills** Life Science +16, Mysticism +16, Survival +11**Languages** Common, Ghoran**Other Abilities** photosynthesis, speak with animals**Gear** *plexigrass bodysuit* ^{1MS}, static arc pistol with 2 batteries (20 charges each), light sap ^{AR}, *xenowarden's boots* ^{COM}**SPECIAL ABILITIES****Delicious (Ex)** Ghorans take a -2 penalty to attack rolls and Acrobatics checks to escape a grapple against a creature that uses the grab ability with a bite natural weapon.**Limited Plant Benefits (Ex)** Despite being plant creatures, ghorans don't gain the standard immunities associated with creatures of the plant type. Instead, they gain a +2 racial bonus on saving throws against mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning effects, unless the effect specifies that it is effective against plants.**Photosynthesis (Ex)** Ghorans undergo photosynthesis to gain nutrition instead of eating (although they can eat if they so wish). A ghoran can go without light (either sunlight or UV light, such as from starships) for 3 days, after which they must attempt Constitution checks to avoid starvation (*Starfinder Core Rulebook* 404).

ENCOUNTER B: SECURITY ROOM (LEVELS 5–6)

DAMAI GUARDS (2)

CR 6

Damai soldier (*Alien Archive* 2 32)

CN Medium humanoid (damai)

Init +4; **Senses** low-light vision; **Perception** +13

DEFENSE

HP 90

EAC 18; **KAC** 21

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

Defensive Abilities guard's protection

OFFENSE

Speed 30 ft.

Melee longsword +16 (1d8+11 S)

Ranged advanced railgun +13 (1d10+7 P) or

incendiary grenade II +11 (explode [10 ft. 2d6 F; 1d6 burn, DC 17])

Offensive Abilities fighting style (guard)

STATISTICS

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

Skills Acrobatics +18, Athletics +18, Engineering +13, Stealth +18, Survival +18

Languages Common, Damalkin

Other Abilities scrappy

Gear kyokor plating II^{AA}, longsword, advanced railgun^{AR}, incendiary grenades II (2)

SPECIAL ABILITIES

Scrappy (Ex) Generations of living together in underground shelters and under the constant threat of enormous creatures have taught damais to work together against all odds. Once per day, as long as an ally is within 10 feet, a damai can reroll a failed attack roll or saving throw.

SCALING ENCOUNTER B1

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

The damai guards have the sickened condition.

ENCOUNTER C: SACRED GROVE (LEVEL 5–6)

AINVELN

CR 8

Male bleaching gnome mystic

NE Small humanoid (gnome)

Init +4; **Senses** low-light vision; **Perception** +13

DEFENSE HP 105 RP 4

EAC 19; **KAC** 20

Fort +7; **Ref** +9; **Will** +11

Defensive Abilities eternal hope

OFFENSE

Speed 30 ft.

Melee sunset shimmerstone staff +13 (2d6+8 B)

Ranged fighter handcoil +15 (1d10+8 E; critical Arc 1d10)

Offensive Abilities grasping vines

Spell-Like Abilities (CL 8th)

1/day—*dancing lights*, *ghost sound*, *token spell*

Mystic Spell-Like Abilities (CL 8th)

At will—*mindlink*

Mystic Spells Known (CL 8th)

3rd (2/day)—*mind thrust* (DC 20), *slow* (DC 20), *synaptic pulse* (DC 20)

2nd (4/day)—*fog cloud*, *inflict pain* (DC 19), *hold person* (DC 19), *venomous weapon*^{COM}

1st (4/day)—*acidic mist*^{NS} (DC 18), *charm person* (DC 19), *command* (DC 198), *life bubble*, *seeking shot*^{PW}

0 (at will)—*detect magic*, *fatigue* (DC 17), *grave words*, *telekinetic projectile*

Connection Xenodruid

STATISTICS

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

Skills Culture +21, Life Science +21, Mysticism +21, Survival +16

Languages Common, Ghoran, Gnome

Other Abilities animal adaptation, gnome magic, speak with animals

Gear plexigrass bodysuit II^{NS}, fighter handcoil^{AR}, sunset shimmerstone staff^{AA3}, xenowarden's boots^{COM}

DAMAI GUARD (2)

CR 6

Damai soldier (*Alien Archive* 2 32)

CN Medium humanoid (damai)

Init +4; **Senses** low-light vision; **Perception** +13

DEFENSE HP 90

EAC 18; **KAC** 21

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

Defensive Abilities guard's protection

OFFENSE

Speed 30 ft.

Melee longsword +16 (1d8+11 S)

Ranged advanced railgun +13 (1d10+7 P) or

incendiary grenade II +11 (explode [10 ft. 2d6 F; 1d6 burn, DC 17])

Offensive Abilities fighting style (guard)

SCALING ENCOUNTER C

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

Remove one of the guards from the encounter.

STATISTICS

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

Skills Acrobatics +18, Athletics +18, Engineering +13, Stealth +18, Survival +18

Languages Common, Damalkin

Other Abilities scrappy

Gear kyokor plating II^{AA}, longsword, advanced railgun^{AR}, incendiary grenades II (2)

SPECIAL ABILITIES

Scrappy (Ex) Generations of living together in underground shelters and under the constant threat of enormous creatures have taught damais to work together against all odds. Once per day, as long as an ally is within 10 feet, a damai can reroll a failed attack roll or saving throw.

KINWOOD SAPLING

CR 5

N Medium Plant

Init +0; **Senses** blindsight (life) 60 ft., sightless; **Perception** +11

DEFENSE HP 60

EAC 16; **KAC** 17

Fort +4; **Ref** +4; **Will** +8

Defensive Abilities hardness 5; **Immunities** paralysis, polymorph, sleep, stunning

Weaknesses immobile, vulnerable to fire

OFFENSE

Speed none

Spell-Like Abilities (CL 5th)

At will—*ghost sound*, *telepathic message*

STATISTICS

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

Skills Life Science +16, Mysticism +11, Survival +16

Languages Common, Ghoran (can't speak), limited telepathy (100 ft.)

SPECIAL ABILITIES

Immobile Kinwoods are stationary creatures. They are unable to move without being fully replanted and automatically fail any Reflex saves against effects that include them in the area.

APPENDIX 3: GAME AIDS



EHU HADIF



AINVELN



MOSSGROVE



DAMAI SOLDIER

APPENDIX 3: GAME AIDS



CURSED SAPLING



LURKER IN LIGHT

HANDOUT #1: PSYCHIC NEGATIVITY EXPERIMENTS

... Only one heavily in tune with nature can perform such a ritual. The Xenowardens have that power, and I spent many years perfecting it within their ranks. Those fools possess magic that they are too squeamish to use. Why waste such power on pointless things like protecting forests that will only wither and die anyway, when they could use their knowledge for much more profitable endeavors? Like my most recent natural discovery, for example.

I perfected a ritual that can corrupt entire sections of this forest. The kinwoods can be influenced, you see. By causing them intense pain and fostering their anguish, sections of the forest begin to change. The sap produced from the altered kinwoods—well, I need to run further tests, but it has mood-altering properties. I think it could be especially useful in pharmaceuticals. The ritual is unfortunately rather short-lived, so the sap must be harvested quickly. The harvest is often fatal to the kinwood, however. Thanks to the ghorans, these forests have grown well, and it turns out kinwoods make excellent lumber.

HANDOUT #2: SHIMMERSTONE ROD EXPERIMENTS

After many trials, I have finally found a foolproof method to fully utilize these kinwoods' negative emotions and corrupt the rest of the forest. Previous attempts yielded short term results, but with the addition of shimmerstone rods, the effects can be made permanent. The lumber is lucrative in its own right, but once this shimmerseem hits the market, then our sap production will be the real money maker. I just have to make sure those Xenowardens continue to play into my hands a while longer.

HANDOUT #3: PRODUCTION NEGOTIATIONS

Ainveln,

The first researcher I hired failed to get consistent results, but one of my other contractors has had much more success with the shimmerstone mixture. I'd like to increase my order of sap from you. You seem to be the only provider of it on the market that gets it modified properly to achieve the results I need. In exchange, I will pay you double what we agreed upon and provide any extra supplies you require.

I have someone working on the treated shimmerstone rods you asked about as we speak. You better not be pulling my leg that these will greatly speed up your production process. It took a lot to get these built. We'll be in touch.

—Jularaz

ORGANIZED PLAY

REWARDS TABLE

ENCOUNTER	LEVEL 3-4 REWARD	OUT OF LEVEL REWARD	LEVEL 5-6 REWARD
A2	486 credits	923 credits	1,361 credits
B7	487 credits	924 credits	1,362 credits
C (Ainveln)	244 credits	462 credits	681 credits
C (Sapling)	243 credits	463 credits	681 credits

REWARD CONDITIONS

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

A2: The PCs keep these rewards if they defeat the lurkers in light.

B7: The PCs keep these rewards if they defeat the damai guards.

C (Ainveln): The PCs keep these rewards if they defeat Ainveln and his minions.

C (Sapling): The PCs keep these rewards if they save the kinwood sapling.



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)		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Fame Earned:

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

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Scenario #3-21: Frozen Ambitions: Renewal's Blight

Character Chronicle #

A.K.A. _____					LEVELS	<input type="checkbox"/> Normal Max Credits
Player Name	Character Name	Organized Play #	Character #	Faction	3-4	1,460
Adventure Summary					LEVELS	<input type="checkbox"/> Normal
<p>You made your way to Ghorus Prime to investigate one of the ingredients for shimmersheen, a sap coming from the sentient trees of the planet. You met a local Xenowarden who told you about some of the troubles of the forest and you <input type="checkbox"/> accompanied him into the forest or <input type="checkbox"/> explored the forest without him, eventually finding an illegal lumber mill. Upon searching the lumber mill, you learned about the production of corrupted sap's connection to shimmersheen. You <input type="checkbox"/> discovered the culprit of the ritual and vowed to confront him, <input type="checkbox"/> reported your findings to another Xenowarden, or <input type="checkbox"/> responded to a distress call about the culprit. You defeated Ainveln and his guards in the sacred grove, and <input type="checkbox"/> reversed the ritual while saving the sapling or <input type="checkbox"/> failed to save the sapling but paved the way for the Xenowardens to heal the forest safely.</p>					Out of Level	2,772
					LEVELS	<input type="checkbox"/> Normal
					5-6	4,085
					LEVELS	<input type="checkbox"/> Normal
					-	-
All Levels					Levels 5-6	
advanced needler pistol (2,700; item level 5; <i>Starfinder Character Operations Manual</i> 124)					advanced numbing beam (3,050; item level 5; <i>Armory</i> 35)	
advanced needler rifle (3,000; item level 5; <i>Character Operations Manual</i> 124)					aurora shock pad (4,900; item level 6; <i>Armory</i> 48)	
mk 1 null space chamber (3,050; item level 5; <i>Starfinder Core Rulebook</i> 227)					kyokor plating II (4,820; item level 6; <i>Starfinder Alien Archive</i> 73)	
plexigrass body suit I (2,700; item level 5; <i>Starfinder Near Space</i> 152)					plexigrass body suit II (13,500; item level 9; <i>Near Space</i> 152)	
purple nanite hypopen (450; item level 5; <i>Starfinder Armory</i> 106)						
thunderstrike blindmark rifle (1,400; item level 3; <i>Armory</i> 49)						
sunset shimmerstone staff (4,000; item level 6; <i>Starfinder Alien Archive</i> 3 65)						
trailblazer weapon fusion (4th; 680; item level 4; <i>Core Rulebook</i> 195)						
Reputation						
Faction _____	Reputation _____	Faction _____	Reputation _____			
Faction _____	Reputation _____	Infamy _____				
MAX CREDITS						
					Starting XP	
					+	GM's Initials
					XP Gained (GM ONLY)	
					=	
					Final XP Total	
EXPERIENCE						
					Initial Fame	
					+	GM's Initials
					Fame Gained (GM ONLY)	
					-	
					Fame Spent	
					Final Fame	
FAME						
					Starting Credits	
					+	GM's Initials
					Credits Garnered (GM ONLY)	
					+	GM's Initials
					Day Job (GM ONLY)	
					-	
					Credits Spent	
					=	
					Total	
CREDITS						

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #