



Save the Renkrodas

BY ANDREW HOSKINS





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HOW TO PLAY

Starfinder Society Scenario #1-15: Save the Renkrodas is a Starfinder Society Scenario designed for 3rd-through 6th-level characters (Tier 3-6; Subtiers 3-4 and 5-6). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at StarfinderSociety.club.



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GM RESOURCES

Save the Renkrodas makes use of the *Starfinder Core Rulebook* and *Starfinder Alien Archive*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at paizo.com/sfrd, and the relevant rules from the *Alien Archive* volumes are reprinted at the back of the adventure for the GM's convenience.

SCENARIO TAGS

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



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SAVE THE RENKRODAS

BY ANDREW HOSKINS



Castrovel is known for advances in technology, its mysterious ruins, and—more recently—its conservation efforts. In the past 2 years, the Esowath Conservancy has made bold strides to publicize their efforts to conserve Castrovel's natural beauty on the continent of Ukulam. Their efforts finally paid off with the renkrodas, a native species of bipedal reptile with several subspecies. While most Pact Worlds citizens are familiar with the whiskered renkrodas, a horse-sized carnivore found across Castrovel, some renkrodas subspecies are close to extinction.

The Esowath Conservancy is holding a gala for the feathered renkroda, a huge bipedal reptile with two small forelimbs, a large head, and a coat of rainbow-colored feathers. Trophy seekers and poachers, eager for their large, bright feathers, have hunted feathered renkrodas to the brink of extinction. The Conservancy has helped expand the population of feathered renkrodas by using treatment drones to administer medicine, libido enhancers, and fertility drugs. Subdermal nanites control the treatments, track the renkrodas' movements, and relay biological statistics to Conservancy biologists. Due to these efforts, the feathered renkroda population is healthy, active, and expanding across southern Ukulam. The Conservancy plans to use the gala to showcase one of their best specimens, a feathered renkroda named Vossi, to drum up more funding.

While most conservation organizations support the Conservancy's efforts, some more extreme groups consider its use of technology on wildlife to be a perversion of natural law. They believe that native species should thrive or die without the intervention of sentient creatures' meddling. Ipsoth's Children—led by a charismatic haan named Ipsoth—is one such group, and they are outraged that the Conservancy would not only capture a feathered renkroda under the guise of medical care, but keep it caged just so wealthy off-worlders can gawk at it. Ipsoth and his eco-terrorists intend to infiltrate the gala, use Vossi's medical nanites to control his mind, and hold the gala hostage until the Esowath Conservancy removes all agents and technology from the continent of Ukulam. By working with formian mercenaries, Ipsoth's Children have a plan to infiltrate the gala site and ensure that none of its attendees can leave.

The Starfinder Society has received invitations to this gala, primarily due to generous donations from Radaszam, leader of the Acquisitives faction. Radaszam has been supporting conservation

Where in the Universe?

Save the Renkrodas takes place several miles south of Esowath Nexus on the Pact World of Castrovel. For more information about Castrovel and Esowath Nexus, see the *Starfinder Core Rulebook* and *Starfinder Pact Worlds*. Both books are available at bookstores and hobby shops and online at paizo.com.



efforts for decades, and he sees the feathered renkroda as a worthy cause. More broadly, he sees the Esowath Conservancy's gala as an opportunity to draw attention to the struggles of endangered species across the galaxy. He hopes his Starfinder allies will realize that preserving life in all its forms is just as important as preserving and cataloging history. In Radaszam's view, glory and honor are merely tools for the betterment of all life in the universe.

SUMMARY

Radaszam, leader of the Acquisitives faction, accompanies the PCs to Ukulam, a continent on Castrovel reserved for preservation and conservancy efforts. He's bringing them to a charity gala for the feathered renkroda, an endangered species native to that planet. Though Radaszam considers this a high-class social affair, he warns the PCs to be wary of any break in the site's energy shield that could cause the dangerous local wildlife to interrupt the gala. Once

the PCs arrive, they have some time to enjoy the gala's amenities, talk to some interesting attendees, or look at Vossi, the enormous feathered renkroda on display.

Not long after arriving, Radaszam asks the PCs to check on a perimeter guard that hasn't reported in. The PCs find the energy shield in that section is glitching and a pack of hungry scavengers is consuming both the guard and an intruder bearing strange technology. Returning with this information, the PCs learn that the gala is under attack by eco-terrorists who have taken hostages and are using a mind-control device on the feathered renkroda.

With Radaszam and Muldoi, the head of site security, the PCs recover two vehicles and reach a communications bunker to provide a warning to Esowath Nexus about the terrorists. The terrorists publicly threaten to execute hostages, so Radaszam encourages the PCs to quickly return to the gala and eliminate the terrorists. On the way back to the gala, the PCs intercept the mind-controlled renkroda. After neutralizing the renkroda, the PCs return to the gala, defeat the terrorist leader, and rescue the hostages.

GETTING STARTED

The PCs begin gathered on the deck of a ship sailing to Ukulam on Castrovel. They are accompanied by the leader of the Acquisitives faction, **Radaszam** (N male vesk operative). Pass out **Handout #1** and **Handout #2** to give them some background on their trip, allow them time to purchase anything they'd like for the journey (such as formal clothing), then read or paraphrase the following to get the adventure under way.

The morning sea air whips past as Radaszam leans over the edge of the yacht's top deck to stare into the water. "I hope you're enjoying Castrovel. We should land on Ukulam soon, several miles south of main headquarters of the Esowath Conservancy on the continent. I wanted to thank you all personally for attending the gala with me.

"Charity events like this are important to preserving the beauty of the galaxy. 'Save the Renkrodas' has really caught on. Enormous carnosaurus like renkrodas tend to feature in gruesome tales, but they are majestic and inspiring animals. Unfortunately, some renkroda subspecies are quite near to extinction. The Esowath Conservancy usually hosts one or two of these upscale fundraisers every orbit to draw attention to endangered wildlife; I try to attend when I can." The vesk pauses uncomfortably.

"Oh, I know; I'm usually all 'guns and glory' or 'safety and security.' Look, what's the point of fighting if you're not fighting for something? Glory and honor grant influence; influence can change the galaxy. Wealth gives you the comforts you've worked hard for, but it also allows you to help others who haven't had the best luck. I try to funnel a generous portion of my income to charities like the Esowath Conservancy, which is trying to keep the natural beauty of their planet intact."

Radaszam clears his throat. "So, your mission is simple: mingle, dance, enjoy the food, and talk up the Starfinder Society.

We're one of the sponsoring partners for this event, so it's a chance to make a good impression on some of the socialites and corporate elites who attend these functions. See if you can make some new connections for the Society, perhaps even a few new allies.

"Oh, and the Conservancy pays well for security, so the only concern you need to worry about are corporate sharks, lawyers, and any aggressive wildlife we see on the safari tour this afternoon. I've negotiated special passes for you. You're permitted to carry any gear you'd like, but I recommend checking your bulky pieces with a valet: heavy weapons, power armor, that sort of thing.

"This event will be broadcast live across Castrovel and then rebroadcast to other Pact Worlds, so be on your best behavior. Just relax and enjoy the gala. That said, when does everything ever go as planned?"

Radaszam answers any questions the PCs have about renkrodas and the gala. Some likely questions and answers are listed below.

What is Castrovel/Ukulam? "Castrovel is the second planet from the Pact Worlds; sun and native home to the lashuntas, elves, and formians. We're landing in Ukulam, a continent reserved for preservation of Castrovel's natural beauty; permanent settlements and technology are all but forbidden here. The Esowath Conservancy mostly works out of Esowath Nexus, a major settlement north of here. They're excepted from the restrictions because of their focus on conservation."

What is the Esowath Conservancy? "They're a charitable organization that works to preserve Ukulam and assist endangered species, like the feathered renkroda. They're hosting the gala and providing security."

Why are we on a boat? "Flying vessels are forbidden on Ukulam; arriving by water is less upsetting to the wildlife here... and kind of peaceful."

Why are feathered renkrodas endangered? "Poaching, mostly. Their feathers adorn some expensive clothing. Though they shed feathers naturally, poachers find that hunting the beasts gets them more feathers faster. High-visibility functions like this help to make wearing renkroda feathers taboo, but sadly there's still a hefty market for them.

Is there anything we should avoid doing? Anyone specific we should talk to? "Just chat up and make connections. The guest list is confidential, so I don't know who will be there. I expect that there could be some influential or wealthy patrons, due to the gala's entry fee, and everyone there will be interested in the plight of the feathered renkroda. Don't insult anyone or get into a fight; you should do fine."

We get to go on a safari? "Yes, we'll have one of the rangers take us out to see some of the wildlife firsthand, but this isn't a hunting expedition. We're just there to observe."

The PCs should finalize their boon slots for the session. This scenario is important to Radaszam; PCs should be encouraged to slot the Acquisitives faction.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

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

10+: The Esowath Conservancy has been spearheading efforts to keep the continent of Ukulam free from the influences of technology and politics.

15+: They've been struggling financially for several years, but their latest campaign, "Save the Renkrodas," has sparked renewed interest in Castrovel's wildlife across the Pact Worlds.

20+: Due to the Esowath Conservancy's financial and political struggles, the success or failure of this gala will likely dictate the future of conservancy efforts on Ukulam. Some corporate interests would like to shut down conservation efforts to harvest resources, while extremist ecological groups don't think the Conservancy goes far enough. If the PCs obtain this result, their insight grants a +2 circumstance bonus to skill checks to impress gala attendees.

LIFE SCIENCE (RECALL KNOWLEDGE)

Based on the result of a Life Science check to recall knowledge, the PCs might know more about feathered renkrodas. They learn all of the information whose DC is equal to or less than the result of their check.

10+: Renkrodas are bipedal reptiles with a pair of smaller forelimbs, long necks, elongated snouts, and long tails. They're hypercarnivores who can chase down prey with deadly speed.

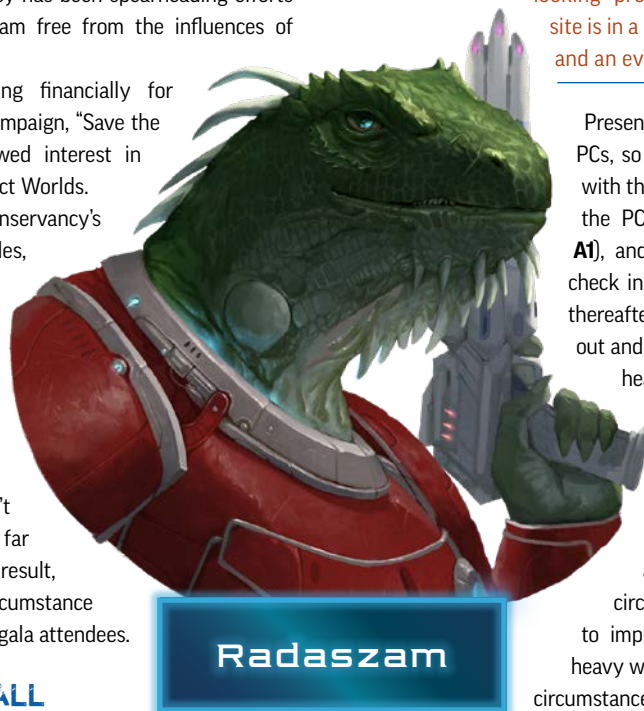
15+: Most renkroda species are highly territorial, using terrifying calls to maintain boundaries and scare off scavengers. Many visitors to Castrovel have heard their recognizable roars echoing from the Castrovelian wilds.

20+: Feathered renkrodas are larger than their far more common cousins, the whiskered renkrodas. Feathered renkrodas get their names from the multicolored feathers that cover their bodies, forming patterns unique to each renkroda. They use the feathers to help regulate body temperature and puff them out to scare off competing predators or strike their prey with paralyzing fear.

25+: Though typically solitary creatures, feathered renkrodas choose mates every few years. Mated renkrodas protect their nest for a few months, then abandon each other and leave their young to fend for themselves. If the PCs obtain this result, their in-depth knowledge of feathered renkrodas grant a +4 circumstance bonus to Survival checks to earn Vossi's trust in encounter **D3**.

A. CONSERVANCY GALA SITE

The ship docks at a natural harbor near a secluded beach crisscrossed by flower-lined paths. Faintly shimmering energy fields surround the entire area in an enormous half-dome, while tents and other temporary structures provide a pleasant-looking provisional settlement. The gala site is in a clearing with a large animal pen and an even larger stage.



Radaszam

Present the map of the gala site to the PCs, so they can familiarize themselves with the layout. Radaszam accompanies the PCs to the security station (area **A1**), and he recommends that the PCs check in any bulky equipment there. He thereafter encourages the PCs to spread out and mingle while he speaks with the head of the security staff.

The gala includes the following locations for the PCs to visit; the GM should ask each PC where they would like to go first. Gala-appropriate clothing grants a +2 circumstance bonus to skill checks to impress other attendees; PCs with heavy weapons or power armor take a -4 circumstance penalty to these checks instead. This initial encounter is a social event, but

each PC has time for one interaction before Radaszam seeks them out for **Encounter B**.

A1. SECURITY STATION

A small kiosk with portable barriers acts as security control for the gala. Security guards wearing Esowath Conservancy uniforms check invitations of arriving guests and monitor several small vidscreens.

Conservancy security forces check in guests here, but their review of invitations is perfunctory; the PCs were already checked in when they boarded the boat. These guards also take any bulky equipment the PCs wish to store prior to the safari later in the day (they take it to the equipment tent described in **Encounter C**). Because the PCs have special passes granted to the Starfinder Society, they can keep any weapons and armor they choose.

Creatures: The PCs might wish to question the security forces here. With a successful DC 12 Diplomacy or Profession (mercenary) check (DC 15 in Subtier 5-6), a PC may ask the security guards a few questions; answers to questions the PCs might ask are below.

Who's in charge here? "The head of security is named Muldoi. She's a kasatha naturalist who's served the Esowath Conservancy

A. CONSERVANCY GALA SITE



a lot longer than I have. Her heart may be in conservation, but she knows security procedures like the back of her hands.”

What is that energy field? “It’s a barrier to keep the native creatures of the Ikal Expanse away from the gala; it deters animals in some manner I don’t understand. But you’re safe on this side.”

What other security measures do you have? “We have security well in hand. We’ve got drones acting as mobile security cameras feeding directly to our vidscreens here, several of us standing by to intercept threats, and even satellite scanning of the area. You’re perfectly safe.”

When is the safari? “Announcements for the safari departure will be in about three hours. The safari itself should last about ninety minutes.”

A2. BAR

A polished wooden bar featuring a vast selection of top-shelf beverages hovers slightly off the ground behind a few low bushes.

Creatures: As the PCs arrive, an android bartender named **Enravik-1** (LN male android) is finishing a colorful cocktail called a bryrvath claw—a drink with rainbow-colored bioluminescent fish giving off black vapors. The bartender hands the drink to a gnome wearing a black leather jacket covered in prismatic nanocarbon studs. This is **Poshment Jamjet** (CN male bleachling gnome), a talented techno-musician performing later in the evening. Poshment is a rapid-fire and lively conversationalist, and he’s happy to engage the PCs in discussion about music, fashion, and popular culture.

A3. STAGE

This modular stage sits 5 feet above ground level, with stairs on both sides. Several transmitters are built into the edges of the stage. A broad dance floor spreads out in front of the stage.

The experimental transmitters amplify sounds to deliver a superior acoustic performance, but creatures on the stage take half again as much damage (+50%) from sonic damage effects. A PC that succeeds at a DC 15 Engineering check (DC 18 in Subtier 5–6) identifies this effect, which may prove useful in **Encounter E**.

Creatures: The Bretheda Celestial Orchestra has sent a string quartet to play during the cocktail meet-and-greet; they currently play a subtle Eoxian piece while overseen by their stage manager, **Ulurio** (LN barathu). Ulurio floats nearby with a datapad, nervously watching the performance for slip-ups or dangers. Getting the stage manager to calm down enough to talk requires a successful DC 15 Diplomacy or Profession (musician) check (DC 18 in Subtier 5–6). It is particularly important to Ulurio that this

performance go well, but the barathu is quick to point out pending trouble everywhere: the spy drones whirl too loudly, the haan over at the banquet table is eyeing the string quartet unusually critically, and the renkroda pen might not be strong enough to contain the creature.

A4. RENKRODA PEN

Interlocked panels of polycarbon plate comprise this large square pen, which is crested with an elaborate ivy trellis. Small grates in the polycarbon panels allow a view inside. An information kiosk stands nearby.

PCs investigating the kiosk find it displays short holovids of feathered renkrodas and an encyclopedic info-page about their life cycle, providing all of the information granted by the Life Science check in **Getting Started**, above. The kiosk also notes that this renkroda is named **Vossi**, and that he’s been captive for about a month while recovering from a broken leg that could have been a life-threatening injury in the wild. Vossi is almost completely recovered, and the Esowath Conservancy intends to release him back into the wild the following day.

Creatures: The grates allow gala guests to look at **Vossi** (N male feathered renkroda) safely. Although Vossi occasionally slams his tail into the polycarbon pen in agitation, the durable panels keep the renkroda effectively contained. Further, the ivy trellis is a hologram projected over an

electrified wire coil, which a PC can notice with a successful DC 20 Engineering or Perception check.

Although several gala attendees mill about the pen, the most distinctive is **Muldoi** (NG female kasatha operative), a tough naturalist and head of security. She’s checking on the pen and Vossi’s disposition. If the PCs engage her in conversation, Muldoi is professional but distant, explaining that there isn’t any danger from the renkroda and that he’ll be released back into the wild tomorrow. A successful DC 17 Diplomacy or Life Science check (DC 20 in Subtier 5–6) causes Muldoi to open up a bit; she admits that she’s not happy about keeping Vossi locked up through the gala, as his leg was sufficiently healed almost a week ago. However, Muldoi concedes that fundraising for conservation is important; she reluctantly agreed to keep Vossi in captivity through this event but is looking forward to returning him to the wild tomorrow.

A5. BANQUET TABLE

An elaborate ice sculpture of a feathered renkroda stands over a table covered with hors d’oeuvres, including formian-style



B. TROUBLE AT THE PERIMETER

C : CORPSE

CS : COMPSIKANIA SWARM

N
↑

1 SQUARE = 5 FEET

Pathfinder Flip-Mat Classics: Forest

barbecued mountain eel, aparian caviar, bacon-wrapped caypin stalks, and roasted ksarik poutine.

Servers come and go from this area, replenishing the food and clearing away items from the high, round tables nearby. A small metal plate in the center of the table is a cryo-mechanism to preserve the ice sculpture in the heat.

Creatures: Several corporate executives and dignitaries mingle around the banquet table. Although none are unfriendly to the PCs, only one seeks them out specifically for conversation—a regal-looking haan wearing a fine suit. The haan introduces himself as Ipsoth, an off-world entrepreneur. He engages the PCs in conversation about conservancy efforts generally and the Esowath Conservancy in particular, while gauging whether they find the gala for the feathered renkroda to be helpful or distasteful. If the PCs succeed at a DC 20 Sense Motive check (DC 23 in Subtier 5–6), they realize Ipsoth finds the proceedings distasteful in some way. Ipsoth doesn't reveal much information about himself, and certainly doesn't reveal any of his plans for the gala. If the PCs become too pushy with Ipsoth, he excuses himself to speak with some of the other guests.

B. TROUBLE AT THE PERIMETER (CR 4 OR CR 6)

After each PCs has visited one of the gala locations, Radaszam asks them to meet him at the renkroda pen (area **A4**). If any PCs are with Muldoi at the renkroda pen, she gets a message on her personal comm, has a short conversation, and asks any PCs to wait with her for Radaszam and the other PCs.

Radaszam nods towards Muldoi, the kasatha head of security. "Muldoi tells me we might have a situation. One of the guards on the eastern perimeter has failed to report; we've lost wireless contact with everything in that section."

Muldoi adds, "The guard is a big human man named Carthas. He's sharp but not tech-savvy; if wildlife got at a transponder, that might explain why he hasn't reported in. It could be nothing, but I want to be sure."

Radaszam says, "I've offered your services to Muldoi: investigate, then report back here to us."

If the PCs express any desire to recover gear from the equipment tent, Radaszam insists the PCs investigate right away—he's worried there might be trouble, and time is of the essence.

The walk to the eastern edge of the energy field takes only a few minutes. When the PCs arrive, read or paraphrase the following.

Two humanoid bodies lay on the path: a large male human and a male lashunta. The energy field flickers as a nearby emitter at the base of the field sparks. Dappled scorch marks on the surrounding trees indicates a recent firefight.

An agent of Ipsoth's Children attacked the security guard here, getting into a firefight. An errant shot damaged the nearby shield emitter, which has started to fail for several seconds at a time. After the eco-terrorist killed the guard, a pack of compsikanias—aggressive carnivorous theropods the size of small dogs—slipped through the flickering shield and attacked him. Their venom rendered him lethargic, then they killed him..

Hazard: As the PCs arrive here, Ipsoth's Children make their move at the gala. One of their first actions is to raise a powerful signal jammer that covers the entire area within the energy field. Due to overwhelming signal interference, no technological devices, including comm units or drones, can transmit more than 100 feet.

Creatures: The compsikania pack remains here, feasting on the dead eco-terrorist. They hide in the foliage when the PCs approach.

SUBTIER 3-4 (CR 4)

COMPSIKANIA SWARM

CR 4

N Tiny animal (swarm)

Init +9; **Senses** blindsense (scent) 30 ft., low-light vision;

Perception +10

DEFENSE

HP 45

EAC 16; **KAC** 17

Fort +5; **Ref** +9; **Will** +3; +2 vs. disease

Defensive Abilities swarm defenses;

Immunities swarm immunities

Weaknesses vulnerable to sonic

OFFENSE

Speed 40 ft., climb 20 ft.

Melee swarm attack (1d4+3 P plus distraction [DC 15] and compsikania venom; see page 10)

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities distraction (DC 15)

TACTICS

Before Combat The compsikania swarm hides, sending out one compsikania to bait larger creatures to approach.

During Combat The compsikania swarm attacks the closest active targets until they render all creatures in the area catatonic. They then dine in peace.

Morale If reduced to fewer than 10 HP, the swarm flees.

STATISTICS

Str -1; **Dex** +5; **Con** +1; **Int** -4; **Wis** +0; **Cha** +3

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

Other Abilities tracking (scent)

Scaling Encounter B

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

Both Subtiers: The compsikanias have recently eaten food that disagreed with them. The compsikania swarm is sickened. In addition, reduce the DCs of the swarm's distraction and compsikania venom abilities by 3.

Compsikania Anti-Venom

After having to deal with packs of occasionally aggressive compsikanias, Esowath Conservancy biologists created anti-venom specifically intended to counteract the small creatures' debilitating bite. When administered, the target immediately recovers two steps on the compsikania venom track, but only one dose is effective in any 24-hour period. A dose of compsikania anti-venom is a level 3 medicinal with a price of 325 credits.

SUBTIER 5-6 (CR 6)

ALPHA COMPSIKANIA SWARM

CR 6

N Tiny animal (swarm)

Init +9; **Senses** blindsense (scent) 30 ft., low-light vision;

Perception +13

DEFENSE

HP 80

EAC 18; **KAC** 19

Fort +7; **Ref** +11; **Will** +5; +2 vs. disease

Defensive Abilities swarm defenses;

Immunities swarm immunities

Weaknesses vulnerable to sonic

OFFENSE

Speed 40 ft., climb 20 ft.

Melee swarm attack (1d4+6 P plus distraction [DC 16] and compsikania venom; see page 10)

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities distraction (DC 16)

TACTICS

Use the tactics from Subtier 3-4.

STATISTICS

Str +0; **Dex** +5; **Con** +2; **Int** -4; **Wis** +0; **Cha** +3

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

Other Abilities tracking (scent)

C. EQUIPMENT TENT

W : FORMIAN WARRIOR

T : FORMIAN TACTICIAN

N



1 SQUARE = 5 FEET

Pathfinder Flip-Mat Classics: Forest

COMPSIKANIA VENOM**Type** poison (injury); **Save** Fortitude DC 14**Track** Charisma (special); **Frequency** 1/round for 6 rounds**Effect** progression track is Healthy-Weakened-Impaired-Pliable-Catatonic-Catatonic; the second catatonic functions as an end state**Cure** 1 save

Development: The human corpse wears a uniform of the Esowath Conservancy security forces; he was killed by laser fire and chewed upon by compsikantias. A successful DC 15 Medicine or Perception check identifies that several of the earlier shots to strike the guard were made in his back, showing he was ambushed.

The compsikantias have devoted most of their attention to the lashunta corpse, making specific identification impossible. In addition to his armor and weapons, the lashunta carries a strange hybrid device labeled "instinct redirection transducer" in Castrovelian. The transducer looks like a mechanical claw about the size of a human's palm. This device was intended as a back-up to the transducer the terrorists affixed to Vossi to control him, although this transducer has been damaged and isn't operational.

A successful DC 20 Engineering check (DC 23 in Subtier 5–6) identifies that the transducer incorporates a scanner and a small radio to transmit information over short distances. A successful DC 20 Computers or Medicine check (DC 23 in Subtier 5–6) reveals that the scanner is calibrated to detect bio-nanites. A successful DC 20 Mysticism check (DC 23 in Subtier 5–6), identifies traces of enchantment magic in the components. For each successful skill check identifying the device, the PCs gain a cumulative +2 circumstance bonus (maximum +6) to disable the identical transducer on Vossi (see encounter **D3**).

Once they have assessed the scene at the perimeter, the PCs must return to the gala to report to Muldoi and Radaszam; their comm units are ineffective at this range, due to the eco-terrorists' signal interference.

Treasure: The dead lashunta carries a survival knife and an azimuth laser pistol with a drained battery; his second skin armor was destroyed by the feasting compsikantias. The security guard wears casual stationwear, carries a nyfiber net, a tactical arc emitter with 20 charges, two screamer grenades II, and two doses of compskania anti-venom (see the sidebar on page 9). In Subtier 5–6, the security guard wears elite stationwear instead of casual

stationwear and carries a third grenade and an incapacitator. The transducer is a rare and valuable piece of technology, worth 2,000 credits to a research firm. In Subtier 5–6, it is worth 4,000 credits.

Rewards: If the PCs do not retrieve the equipment on the bodies here, reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 484.

Out of Subtier: Reduce each PC's credits earned by 815.

Subtier 5–6: Reduce each PC's credits earned by 1,146.

C. EQUIPMENT TENT (CR 5 OR CR 7)

As the PCs return to the gala, they encounter Radaszam and Muldoi. Both look haggard and bear signs of recent combat. Read or paraphrase the following.

Radaszam barks, "Glad we caught you. We have a situation. After you left, a group of terrorists calling themselves Ipsoth's Children ambushed the gala. It was well-planned; they were armed, and they shut down all communications almost immediately. They've captured several high-profile hostages."

Muldoi adds, "They released the feathered renkroda. It overwhelmed my security forces, but didn't attack Ipsoth's Children—they were controlling it somehow. The two of us barely managed to escape. There's an emergency communications bunker out in the Ikal Expanse. We could use that to alert Esowath Nexus and call for reinforcements, but it's a long walk. If we can get some vehicles from the equipment tent, we can get there faster."

While the PCs might be eager to attack Ipsoth right away, Radaszam and Muldoi recommend caution. They want to get reinforcements and come up with a plan, and they need the PCs' help to do so—the Ikal Expanse can be dangerous.

The equipment tent is at the edge of the gala site. A few armed formians patrol the path to the tent. Radaszam and Muldoi slip into the tent to commandeer some vehicles, asking the PCs to handle the guards. Read or paraphrase the following when the PCs arrive.

Several dirt paths through the jungle bear wheel ruts. The widest path leads to a large, sturdy tent.

Creatures: Formian mercenaries patrol this area. They aren't devotees of Ipsoth's cause, and are merely hired guns. For now, they guard the equipment tent to ensure that guests don't escape.

SUBTIER 3–4 (CR 5)

FORMIAN WARRIORS (2) CR 3

HP 39 each (*Starfinder Alien Archive* 50, see page 19)

TACTICS

During Combat The formians use full attacks for 2 rounds before seeking cover and taking single shots.

Morale A formian surrenders if reduced below 10 Hit Points. These mercenaries know nothing about Ipsoth's plans.

Optional Encounter

The Equipment Tent encounter is optional. If at least 75 minutes have already elapsed in playing the scenario, the PCs find no formians here; they've wandered off to check on a strange noise and the PCs can slip into the tent to meet Muldoi and Radaszam without incident.

Scaling Encounter C

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

Both Subtiers: These formians expended several charges defeating the security guards, and several more firing their lasers wildly in the air to subdue the gala attendees. Reduce the number of charges left in each formian's weapon battery to 5, and reduce their Hit Points to 25 each.

SUBTIER 5–6 (CR 6)

FORMIAN WARRIORS (3) CR 3

HP 39 each (*Starfinder Alien Archive* 50, see page 19)

TACTICS

Use the tactics from Subtier 3–4.

FORMIAN TACTICIAN CR 3

Female formian envoy (*Starfinder Alien Archive* 50)

LE Medium monstrous humanoid

Init +5 (+9 with hive mind); **Senses** blindsense (scent) 30 ft., darkvision 60 ft.; **Perception** +8 (+12 with hive mind)

DEFENSE HP 35

EAC 14; **KAC** 15

Fort +2; **Ref** +4; **Will** +6

Resistances sonic 10

OFFENSE

Speed 40 ft., burrow 10 ft.

Melee claw +7 (1d4+3 S)

Ranged azimuth laser pistol +9 (1d4+3 F; critical burn 1d6) or stickybomb grenade 1 +9 (explode [10 ft., entangled 2d4 rounds], DC 14)

TACTICS

During Combat The formian tactician uses her envoy improvisations along with pistol attacks. She saves her stickybomb grenades to restrain enemies that attempt to flee.

Scaling Encounter D2

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

Both Subtiers: Lower the DCs on all skill checks during the chase by 2.

Morale If both formian warriors have surrendered or are defeated, the formian tactician surrenders; otherwise, she fights to the death.

STATISTICS

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

Skills Bluff +13, Intimidate +13, Profession (soldier) +8, Sense Motive +13, Stealth +8

Languages Castrovelian, Common; limited telepathy 60 ft.

Other Abilities envoy improvisations (clever feint, get 'em)

Gear graphite carbon skin, azimuth laser pistol with 2 batteries (20 charges each), stickybomb grenade I (2)

SPECIAL ABILITIES

Hive Mind (Ex) See page 19.

Development: Once the PCs defeat the formians, Radaszam and Muldoi drive out of the equipment tent on two Esowath Explorer vehicles (see the vehicle stat block on page 13). If the PCs checked any equipment with the security team in area **A1**, Radaszam has this equipment stowed in the vehicle he is driving.

The PCs can board the vehicles and escape to the communications bunker in the Ikal Expanse.

Rewards: If the PCs do defeat the formians, reduce each PC's credits earned by the following amount. If you skip this encounter for lack of time, ignore these reductions.

Subtier 3–4: Reduce each PC's credits earned by 55.

Out of Subtier: Reduce each PC's credits earned by 71.

Subtier 5–6: Reduce each PC's credits earned by 87.

D. IN THE IKAL EXPANSE

The journey to the communications bunker takes 15 minutes through the Ikal Expanse. This is a perfect time for the PCs to take a 10-minute rest to recover Stamina Points.

D1. COMMUNICATIONS BUNKER

During this trip, the PCs can talk to Radaszam and Muldoi about the eco-terrorists. Radaszam has not heard about Ipsoth's Children, but Muldoi recognizes the name Ipsoth from the guest list; if the PCs spoke to Ipsoth, Muldoi asks what they thought of him. Muldoi says that her team had measures to identify the Esowath Conservancy's opponents, but Ipsoth must have slipped through.

If the PCs did not take time to identify the instinct redirection transducer on the dead lashunta, they have an opportunity to

identify it now. Muldoi isn't familiar with it; Radaszam speculates that it looks like part control rig and part nanite re-programmer, but he is at a loss as to the device's function.

The communications bunker is a well-concealed fortification built into the side of a steep hill, with a communications array disguised among trees at the hilltop. The bunker's entrance is behind a few large rocks disguised to blend in with the terrain. Muldoi has the codes necessary to enter the bunker. Once inside, lights indicate an incoming message broadcast on a broad array. Read or paraphrase the following.

Holo-projectors and vid-screens flare to life, projecting the image of a well-dressed haan standing on a stage featuring smashed orchestral instruments and a dead barathu. He speaks directly to the camera with calm determination, "Technological tyrants of the Pact Worlds, for too long the natural order in the galaxy has been disrupted by your machines and your machinations. It is time to sweep your metal and circuitry off the face of the world, off all worlds. I, Ipsoth, shall lead my children into a glorious revolution of nature. We shall execute one hostage for every hour technology remains on Ukulam. I am watching."

Before the message cuts out, the feathered renkroda Vossi strides behind the stage and into the Ikal Expanse, ridden by two terrorists with sniper rifles.

Muldoi and Radaszam both intend remain in the communications bunker to monitor the situation and request support from Esowath Nexus; the communications bunker is far enough from Ipsoth's signal jammer to operate normally. Unfortunately, Muldoi realizes that this aid is hours away, at best.

Radaszam seizes upon the opportunity for the Starfinder Society to further demonstrate its worth to the Esowath Conservancy. He asks the PCs to return to the gala and eliminate Ipsoth before he executes any hostages. Vossi provides a complication: the PCs shouldn't kill the renkroda, but they also can't let the eco-terrorists use him to defend the gala site, either. Radaszam suggests that the PCs first locate and neutralize Vossi on their way back to the gala site. Muldoi agrees, insisting that the PCs subdue Vossi rather than kill him.

Treasure: If the PCs agree to subdue Vossi, Muldoi provides the PCs with a cache of equipment hidden in the communications bunker: two static arc pistols, two standard taclashes, a tactical arc emitter, a *merciful* fusion seal (6th), four doses of compsikania anti-venom (see page 9), four *mk 2 serums of healing*, and two *mk 1 adaptive serums* (*Starfinder Alien Archive* 71). In Subtier 5–6, the cache also includes a static arc rifle and two *mk 2 adaptive serums* (*Starfinder Alien Archive* 71).

Rewards: If the PCs aren't willing to work to subdue Vossi, Muldoi doesn't provide them with the cache of supplies; reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 126 credits.

Out of Subtier: Reduce each PC's credits earned by 186 credits.

Subtier 5–6: Reduce each PC's credits earned by 246 credits.

D2. THE CHASE

The PCs should drive the two Esowath Explorers, although they can set the vehicles to autopilot (Piloting +10) if they aren't confident in their skills. Each Esowath Explorer also has a gunner station with a mounted *merciful aphelion artillery laser* to incapacitate, rather than kill, local wildlife. Each PC should choose a vehicle to occupy and decide who will act as pilots, gunners, or passengers.

The Esowath Explorers have an automated sensor array to identify the nearest massive biological entity; this provides the PCs with the distance and direction to Vossi. Two eco-terrorists are currently riding Vossi along a muddy hillside. When they see the PCs approach in vehicles, they retreat, hoping to lure the PCs into a trap near the gala site. The PCs must pursue.

Use the vehicle chase rules (*Starfinder Core Rulebook* 282-287) for this chase. The GM should assist the PCs with the chase rules. The eco-terrorist pilot wants to lure the PCs into the ambush at the gala, so doesn't escape the chase; in a situation where Vossi and the eco-terrorists would escape, they remain one zone ahead of the lead PC vehicle. The eco-terrorist passenger shoots at the PCs during the chase.

This chase ends when the PCs remain engaged with Vossi for 2 consecutive rounds, when both eco-terrorists are killed, when a PC vehicle is one zone ahead of Vossi, or when a PC vehicle reaches **Zone 7 (Gala Perimeter)**, as described below. When the chase ends, Vossi turns to fight the PCs; go to encounter **D3**. Keep track of the damage sustained by the combatants during the chase (including Vossi), as combatants retain their injuries for encounter **D3**.

CHASE VEHICLES

The PCs have two Esowath Explorers, modified exploration buggies the Esowath Conservancy uses in Ukulam.

BOTH SUBTIERS

ESOWATH EXPLORERS (2) LEVEL 4

Huge land vehicle (10 ft. wide, 20 ft. long, 6 ft. high)
Speed 20 ft., full 400 ft., 45 mph
EAC 14; **KAC** 18; **Cover** partial cover
HP 50 (25); **Hardness** 5
Attack (Collision) 6d6 (DC 11)
Attack (Turret) *merciful aphelion artillery laser* (3d8 F nonlethal, ammo 40, usage 4)
Modifiers +0 Piloting, -2 attack (-4 at full speed)
Systems autopilot (Piloting +10), planetary comm unit;
Passengers 4

For the purpose of this chase, Vossi is treated as a vehicle with the following statistics; the eco-terrorists control Vossi with the Survival skill, rather than Piloting.

Scaling Encounter D3

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

Both Subtiers: Vossi is fatigued from the chase. In addition, reduce the DCs of his frightful presence and roar abilities by 3.

SUBTIER 3-4

VOSSI LEVEL 6

Huge animal (15 ft. wide, 15 ft. long, 15 ft. high)
Speed 40 ft., full 400 ft., 45 mph
EAC 17; **KAC** 21; **Cover** none
HP 90 (cannot become broken due to damage); **Hardness** 0
Attack (Collision) 7d8 (DC 12)
Modifiers -3 Survival, -4 attack (-8 at full speed)
Systems controlled creature (controlled with the Survival skill in place of the Piloting skill); **Passengers** 1



Vossi

SUBTIER 5–6

VOSSI

LEVEL 8

Huge animal (15 ft. wide, 15 ft. long, 15 ft. high)

Speed 40 ft., full 400 ft., 45 mph

EAC 19; **KAC** 23; **Cover** none

HP 125 (cannot become broken due to damage); **Hardness** 0

Attack (Collision) 8d10 (DC 14)

Modifiers –4 Survival, –4 attack (–8 at full speed)

Systems controlled creature (controlled with the Survival skill in place of the Piloting skill); **Passengers** 1

CHASE ZONES

The chase uses the 7 zones described below. The PCs begin in **Zone 1 (Open Plains)**, while Vossi and the eco-terrorists begin one zone ahead, in **Zone 2 (Muddy Hillside)**.

Zone 1 (Open Plains): This is a flat, grassy plain with patches of tall grass. The PCs begin the chase in this zone. This zone has no additional environmental effects.

Zone 2 (Muddy Hillside): This is a steep slope covered with mud. Vossi and the eco-terrorists begin the chase in this zone. In this zone, wheeled vehicles (like the Esowath Explorers) lose traction, imparting a –4 penalty to skill checks attempted during the pilot actions phase.

Zone 3 (Low Brush): Clumps of light foliage dot the uneven ground. Flocks of brightly-colored birds lurk in the foliage and angrily attack living creatures in the zone during the pilot actions phase (+11 melee, 2d6 P).

Zone 4 (Dense Forest): Copses of trees hug narrow game trails. The trees provide cover to all creatures and vehicles in this zone, except against vehicles with which they are engaged (or passengers of vehicles with which they are engaged).

Zone 5 (Rocky Clearing): Small boulders and patches of gravel litter the terrain. The rocks impart a –2 penalty to all skill checks attempted during the pilot actions phase; in addition, any failed check during the pilot actions phase means the vehicle hits a rock and takes 5d6 damage.

Zone 6 (Light Forest): Wispy trees and wide ferns protrude from the soil. This zone has no additional environmental effects.

Zone 7 (Gala Perimeter): This is the wide, grassy field outside the energized force field around the gala. At the end of each round, an eco-terrorist from the gala attacks a single PC. The eco-terrorist is considered 400 feet away from this zone. If a PC vehicle reaches this zone without having engaged Vossi for 2 rounds, gotten ahead of Vossi, or eliminated the two eco-terrorist riders, Vossi turns to fight here.

D3. CHASE'S END (CR 7 OR CR 9)

Vossi and the eco-terrorists fight the PCs as soon as the chase is over. They find a relatively open area in which to fight, so none of the environmental effects of the current zone apply unless the chase ended by a PC vehicle reaching **Zone 7 (Gala Perimeter)**. In this case, the eco-terrorist sniper at the gala site continues shooting

at a PC at the end of each round until Vossi is defeated. Any open encounter map, such as **Pathfinder Flip-Mat Basic Terrain**, works well for this encounter.

SUBTIER 3–4 (CR 7)

ECO-TERRORISTS (2)

CR 1

Lashunta operative

CN Medium humanoid (lashunta)

Init +9; **Senses** low-light vision; **Perception** +6

DEFENSE **HP** 17 EACH

EAC 11; **KAC** 12

Fort +1; **Ref** +6; **Will** +4

OFFENSE

Speed 30 ft.

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

Ranged azimuth laser pistol +6 (1d4+1 F; critical burn 1d4) or tactical shirren-eye rifle +6 (1d10 P)

Offensive Abilities trick attack +1d4

Lashunta Spell-Like Abilities (CL 1st)

1/day—*detect thoughts* (DC 12)

At will—*daze* (DC 11), *psychokinetic hand*

TACTICS

During Combat The eco-terrorists use their jump jets to maintain an advantageous position against foes. They use their sniper rifles at a distance, and switch to using either *daze* or trick attacks against foes that approach.

Morale The eco-terrorists fight to the death for their cause.

STATISTICS

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

Skills Acrobatics +11, Athletics +6, Intimidate +6, Stealth +11, Survival +11

Languages Castrovelian, Common, Elven; limited telepathy 30 ft.

Other Abilities operative specialization (explorer)

Gear second skin (jump jets), survival knife, azimuth laser pistol with 2 batteries (20 charges each), tactical shirren-eye rifle with 25 sniper rounds, tool kits (rider's kit)

VOSSI

CR 6

Male feathered renkroda

N Huge animal

Init +0; **Senses** blindsense (vibration) 60 ft., low-light vision;

Perception +13

Aura frightful presence (30 ft., DC 14)

DEFENSE **HP** 90

EAC 17; **KAC** 21

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

OFFENSE

Speed 40 ft.

Melee bite +16 (2d6+11 P; critical roar) or tail +13 (1d8+11 B)

Space 15 ft.; **Reach** 15 ft. (20 ft. with tail)

Offensive Abilities roar (DC 14)

TACTICS

During Combat Vossi begins by roaring. Thereafter, he generally uses his bite to attack the creature that did the most damage to him in the previous round.

Morale While controlled by Ipsoth's Children, Vossi cannot flee and fights until knocked unconscious or killed.

STATISTICS

Str +5; **Dex** +0; **Con** +3; **Int** -4; **Wis** +2; **Cha** +0

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

SPECIAL ABILITIES

Roar (Ex) As a standard action, a feathered renkroda can bellow ferociously, causing all creatures within 60 feet to gain the cowering condition for 1 round (Will DC 14 negates). After a feathered renkroda roars, it must wait 2d4 rounds before it can do so again. If it scores a critical hit with its bite attack, it immediately regains the use of this ability and may activate it as a free action. This is a mind-affecting, sense dependent fear effect.

SUBTIER 5-6 (CR 9)

ECO-TERRORIST VETERANS (2)

CR 3

Lashunta operative

CN Medium humanoid (lashunta)

Init +9; **Senses** low-light vision; **Perception** +9

DEFENSE HP 35 EACH

EAC 14; **KAC** 15

Fort +2; **Ref** +9; **Will** +4

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

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

Ranged static arc pistol +9 (1d4+3 E; critical arc 2) or tactical shirren-eye rifle +9 (1d10 P)

Offensive Abilities trick attack +1d8

Lashunta Spell-Like Abilities (CL 3rd)

1/day—*detect thoughts* (DC 14)

At will—*daze* (DC 13), *psychokinetic hand*

TACTICS

During Combat The eco-terrorists activate their holographic clones once combat begins and use their climbing suckers or jetpacks to gain advantageous positions against foes. They use their sniper rifles at a distance for as long as possible, and switch to using either *daze* or trick attacks against foes that approach.

Morale The eco-terrorists fight to the death for their cause.

STATISTICS

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

Skills Acrobatics +14, Athletics +9, Intimidate +9, Stealth +14, Survival +14

Languages Castrovelian, Common, Elven; limited telepathy 30 ft.

Other Abilities operative exploits (holographic clone [1/day]), operative specialization (explorer)

Scaling Encounter E

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

Both Subtiers: Remove one eco-terrorist.

Gear D-suit III (jetpack), survival knife, static arc pistol with 2 batteries (20 charges each), tactical shirren-eye rifle with 25 sniper rounds, climbing suckers, tool kits (rider's kit)

VOSSI

CR 8

Male feathered renkroda

N Huge animal

Init +1; **Senses** blindsense (vibration) 60 ft., low-light vision;

Perception +16

Aura frightful presence (30 ft., DC 16)

DEFENSE HP 125

EAC 19; **KAC** 23

Fort +12; **Ref** +12; **Will** +7

OFFENSE

Speed 40 ft.

Melee bite +19 (2d10+14 P; critical roar) or tail +16 (3d4+14 B)

Space 15 ft.; **Reach** 15 ft. (20 ft. with tail)

Offensive Abilities roar (DC 16)

TACTICS

Use the tactics from Subtier 3-4.

STATISTICS

Str +6; **Dex** +1; **Con** +3; **Int** -4; **Wis** +2; **Cha** +0

Skills Athletics +21, Intimidate +16, Survival +16

SPECIAL ABILITIES

Roar (Ex) As a standard action, a feathered renkroda can bellow ferociously, causing all creatures within 60 feet to gain the cowering condition for 1 round (Will DC 16 negates). After a feathered renkroda roars, it must wait 2d4 rounds before it can do so again. If it scores a critical hit with its bite attack, it immediately regains the use of this ability and may activate it as a free action. This is a mind-affecting, sense dependent fear effect.

Development: If Vossi is reduced to 0 HP with lethal damage, he dies in 3 rounds unless he is stabilized or receives additional healing. If he is conscious, he continues to fight, but if stabilized and unconscious, the PCs can attempt to remove the instinct redirection transducer the eco-terrorists attached to his neck. Removing the transducer requires a successful DC 25 Engineering, Medicine, or Mysticism check (DC 28 in Subtier 5-6), or another relevant skill at the GM's discretion. For each successful skill check identifying the transducer from encounter B, the PCs gain

a cumulative +2 circumstance bonus (maximum +6) to remove this transducer. Failure on this check means the PCs have removed the device, but left a painful wound and permanent nerve damage.

If the PCs remove the device properly, Vossi dimly understands that the eco-terrorists, and not the PCs, are to blame for his pain and rage. He won't further attack the PCs, and the PCs can befriend him with a successful DC 24 Survival check made to handle an animal (DC 27 in Subtier 5–6). If the PCs fail, Vossi flees into the forest; if they succeed, Vossi accompanies the PCs to the gala site and fights with the PCs against Ipsoth's Children. This assistance is generally up to the PCs; Vossi allows up to 2 PCs to ride him, or he might otherwise stampede around the gala site attacking eco-terrorists (the GM should avoid having Vossi fight Ipsoth directly, leaving that dramatic confrontation for the PCs).

Treasure: The transducer is a rare and valuable piece of technology, worth 2,000 credits to a research firm. In Subtier 5–6, it is worth 4,000 credits.

Rewards: If the PCs do not defeat the eco-terrorists, reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 416 credits.

Out of Subtier: Reduce each PC's credits earned by 862 credits.

Subtier 5–6: Reduce each PC's credits earned by 1,308 credits.

E. ASSAULT ON THE GALA (CR 6 OR 8)

Ipsoth and the eco-terrorists are currently in full control of the gala site. The hostages are all on the dance floor in front of the stage, with their hands and legs in binders and tied to each other with loops of cable line. When the PCs reach the gala site, read or paraphrase the following.

Smashed wood and glassware litter the gala site. Ripped tents, blood splatters, and scorch marks provide clear evidence of a recent battle.

The PCs can attempt to use guile to take Ipsoth's Children by surprise, so long as the chase in encounter **D2** ended before any participant reached **Zone 7 (Gala Perimeter)**. To surprise Ipsoth's Children, at least half of the PCs must succeed on a DC 20 Stealth check to sneak into the gala or Disguise check to resemble an eco-terrorist (DC 23 in Subtier 5–6). On a success, the PCs can choose their initial positions in the gala site and gain a surprise round in the ensuing fight. Otherwise, the PCs enter the gala site from whichever direction they choose. If Vossi accompanies the PCs, stealth is impossible but PCs riding Vossi may disguise themselves as eco-terrorists returning from their patrol.

Creatures: Ipsoth stands on the stage (area **A3**), while the eco-terrorists are posted around the gala site where they have clear sight to each other, the hostages, and Ipsoth. Ipsoth is giving a speech, broadcasting his manifesto to Castrovel using the gala's infosphere feed. If Ipsoth has been alerted to the PCs' arrival (such as by the chase ending at the gala perimeter), he has already used his *spell gems*, as described below. All of these foes immediately attack any intruders they identify.

SUBTIER 3–4 (CR 6)

ECO-TERRORISTS (3)

CR 1

HP 17 each (see page 14)

IPSOOTH

CR 4

Male haan mystic (*Starfinder Alien Archive* 58)

CN Large monstrous humanoid

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

DEFENSE **HP 43 RP 4**

EAC 15; **KAC** 16

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

DR 5/–; **Resist** electricity 5, fire 5

OFFENSE

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

Melee balloon +7 (see below) or

claw +7 (1d4+4 S)

Ranged thunderstrike sonic pistol +9 (1d8+2 So; critical deafen [DC 15])

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

Offensive Abilities firespray (DC 15), grasping vines (DC 15)

Mystic Spell-Like Abilities (CL 4th)

At will—*mindlink*

Mystic Spells Known (CL 4th; ranged +9)

2nd (3/day)—*fog cloud*, *hurl forcedisk*

1st (6/day)—*life bubble*, *mind thrust* (DC 16), *mystic cure*

0 (at will)—*detect affliction*, *stabilize*

Connection xenodruid

TACTICS

Before Combat Ipsoth cast *life bubble* on himself and his eco-terrorist allies yesterday. If alerted to the PCs' presence, Ipsoth uses his two *spell gems* to gain the damage reduction and resistances above; otherwise, he doesn't have these defenses in place.

During Combat Ipsoth uses grasping vines to entangle as many PCs as possible, then casts *hurl forcedisk* and uses his firespray against grouped targets. Ipsoth avoids melee, using his balloon attack against foes that approach and then attacking them while they are in the air.

Morale If reduced below 10 HP, or if all his allies are defeated, Ipsoth casts *fog cloud* and flees.

STATISTICS

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

Skills Bluff +10, Life Science +10, Mysticism +15, Survival +15

Languages Brethedan, Common; limited telepathy 30 ft., speak with animals

Gear business stationwear, thunderstrike sonic pistol with 1 battery (20 charges), *spell gems of lesser resistant armor* (2), *mk 1 mindlink circlet*, credstick (800 credits)

SPECIAL ABILITIES

Balloon (Ex) A haan can create and inflate a web balloon and attach it to an adjacent enemy with a successful melee attack against KAC. If the attack hits, the target

immediately rises 30 feet off the ground in a straight line, and it continues to rise at a speed of 30 feet each round on the haan's turn. Every round after the balloon is attached, the target can attempt a DC 15 Reflex save to cut or break free of the web balloon. If freeing itself from the balloon causes the creature to fall, it takes falling damage as normal.

Firespray (Ex) As a standard action, a haan can spray its flammable lifting gases and light them with sparks, creating a 30-foot cone of flame. All creatures within the cone take 3d6 fire damage (Reflex DC 15 half).

SUBTIER 5-6 (CR 8)

ECO-TERRORIST VETERANS (3) CR 3

HP 35 each (see page 15)

IPSOOTH CR 6

Male haan mystic (*Starfinder Alien Archive* 58)

CN Large monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE HP 75 RP 4

EAC 17; **KAC** 18

Fort +5; **Ref** +7; **Will** +11

DR 10/—; **Resist** electricity 10, fire 10

OFFENSE

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

Melee balloon +11 (see below) or
claw +11 (1d6+6 S)

Ranged frostbite-class zero pistol +13 (1d6+6 C; critical staggered [DC 16])

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

Offensive Abilities firespray (DC 16), grasping vines (DC 16)

Mystic Spell-Like Abilities (CL 6th)

At will—*mindlink*

Mystic Spells Known (CL 6th; ranged +13)

2nd (3/day)—*fog cloud*, *hurl forcedisk*

1st (6/day)—*life bubble*, *mind thrust* (DC 17), *mystic cure*

0 (at will)—*detect affliction*, *stabilize*

Connection xenodroid

TACTICS

Use the tactics from Subtier 3-4.

STATISTICS

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

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

Languages Brethedan, Common; limited telepathy 30 ft., speak with animals

Other Abilities animal adaptation

Gear silver AbadarCorp travel suit, frostbite-class zero pistol with 1 battery (20 charges), *spell gems of resistant armor* (2), *mk 1 mindlink circlet*, credstick (100 credits)

SPECIAL ABILITIES

Balloon (Ex) A haan can create and inflate a web balloon and attach it to an adjacent enemy with a successful

melee attack against KAC. If the attack hits, the target immediately rises 30 feet off the ground in a straight line, and it continues to rise at a speed of 30 feet each round on the haan's turn. Every round after the balloon is attached, the target can attempt a DC 16 Reflex save to cut or break free of the web balloon. If freeing itself from the balloon causes the creature to fall, it takes falling damage as normal.

Firespray (Ex) As a standard action, a haan can spray its flammable lifting gases and light them with sparks, creating a 30-foot cone of flame. All creatures within the cone take 3d6 fire damage (Reflex DC 16 half).

Rewards: If the PCs do not defeat Ipsoth's Children, reduce each PC's credits earned by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 412 credits.

Out of Subtier: Reduce each PC's credits earned by 856 credits.

Subtier 5-6: Reduce each PC's credits earned by 1,300 credits.

CONCLUSION

Within two hours, The Conservancy sends backup security from Esowath Nexus to get a handle on the hostage situation. They are grateful for the PCs' quick action against the eco-terrorists, recognizing the expertise of the Starfinder Society despite the setback of the Scoured Stars Incident. All PCs gain the Trusted by the Conservancy and Muldoi's Debt boons.

If Vossi aided the PCs against Ipsoth's Children, the new arrivals from the Conservancy make him uncomfortable; he nuzzles the PCs and withdraws into the wilds of the Ikal Expanse. PCs that befriended Vossi gain the Vossi's Roar boon.

Over the next several weeks, the PCs and their heroics are the talk of several news shows across Castrovel and the Pact Worlds. Several of the hostages saved by the PCs—including the enthusiastic Poshment Jamjet—invite the PCs to parties and social events to show their gratitude.

REPORTING NOTES

If Vossi assisted the PCs in re-taking the gala from Ipsoth's Children, check box A. If Vossi dies, check box B. If Ipsoth manages to escape, check box C.

PRIMARY SUCCESS CONDITIONS

If the PCs defeat Ipsoth and rescue the hostages, they succeed at their mission and each earn 1 Fame and 1 Reputation for any factions associated with their currently slotted faction boon.

SECONDARY SUCCESS CONDITIONS

If the PCs complete two of the following, they earn 1 additional Fame and 1 Reputation for any factions associated with their currently slotted Faction boon: succeed in all 3 checks to identify the instinct redirection transducer's composition, end the chase before reaching the gala perimeter, properly remove the transducer from Vossi while Vossi was still alive, or befriend Vossi (whether or not Vossi helped the PCs retake the gala site).

FACTION NOTES

If the PCs succeeded at their primary mission, they impressed not only Radaszam, but conservationists across Castrovel and the Pact Worlds. They've brought glory to the Acquisitives faction and themselves. Each PC earns 1 additional Reputation with the Acquisitives faction, in addition to any other Reputation earned from completing this scenario.

APPENDIX: STAT BLOCK

FORMIAN WARRIOR

CR 3

Starfinder Alien Archive 50

Formian soldier

LN Medium monstrous humanoid

Init +2 (+6 with hive mind); **Senses** blindsense (scent) 30 ft., darkvision 60 ft.; **Perception** +8 (+12 with hive mind)

DEFENSE

HP 39

EAC 17; **KAC** 20

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

Resistances sonic 10

OFFENSE

Speed 40 ft.

Melee claw +11 (1d6+7 S) or

stinger +11 (1d4+7 plus formian toxin; see below)

Ranged azimuth laser rifle +8 (1d8+3 F; critical burn 1d6)

Offensive Abilities deadly grasp, fighting styles (guard)

STATISTICS

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

Skills Acrobatics +13, Intimidate +8, Stealth +8

Languages Common; limited telepathy 60 ft.

Gear squad defiance series, azimuth laser rifle with 2 batteries (20 charges each)

SPECIAL ABILITIES

Deadly Grasp (Ex) When a formian warrior succeeds at a combat maneuver to maintain a grapple, it can make a melee attack with its stinger as a move action.

Hive Mind (Ex) Formians operate from a shared hive intelligence that allows them to communicate nearly instantaneously. While within telepathic range of at least one other formian with this ability, a formian gains a +4 bonus to initiative and Perception checks. If one formian is aware of a combatant, all members of the hive mind within range are aware of it, and a member of the hive mind cannot be surprised unless all members within range are surprised. If one member of the hive mind succeeds at a Will save to disbelieve an illusion effect, all members of that hive mind within telepathic range also disbelieve the effect.

FORMIAN TOXIN

Type poison (injury); **Save** Fortitude DC 12

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

Cure 1 save

HANDOUT #1

Attention Starfinders,

I selected you as our representatives at an important charity event for the "Save the Renkrodas" campaign. The Starfinder Society is one of the sponsoring partners with the Esowath Conservancy to host their third annual charity gala on Castrovel. You and your companions are to attend the event with me and make a good impression on the other donors. Don't let the 50,000 credits per plate price tag scare you; the Esowath Conservancy granted the Society a handful of complimentary tickets for this event. However, you'll be on your own for ensuring you wear the proper attire. I'll meet you at Esowath Nexus on Castrovel for the event.

—Radaszam

HANDOUT #2

*The Esowath Conservancy
would be honored by your presence at the 3rd annual gala
— benefiting —
Save the Renkrodas
25th Desnus, 318 AG*

*1200 - Lunch Voyage from Esowath Nexus
(Outdoor Cocktail)*

1400 - Meet and Greet with sounds by the Bretheda Celestial Orchestra's String Quartet

*1600 - Safari Tour around Ikal Expanse
(Safari Chic)*

*1830 - Benefit Banquet
(Black Tie)*

2000 - Acoustic Concert featuring Poshment Jamjet of Rainbow Dreadnaught Overdrive

2130 - Dessert and Cocktails

0100 - Last yacht leaves for Esowath Nexus

Proceeds benefiting the Esowath Conservancy's preservation efforts on Ikal Expanse and greater Ukulam.



Starfinder Society Scenario #1-15: Save the Renkrodas

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Fame Earned _____	
☐ Acquisitives	☐ Exo-Guardians	☐ Dataphiles	
☐ Second Seekers ()	☐ Faction _____	☐ Wayfinders	
☐ A ☐ B	☐ C	☐ D	

Character # _____	☐	☐
	Fame	Faction Boons

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

Character # _____	☐	☐
	Fame	Faction Boons

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

Character # _____	☐	☐
	Fame	Faction Boons

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

Character # _____	☐	☐
	Fame	Faction Boons

Character Name _____	
☐ Acquisitives	☐ Exo-Guardians
☐ Second Seekers ()	☐ Faction _____
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Character # _____	☐	☐
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Character Name _____	
☐ Acquisitives	☐ Exo-Guardians
☐ Second Seekers ()	☐ Faction _____
☐ Dataphiles	☐ Wayfinders

Character # _____	☐	☐
	Fame	Faction Boons

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

Character # _____	☐	☐
	Fame	Faction Boons

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

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Starfinder Society Scenario

#1-15: Save the Renkrodas

Character Chronicle #

A.K.A. _____ - 7					SUBTIER	☐ Normal Max Credits
Player Name	Character Name	Organized Play #	Character #	Faction	3-4	1,493
This Chronicle sheet grants access to the following:					SUBTIER	☐ Normal
					Out of Subtier	2,790
					SUBTIER	☐ Normal
					5-6	4,087
					SUBTIER	☐ Normal
					-	-
					MAX CREDITS	
					EXPERIENCE	
					Starting XP	
					+	GM's Initials
					XP Gained (GM ONLY)	
					=	Final XP Total
					Initial Fame	
					+	GM's Initials
					Fame Gained (GM ONLY)	
					=	Final Fame
					Starting Credits	
					+	GM's Initials
					Credits Garnered (GM ONLY)	
					=	Day Job (GM ONLY)
					Credits Spent	
					=	Total
					CREDITS	
					Total	

All Subtiers		Subtier 5-6	
business stationwear (2,600; item level 5)	casual stationwear (1,300; item level 3)	corona laser pistol (4,270; item level 6)	D-suit III (13,300; item level 9)
merciful fusion seal (6th) (1,144; item level 6; limit 1)	mk 1 adaptive serum (350; item level 4; limit 2; <i>Starfinder Alien Archive 71</i>)	elite stationwear (4,100; item level 6)	freebooter armor II (4,720; item level 6)
mk 2 serum of healing (425; item level 5; limit 4)	screamer grenade II (2,720; item level 8; limit 2)	frostbite-class zero pistol (3,060; item level 5)	incapacitator (14,200; item level 9)
spell gem of lesser resistant armor (1,400; item level 8; limit 2)	squad defiance series (1,220; item level 3)	jetpack armor upgrade (3,100; item level 5)	mk 2 adaptive serum (1,500; item level 8; limit 2; <i>Starfinder Alien Archive 71</i>)
thunderstrike sonic pistol (2,300; item level 4)		silver AbadarCorp travel suit (7,250; item level 7)	spell gem of resistant armor (3,700; item level 11; limit 2)
		static arc rifle (4,200; item level 6)	

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #