STARFINDER SOCIETY

The Scoured Stars Invasion

BY MIKKO KALLIO

HOW TO PLAY

The Scoured Stars Invasion is a Starfinder Society Scenario designed for 1st- through 8th-level characters (Tier 1–8; Subtiers 1–2, 3–4, 5–6, and 7–8). 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

The Scoured Stars Invasion makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive*, and *Starfinder Pact Worlds*. 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 **sfrd.info**, and the relevant rules from the *Alien Archive* and *Pact Worlds* 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*.

☑ **Exclusive**   ☑ **Starship**

☑ **Faction (Second Seekers [Luwazi Elsebo])**

THE SCOURED STARS INVASION

BY MIKKO KALLIO

Over a year ago, the Starfinder Society, under the leadership of **First Seeker Jadnura** (LN male kasatha solarian) ventured into the trinary star system known as the Scoured Stars. At the head of a fleet consisting of almost 80 percent of the Society's material and personnel assets, Jadnura used a mysterious relic to access the barren worlds of the Scoured Stars. Upon their arrival, Starfinders initiated hundreds of individual missions across the Scoured Stars, but the expedition caught the attention of a hidden power that conjured an impenetrable force field to trap the Society within the Scoured Stars.

Just as the shield appeared, the expedition teams throughout the Scoured Stars encountered extreme resistance across all fronts in the form of vicious megafauna, malign outsiders, automated weaponry left over from old civilizations, and unbound magical threats. For the past year, members of that fateful expedition have survived within a system consumed by chaotic conflicts. Most of the Society starships in the Scoured Stars are wrecks, several of them having crashed on a single world in the trinary star system and now forming a vast starship graveyard. A handful of other ships remain as floating derelicts, now inhabited by evil entities or left to aimlessly wander the void. Of the thousands who traveled to the Scoured Stars, only a few hundred remain, and most of these survivors are scattered across the worlds of the trinary star in tight-knit enclaves.

Meanwhile, the few Starfinder Society agents outside the Scoured Stars have, under the guidance of nominated **First Seeker Luwazi Elsebo** (NG female human envoy), worked to reforge the weakened Society. The success of these agents has empowered the Society to finally start unraveling the mysteries surrounding the Scoured Stars. In recent months, the Society uncovered information that revealed that eight separate civilizations had departed the Scoured Stars in ages past. Sometime after this exodus, eight magical relics followed those civilizations, hurtling in the void after those who abandoned their home system. It became clear that the device First Seeker Jadnura employed during the Society's first mission into the Scoured Stars was one of these relics. Only recently, Starfinders investigated the new home of the izalguun—one of the eight groups that previously fled the Scoured Stars—and were able to retrieve another of the mysterious relics. These events are detailed in *Starfinder Society Scenarios #1–05: The First Mandate, #1–11: In Pursuit of the*

Scoured Past, #1–13: On the Trail of History, and *#1–17: Reclaiming the Time-Lost Tear*.

With another relic in the Starfinder Society's possession, Luwazi Elsebo brings the Society together for a new mission to return to the Scoured Stars. Backed by the Society's most prominent leaders, the nominated First Seeker intends to learn what happened to the missing Starfinders and to rescue as many field agents as she can. However, one of the eight groups of aliens that once fled the Scoured Stars—a militaristic species known as jinsuls—has taken note of the Society's activities and spent the past year building vast fleets to undertake a sacred pilgrimage back to the Scoured Stars. Led by a divine herald seeking to return to its home, the violent jinsuls arrive in overwhelming numbers and are determined to destroy everyone who stands in their way.

SUMMARY

Having spent the past year recovering from the Scoured Stars incident, the Starfinder Society is now ready to mount a historic rescue operation into the trinary system where remnants of the original expedition remain trapped. While the Starfinders' fleet assembles outside the so-called "Godshield" that encompasses the Scoured Stars, the PCs have a chance to help the Society's leaders with final preparations.

When everyone is ready to embark on the final leg of the journey, First Seeker Luwazi Elsebo uses the retrieved relic to

lower the barrier so that Society's fleet can make a short travel through the Drift into locations across the Scoured Stars. After the journey, the Society's long-range sensor scans detect many energy signatures across the three systems that could indicate the presence of survivors. The Starfinders split into smaller groups and begin performing recon missions across the system. During these missions, the PCs can retrieve an emergency beacon from a planet teeming with dinosaurs, investigate why numerous starships have crash-landed on the same spot on a planet, retrieve a data module from a ship crawling with parasitic creatures, reason with a ghost captain who doesn't know she is dead, and search an ancient dystopian megacity for clues.

Once the Society gathers enough information about survivors from the first expedition, the PCs can locate and start extracting the stranded agents. The PCs can rescue surviving Starfinders from an outpost under attack, a virtual utopian world, a temple inhabited by violent outsiders, a geologically unstable volcanic moon, and a worm-infested desert planet. These extraction missions take a dramatic turn from rescue to rushed evacuation when the jinsuls—an alien race commanding overwhelming force—arrive in system and declare their claim on the Scoured Stars.

The jinsul presence complicates the rescue missions as this newly arrived alien power begins attacking Starfinder rescue teams and starships alike. Once the majority of the survivors have been evacuated to transport ships, the Starfinders beat a fighting retreat, repelling jinsul attacks both in space and aboard the larger Starfinder starships. This is a fight the Society cannot win, but they can buy enough time for the fleet to escape the Scoured Stars along with those Starfinders thought lost.

RUNNING THE EVENT

The Scoured Stars Invasion is an interactive special event intended to accommodate multiple tables of play (from 3 tables up to 150+ tables). To facilitate a more cohesive process for seating players at larger events, the player mustering phase is built into the scenario's introduction. There is no requirement to have everyone seated before the introduction begins, and Table GMs should be ready to start as soon as four or more players have been seated at the table. Because of the nature of mustering, there may be a situation where players need to be moved from one table to another to achieve minimum numbers or table balance. If players whose tables are already underway are asked to move, the Table GM should encourage them to bring along any information they may have discovered at their initial table and share it with their new table.

Luwazi Elsebo

GLOSSARY OF TERMS

The Scoured Stars Invasion uses several terms unique to the Starfinder Society Special format as listed below. Each participant's role in the event is outlined under the respective entry.

APL: This term indicates the Average Party Level for a participating table.

House: All the PCs participating in the adventure across all subtiers.

HQ Staff: These are support personnel who tabulate results and handle player table assignments at the beginning of the event. Members of the HQ Staff are responsible for managing the results of table actions during the event.

Part: This event is broken into four separate segments. Each individual table can move through encounters at its own pace, but the entire House starts and ends each part simultaneously to ensure the stage of play remains synchronized across the entire House. However, missions started in Part 1 are still available in Part 2, and similarly, missions started in Part 2 are still available in Part 3. The only hard cut-off point is between Part 3 and Part 4, when all ongoing missions end and the House proceeds to the final encounters of the adventure. When transitions between parts happen, tables can opt out of ongoing encounters as detailed in the Rapid Team Extraction Protocol (R-TEP) sidebar on page 5.

Overseer GM: This unique Game Master manages the timing, scoring, and flow of the event. In addition, she makes announcements about the amount of time remaining and events that impact the entire House, as well as presenting the opening and closing scenes for the adventure. The Overseer GM should have some means of signaling to the entire room, especially Table GMs, who are her liaisons to the players. This may be a bell or other auditory signal that can cut through the din of a room full of excited players, or it could be a visual signal like a flashing light or waving flag. The Overseer GM should inform all Table GMs what this signal is prior to the event's start and ensure that they are all positioned to be able to see or hear it during the event.

Table GM: Each of these Game Masters manage a single table of players. Tables are run exactly like one would run a standard Starfinder Society table, with the following exceptions: Table GMs must follow the timing of the event as set by the Overseer GM. Whenever the Overseer GM announces the end of a part, that part is finished for all tables, and the Table GMs must follow the instructions for getting the PCs to the next part in the scenario. If a Table GM has a group that finishes all available encounters before the Overseer GM calls time, she must notify the Overseer

GM. Every Table GM should make a special note of her table's Average Party Level (APL) as calculated in the *Starfinder Society Roleplaying Guild Guide*. In addition to the Table GM determining the appropriate subtier to use for each encounter, the adventure sometimes uses the table's APL to determine how much damage an effect deals to the PCs.

Runner: For smaller events (30 tables or fewer), each table should nominate one player to be a Runner. These players are responsible for delivering notes from their Table GMs to the HQ Staff and vice versa.

Courier: For larger events, the HQ Staff will need to provide some extra volunteers to wander among the tables and collect notes that report successes from the various tables.

SKILLS AND SAVES

The Difficulty Class of many of this adventure's skill checks and saving throws varies by subtier. Each such check is defined as Easy, Average, or Hard. The corresponding DC for each of these checks in a given subtier appears in the table below.

SKILL CHECK DCS

SUBTIER	EASY	AVERAGE	HARD
1–2	12	15	18
3–4	14	17	20
5–6	16	20	24
7–8	18	23	28

SAVING THROW DCS

SUBTIER	EASY	AVERAGE	HARD
1–2	10	11	13
3–4	11	13	15
5–6	12	14	16
7–8	14	16	18

AID TOKENS

During the event, it is possible for characters at one table to assist those at another with Aid Tokens. Each Aid Token represents the actions of allied Starfinder agents who arrive to momentarily assist the PCs. The House should begin with a number of Aid Tokens equal to one-third (1/3) the number of tables, which the Overseer GM should distribute to tables at random before beginning. An Aid Token and rules on how to use Aid Tokens can be found on **Handout #1** on page 48, which the Overseer GM can print for use.

TIMELINE

The Scoured Stars Invasion is designed to take less than 5 hours, including a modest amount of time for mustering and setup. Parts 1–3 are intended to fluidly transition into one another, and therefore

Rapid Team Extraction Protocol (R-TEP)

In order to help Starfinder agents get out of dangerous situations during mass missions, the Starfinder Society has devised a Rapid Team Extraction Protocol (R-TEP.) You should inform the PCs of the existence of this option and the mechanics as listed below. The goal for the R-TEP is to allow PCs to "jump forward" if they become stuck on a particular encounter while the rest of the scenario continues to move on.

R-TEP represents an option to opt out of an ongoing encounter using special communication channels to call a specialized transport ship. Activating the R-TEP does not take an action, but the transport doesn't arrive until 1 round later, which means the PCs must survive for another round before they get out. When the ship arrives, the party is immediately removed from the encounter. Dead and unconscious characters (and any gear in the same square as the character) are also extracted—and if dying are stabilized. The ongoing mission is aborted, and the Table GM doesn't report a success to the Overseer GM, but the table may immediately start a new mission.

Admitting defeat and using the Society's limited resources for extraction is stressful for the PCs, and as a result, each PC at the table must spend 1 Resolve Point when they activate the R-TEP. If a PC does not possess the necessary Resolve Points to afford this option, then another PC at the table must agree to spend an additional Resolve Point to cover them. If the PCs do not have enough RP amongst them to engage the R-TEP, then they must continue with the encounter. However, when the House transitions into Part 2 or Part 3, each table may use the R-TEP without the Resolve Point expenditure, provided that the extraction is declared immediately after the transition. Additionally, when the House transitions into Part 4, PCs across all tables are automatically extracted from their current missions, again with no RP cost, so that they can contribute to the final encounter.

when the House transitions between these three parts, individual tables may continue their ongoing missions in previous parts. As such, the following timeline is a guideline rather than a set of hard time limits. The only hard cut-off occurs between Part 3 and Part 4, when the House begins the final set of encounters. Part 4 should begin when approximately 80 minutes of the time slot allotted for the interactive special remain.

As feedback from running the special at conventions becomes available, event organizers and Overseer GMs should use that information to adjust the timeline to suit the needs of individual

conventions. Additionally, the rallying call break may be difficult to organize at larger conventions, and organizers should consider alternative ways of assigning tables to missions in Part 4.

Introduction: 15 minutes (or longer, if mustering requires)
Part 1: 60 minutes
Part 2: 60 minutes
Part 3: 60 minutes
Rallying Call: 5 minutes
Part 4: 75 minutes

STARTING THE EVENT

As the event begins, players have approximately 15 minutes for mustering, during which the players may introduce themselves and learn some of what's going on. The HQ Staff should ensure that everyone is properly seated as quickly and as orderly as possible.

As mustering begins, the Overseer GM, speaking as First Seeker Elsebo Luwazi, reads the following.

"Starfinders, we stand at the precipice of momentous history, and I want to thank you all for making it possible for us to be here today. The Starfinder Society has spent the last year recovering from the Scoured Stars incident, our greatest defeat in recent history. We are finally ready to return to the Scoured Stars, find out what happened to our missing colleagues and friends, and rescue any survivors we can find. Report to your stations and lend your assistance to our fleet by performing the final preparatory tasks. More instructions will come shortly."

If a projector or other large screen is available, the above message should also be posted for players to see as they move around the room.

INTRODUCTION

During the introduction portion of the adventure, various NPCs bring the PCs up to speed on the upcoming recon and rescue mission to the Scoured Stars. As soon as the PCs are ready, they can help the fleet prepare for the mission. As players arrive for muster, Table GMs should read the following to orient them.

After a long voyage through the Drift, the bulk of the Starfinder fleet has arrived at the outer reaches of the Scoured Stars system. Several immense carriers form the core of the fleet and contain docked transport ships, fighter craft, and scout vessels. Each of the stored ships contains armor, weapons, provisions, and other equipment. There is an almost palpable feeling of tension and excitement as hundreds of Starfinders aboard the central carriers prepare themselves for the mission. Ahead, a shimmering veil of golden energy conceals the three stars known to be within.

Venture-Captain Naiaj, a no-nonsense bleachling gnome, approaches with a datapad in hand. "Do you have all your gear? Are you ready? Good. Now let's help our fleet get ready for the final journey into the Scoured Stars. But first, tell me your names and what special training you have so we can assign an appropriate task for you to assist with."

While players muster and find their seats, those already gathered can introduce themselves and participate in minor tasks listed in the Preparations section below to help the fleet prepare for the mission. The PCs can also make any last-minute purchases, though during Parts 1 through 3 they can also make additional purchases between missions.

Boons: The PCs should take this opportunity to slot boons. The Table GM should advise any PCs who have the First Skirmish boon from *Starfinder Society Scenario #1–13: On the Trail of History* that they can slot this boon as a Starship boon for this scenario to receive a bonus at some point in the scenario.

PREPARATIONS

The PCs can attempt the following tasks in any order while the House is mustering. For each task, the Table GM describes the task, engages the PCs in some brief roleplaying (1–2 minutes), and then prompts the PCs to each attempt one of the listed skills for that task. Each task has three levels of success corresponding to the Easy, Average, and Hard skill check DCs. The group receives the rewards that correspond to the check result and the applicable results of any lower DCs (e.g., a success at the Average check DC earns the rewards associated with both the Easy and Average DCs), though some higher-difficulty rewards simply replace lower-difficulty rewards. The PCs can attempt the checks individually, or they can use the aid another action, provided that the PCs are using the same skill. Unless otherwise mentioned, using a reward gained from a preparatory task is a free action. If a reward gives a bonus to a check or otherwise affects a check, the PCs must declare the use of that reward before rolling. These rewards apply to the group, and the group must agree to use the bonus before a PC can gain the benefits.

Venture-Captain Naiaj (LN female bleachling gnome envoy), **Venture-Captain Arvin** (N male damaya lashunta mystic), and the faction leaders **Fitch** (CN female ysoki technomancer), **Historia-7** (LN female android mechanic), **Radaszam "The Dealmaker"** (N male vesk operative), and **Zigvigix** (LG host shirren soldier) assign the tasks as detailed below. GMs are encouraged to use the carrier map (see page 42) to indicate where the PCs perform the tasks.

DIAGNOSTICS

Relevant Skills: Computers, Engineering, Perception, or Profession (electrician)

TASK DETAILS

Historia-7, leader of the Dataphiles, shows the PCs the carrier ship's science station on the bridge (area **L1**). "Thank you for your assistance. Once we jump into the Scoured Stars, we will need to scan the system to locate any survivors from the previous expedition. Please check connections and run tests on the ship's computers to ensure the sensors, comms, and other critical systems are running without glitches."

REWARD

Easy: Thankful for the assistance, Historia-7 shares a priority code that allows the PCs to divert CPU power from a carrier to their starship, granting them a +4 bonus to any one Computers check during starship combat. Alternatively, a PC can use this code on a ground mission, allowing that PC to count as being trained in Computers for one check.

Average: In place of the reward above, when a PC fails a Computers check, they may activate the reward to reroll the check with a +4 bonus.

Hard: When the PCs use either of the rewards above, they can roll twice on the Computers check, take the better result, and add a +4 bonus to it.

ENGINE CHECK

Relevant Skills: Engineering, Piloting, or Profession (electrician or maintenance worker)

TASK DETAILS

Venture-Captain Naiaj takes the PCs to the hangar bay (area **L8**). "All right, let's get to work. See all these ships here? Work with the chief engineer to check the engines of these transports, fighters, and scout ships, and help her make any necessary adjustments."

REWARD

Easy: Thankful for the help, the chief engineer installs a special boost switch in the PCs' ship. Once during the adventure, the PCs can flip the switch to add +4 to a single Engineering or Piloting check during starship combat.

Average: When using the reward above, all the PCs' Engineering and Piloting checks made during the same round gain the +4 bonus.

Hard: In place of the reward above, the PCs can force the crew of an enemy ship to take a –2 penalty to all Engineering and Piloting checks made during the round. The use of this ability must be declared at the start of the starship combat round.

EQUIPMENT CHECK

Relevant Skills: Engineering, Medicine, Perception, or Survival

TASK DETAILS

Radaszam, leader of the Acquisitives, waits for the PCs in the cargo bay (area **L3**). "As you've probably surmised, things might get hairy once we're in the Scoured Stars. Ain't no glamor in this task, but it's important—check these weapons, armor, medical supplies, and survival gear, and replace any faulty gear so we all might just make it back home alive."

REWARD

Easy: Radaszam thanks the PCs for their help. Once during the adventure, each PC can requisition a weapon with an item level up to the PC's level for the duration of one mission. The group must use this ability prior to starting a new encounter, and this ability cannot be used during Part 4. The weapon comes with a fully charged battery or full magazine.

Average: In addition to the reward above, the PCs can also requisition a single consumable item with an item level equal to the PC's level. These consumables cannot have permanent effects, and PCs who do not use them during the course of the scenario must return them at the end of the adventure.

Hard: When using the Easy tier reward, the weapon can have an item level up to the PC's level + 1.

MISSILE TUBE CLEANUP

Relevant Skills: Acrobatics, Athletics, or Profession (maintenance worker)

TASK DETAILS

The PCs meet with Zigvigix, leader of the Exo-Guardians, in the missile bay (area **L5**). "Hey! Thanks for showing up! I've got a special mission just for you! See those missile tubes? I need them checked to make sure that there's nothing obstructing missiles from being launched, so could you climb or crawl in and have a look? I'm pretty sure it's safe and we won't accidently fire you into space!"

REWARD

Easy: Pleased with the PCs' efficiency, Zigvigix has some special ordnance loaded in the PCs' starship. Once during the adventure, the party gains a +2 bonus to any one starship combat attack roll, and that attack does not consume ammunition in the case of a weapon with the limited fire property.

Average: When using the reward, all the PCs' attack rolls during that round gain the benefits of the Easy tier reward.

Hard: In place of the reward above, select any one successful starship weapon attack to count as a critical hit if it hits, even if the die result isn't a natural 20.

MORALE BOOST

Relevant Skills: Bluff, Diplomacy, Profession (any relevant Profession skill), Sense Motive

TASK DETAILS

Venture-Captain Arvin briefs the PCs in the access corridor just outside the bridge (area **L1**). "Many Starfinders, especially newer recruits, fear what might await us in the Scoured Stars. Talk to your colleagues and see if you can lift their spirits. You have my permission to be creative—pep talks, jokes, or playing some music through the comm system are each valid options."

REWARD

Easy: The overall morale improves, and the PCs can rely on their allies to help them when the going gets rough. Once during the adventure, the group can gain the benefit of aid another (+2 bonus) to all skill checks for 1 round.

Average: When using the reward, the benefit applies to both skill checks and attack rolls.

Hard: In place of the reward above, once during the adventure, when the table uses an Aid Token, they get two benefits instead of one, but cannot choose the same effect twice.

THREAT ANALYSIS

Relevant Skills: Engineering, Life Science, or Mysticism

TASK DETAILS

Her nose and whiskers twitching, Fitch, leader of the Wayfinders, reads something on a large screen in the science lab (area **L6**) while her children operate other consoles and devices. "Hey, can you help me with something? What we have here is a database built from references to creatures in travelers' logs and fragments of communication signals that were sent from the Scoured Stars before the force field appeared. Sift through the info and take notes on what kind of threats we might face."

Fitch then pats one of her nearby children on the shoulder. "See this red guy here, Kirkath? Your notes should be: This is a balor demon, if you see one... RUN!"

REWARD

Easy: Going through the information gives the PCs a good idea of what type of monsters they might face: misshapen abominations, carnivorous plants, dead things, megafauna, robots, terrible extraplanar beings, and worse. The PCs can reroll one check to recall knowledge about any creature they encounter within the Scoured Stars.

Average: Once during the adventure, the PCs can instead activate this reward to gain a +2 bonus to each of their initiative checks for that encounter. Unlike most rewards, they can choose to do this after rolling initiative but before the combat begins.

Hard: When the group fights something they've identified with a skill check using the recall knowledge use of that skill and the party activates this reward, each PC gains a +4 bonus to their initiative check instead of the +2 bonus for activating this reward.

INTO THE SCOURED STARS

As the introduction nears completion, the Overseer GM should read the following transition text to exit the introductory phase of the adventure.

Suddenly, every screen aboard the Starfinder fleet switches to show nominated First Seeker Luwazi Elsebo standing next to a golden obelisk about two feet in height. Behind her, a large observatory window showcases the Godshield, a shimmering force field surrounding the Scoured Stars system. Luwazi Elsebo slowly lifts her eyes from the artifact and addresses the Society.

"Starfinders, this is the Tear, an ancient artifact some of our most skilled agents recovered during a recent mission. The Tear is our key back to the Scoured Stars—our key to liberating those who were lost a year ago. We are ready, so let's not waste any more time."

Luwazi Elsebo speaks a few words in an alien language and the artifact start humming softly. She then traces her finger along the artifact's surface, and a set of glowing runes appear around the obelisk. The golden field surrounding the Scoured Stars starts twisting upon itself, and massive gashes appear as the force field starts tearing itself apart. As the final shreds of the shimmering field evaporate, Elsebo speaks: "It is time. Good luck, Starfinders. Fleet—activate Drift engines! Go!"

One by one, the ships of the fleet pierce the veil between the Material Plane and others, splashing through space like it was water, and then vanish into the swirling depths of the Drift.

This text alerts Table GMs and players that they should conclude the introduction's preparation encounters and get settled for the briefing. After the room is quiet and ready, the Overseer GM reads the following aloud to transition to Part 1.

Whisked away through the Drift, the Starfinder Society fleet spreads across the three solar systems that form the Scoured Stars. The ships begin scanning the planets, asteroids, and other objects orbiting the three distinct stars. The fleet's long-range sensors soon start picking up communication signals, energy signatures, and signs of life. After a quick analysis, the Society has identified a few locations where information on the lost Starfinders is most likely to be found. After nearly a year of waiting, the search for survivors can begin.

Table GMs, Part 1 has started.

PART 1: RECONNAISSANCE

The Starfinder Society's fleet has identified five locations where clues about the whereabouts of surviving Starfinders are most likely to be found. In Part 1, the Starfinders set out to investigate these locations.

TABLE GM INSTRUCTIONS

During this part of the adventure, each table can choose from one of five recon missions. Each mission takes place in a different part of the Scoured Stars and requires different types of skills and combat abilities. The PCs can attempt the missions in any order; distribute **Handout #2** (see page 49), which assists the players in choosing and keeping track of these missions. Inform the players that they should consider starting with those that best match their PCs' abilities. The Overseer GM reports when a particular mission's objectives are complete. When this happens, no other groups can begin that mission. However, those groups currently performing that mission can finish it; when reporting the success of a closed mission to HQ Staff, the group should choose one other active mission to receive the credit.

Interplanetary Travel: While in the Scoured Stars system, the *Tear* resonates with the Drift engines of the Starfinder vessels in unexpected ways; as the massive ships spread out across the trinary system, they create a network that allows individual ships' Drift engines to make short jumps in a matter of hours. Therefore, assume that completing a mission and traveling to the next location takes about 1d4 hours. Taking a 10-minute break to

THE SCOURED STARS TRINARY SYSTEM

AGILLAE

CALLION

BASTIAR
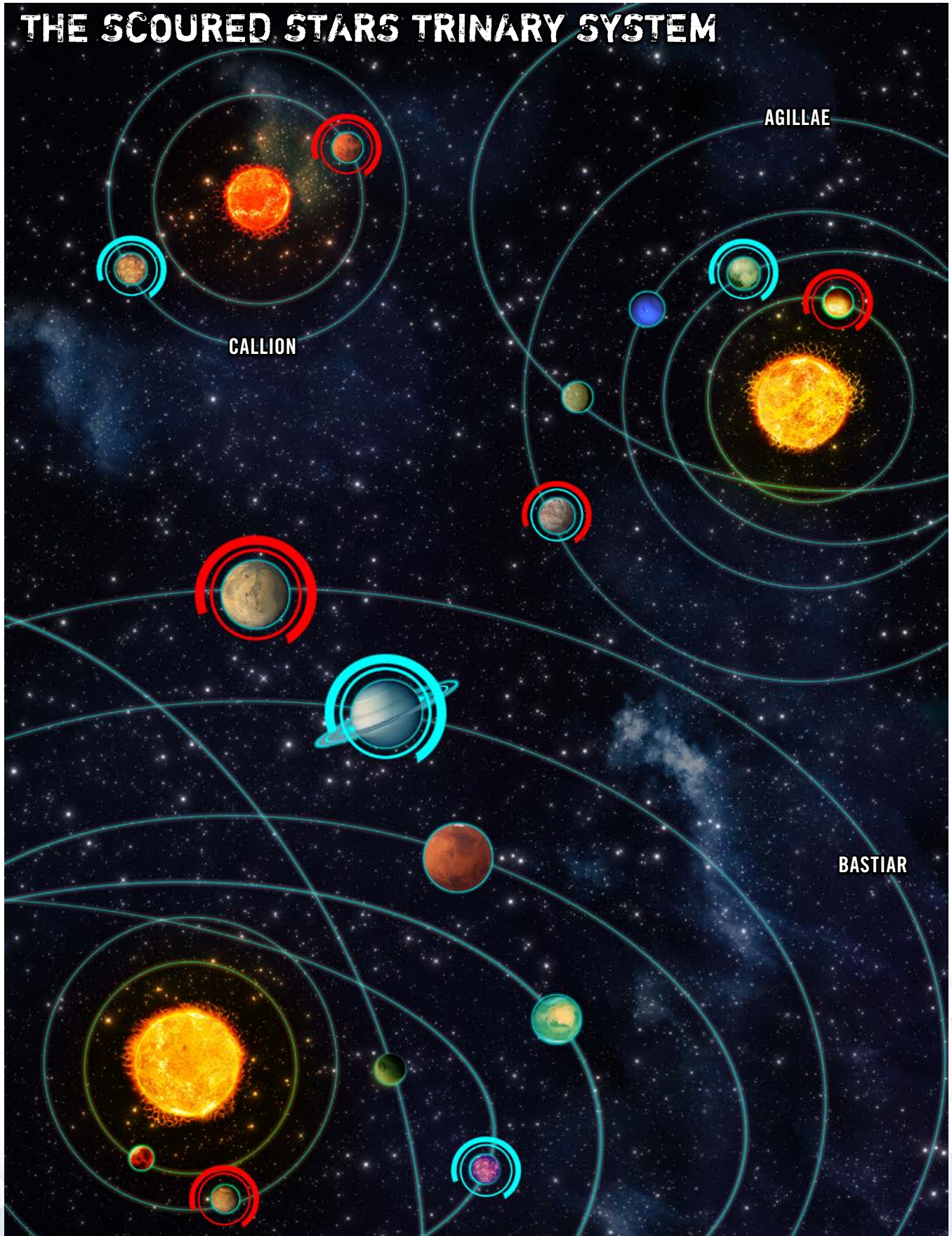
rest and regain Stamina Points is always possible between the missions while the PCs are traveling from one location to another. Similarly, the Overseer GM announcements are relayed at near instantaneous speeds thanks to the *Tear's* resonance with the Starfinder fleet.

Reporting Successes: During Part 1, it is important to report each successfully completed mission to HQ Staff and to indicate which of the five missions it was. At larger events, this can be relayed by raising a hand and displaying a number of fingers corresponding to the associated mission.

ANNOUNCED CONDITIONS

There are three different conditions that the Overseer GM might announce, each tied to the House completing its objectives. These benefits can also affect companion creatures, such as drones, if the benefit is normally applicable to that creature type.

Early Success: The first time the Overseer GM announces to the House that a recon mission has been completed, Starfinders are filled with confidence. All PCs receive a +1 morale bonus to attack rolls, saving throws, and skill checks until the end of their current mission.

Reconnaissance Completed: When all five recon missions are complete, the Starfinder fleet has earned a moment of respite. Once during the adventure, the group can take an 8-hour rest between missions.

OVERSEER GM INSTRUCTIONS

During Part 1, the Overseer GM tallies the number and type of each success reported. When the House accumulates the requisite number of successes for a particular mission, the Overseer GM announces that the mission is completed (see the respective missions' announcements below). If displaying a map of the Scoured Stars or other visual aid to track the House's progress, the Overseer GM should update it after the completion of each mission. The House's goal is to complete as many of the five missions as possible during Part 1 and Part 2. Once the House reports a number of successes for a mission equal to two-thirds (2/3) the number of tables, that mission is complete.

After the first, third, and fifth recon missions are completed, the Overseer GM should append to the boxed text below an announcement that the relevant condition is in effect (Early Success, Keep Up the Momentum, and Reconnaissance Completed, respectively; see Announced Conditions above).

When the Planet of the Dinosaurs mission is completed, read the following aloud.

> Starfinders have recovered a signal beacon from a steamy swamp on Agillae-2. Our analysis of the data indicates there is a large group of survivors on another planet in the same system, and we will soon be ready to commence the evacuation mission.

When the Starship Graveyard mission is completed, read the following aloud.

> Our agents explored a starship graveyard on Agillae-5, where they found many more of our comrades kept comatose in stasis chambers. Our scientists are studying the strange technology so we can decide how to safely release them.

When the Lifeless Spaces mission is completed, read the following aloud.

> Our comrades investigated the derelict starship *Aeon Horizon* and recovered mission data and logs from the ship. The logs indicate that there may be a large number of Starfinders on a barren moon orbiting the ice giant Bastiar-8.

When the Third Kind mission is completed, read the following aloud.

> We sent our scouts to investigate derelicts in the ice rings of Bastiar-7. Those agents discovered that a few Starfinder ships escaped the fate of our other ships in the area. We are now determining the current locations of these ships so we can start a mission to evacuate the survivors.

When the City of the Ancients mission is completed, read the following aloud.

> Starfinders have penetrated the defenses of an ancient automated city on Callion-2. They discovered that a group of Starfinders visited the city a year ago, trying to find a way to help other Starfinders stuck on the desert planet of Callion-1. We'll begin moving resources to Callion-1 immediately.

THE SCOURED STARS SYSTEM

The Scoured Stars consists of three star systems, Agillae, Bastiar, and Callion, which revolve around a common barycenter. There are one or two missions available in each system as detailed below.

Agillae: Agillae is an orange dwarf star with five planets, all of which are terrestrial planets in the star's habitable zone. Recon and evacuation missions 1 and 2 take place in the Agillae system.

Bastiar: The largest, brightest, and most massive of the three stars, Bastiar is a yellow dwarf star with eight planets–five

Fitch

terrestrial planets, a gas giant with more than three dozen moons, and two ice giants. Recon and evacuation missions 3 and 4 take place in the Bastiar system.

Callion: The smallest of the three stars, Callion is a red dwarf star with two small, tidally locked planets whose orbits are synchronized so that they are always on the opposite sides of the star. Recon and evacuation mission 5 takes place in the Callion system.

RECON MISSION 1: PLANET OF THE DINOSAURS

Fitch, leader of the Wayfinders faction, briefs the PCs.

Fitch nods a quick greeting as she approaches on the floor of landing bay deck. "We're getting emergency transmissions on a Starfinder frequency from Agillae-2, a habitable planet nearby. Your mission is to investigate the signal and bring back anything that might help us find survivors. The source of the signal appears to be right in the middle of a large swath of treacherous wetland that's covered in thick vegetation, so finding a suitable spot to land on may be a challenge. Also, our bio scans indicate an incredible amount of biodiversity, so be careful out there!"

As Fitch predicts, there are few spots where the PCs can land their starship without getting branches and vines in the engines. Thankfully, a few enormous rock monoliths jut out from the steamy swamp and jungle terrain. The largest of them is only 2 miles from the destination and requires no Piloting check to land on, while a smaller rock just a mile from the destination requires a Hard Piloting check to conduct a successful landing. If the PC fails the check, each creature on board takes 1d4 damage per APL from the rough landing. If the check result isn't high enough to succeed at an Average Piloting check, the smaller rock breaks on impact and the PCs have no choice but to land on the bigger rock.

TRAVELING TO THE DESTINATION

Because of the thick vegetation, impassable bogs, and steep hills, the terrain is difficult to traverse.

Obstacles: Along the way, the PCs face the challenges listed below. If the PCs landed on the smaller rock closer to the destination, they can bypass the long walk and steep cliffs obstacles. Only the most obvious solutions are presented below; the GM should allow the PCs to improvise and use different skills than those listed. Flying is especially useful given the listed terrain types. The PCs can take a 10-minute rest between obstacles if they wish.

The Long Walk: The PCs trek through a hot and humid jungle. The thick vegetation and uneven terrain take a toll on even the most robust hiker's endurance. One PC can attempt an Average Survival check to lead the party through the jungle. If the PC fails the check, each PC must succeed at an Easy Fortitude save or be fatigued until the next time they spend a Resolve Point during a 10-minute rest to recover Stamina Points.

Steep Cliffs: The PCs must cross a deep ravine. Each PC must succeed at an Easy Acrobatics or Athletics check or take 1d6 damage per APL. If a PC succeeds at the check, she can use cable line or similar equipment to assist other PCs, granting them a +4 circumstance bonus to the check. A flying PC automatically bypasses this obstacle.

Parasites: Many kinds of flying and crawling creatures attack the PCs on their way to the destination. The PCs can attempt Hard Medicine or Survival checks to avoid these alien parasites. If no PC succeeds at the check, each PC must succeed at an Average Fortitude save or be sickened until the end of the current mission.

Fetid Water: The PCs must cross a large area of murky green water. Although fairly shallow, the water represents a tiring obstacle to cross. If a PC succeeds at a Hard Engineering or Survival check, the party can build a raft. Otherwise, each PC must succeed at an Average Athletics check to swim or be fatigued (or exhausted, if they are already fatigued) until the next time they take a 10-minute rest and spend a Resolve Point to recover Stamina Points. A flying PC automatically bypasses this obstacle.

Herbivores: The PCs travel through a valley where they encounter herds of herbivorous megafauna of three types, each with their own territories: heavily armored quadrupeds, feathered bipeds with long claws, and massive dinosaurs with long necks. The PCs must choose a route that goes through one of the three territories. If a PC succeeds at a Hard Life Science or Survival check, they determine it is safest to go through the territory of the massive dinosaurs. If the PCs choose either of the other two territories, each PC must succeed at an Average Stealth check or take 1d6 damage per APL (Average Reflex half) from stampeding megafauna or terrain hazards caused by the immense creatures' presence.

A. THE BEACON OF HOPE

The steaming, fetid swamp is alive with the sounds of giant insects, the shrieks of flying reptiles, and chittering of other swamp creatures. A beacon located within the swamp is the source of the signal that Fitch described.

Creatures: Carnivorous dinosaurs keep their nest near the beacon located in the northwest of the map, and they attack anyone coming within 100 feet of their home. If a PC succeeds at an Average Survival check, they find tracks that belong to the dinosaurs. From these, they can deduce where the creatures are, and the PCs can each attempt Stealth checks to approach unnoticed; those who succeed can act in a surprise round. In Subtiers 1–2 and 3–4, the dinosaurs look like feathered bipedal snakes with rattling frills and two small forelimbs. In Subtiers 5–6 and 7–8, the dinosaurs are large bipeds with massive maws full of needlelike teeth.

Hazards: The following terrain features are present in the area.

Bridges: The rickety bridges require a successful Easy Acrobatics check to traverse safely. If a creature fails the check, the bridge breaks, and all creatures fall 5 feet and land prone in the water.

A. THE BEACON OF HOPE

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1 SQUARE = 5 FEET

Pathfinder Flip-Mat: Mythos Dungeon

Rocks: The large, jagged rocks are 10 feet tall and grant cover. The rocks require a successful Average Athletics check to climb.

Water: The dirty green water is shallow and counts as difficult terrain.

SUBTIER 1–2 (CR 3)

OPHIDIRAPTORS (2)   CR 1
HP 20 each (see page 51)

SUBTIER 3–4 (CR 5)

OPHIDIRAPTORS (4)   CR 1
HP 20 each (see page 56)

SUBTIER 5–6 (CR 7)

MAXILLASAUR   CR 7
HP 105 (see page 62)

SUBTIER 7–8 (CR 9)

MAXILLASAURS (2)   CR 7
HP 105 each (see page 67)

Historia-7

Development: The PCs find bones, destroyed equipment, and other evidence that the Starfinders who left the beacon have long since died. However, the beacon contains information about a larger group of Starfinders that established an outpost on another planet in the Agillae system. The information is encrypted, and it will require time onboard one of the larger ships to decipher, so the PCs can now carry on with the other missions.

Luckily for the PCs, a group of landing craft has just become available and can extract the PCs from the site immediately. The PCs do not need to trek back to their starship on foot.

Reporting: If the PCs drive off the dinosaurs and retrieve the beacon, the table should report a success for Mission 1.

RECON MISSION 2: STARSHIP GRAVEYARD

Historia-7, leader of the Dataphiles, briefs the PCs on this mission.

Plugged into a nearby communication station, the Historia-7's eyes blink rapidly as she collates data from many teams across the Starfinder fleet. She snaps out of her technological trance and fully opens her eyes. "Greetings, Starfinders. I have assigned your team to a mission on Agillae-5. Our scans indicate that many Starfinder starships from the previous expedition crash-landed on the same spot on the planet, forming an enormous concentration of wreckage that spreads out for miles on the otherwise barren planet. Investigate the ships, locate any survivors, and retrieve any useful data from the ships. We don't know what caused so many ships to crash-land on the planet, so exercise caution during the investigation."

THE PRECIPITOUS DESCENT

Shortly after the PCs begin their descent to the planet's surface, an insidious virus infects their landing craft via Starfinder communication channels, easily bypassing firewalls and other defenses. The virus hijacks all systems and starts running a simulation of a gravitational anomaly that results in the ship crashing on the planet's surface unless the PCs can intervene to stop it. The virus uses the ship's own systems to create false data and to play messages captured from ships that crashed on the planet in the past.

Viral Phases: The viral simulation progresses through the steps listed below. During each step, each PC can attempt one of the skill checks listed in that phase. Everything happens so fast that the PCs must decide who attempts which skill check or aid another check prior to rolling. For each skill check that the PCs succeed at, the PCs increase their total number of successes by one. Multiple PCs succeeding at the same check do not increase this total. These successes represent the PCs fixing a problem affecting the ship's maneuverability or accurately anticipating what's happening next, giving them more time to react. The total number of successes determines how much damage the PCs take when the ship lands, as detailed in the Development section.

Communication Request: The PCs receive a message from one Venture-Captain Whiskan. If the PCs accept the communication request, they hear a distressed voice warning them about gravitational anomalies and asking them to turn back. A PC who succeeds at a Hard Sense Motive check realizes the message seems overly familiar in tone, as if it had been sent to someone whom the venture-captain knew well. A PC who succeeds at a Hard Computers check notices that the metadata of the message indicates it was sent 9 months ago. A PC who succeeds at a Hard Culture check recognizes Venture-Captain Whiskan as a senior Starfinder who was lost during the original Scoured Stars incident.

Sensor Readings: The ship's sensors indicate nearby gravitational anomalies, and the ship starts gently shaking. A PC succeeding at an Average Computers or Physical Science check realizes the sensor scan data must be false and can calculate more accurate navigational information; in this case, successful checks with the two skills count as separate successes. A PC succeeding at a Hard Perception check notices the shaking doesn't feel natural; it's as if the ship's own engines were creating the effect.

Loss of Controls: The ship starts shaking uncontrollably and barely responds to controls. A PC who succeeds at a Hard Piloting check can steer the ship—albeit with great difficulty. A PC succeeding at an Average Engineering check or a Hard melee attack roll (using the DC for skill checks as the KAC) can implement a quick fix that momentarily stabilizes the ship; the PCs can attempt only one of these two checks. A PC succeeding at a Hard Computers check realizes a virus is interfering with the controls and can write a script on the fly that allows limited access to the hijacked systems.

Sudden Acceleration: The ship's engines stop working altogether, and the ship starts rapidly losing altitude. A PC succeeding at a Hard Engineering check can manually activate some of the thrusters to decelerate. A PC succeeding at a Hard Piloting check can ride the winds in the planet's atmosphere, causing the ship to fall at a gentler angle.

Blaring Alarms: The ship's computer issues the following message: "Landing gear functioning at 50%. Collision imminent, brace for impact." A PC who succeeds at a Hard Engineering or Piloting check can activate the landing thrusters at full power. Each PC can attempt an Hard Acrobatics or Athletics check to brace for impact; if any of them succeed, it counts as one success toward the group's total.

Development: The PCs take damage depending on how many of their skill checks were successful. The landing craft also takes damage if the PCs do, but this doesn't affect their ability to fly back to a carrier when the mission is over. After landing, the PCs may take a 10-minute rest before proceeding to the next encounter.

9 or more successes: The PCs and ship take no damage.

6–8 successes: Each PC takes 1d4 damage per APL.

3–5 successes: Each PC takes 1d6 damage per APL.

0–2 successes: Each PC takes 1d8 damage per APL.

B. ABANDONED STARSHIP

After landing their ship, the PCs enter the starship graveyard complex and discover that some of the starships have fused together to form interlinked complexes across the surface of the world. This map represents the accessible interior of one of the most accessible hulks. The entire area has low gravity.

Creatures: Shortly after entering the building, the PCs spot a group of Starfinders. While alive, these Starfinders are under the control of mind-controlling nanites based on the same technology as the virus that affected the PC's ship. The afflicted Starfinders stare at the PCs for a moment and then attack, their mouths opened in silent screams but not producing any sounds.

Unless the PCs specifically use nonlethal methods to subdue the infected Starfinders, they run the risk of killing those they were sent to save. If the PCs reduce one of the infected agents to 0 Hit Points, they then have 3 rounds (as the nanites work to keep their host alive) to provide medical assistance in the form of a healing effect or a successful Average Medicine check. If the PCs stabilize an infected agent using Medicine or via healing, the infected Starfinder remains unconscious and can be returned to the fleet for further medical attention. If the infected agent does not receive any medical

assistance after 3 rounds, the nanites fail and the agent perishes. Any additional damage to an unconscious agent automatically kills them—be sure to warn the PCs if they run the risk of accidentally killing an infected Starfinder. A PC who succeeds at an Average Computer check while examining one of the afflicted Starfinders can make the connection between the virus that affected their ship on descent and the nanite code affecting the Starfinder agents.

SUBTIER 1–2 (CR 3)

STARFINDER GUARD	CR 1

Security guard (*Starfinder Pact Worlds* 176; see page 52)
HP 23

STARFINDER RECRUITS (2)	CR 1/2

Gang toughs (*Starfinder Pact Worlds* 178; see page 52)
HP 13 each

SUBTIER 3–4 (CR 5)

STARFINDER GUARD	CR 1

Security guard (*Starfinder Pact Worlds* 176; see page 57)
HP 23

STARFINDER RECRUITS (2)	CR 1/2

Gang toughs (*Starfinder Pact Worlds* 178; see page 57)
HP 13 each

STARFINDER SCHOLAR	CR 3

Security specialist (*Starfinder Pact Worlds* 177; see page 57)
HP 32

SUBTIER 5–6 (CR 7)

STARFINDER GUARDS (2)	CR 1

Security guards (*Starfinder Pact Worlds* 176; see page 62)
HP 23 each

STARFINDER OPERATIVE	CR 5

Detective (*Starfinder Pact Worlds* 177; see page 63)
HP 65
Gear The Starfinder operative does not have a police cruiser.

STARFINDER SCHOLAR	CR 3

Security specialist (*Starfinder Pact Worlds* 177; see page 63)
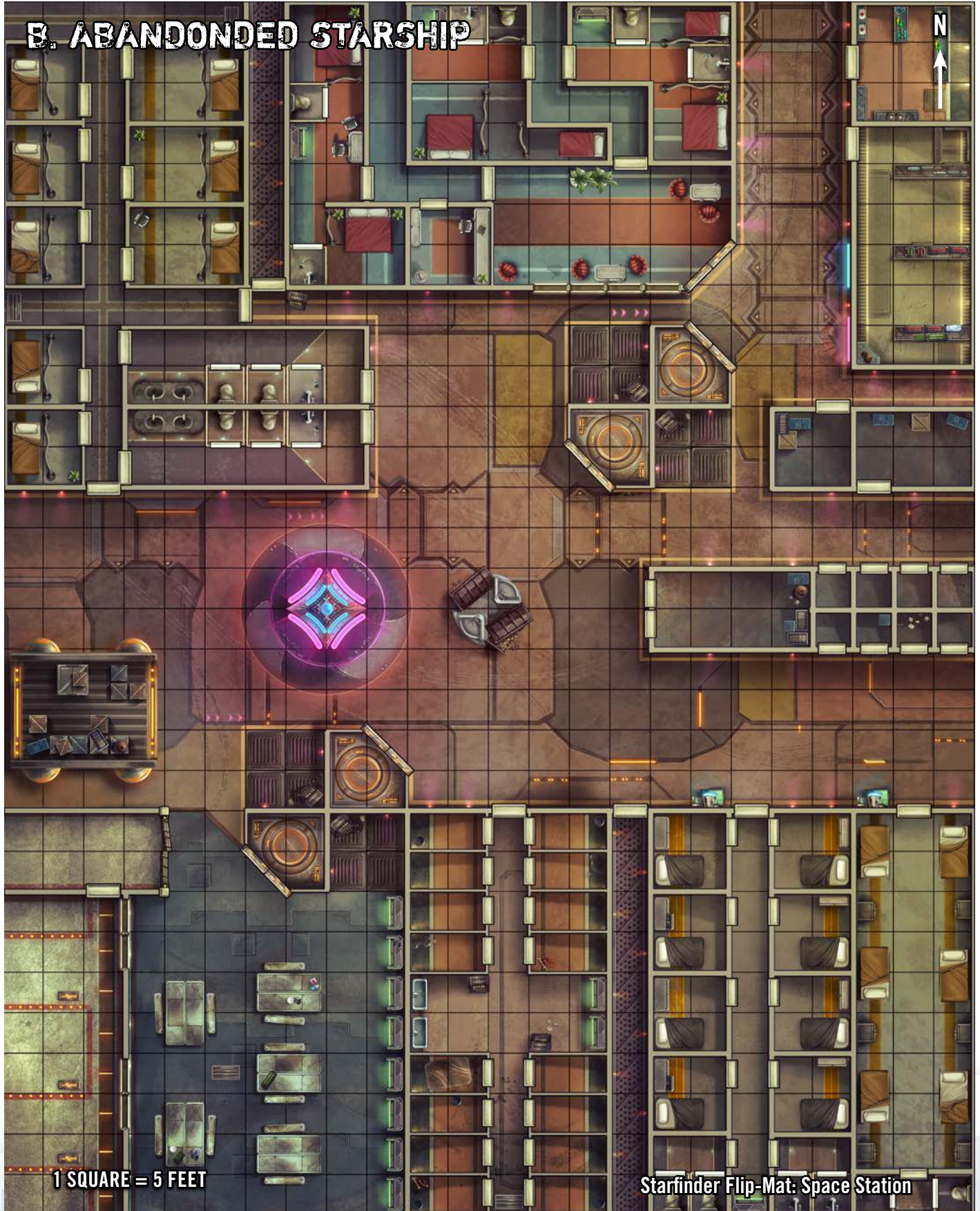**HP** 32

SUBTIER 7–8 (CR 9)

STARFINDER OPERATIVE	CR 5

Detective (*Starfinder Pact Worlds* 177; see page 67)
HP 65
Gear The Starfinder operative does not have a police cruiser.

B. ABANDONDED STARSHIP

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STARFINDER SCHOLARS (2)	CR 3

Security specialists (*Starfinder Pact Worlds* 177; see page 67)
HP 32 each

STARFINDER VENTURE-CAPTAIN	CR 7

Pirate lord (*Starfinder Pact Worlds* 171, see page 68)
HP 110

Development: After battling the mind-controlled Starfinders, the PCs continue searching the starship graveyard and make a terrifying discovery: dozens of Starfinders are currently comatose and held in secure stasis chambers. Any PC who succeeds at an Easy Life Science or Medicine check realizes that attempting to remove the bodies might kill the Starfinders or leave them permanently damaged; Historia-7 says as much when the PCs report their discovery. She assigns Starfinder medical experts to start analyzing their condition so that the Society can determine how to evacuate them.

Reporting: If the PCs discover the Starfinders in stasis and subdue or kill the nanite-controlled Starfinders, the table should report a success for Mission 2.

Infamy: If the PCs kill a mind-controlled Starfinder rather than just incapacitating them, the infected agent says the following before dying: "I'm sorry... The nanites are too strong..." Any PC who kills another mind-controlled Starfinder after this revelation gains 1 Infamy.

RECON MISSION 3: LIFELESS SPACES

Venture-Captain Naiaj briefs the PCs for this mission.

"Ah, there you are. Our scans detected a lone Starfinder starship, the *Aeon Horizon*, orbiting Bastiar-4. The ship looks fully operational, but we haven't detected any communication signals. Nonetheless, the ship likely contains hints as to what happened here, so I'm sending you to investigate. See if you can find any survivors, or at least any data logs about the ship's mission."

As the PCs' starship approaches the lone Starfinder vessel over Bastiar-4, a PC can attempt an Average Computers check while scanning the ship. If a PC succeeds at this check, she detects life-forms on the Starfinder vessel. If the PC also succeeds at a Hard Life Science check, she realize the life-forms are not humanoids. If the PCs hail the ship, there is no response.

C. DERELICT

The PCs can dock their ship with the *Aeon Horizon* without difficulty, after which they must search the ship room by room to piece together what happened to the crew. Parasitic creatures known as the huskborn infected the crew. The huskborn are in hibernation when the PCs board the ship, but soon after, they awaken from their slumber and start planning an ambush.

C1. Airlock

Once the PCs ships docks with the larger vessel, the PCs can access the *Aeon Horizon* through the airlock. The airlock chamber itself is in disarray; spacesuits and other equipment lie strewn about the floor. If a PC succeeds at an Average Perception or Survival check, they deduce that someone was looking for something in a hurry, which caused the disarray.

C2. Cargo Bay

The cargo bay is the central part of the ship, and it's possible to access the airlock (area **C1**), laboratory (area **C3**), and access corridor (area **C4**) from this location. The two doors leading to the access corridor have been barricaded with containers and other heavy items. Moving these items takes 30 minutes, though if a PC succeeds at a DC 20 Strength check, it takes only 10 minutes. Noticeable dark stains mar the floor here. If a PC succeeds at an Easy Medicine check or an Average Perception check, he notices that the discoloration is blood that has dried up long ago. If a PC succeeds at an Average Life Science check while examining the stains, they realize some of the blood is from a vesk, while the rest is from an unknown life-form.

C3. Laboratory

This room contains medical and scientific equipment, computers, and glass containers holding scientific samples. One of the containers holds what looks a shed skin. If a PC succeeds at an Average Life Science or Medicine check while inspecting the skin, they determine that it once belonged to a human but has peeled off like a snake's shed skin. The second container contains a gelatinous egg the size of a human's head. If the PCs dissect the egg, they find a dead larva inside. The third container is broken, and it appears something broke the glass from the inside.

There is also an audio recorder on a table. If the PCs play the message, they hear a man with a shaky voice say the following: "If you're listening to this message, I... I'm probably dead. Gods, I sound like a punchline from Zo!'s show. Ha! Haha! Ah! Don't stay too long. If you make it to the bridge, please blow up the ship. I had no choice but to run. I'm sorry. Sorry I let everyone down. I'll see myself out of here."

Naiaj

C. DERELICT

N

C5

C4

C3

C2

C1

1 SQUARE = 5 FEET

C4. ACCESS CORRIDOR

There are two elevators in this area, and signs on the wall indicate the elevators go up to a second level where the ship's living quarters and life support system are located. However, the controls in both elevators have been destroyed, and there is extensive structural damage in the elevators' supporting structures. If a PC succeeds at an Average Engineering or Hard Perception check, they realize that someone inflicted the damage on purpose using heavy-duty tools to cause maximal destruction. The PC also realizes that it would take hours of work to repair enough of the damage to be able to access the second level. In the event the PCs somehow force their way onto the second level, they can fight the huskborn creatures otherwise encountered in area **C5**. Use *Pathfinder Map Pack: Starship Decks* to create a suitable encounter area.

C5. BRIDGE

The bridge has computer stations for navigation, sensors, piloting, and other systems. Following Venture-Captain Naiaj's instructions, the PCs can locate and extract the ship's logs by manually removing the storage device. If the PCs attempt to access the data on the spot, they find the computers are damaged and must succeed at an Average Engineering check to repair them. The computers (tier 2) also require a password to access; a PC who succeeds at an Average Computers check can hack the system without the password. If successful, the PCs discover the ship was quarantined after an incident near Bastiar-8, where Starfinders were looking for a place the locals called "God's Home."

After the PCs have extracted the data, they hear a voice through the speakers, a match for the man's voice from the recorded message in the laboratory (area **C3**): "You got what you were looking for. Now get out before it's too late." After that, the ship's alarms start blaring and the light level is lowered to dim red light. A few seconds later, a calm female voice announces: "Self-destruct sequence initiated." A PC who succeeds at a Hard Computers check can stop the auto-destruct sequence; otherwise, the ship explodes in 30 rounds. Once the self-destruct activates, if any huskborn (see below) remain on the ship, the airlock in area **C1** remains sealed and requires a successful DC 22 Strength check made as a full action to open. The lock opens as soon as the huskborn are defeated.

Creatures: Soon after the PCs start making their way back to their ship, creatures from the huskborn nest on the second level start climbing down through the elevator shafts and attack the PCs. The larvae look like worms covered in sharp spines, while an adult resembles a cross between a praying mantis and a crocodile.

Zigvigix

SUBTIER 1–2 (CR 3)

HUSKBORN LARVAE (4)	CR 1/2

HP 11 each (see page 50)

SUBTIER 3–4 (CR 5)

HUSKBORN DRONE	CR 3

HP 35 (see page 55)

HUSKBORN LARVAE (4)	CR 1/2

HP 11 each (see page 55)

SUBTIER 5–6 (CR 7)

HUSKBORN DRONES (4)	CR 3

HP 35 each (see page 61)

SUBTIER 7–8 (CR 9)

HUSKBORN MOTHER	CR 9

HP 155 (see page 66)

Development: As long as the PCs reach their starship before the self-destruct sequence actives, they're safe from the explosion, though even from their own ship they see a bright flash and feel the explosion rock their ship for a moment. A few minutes later, Naiaj messages the PCs to congratulate them and to tell them Starfinder data analysts will start working on the logs as soon as possible to glean any useful information from them.

Reporting: If the PCs retrieved the data from the starship and escaped before the self-destruct activated, the table should report a success for Mission 3.

RECON MISSION 4: THE THIRD KIND

Zigvigix, leader of the Exo-Guardians, briefs the PCs for this mission.

Zigvigix, leader of the Exo-Guardians, gestures at a screen behind them. On the screen, several derelict ships can be seen drifting amid the ring system of an ice giant planet. "Look, look at that! So many ships. They all look pretty badly banged up, so we don't expect to find any survivors here, but there must be a reason why they're there. If you can find any intact data

modules, we may be able to uncover what happened. Something destroyed those ships and we don't know what it was, so choose a functional ship for yourselves that you think can handle any trouble you may find."

The PCs can select an appropriate starship for this encounter (most likely the Drake or Pegasus frames.) When the PCs approach Bastiar-7, their ship's sensors confirm what Zigvigix showed them earlier—there are several Starfinder ships floating in the planet's ring system. There's no immediate threat, but the GM should place the PCs' ship on the tactical map so the PCs can see the locations of the derelicts and choose where they want to start their investigation.

D. THE ICY RINGS OF BASTIAR-7

In order to investigate a derelict, the PCs must move their ship to a hex adjacent to the destroyed ship. Three of the 10 ships (determine randomly) are intact enough to retrieve data logs from. While investigating a ship, the PCs can attempt an Average Engineering check to determine that the ships were destroyed from starship weapon damage. If the result exceeds the DC for a Hard skill check, the PCs realize the damage looks exactly like the ship had been attacked by another Starfinder ship.

Hazards: The following hazards are present in this encounter.

Derelicts and Ice Chunks: Two types of dangerous objects, derelict ships and clusters of ice, orbit the planet. Whenever a starship enters a hex that contains a dangerous object, the pilot must succeed at an Average Piloting check or the ship takes 1d6 damage per the ship's tier. There is also 50% chance the ship's facing changes by 1 step in either direction (determine randomly). If a ship collides with a dangerous object or hits it with a starship weapon attack (AC 5), the object is destroyed and all adjacent hexes are sprayed with debris, dealing 1d4 damage per the ship's tier unless the affected starship's pilot succeeds at a Hard Piloting check.

Heavy Gravity: When a starship ends its movement within the heavy gravity zone, it automatically moves 1 hex closer to the planet (the east side of the map.) If this moves the ship off the map, the planet's immense gravitational forces and heavy atmosphere crush the ship, killing everyone on board. While a starship is within the heavy gravity zone, moving away from the planet (so that the ship's distance to the planet increases) costs an extra hex of movement for each hex moved.

Unexpected Visitor: When the PCs have finished investigating their third derelict, an unknown ship hails the PCs' vessel. However, scans detect no functional ships anywhere near the planet—only the drifting derelicts. If the PCs don't respond, a ghost ship attacks as described below. If the PCs respond, they receive a message from Katryn Mathius, human captain of the Starfinder ship *Empyrean Eye*. She demands that the PCs answer the questions below, but the PCs can also ask questions between her questions.

The PCs must attempt skill checks as prompted by Mathius's questions. If the PCs ask questions that annoy Mathius or make her suspicious, they must succeed at additional checks. If the PCs fail two of these skill checks, Mathius loses her patience and attacks.

Who are you? What's your mission here? Mathius is paranoid and doesn't believe the PCs whether they tell the truth or not unless they succeed at an Average Bluff or Diplomacy check.

Your ship appears to be a Starfinder ship, but our sensors indicate you're phased out of the Material Plane. What is this technology? The PCs can dodge the question by succeeding at a Hard Bluff check, or they can give a plausible explanation by succeeding at an Average Computers, Engineering, Mysticism, or Physical Science check.

Did you come to kill me like the others did? The PCs must succeed at a Hard Bluff or Diplomacy check to convince her of their peaceful intentions or a Hard Intimidate check to point out they would have already attacked if they wanted to destroy her ship. If the PCs first succeed at an Average Sense Motive check, they can choose their words more carefully, lowering the difficulty of the Bluff, Diplomacy, or Intimidate check to Average.

The following are answers to questions the PCs are likely to ask.

Why can't our sensors detect your ship? "How should I know? It's your ship that looks suspicious!"

Was your ship part of the first Scoured Stars expedition? "What do you mean first? Our mission isn't over yet!"

How long have you been here? "A few weeks... I think."

What is your mission here? "We were conducting a scientific mission looking for rare minerals on First Seeker Jadnura's orders when the force field appeared. After all of that, we're just trying to survive."

Who destroyed all these ships? "I don't know. They were already destroyed when we got here." If the PCs succeed at a Hard Sense Motive check, they suspect Mathius knows something more than she claims. If the PCs demand answers, Mathius admits that she had to defend her ship against a few Starfinder ships that attacked her unprovoked.

Do you know where we can find other Starfinders? Mathius refuses to reveal anything unless the PCs first answer her three questions. If the PCs have already answered her questions and they additionally succeed at a Hard Bluff or Diplomacy check, she reveals that many Starfinder ships tried to reach Bastiar-2, a mostly barren but relatively safe planet to establish an outpost for survivors. If the check result isn't high enough to meet the DC for an Average check, Mathius becomes increasingly suspicious—this counts as a failure for the purpose of angering Mathius.

Your ship was destroyed/You're dead. "How dare you! You are insolent liars!" This counts as a failure for the purpose of angering Mathius unless the PCs succeed at a Hard Diplomacy check to quell her anger.

Starship Combat: If the PCs' answers anger Captain Mathius, ghostly energy animates the remains of the *Empyrean Eye* (choose randomly from the unexplored derelicts), and the ghost ship attacks. Captain Mathius enjoys taunting her enemies and demanding better results from her crew, while the pilot tries to maneuver around the hazards, occasionally attempting reckless

D. THE ICY RINGS OF BASTIAR-7

Ice Ring 1

Ice Ring 2

PCs
Start Here

Heavy
Gravity
Zone

X

X

X

X

X

X

X

X

X

X

X
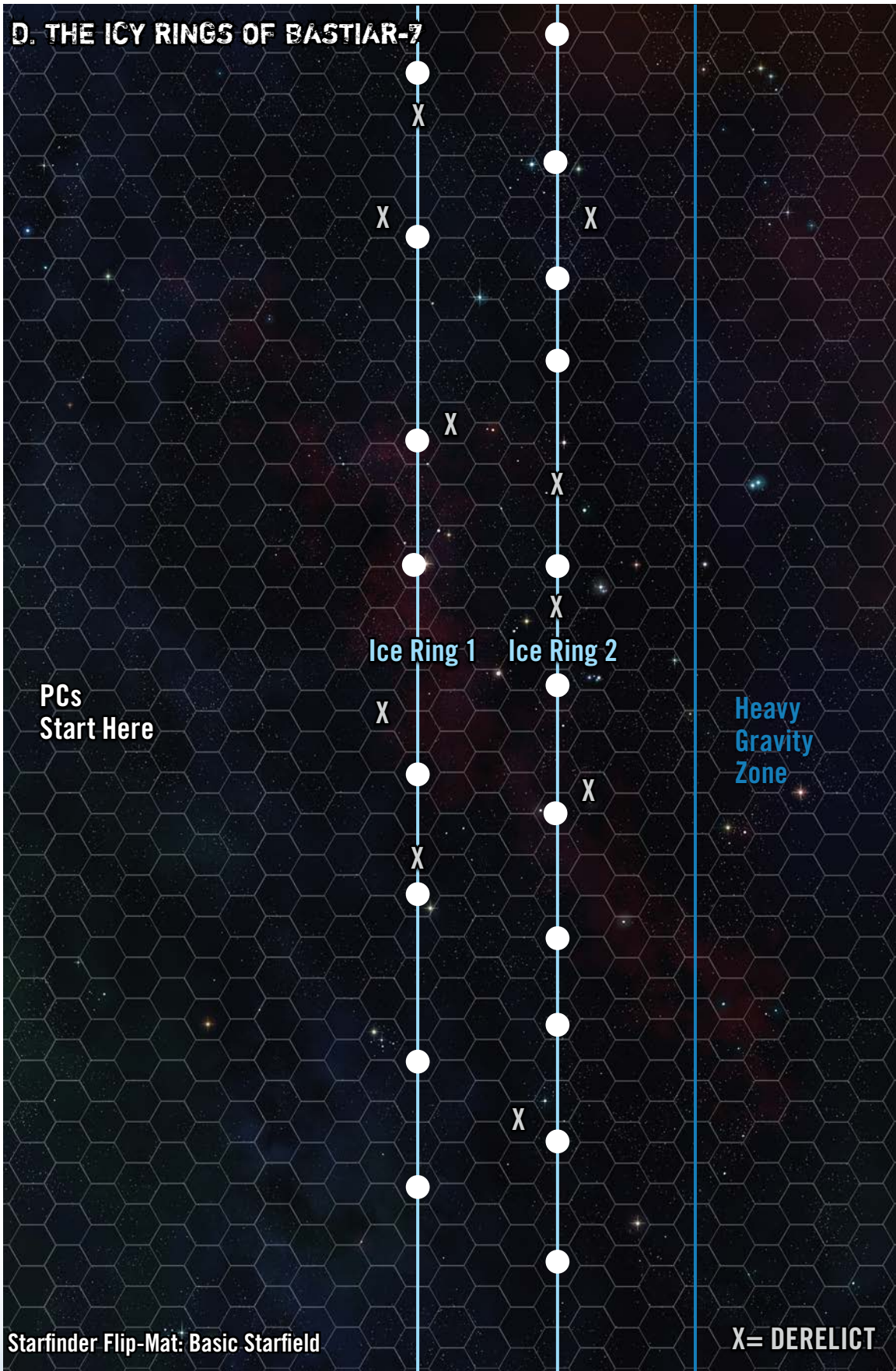
Starfinder Flip-Mat: Basic Starfield

X= DERELICT

stunts to show off. The engineer diverts power to weapons whenever the ship is in a position to attack. The science officer balances shields whenever necessary, but otherwise uses the scan action.

If the *Empyrean Eye* loses more than 60% of its HP, Captain Mathius surrenders and tells the PCs everything she knows. If the PCs withdraw, the ghost ship stops attacking.

SUBTIER 1–2 (CR 2)

EMPYREAN EYE   **TIER 2**

HP 55 (see page 54)

SUBTIER 3–4 (CR 4)

EMPYREAN EYE   TIER 4

HP 65 (see page 59)

SUBTIER 5–6 (CR 6)

EMPYREAN EYE   **TIER 6**

HP 65 (see page 64)

SUBTIER 7–8 (CR 8)

EMPYREAN EYE   **TIER 8**

HP 75 (see page 69)

Development: Once the PCs overcome the *Empyrean Eye*, they can recover the necessary data from the remaining derelicts or from Captain Mathius. If the PCs were forced to retreat, then by the time they return, the ghost ship has vanished and the remaining derelicts have similarly mysteriously disappeared.

Reporting: If the PCs defeated the *Empyrean Eye* and retrieved the necessary data on the missing Starfinders, the table should report a success for Mission 4.

RECON MISSION 5: CITY OF THE ANCIENTS

Radaszam, leader of the Acquisitives, personally briefs the PCs for this mission.

The imposing vesk Radaszam, leader of the Acquisitives, stands near a large screen that displays a tidally locked planet labeled as Callion-2. "Starfinders," he greets, in his pleasantly low voice, "I'm sure you'll find this mission interesting. Our sensors have detected numerous communication signals broadcast from Callion-2. Because one side of the planet is always facing the sun, only a narrow habitable zone exists, but here's the interesting part: the entire habitable area is covered in one big, technologically advanced megacity. Finding survivors, or at least useful information in the city, seems likely. I'll upload mission data on your ship's computer. Good luck and come back safely!"

Following the Radaszam's instructions, the PCs easily find the right location in the sprawling megacity to take their landing craft. They find a suitable place to land on a rooftop. As the PCs approach the destination, they realize the only living things in the city are plants and small insectile invertebrates.

Radaszam

SEARCHING THE AREA

There are five locations the PCs can investigate within proximity of their landing zone. During their time within the megacity, the PCs can hear strange alien music (akin to distorted modern elevator music) playing in the background through loudspeakers integrated into the city's buildings and infrastructure.

Locations: The PCs can investigate the locations in any order. Traveling between locations takes roughly 10 minutes (but this time does not count as a 10-minute rest).

Factory: The factory district is full of activity: industrial robots building and repairing other robots. The PCs can easily see that the level of robotics is highly advanced, and everything looks fully automated. If a PC wants to sabotage the factory (for whatever reason), she must first succeed at an Easy Stealth check and then a Hard Computers or Engineering check. On a failed Stealth check, the city's security is notified, and the Urban Dystopia encounter begins.

Library: With the exception of the ever-present alien music, this enormous building remains completely silent. Digital and physical records from the planet's past fill shelves and data archives stretching for the equivalent of city blocks. The PCs can attempt Average Computers, Culture, Engineering, Life Science, Medicine, and Physical Science checks. Each success means the PCs learn that the ancient culture was very advanced both culturally and technologically. If any of the PCs have a Chronicle sheet for *Starfinder Society Scenario #1–13: On the Trail of History* or *Starfinder Society Scenario #1–17: Reclaiming the Time-Lost Tear* then they recognize the information as relating to the past of the izalguun species. The PCs also find a log entry about visitors whose description suggests the visitors were Starfinders, but the entry doesn't reveal what happened to them.

Military Base: The military base houses the computers that make up the "brain" of the artificial entity known as A-1 (see Creatures below). If the PCs are intent on entering the military base, A-1 immediately confronts them and commands hunter-killer bots to attack unless the PCs back off.

Residential Area: There are no living inhabitants in the residential area; the PCs encounter only robots making repairs and cleaning the residences. The bots flee at top speed if the

PCs attack or otherwise confront them. As the PCs walk through the eerily deserted cityscape, any who succeed at an Average Culture, Perception, or Survival check determine that the city was abandoned long ago–likely millennia ago–and the original inhabitants left the machines to take care of the city.

Shopping Mall: In the shopping mall, the weird elevator music is louder than elsewhere. Robots place useless and deteriorated products on display, but no one is around to buy anything. The PCs can make the same observations here as in the residential area.

Creatures: An AI observes the PCs' actions throughout the city. At each location, the PCs can see an androgynous human watching them from afar. This is a hologram created by the AI, its appearance intended to imitate agents from the previous expedition. If the PCs don't break anything, the simulacrum just observes them and disappears if the PCs pursue. As the PCs investigate their fourth location (or the military base, whichever comes first), the hologram approaches them.

The intelligent and soft-spoken hologram calls itself A-1. It asks the PCs questions about their mission and what they're looking for. A-1 doesn't admit that any Starfinders have visited the planet, but it tells about the city on a very general level–largely things the PCs may have noticed while investigating the city, such as that everything is fully automated. A-1 doesn't know much about the species that once lived on the planet, only that it was left in charge when they left. If the PCs confront A-1 about the information in the library about the Starfinders, the AI says the information is classified, but if the PCs succeed at a Hard Intimidate check followed by a Hard Bluff or Diplomacy check, A-1 reveals everything without a fight. Otherwise, A-1 commands killer bots to attack the PCs.

E. URBAN DYSTOPIA

Sooner or later, A-1 likely commands defense bots to attack.

Creatures: In Subtiers 1–2, 3–4, and 5–6, the PCs face small flying drones and dog-shaped robots, each of which has a tail tipped with a deadly spike. In Subtier 7–8, the PCs instead face off against a massive humanoid-shaped robot wielding a long blade of metal alloy. If the PCs have sabotaged the factory, the bots have only one-half of their full Hit Points, and A-1 scolds the PCs for sabotaging the factory without having any reason for actually doing so.

SUBTIER 1–2 (CR 3)

SKIRMISHER BOTS (2)	CR 1

HP 20 each (see page 52)

SUBTIER 3–4 (CR 5)

HUNTER-KILLER BOT	CR 3

HP 40 (see page 55)

SKIRMISHER BOTS (2)	CR 1

HP 20 each (see page 57)

SUBTIER 5–6 (CR 7)

HUNTER-KILLER BOTS (4)	CR 3

HP 40 each (see page 61)

SUBTIER 7–8 (CR 9)

SUPERVISOR BOT	CR 9

HP 155 (see page 68)

Development: After the PCs have defeated the bots, A-1 apologizes and, if necessary, begs the PCs to not destroy them. The AI reveals that a group of Starfinders visited the city a year ago but the defense bots killed them. In their subsequent investigation, the bots found information about a group of Starfinders trapped on the desert planet Callion-1. A-1 also reveals its computers have detected weak signals coming from that planet within the last 24 hours, which may mean some of the Starfinders are likely still alive.

Reporting: If the PCs learned about the Starfinders trapped on Callion-1, the table should report a success for Mission 5.

PART 2: EVACUATION

After time has run out or the House has completed all the recon missions (whichever happens first), the Overseer GM begins Part 2, during which the Starfinders can commence evacuation missions. In the unlikely event that the House has completed no recon missions by the time Part 1 ends, the mission with most successes counts as being completed.

The Overseer GM reads the following to announce that Part 2 begins. If the House has already completed all five recon missions, leave out the bolded parts of the announcement.

First Seeker Luwazi Elsebo addresses the Society through communication devices across the Scoured Stars: "Starfinders, thanks to your efforts, we have gathered a large amount of data about the whereabouts of several groups of survivors from the first mission to the Scoured Stars. We have analyzed the data and now know enough to start locating and evacuating our friends and allies. **We still need more intelligence on other groups of survivors, however, and we must continue to run reconnaissance missions at the same time.**

Table GMs, Part 2 has begun, **but remember, some Part 1 missions are still available.**

TABLE GM INSTRUCTIONS

Having located one or more groups of survivors from the previous expedition, the Starfinder fleet starts rescue missions while continuing reconnaissance missions to locate other groups. In Part 2, new missions become available based on which recon missions the House has completed. The recon mission numbers correspond to evacuation mission numbers–for example, if the

E. URBAN DYSTOPIA

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1 SQUARE = 5 FEET

Pathfinder Flip-Mat: Mythos Dungeon

House has completed recon mission 3, evacuation mission 3 becomes available as soon as Part 2 is announced. Distribute **Handout #3** (see page 49), which helps the players choose and keep track of these missions. There's no hard cut-off between Parts 1 and 2, and those missions from Part 1 that haven't been completed can be run concurrently with mission from Part 2. A table can move freely back and forth between recon and evacuation missions so long as they are available. In Part 2, if a table completes a recon mission after the House has already completed that mission, the recon mission success counts as a success for the corresponding evacuation mission.

Taking a 10-minute break is always possible between missions.

Reporting Successes: During Part 2, it is important to report each successfully completed recon and evacuation mission to HQ Staff. Since the number of each evacuation mission corresponds to the recon mission which must be completed before the evacuation mission becomes available, it is unnecessary to indicate which type mission each success is.

ANNOUNCED CONDITIONS

There are two different conditions that the Overseer GM might announce during Part 2, each tied to the House completing its ongoing objectives.

Return of the First Seeker: When the Overseer GM announces that the Last Outpost mission is complete, the Starfinder Society rejoices at the return of First Seeker Jadnura. Each PC can immediately recover any one spell expended, one daily use of a class ability, or 1 Resolve Point.

Information Overflow: When the Overseer GM announces that the Cracked Mirror mission is complete and Historia-6 has been evacuated, the lost Dataphiles leader disseminates information about the Scoured Stars to all teams across the fleet. Until the end of the ongoing mission, the PCs can roll twice and take the better result each time they attempt a skill check to identify a creature or to recall information.

OVERSEER GM INSTRUCTIONS

During Part 2, the Overseer GM should continue to tally recon mission successes and announce when the House completes a mission (see the Overseer GM Instructions in Part 1) and the corresponding evacuation mission becomes available. Additionally, the Overseer GM should tally evacuation mission successes and announce them in a similar fashion (see the evacuation mission announcements below). As before, if displaying a map of the Scoured Stars or other visual aid to track the House's progress, the Overseer GM should update it after the completion of each mission.

The House's goal in this part s to complete the remaining recon missions and as many of the five evacuation missions as possible before time runs out. A mission is complete once the House reports a number of successes equal to two-thirds (2/3) the number of tables. Once this number is met for a particular mission, make the announcement below that corresponds to that follow missions.

For The Last Outpost mission, read the following aloud.

> Several Starfinders have located a group of survivors on Agillae-1. We've rescued these survivors from the creatures were attacking their outpost. Among the survivors is First Seeker Jadnura, who has now joined mission command to help us rescue other groups of survivors!
>
> The Return of the First Seeker condition is now in effect.

Jadnura

For the Cracked Mirror mission, read the following aloud.

The Society has released a group of Starfinders whose minds were trapped in a virtual world, which released their bodies from stasis on Agillae-5. One of the survivors is Historia-6 of the Dataphiles! The Information Overflow condition is now in effect.

For the God's Home mission, read the following aloud.

Our agents have raided an underground temple on one of Bastiar-8's moons and recovered a group of survivors who had been imprisoned by a malicious, otherworldly being.

For the Lava River Rescue mission, read the following aloud.

We located a group of Starfinders who were stranded on the volcanic planet of Bastiar-2 and have rescued them from an elemental menace.

For the Sands of Oblivion mission, read the following aloud.

Starfinder agents have evacuated a group of survivors who were trapped within a magnetic storm on the harsh, wind-blown desert of planet Callion-1.

EVACUATION MISSION 1: THE LAST OUTPOST

Fitch, leader of the Wayfinders, briefs the PCs for this mission.

Fitch waits in the hangar bay. "We're in a bit of a hurry, and I only have a few minutes before my children realize I've snuck away! Our agents recovered a beacon with important data about a Starfinder outpost on Agillae-1. Not long ago, our ships started receiving emergency signals from that planet, and all the messages basically say 'we're under attack'. It's some kind of carnivorous creatures native to the planet, but that's all we know. Your ship is ready—so please grab your weapons and hurry. And good luck!"

Fitch points out a suitable landing spot for the PCs' landing craft not far from the outpost. When the PCs approach the outpost on foot, they see many strange plant creatures fighting a smaller number of Starfinders in the distance.

F. OUTPOST UNDER ATTACK

Led by First Seeker Jadnura, the largest group of survivors established an outpost on Agillae-1, a resource-rich and relatively safe, if not very fertile, planet. As soon as Jadnura's group noticed the Godshield had disappeared, they started sending communication signals in hopes of reaching other groups within the trinary system. Unfortunately, the signals attracted a large group of carnivorous plant monsters sensitive to such frequencies to attack the outpost.

Hazard: Squares with lava count as difficult terrain, and each round a PC enters or starts his turn in a square with lava, she takes 1d6 fire damage per APL. A PC who succeeds at an Average Physical Science check can deduce that this type of lava isn't immediately lethal to touch but still very dangerous.

Creatures: A group of thorny plant creatures known as bluethorns intercepts the PCs as they cross the terrain from their ship to the compound. When the encounter begins, the GM should place twice the number of creatures indicated below on the map (for example, two bluethorn devourers and two bluethorn predators in Subtier 3–4). However, when the first round ends, a fierce, incredibly fast kasatha warrior (depicted on page 24) arrives at the edge of the map and immediately and kills one or more enemies with a heavy artillery weapon, bringing the number of enemies down to that indicated below. Before leaving, the kasatha says: "That'll even the odds. Take care of the rest of them and we'll link up again."

SUBTIER 1–2 (CR 3)

BLUETHORN PREDATORS (2)	CR 1
HP 20 each (see page 50)

SUBTIER 3–4 (CR 5)

BLUETHORN DEVOURER	CR 4
HP 50 (see page 54)

BLUETHORN PREDATOR	CR 1
HP 20 (see page 54)

SUBTIER 5–6 (CR 7)

BLUETHORN RAVAGER	CR 7
HP 105 (see page 60)

SUBTIER 7–8 (CR 9)

BLUETHORN RAVAGERS (2)	CR 7
HP 105 each (see page 65)

Development: The PCs have 3 rounds to prepare themselves for a second wave of plant creatures.

THE ESCAPE

The mysterious kasatha warrior returns, cleaning his weapon with two hands while the other two remove the upper face mask that obscures all but his eyes. He looks around, overseeing the nearby carnage, then speaks: "Starfinders, you fought well. I'm First Seeker Jadnura. I saw a ship landed nearby. Is it yours?" He barely waits for an answer before tilting his head to listen for something distant and announcing, "We need to evacuate these people. Let's go!" A moment later, one of the outpost guards shouts: "Incoming! More bluethorns! Lots of them!"

F. OUTPOST UNDER ATTACK

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1 SQUARE = 5 FEET

Pathfinder Flip-Mat: Wasteland

Jadnura tells the PCs to engage the attacking plant creatures while he guides the survivors to safety.

Survivors: When the encounter begins, two groups of injured, malnourished survivors start moving from the northwest corner of the map to the south along the left edge. Each crowd moves 30 feet per round at initiative count 0. The first group starts moving immediately, while the second group starts moving on the following round. Each group takes up a 10-by-10-foot area. Once both groups have made it safely past the map's southern edge, the PCs can also withdraw without defeating the remaining creatures. A group of survivors has EAC 10, KAC 10, and a +0 bonus to all saves. Each crowd has 20 HP in Subtier 1–2, 30 HP in Subtier 3–4, 40 HP in Subtier 5–6, and 50 HP in Subtier 7–8. If both groups lose all HP, the PCs fail the mission.

Creatures: More bluethorns attack. If they can easily reach a group of survivors and have not already been attacked by the PCs, the bluethorns attack the survivors. If the PCs block the bluethorns' path, the creatures instead attack the PCs. During the combat, the PCs can see Jadnura single-handedly battling another group of bluethorns. Jadnura's battle takes place off this map, but it should give the PCs the impression that the First Seeker is fighting alongside them without stealing their spotlight.

SUBTIER 1–2 (CR 4)

BLUETHORN DEVOURER	CR 4

HP 50 (see page 50)

SUBTIER 3–4 (CR 6)

BLUETHORN DEVOURERS (2)	CR 4

HP 50 each (see page 54)

SUBTIER 5–6 (CR 8)

BLUETHORN DEVOURER	CR 4

HP 50 (see page 60)

BLUETHORN PREDATOR	CR 1

HP 20 (see page 60)

BLUETHORN RAVAGER	CR 7

HP 105 (see page 60)

SUBTIER 7–8 (CR 10)

BLUETHORN RAVAGERS (3)	CR 7

HP 105 each (see page 65)

Development: Just as the PCs finish up battling against the bluethorns, Jadnura finishes his combat against the second horde. The First Seeker comes to personally thank the PCs for their timely intervention and promises to continue the conversation in the future. At this point, the PCs can escort Jadnura and the survivors back into orbit.

Reporting: If the PCs saved at least one group of survivors, the table should report a success for Mission 1.

EVACUATION MISSION 2: CRACKED MIRROR

Historia-7, leader of the Dataphiles, briefs the PCs on this mission.

"Greetings, Starfinders. Our initial recon teams found dozens of our colleagues held in stasis on Agillae-5. Forcibly removing their bodies from the stasis pods would leave their minds are trapped in a virtual world, which means we're sending you in to release them. Our specialists have put together a digital tether that allows you to enter the virtual world without getting trapped like your colleagues did. Still, you must careful. Even though nothing that happens in there is real, dying in the simulation might kill you."

A team of Starfinder computer specialists waits at the facility. The specialists tell the PCs everything is ready for them; all the PCs have to do is plug in. In the virtual world, the PCs have the same equipment they had in the real world. Equipment, spells, and abilities used in the virtual world don't affect the PCs' resources in the real world. However, any Hit Points, Stamina Points, and Resolve Points lost in the virtual world are also lost in the real world, and the PCs die of shock if they die in the virtual world. Temporary conditions end when the PCs leave the virtual world.

G. VIRTUAL WORLD

The computer system running the simulation absorbs the memories and thoughts of the trapped Starfinders, making the virtual world match their collective ideas of a pleasant environment. As a result, the simulation resembles some of the most appealing areas of Absalom Station. A PC who succeeds at an Average Culture or Hard Perception check immediately notices the similarities upon entering.

The PCs find themselves in a cantina, where a bartender named Jodain tells the PCs to relax, have a drink or eat something and not worry about anything. If the PCs ask Jodain about the place, he responds "Why don't you go and meet all the friendly folks who live here. But remember, we're all happy here, so don't say or do anything that might upset them."

Starfinder Groups: There are three groups of Starfinders with whom the PCs can interact. They all think they are living fulfilling lives, and they have trouble remembering their past as Starfinder agents. To make a group of Starfinders remember who they are, the PCs must succeed at two or all three of the following persuasion checks: an Average Bluff, Diplomacy, or Intimidate check. However, the PCs can first attempt additional skill checks specific to each entry below; each success on those checks lowers the difficulty of any one of the persuasion checks from Average to Easy. The GM and players should roleplay the persuasion checks rather than just

rolling. For each group of Starfinder agents, the party can attempt each skill check only once.

As long as Jodain exists, the survivors are bound to the simulation and can't help the PCs directly, but as a reward for the PCs' help, each group teaches them a method of manipulating the virtual reality to augment their abilities.

Bikers: Five Starfinders–a human, two lashuntas, an ysoki, and a vesk–wear leather jackets and protective clothing. They tune-up expensive-looking enercycles, and unless the PCs distract them with other things to talk about, they go on and on about how great the bikes are. **Additional Checks:** A PC can attempt an Average Engineering or Piloting check to point out weird flaws in the virtual bikes' design. **Reward:** The gang's vesk leader remembers he is Silask, a famous explorer and warrior. He shares a secret technique that allows the PCs to change what type of damage their weapons deal as though they had a *corrosive*, *flaming*, *frost*, or *shock* weapon fusion (each PC can choose one of the listed fusions).

Library: Five scholarly Starfinders–an android, a damaya lashunta, a kasatha, and two shirrens–engage in a heated debate about Golarion. According to these Starfinders, Golarion never disappeared! **Additional Checks:** A PC can challenge the scholars' opinions with a successful Hard Culture, Mysticism, or Physical Science check. **Reward:** The android leader of the group remembers he is Historia-6,

Historia-6

previous leader of the Dataphiles. Angrily, he tells the PCs to hurry up and get the Starfinders released from the virtual world. He reveals a secret technique that allows the PCs to see their enemies' DR, resistances, and current HP as a free action.

Picnic: Six Starfinders–a dwarf, two kasathas, two humans, and a shirren–enjoy a picnic in the park. They wear fashionable clothes. The group marvels at the beauty of the natural world, saying things like "Ain't it great to be outdoors, smell the flowers, feel the wind and sun on your face?" **Additional Checks:** A PC can attempt an Average Life Science, Perception, or Survival check, pointing out that the sensations they're experiencing are nothing compared to the real thing. **Reward:** The dwarf remembers he is Barakul, leader of an elite group explorers, rangers, and survivalists. He provides the PCs with a secret technique that allows the PCs to grow wings, gaining a fly speed of 30 feet (Ex, average).

Creatures: When the PCs have talked to each of the three groups (or if they spend more than 10 minutes in the virtual world), Jodain steps outside and, glaring angrily at the PCs, says: "You're only here to cause trouble! I can't have that!" His shape

starts changing into that of a monster. He has the statistics of a summoned creature, and each round, he can select one of the following shapes as a free action: angel, daemon, First World beast, or robot. For each of these shapes, he gains the corresponding summoning graft (*Starfinder Alien Archive* 147–149).

SUBTIER 1–2 (CR 3)

MEDIUM SUMMONED CREATURE	CR 3

HP 40 (*Starfinder Alien Archive* 46, 144; see page 51)

SUBTIER 3–4 (CR 5)

LARGE SUMMONED CREATURE	CR 5

HP 70 (*Starfinder Alien Archive* 46, 144; see page 56)

SUBTIER 5–6 (CR 7)

HUGE SUMMONED CREATURE	CR 7

HP 105 (*Starfinder Alien Archive* 46, 144; see page 60)

SUBTIER 7–8 (CR 9)

GREATER SUMMONED CREATURE	CR 9

HP 145 (*Starfinder Alien Archive* 46, 144; see page 66)

Development: Defeating Jodain releases the Starfinders from the virtual world. Shortly after, they wake up inside their the stasis chambers. Any of the groups that the PCs successfully influenced during their time in the simulation are extra grateful for the assistance. Historia-6 quickly disconnects from the pod and hurries to reconnect with Historia-7 and the greater Starfinder fleet. The former Dataphiles leader refuses to speak with the PCs.

As long as the PCs defeated the Jodain simulation, the table should report a success for Mission 2.

EVACUATION MISSION 3: GOD'S HOME

Venture-Captain Naiaj briefs the PCs on this mission.

The bleachling gnome Venture-Captain Naiaj points to a digital image of an ice giant planet labeled as Bastiar-8. She taps her finger on a barren moon orbiting the planet, zooming in on it. "We were able to analyze logs recovered from a medical research ship. According to the data, many Starfinder ships landed on a rocky moon of Bastiar-8. Our hypothesis is that they deemed the moon safe to land on, and perhaps they found useful resources there. The moon looks completely barren and inhabitable, but our scans indicate

G. VIRTUAL WORLD

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1 SQUARE = 5 FEET

Starfinder Flip-Mat: Space Station
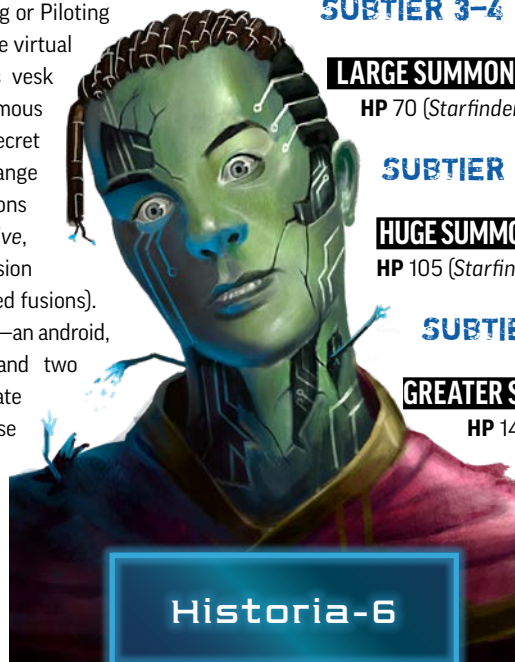
there is an air-filled cave system beneath the surface, which is where the Starfinders have presumably taken shelter. Your landing craft is waiting. Get down there and safely extract our agents."

As the PCs' ship approaches the moon, its sensors confirm the existence of an air-filled cave system. After some searching, the PCs find a giant cavern with a small freshwater lake in it and an entrance to what looks like a temple.

H. TEMPLE

In ages past, the predecessors of the jinsuls built this temple complex to honor the deity of the Scoured Stars. Only the holiest of their priests were allowed to set foot on the sacred moon—the only other living creatures that the ancient jinsuls brought along with them were animals or prisoners offered as sacrifices to their god.

Features: All stairs in the temple are steep and count as difficult terrain. The ceiling is 20 feet high. All statues in the temple provide cover to a creature adjacent to them. The gravity in the area is low throughout.

H1. ENTRANCE HALL

Two statues flank the entrance. Each statue depicts a six-legged and many-eyed insectile creature wearing robes over a suit of armor. If a PC succeeds at an Average Culture check, he realizes the creature is not any life-form known in the Pact Worlds or any charted part of the Near Space or the Vast. These statues depict jinsuls, the enemy force that begins invading during Part 3 and Part 4.

Many narrow corridors extend from the entrance hall. If the PCs examine the corridors, they can see the silhouettes of people huddling in the shadows. They avoid eye contact and don't respond to the PCs' questions. Above the entrances to the corridors, sigils of reddish metal have been embedded in the walls. If a PC succeeds at a Hard Mysticism check, she realizes they are warnings about protective magic that harms those who attempt to enter the corridors without permission.

Hazard: Each narrow corridor is protected against intrusion by a slumbering god's divine magic. Destroying the sigils doesn't affect the protective magic, as they're merely warnings. If a PC attempts to enter a corridor, he takes 1d6 damage per APL and is shunted back to the entrance hall.

H2. ANTECHAMBER

The walls of the antechamber are covered in bas-reliefs depicting the same kind of creatures as the statues in the entrance hall. The creatures are depicted as worshiping a faceless, formless god, killing their enemies with many kinds of weapons, and sacrificing their prisoners on an altar.

H3. SANCTUM OF THE FORGOTTEN GOD

The chamber at the far end of the temple contains a large statue and an altar in front of it. The statue resembles those near the entrance, except it is much larger and has dozens of legs and even more eyes. Anyone who sees the statue must succeed at an Average Will save or gain the shaken condition as long as they remain within the temple. If the PCs succeed at an Average Mysticism check, they are certain it's not any deity or religious figure known in the Pact Worlds. If the PCs succeed at an Easy Medicine or Survival check, they notice blood spatters on the altar and floor that suggest a lot of blood has been repeatedly spilled in this room.

Soon after the PCs arrive, a disembodied voice starts talking to them. It asks the following questions but also eagerly answers the PCs' questions so long as they remain respectful. If the PCs attempt to damage the statue or otherwise show a lack of respect, the creature summons demons to attack the PCs. The same happens when neither the PCs nor the voice have more questions to ask. If the PCs refuse to answer the voice's questions, it says "Oh, you *will* answer my question!" and employs mind-controlling magic: each PC must succeed at an Average Will save or be forced to answer truthfully.

The voice asks the PCs the following three questions: "What are you doing here?," "What can you tell me about your weapons?", and "Are there any spellcasters among you?"

The following are answers to questions the PCs are likely to ask the voice.

What is this place? "This is an old temple, dedicated to a slumbering god. You should feel privileged to have seen this place."

Who are you? "I am the voice of the slumbering god. He shall return soon."

Did you create the Godshield? "The slumbering god did. He is formidable indeed."

Have you seen Starfinders here? "Yes, many of them. But you need not worry about them. They are mine now."

Creatures: As soon as the mysterious voice is done talking with the PCs, a pair of demons appears. Based on what information the disembodied voice was able to get from the PCs, the demons appear in tactically advantageous positions (for example, near a spellcaster or ranged weapons specialist but beyond the reach of melee combatants).

SUBTIER 1–2 (CR 3)

SMALL SUMMONED DEMONS (2)	CR 1

HP 20 each (*Starfinder Alien Archive* 46, 144; see page 52)

SUBTIER 3–4 (CR 5)

MEDIUM SUMMONED DEMONS (2)	CR 3

HP 40 each (*Starfinder Alien Archive* 46, 144; see page 56)

SUBTIER 5–6 (CR 7)

LARGE SUMMONED DEMONS (2)	CR 5

HP 70 each (*Starfinder Alien Archive* 46, 144; see page 62)

H. TEMPLE

N

1 SQUARE = 5 FEET

Pathfinder Flip-Mat: Mythos Dungeon

SUBTIER 7–8 (CR 9)

HUGE SUMMONED DEMONS (2)   CR 7
HP 105 each (*Starfinder Alien Archive* 46, 144; see page 66)

Development: When the PCs defeat the demons, the mysterious voice emits a drawn-out shriek, and the shimmering shields sealing the narrow corridors in the entrance hall (area **H1**) disappear, releasing dozens of Starfinders who have been imprisoned for months. They tell the PCs that every few weeks, demons sacrificed a prisoner taken from amongst them on the altar. The Starfinders are deeply distraught by the horrors they've endured, but they are very thankful for the PCs' assistance and eager to leave the place.

Reporting: If the PCs defeat the demons and free the captured Starfinders, the table should report a success for Mission 3.

EVACUATION MISSION 4: LAVA RIVER RESCUE

Zigvigix, leader of the Exo-Guardians, briefs the PCs for this mission.

Zigvigix gestures to a number of chairs in front of them and speaks. "Excellent, your timing is perfect. We've analyzed the data collected from the derelicts around the ice giant Bastiar-7. We've found out that a group of ships was able to escape the area and headed to Bastiar-2. Only a few hours ago, we started receiving emergency signals from there, so that's where I'm sending you! Please try not to die; I really like spending time with you! Our sensors detected a lot of seismic activity on the planet, so you might experience earthquakes or volcanic eruptions while you're there. Take some pictures for me!"

The appearance of the *Tear* within the system has destabilized the planet's volcanoes. Rivers of lava flow all over the planet's surface, but after some searching, the PCs find a geologically stable spot to land their ship. The landing site is only a few hundred feet from the source of the emergency signal. The entirety of the planet has low gravity.

I. MOLTEN ROCK RIVER

As the PCs approach the location on foot, they see a group of Starfinders fighting creatures in the distance.

Hazard: Squares with lava count as difficult terrain (treat any square that is at least half covered in lava as containing lava for this purpose, leaving several small islands throughout the river), and each round a PC enters or starts his turn in a square with lava, she takes 1d6 fire damage per APL. A PC who succeeds at an Average Physical Science check can deduce that this type of lava isn't immediately lethal to touch but still very dangerous.

Creatures: An earth elemental battles a group of six survivors on the other side of the lava river. One round after the combat begins, a fire elemental emerges from the lava river to delay the PCs. The earth elemental stops attacking the survivors only after

the fire elemental is dead, all the survivors are dead, or a PC makes a melee attack against it. The fight between the survivors and the earth elemental is abstracted to keep turns quick; if the PCs aren't fast enough, the first survivor dies after 3 rounds of combat. The second survivor dies 2 rounds after that, and each round thereafter, another survivor dies. If the last survivor dies, the PCs fail the mission.

SUBTIER 1–2 (CR 4)

MEDIUM EARTH ELEMENTAL   CR 3
HP 40 (*Starfinder Alien Archive* 46; see page 51)

SMALL FIRE ELEMENTAL   CR 1
HP 20 (*Starfinder Alien Archive* 46; see page 52)

SUBTIER 3–4 (CR 6)

LARGE EARTH ELEMENTAL   CR 5
HP 70 (*Starfinder Alien Archive* 46; see page 56)

MEDIUM FIRE ELEMENTAL   CR 3
HP 40 (*Starfinder Alien Archive* 46; see page 56)

SUBTIER 5–6 (CR 8)

HUGE EARTH ELEMENTAL   CR 7
HP 105 (*Starfinder Alien Archive* 46; see page 60)

LARGE FIRE ELEMENTAL   CR 5
HP 70 (*Starfinder Alien Archive* 46; see page 62)

SUBTIER 7–8 (CR 10)

GREATER EARTH ELEMENTAL   CR 9
HP 145 (*Starfinder Alien Archive* 46; see page 66)

HUGE FIRE ELEMENTAL   CR 7
HP 105 (*Starfinder Alien Archive* 46; see page 66)

Development: Once the PC's ship starts its journey back to one of the carriers, one of the survivors tells the PCs that the golden shield that appeared around the system caused havoc with wireless communication. When the shield vanished, they started sending messages again, but soon after, the volcanoes on the planet started acting up.

Reporting: If the PCs defeat the elementals and save at least one survivor, the table should report a success for Mission 4.

EVACUATION MISSION 5: SANDS OF OBLIVION

Radaszam, leader of the Acquisitives faction, briefs the PCs for this mission.

I. MOLTEN ROCK RIVER

N

1 SQUARE = 5 FEET

Pathfinder Flip-Mat: Wasteland

"Recon teams who visited an ancient city gained information on Starfinders who may be stuck on the desert planet Callion-1. We sent a ship closer to the planet to scan it and turns out, the intel was good; there are Starfinders down there. It's a tidally locked world where one side is a frigid tundra and the other a blazing hot wasteland. If that doesn't sound bad enough, our weather scans show there's a gigantic magnetic storm raging in the part of the planet where our friends are. Flying vehicles won't be safe to fly anywhere near the storm, which is why you'll be using two all-terrain vehicles to reach them!"

Before they leave, the PCs can customize their two all-terrain transport vehicles (*Starfinder Core Rulebook* 229). Each has two turrets in addition to the standard features, and the PCs can have the following types of weapons (supplied by the fleet's armory) to be installed in the turrets (one per turret): advanced shirren-eye rifle (2d10 P), advanced X-gen gun (2d12 P), or tactical magnetar rifle (2d8 P). When mounted, a weapon is more stable to shoot, and the penalties for shooting while the vehicle is moving at a normal or full speed are reduced by 6 in Subtier 1–2, by 4 in Subtier 3–4, and by 2 in Subtier 5–6 (to a minimum of 0); in Subtier 7–8, there is no benefit. The vehicle carries enough ammunition to reload each mounted weapon twice. The PCs can also use their own weapons in any subtier, but they take the full penalty for attacking from a moving vehicle.

For the purpose of determining penalties to Piloting checks, the vehicles' item level counts as being equal to the lowest level in that subtier (for example, the item level is 3 in Subtier 3–4).

A RIDE THROUGH THE DESERT

The PCs' landing craft touches down in an area unaffected by the storm. From there, the PCs begin their rescue operation in the two all-terrain vehicles. The PCs can decide who is piloting each vehicle and who is using the weapons mounted in the turrets. Each vehicle also has an autopilot function if the PCs prefer to use that feature.

Creatures: Shortly after the PCs start their journey across the desert, a 40-foot-long creature that looks like an armored worm emerges from the sand behind the PCs' vehicle. The creature is large enough to easily crush a vehicle, so fleeing toward the destination at top speed is the best option.

Use the vehicle chase rules (*Starfinder Core Rulebook* 282–287) to determine the results of this chase. The sand slitherer begins in the first zone while the PCs start one zone ahead. Treat the slitherer as a vehicle and use its Acrobatics skill in place of its Piloting skill for the purposes of the chase. The GM should assist the PCs with the chase and explain their objective in the chase.

The sand slitherer chases the PCs until they reach the canyon, the PCs deal enough damage to the worm to scare if off (85 damage in Subtier 1–2, 105 damage in Subtier 3–4, 120 damage in Subtier 5–6, and 140 damage in Subtier 7–8), or the worm deals enough damage to wreck one of the vehicles. If a vehicle is wrecked, the PCs fail the mission but can escape and return to the ship in the other vehicle while the worm continues playing with the broken vehicle.

ALL SUBTIERS (CR 9)

SAND SLITHERER	CR 9

HP 145 (see page 51, 56, 62, or 67)

PART 3: SUDDEN ARRIVAL

The transition to Part 3 occurs roughly 60 minutes after the start of Part 2. At this point in the adventure, hundreds of alien starships enter the Scoured Stars. These ships belong to the jinsuls, an alien species that once lived in the Scoured Stars and has now returned to reclaim their ancestral homeland. In Part 3, the Starfinders must fight off jinsul assault teams while continuing the evacuation missions from in Part 2.

The Overseer GM reads the following to transition into Part 3.

A loud shriek of audio feedback erupts from all communication devices across the Starfinder Society fleet and deployed teams. The feedback precedes an alert of a new threat: dozens

CHASE ZONES

ZONE	EFFECTS
Open desert	No effects.
Dunes	**Altered Movement:** Deep sand (–2 to Piloting)
Stone monoliths	**Altered Attacks:** Rock spires (cover); **New Trick:** Topple rocks (Piloting or ranged attack roll, **New Active Hazard:** –2 to Piloting and must evade or vehicle takes 5d8 damage).
Giant Anthill	**Active Hazard:** Defensive ants (must evade or vehicle takes 5d8 damage); **New Trick:** Bolting ants (–4 to Piloting)
Ramps	**Split Routes:** Jump across a ravine (Piloting DC 20 + item level or vehicle takes 5d8 damage; hardness applies), go around (–4 to Piloting checks to keep pace or speed up)
Salt flats	**Altered Movement:** Good grip (+4 to Piloting).
Sandstorm	**Altered Attacks:** Sandstorm (concealment).
Canyon	**Altered Movement:** Narrow canyon (–2 to Piloting); **Active Hazard:** Falling rocks (must evade or vehicle takes 5d8 damage).

of unknown starships are entering the Scoured Stars through the Drift!

Data screens across the fleet begin displaying a live feed of a chitinous, six-legged creature with a large mouth full of sharp teeth. Rings of glowing, unblinking eyes cover the upper and lower sides of the creature's body, looking in every direction at once. The creature's three-clawed forelimbs hold what looks like an alien plasma cannon, while its second set of limbs terminate in cybernetic augmentations resembling long sabers.

When the creature starts speaking, its words sound like a chaotic jumble of consonants, but soon the syllables turn into a sinister-sounding, digitalized voice speaking in the Common tongue: "We are jinsuls, and you are not welcome in our space. This is our ancestral home. You do not belong here. You will be removed."

As soon as the ominous message ends, First Seeker Luwazi Elsebo speaks to the Society through the comm system: "According to our sensors, these creatures—jinsuls—are entering the Scoured Stars through a location near Bastiar-7. I need a group of volunteers, our best starship crews, to scout the area and keep these aggressors occupied. Meanwhile, I want everyone else to continue evacuating the survivors. Time is a luxury we don't have, so make haste and be ready to be extracted at a moment's notice!"

Table GMs, Part 3 has begun, but remember, Part 2 missions are still available with the indicated Part 3 modifications.

TABLE GM INSTRUCTIONS

During this part, the PCs continue the evacuation missions started in Part 2, but the sudden arrival of the jinsuls affects the encounters as detailed in Evacuation Mission Adjustments on page 36. All evacuation missions are now available regardless of whether the House managed to complete the corresponding recon missions (Part 1), which in turn are no longer available. Additionally, the First Line of Defense mission is now also available to all tables.

Taking a 10-minute break is still possible between the missions.

Reporting Successes: During Part 3, Table GMs continue to report evacuation mission successes (see Part 2). Additionally, Table GMs can report First Line of Defense successes. At larger events, a success for this additional encounter can be easily reported in the same manner as the previous missions by instead raising two hands to indicate the special success.

ANNOUNCED CONDITIONS

In addition to ongoing Part 2 conditions, there is one new condition that the Overseer GM might announce.

Defensive Victory: When the Overseer GM announces that the First Line of Defense encounter is complete, the Starfinder fleet finds hope in the otherwise desperate situation. Until the end of Part 3, all jinsul assault troops in all encounters lose half of their remaining Hit Points and gain the sickened condition.

OVERSEER GM INSTRUCTIONS

During Part 3, the Overseer GM continues to tally evacuation mission successes (Part 2) and announces when the House completes a mission. Additionally, the Overseer GM tallies First Line of Defense successes, and announces when the House completes the mission. As before, if displaying a map of the Scoured Stars or other visual aid to track the House's progress, the Overseer GM should update it after the completion of each mission.

The House's goal is to complete the remaining evacuation missions and the First Line of Defense mission before time runs

Jinsul Trooper

out. Unlike the previous missions, the bonus First Line of Defense mission is complete once the House has reported a number of successes equal to one-quarter (1/4) the number of tables.

When the First Line of Defense mission has been completed, read the following aloud.

A group of brave volunteers has defeated the first wave of enemy starships near Bastiar-7 and significantly delayed the enemy advance! The Defensive Victory condition is now in effect.

EVACUATION MISSION ADJUSTMENTS

The evacuation missions from Part 2 continue, but as jinsuls begin attacking Starfinders both in space and on the planets where PCs are rescuing their comrades, the PCs have to repel jinsul assault patrols. These patrols appear during existing encounters or as additional encounters within certain missions.

Adjustments: The GM should use the following instructions to adjust the Part 2 evacuation missions during Part 3.

The Last Outpost: The jinsul team enters the map from the northwest corner once the PCs have been fighting the second wave of bluethorns for 3 rounds. The assault team attacks Starfinders and bluethorns indiscriminately. One round later, the bluethorns withdraw from combat, leaving the PCs to deal with the jinsuls. The PCs must defeat these jinsuls to achieve a mission success.

Cracked Mirror: When the PCs return from the virtual world, one of the Starfinder data technicians shouts an alarm, and a jinsul assault team attacks the PCs 2 rounds later. The data team hides in a room nearby and won't participate in the combat. The GM should use the *Starfinder Flip-Mat: Space Station* (see encounters **B** and **E**) for this combat. The PCs must defeat these jinsuls to achieve a mission success.

God's Home: While the PCs are fighting the demons, they hear a starship flying nearby. Two rounds after the PCs finish fighting the demons, a jinsul assault team enters the area from the southeast corner of the map (the lake). The PCs must defeat these jinsuls to achieve a mission success.

Lava River Rescue: When the PCs have dealt with the fire elemental, a jinsul assault team arrives, entering the area from the western edge of the map. The jinsuls attack both the elementals and the PCs. One round later, any remaining elementals withdraw from combat, leaving the PCs to fight the jinsuls. The PCs must defeat these jinsuls to achieve a mission success.

Sands of Oblivion: The magnetic storm provides shelter for the PCs, and the jinsuls do not alter the course of this encounter. Run this mission exactly as presented in Part 2.

Creatures: During the course of Part 3, a jinsul assault team interferes with the ongoing missions detailed in Part 2. Jinsul starships have landing tubes that can be used to deposit jinsul soldiers onto a planetary surface without requiring the ship to land. These ships make flybys over relevant areas and deposit the appropriate assault teams listed below to suit the modifications

listed above.

SUBTIER 1–2 (CR 3)

JINSUL WARRIOR	CR 1
HP 20 (see page 51)

JINSUL YOUNG BLOODS (2)	CR 1/2
HP 13 each (see page 51)

SUBTIER 3–4 (CR 5)

JINSUL TERMINATOR	CR 3
HP 40 (see page 56)

JINSUL WARRIORS (2)	CR 1
HP 20 each (see page 56)

SUBTIER 5–6 (CR 7)

JINSUL ASSAULT LEADER	CR 5
HP 70 (see page 61)

JINSUL TERMINATORS (2)	CR 3
HP 40 each (see page 62)

SUBTIER 7–8 (CR 9)

JINSUL ASSAULT LEADERS (2)	CR 5
HP 70 each (see page 66)

JINSUL CHAMPION	CR 7
HP 105 (see page 66)

BONUS MISSION: FIRST LINE OF DEFENSE

A vanguard of jinsul attack ships exit the Drift and enter into orbit around Bastiar-7. The ships begin spreading out across the system, seeking to establish a foothold from which they can launch further attacks against the Starfinder expedition. There are too many jinsul ships to stop them all, but a quick sortie can throw the enemy into disarray before they've fully established their presence.

J. THE BATTLE OF BASTIAR-7

A single jinsul assault craft pulls away from the greater force of the massing jinsul fleet. The PCs have time to approach and battle the lone craft, simultaneously learning about this alien species.

Hazards: The hazards detailed in the previous encounter near Bastiar-7, listed on page 19, remain in this encounter.

Special: Jinsul attack ships resemble the unknown starship which Starfinders fought in *Starfinder Society Scenario #1–13: On the Trail of History*, and the PCs' ship gains a +4 bonus to all starship combat checks for a number of rounds equal to

the number of PCs that earned the First Skirmish boon in that scenario. Due to the jinsuls' complex familial relations, the jinsul assault ship's captain happens to be related to a jinsul who died in that scenario, and if any of the PCs have the First Skirmish boon, the captain sends the following translated message at some point during the battle: "How do you know my ship so well? Are you the ones who killed my brother near Izalraan? I shall have revenge!"

Starship Combat: The jinsul attack craft begins just outside of the heavy gravity zone and is currently making navigational calculations. The PCs start on the western side of the map and should have the opportunity to catch their foe by surprise.

The jinsul ship fights aggressively, trying to close with the PCs' starship. Its pilot tries to keep the PCs in the forward arc as best they can. The jinsul engineer focuses on diverting power to weapons, the science officer targets the PCs' thrusters, and the gunners fire whenever possible.

SUBTIER 1–2 (CR 2)

JINSUL ASSAULT CRAFT	TIER 1/2

HP 45 (see page 54)

SUBTIER 3–4 (CR 4)

JINSUL ASSAULT CRAFT	TIER 2

HP 60 (see page 59)

SUBTIER 5–6 (CR 6)

JINSUL ASSAULT CRAFT	TIER 4

HP 85 (see page 65)

SUBTIER 7–8 (CR 8)

JINSUL ASSAULT CRAFT	TIER 6

HP 85 (see page 70)

Development: Many jinsul ships are destroyed in the surprise attack the PCs and other Starfinder crews carried out, momentarily halting the jinsul advance.

Pleased with the results, First Seeker Luwazi Elsebo orders the Starfinder starship crews to return to the fleet and prepare for the next mission before the bulk of the jinsul fleet can engage the PCs' starship.

PART 4: ESCAPE FROM THE SCOURED STARS

Having successfully rescued as many survivors they could find, the Starfinder fleet makes a fighting retreat from the Scoured Stars in the fourth and final part of the adventure. Part 4 should begin when approximately 80 minutes of the time slot allotted for the interactive special remain. When Part 4 begins, all encounters started in earlier parts end—the Starfinder fleet uses the R-TEP (see page 5) to extract all groups from ongoing missions. This occurs immediately, and all previous encounters end—do not continue until the end of the combat round.

The Starfinders' focus is now on getting out of the system alive, so there's no time or need for any unnecessary heroics. In Part 4, the PCs can choose between fighting off jinsul starships (starship combat) or defending Starfinder primary carriers against jinsul boarding parties.

The Overseer GM reads the following aloud to transition to Part 4.

As more and more jinsul ships enter the Scoured Stars, First Seeker Luwazi Elsebo addresses the Starfinder fleet via all communication devices: "Starfinders, we have already rescued many of our comrades, but we can't afford to stay here any longer. While our carriers prepare to transition into the Drift, we must ensure that all our transports get back to the carriers. I need all our best starship crews to fight the jinsul ships and buy our fleet some time. The rest of you should help organize a defense of our transports and carriers against jinsul boarding parties. Do not lose heart, Starfinders—there is hope for us if we all work together to get through this!"

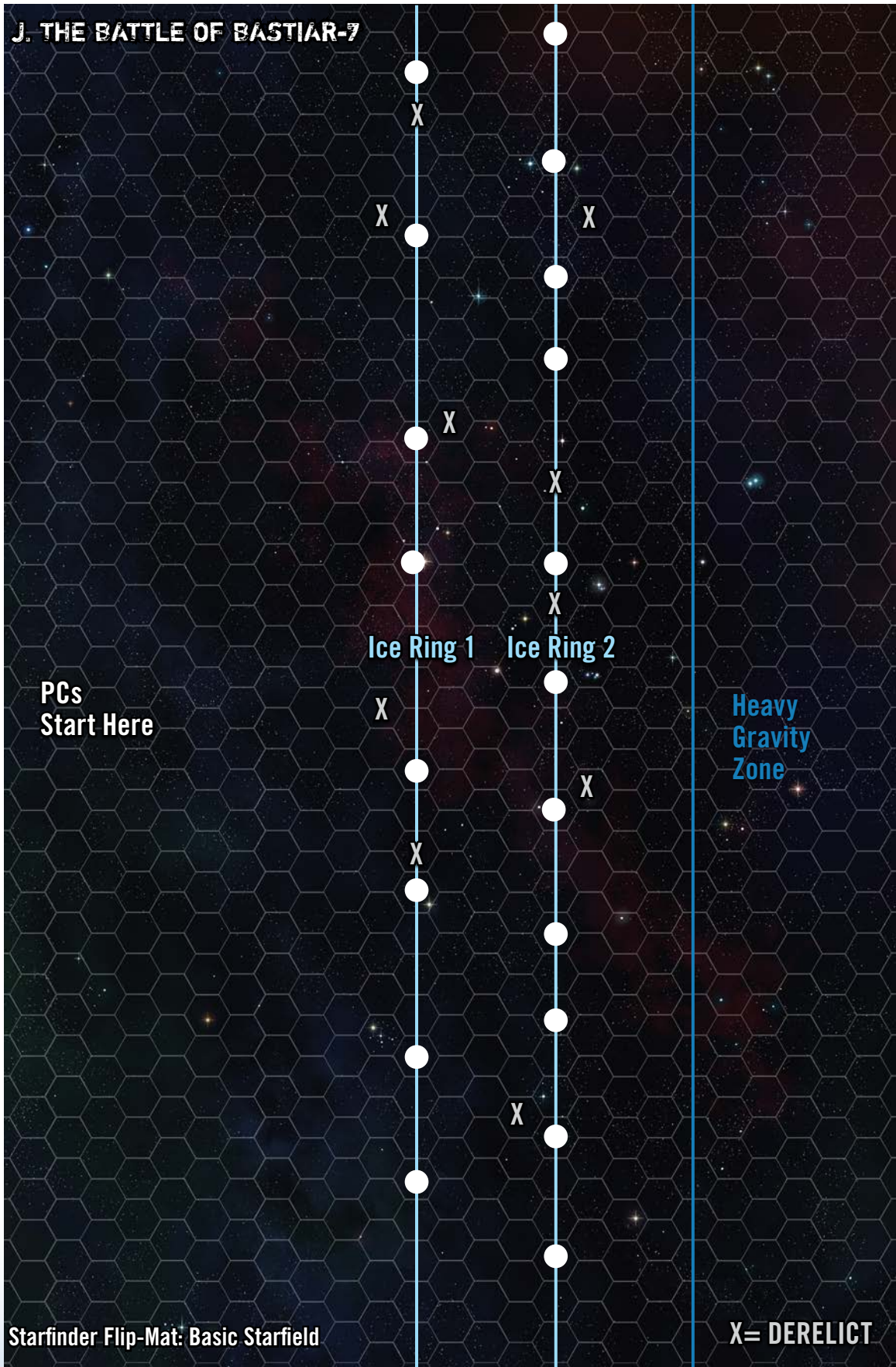Table GMs, all of your current encounters are now ended. Starfinders, you have five minutes to decide which of these dangerous missions you shall undertake. Remember, we'll need groups performing both missions if we want to make it out safely, so be sure to talk to nearby tables to make sure

Jinsul Assault Craft

J. THE BATTLE OF BASTIAR-7

X

X

X

X

X

X

Ice Ring 1   Ice Ring 2

PCs
Start Here

X

Heavy
Gravity
Zone

X

X

X

Starfinder Flip-Mat: Basic Starfield

X= DERELICT

we'll have coverage in space and onboard our ships.

Following this announcement, the tables have 5 minutes to work together to determine which mission they wish to take part in (see Intermission: Rallying Cry further below.) Following this break, the Overseer GM will communicate the start of Part 4 missions using the Breakaway announcement presented after the intermission.

TABLE GM INSTRUCTIONS

Whether the remaining survivors have all been rescued or because time is running out, the Starfinder Society begins evacuating its ships from the Scoured Stars trinary star system. The jinsul force relentlessly attacks the Starfinder fleet and massive jinsul capital ships rapidly approach. The Starfinders have no choice but to make a fighting retreat, battling jinsul starships in space and defending the larger carriers against jinsul boarding parties.

When Part 4 begins, all groups still evacuating survivors are extracted using the R-TEP protocol and all Part 3 encounters immediately end. The PCs must choose to participate in one of two defensive combat missions: fighting jinsul starships or fighting jinsul boarding parties. During this time, the R-TEP function remains available; these final encounters are difficult.

Taking 10-minute break to rest and recover Stamina Points is possible after the first encounter in Part 4, but thereafter it is no longer possible. If the PCs have earned a full night's rest, they must use it immediately when Part 4 beings or lose the benefit. In addition, Table GMs should remind the players to use or boost their Aid Tokens so they remain in circulation during Part 4.

Reporting Successes: During Part 4, there are two potential events to report to HQ staff. Each of these should be reported differently. At larger events, this can be relayed by raising one hand for a success in the All Hands on Deck mission and two hands for a success for the Buying Time mission.

All Hands on Deck: Report the defeat of a jinsul commander leading a boarding party.

Buying Time: Report the defeat of a jinsul capital ship

ANNOUNCED CONDITIONS

There are two different conditions that the Overseer GM might announce, each tied to the House completing its objectives.

Capital Ship Down: When the House completes the Buying Time mission, the seemingly endless tide of jinsul ships ends—for a moment. All PCs in the All Hands on Deck! mission can perform an extra standard action for 1 round.

Champion Defeated: When the House completes the All Hands on Deck! mission, the carriers can devote more of their resources to supporting the ongoing starship battle. Each starship crew member may reroll any checks attempted during starship combat for the round; they must use the second result.

OVERSEER GM INSTRUCTIONS

During Part 4, the Overseer GM should tally combat mission successes and announce when the House completes a mission (see the mission announcements below).

The House's goal is to complete both missions in Part 4 before time runs out. A mission is complete once the House has reported a number of successes equal to one-half (1/2) the number of tables. Once this number is met, make the announcement for the corresponding mission.

When the All Hands on Deck! mission is completed, read the following aloud.

Alongside the recently returned First Seeker Jadnura, the crews of Starfinder carriers have repelled most of the jinsul boarding parties! The Champion Defeated condition is now in effect.

When the Buying Time mission is completed, read the following announcement aloud.

Under the supervision of First Seeker Luwazi Elsebo, the Starfinder fleet's best starship crews have overcome the first wave of incoming jinsul starships! The Capital Ship Down condition is now in effect.

INTERMISSION: RALLYING CALL

Following the transition announcement that begins Part 4, table GMs must immediately end their current encounters (as described above.) This effectively provides a 5-minute break for the House to stretch legs and mentally recharge. The Overseer GM asks all tables in the House to choose one of the two missions, one of which involves fighting jinsul boarding parties while the other consists of starship combat encounters. Because the House needs successes in both missions, the tables should try to split approximately 50/50 between the two missions. Table GMs should help the players coordinate their decision: be sure to emphasize the importance of balance, but don't dictate what mission the group takes part in. Table GMs should also alert the players that they can switch between the two missions after the first encounter, so they need not worry about being committed to one type of encounter for the remainder of the special.

BREAKAWAY

Following the 5-minute intermission, the Overseer GM reads the following aloud to commence the Part 4 missions.

Luwazi Elsebo once again addresses the fleet, "Starfinders, our choices are made. Whether you're fighting onboard our ships against these invaders or taking the battle to their starships, may luck be on your side. Hold to your selected missions and play to your strengths; we shall make it out of this!"

Table GMs, you can now begin the Part 4 missions.

MISSION: ALL HANDS ON DECK

While the best Starfinder starship crews battle the jinsul ships in space, the toughest tactical units stay behind on transport ships to defend them against boarders. Jinsuls specialize in harsh boarding actions, using dedicated boarding tubes to deposit cadres of troops onboard enemy starships and disable critical systems. This means the PCs must defend key areas of ships from being overrun. When the mission begins, the PCs have just completed (or aborted) an evacuation mission and are on their way back to one of the carriers.

K. TRANSPORT

The PCs' transport ship is boarded while headed back to one of the carriers. The PCs receive a warning about getting boarded, so they can take up defensive positions before combat begins.

Maneuver: During combat, if a PC is adjacent to one of the bridge computers, she can attempt a starship maneuver that causes the attackers (and possibly the PCs) to fall prone. As a standard action, the PC attempts an Average Piloting check; if successful, everyone aboard must succeed at an Average Reflex save of fall prone. Because the PC attempting the maneuver can warn the other PCs, the PCs receive a +4 circumstance bonus to the check. If the PCs attempt to maneuver again, the jinsuls also receive the bonus.

Creatures: The jinsul ship's boarding tube penetrates the transport's hull and allows a jinsul assault team to enter the ship. Perhaps unexpectedly, they enter the ship through the wall of the access corridor (see area **C4**) and attack the PCs.

SUBTIER 1–2 (CR 3)

JINSUL YOUNG BLOODS (4)	CR 1/2

HP 13 each (see page 51)

SUBTIER 3–4 (CR 5)

JINSUL WARRIORS (4)	CR 1

HP 20 each (see page 56)

SUBTIER 5–6 (CR 7)

JINSUL TERMINATORS (4)	CR 3

HP 40 each (see page 62)

SUBTIER 7–8 (CR 9)

JINSUL ASSAULT LEADERS (4)	CR 5

HP 70 each (see page 66)

Development: The jinsul ship detaches and speeds away as soon as the PCs overcome the boarding party. The PCs are free to continue toward the closest Starfinder carrier to assist in repelling boarders. Proceed to the Carrier, Deck 13 encounter. Otherwise, tables may switch to the Buying Time mission after finishing the encounter; if they do so, they go straight to the Counterattack encounter instead of starting with the Fighting Retreat encounter.

L. CARRIER, DECK 13

When the PCs return to a carrier, First Seeker Jadnura organizes a defense against jinsul boarding parties. He contacts the PCs through the comm system.

"Starfinders, our sensors show your carrier is in the midst of a jinsul boarding action. There's likely to be fighting in every part of the ship, but it is important that you defend Deck 13. That area contains the ship's bridge and all the most critical systems. Do not let them take over the bridge! Defend it at all costs!"

Features: Computers, containers, ships, and other obstacles provide cover. All stairs count as difficult terrain. All doors are open. The elevators in the access corridor near the bridge (area **L1**) are no longer operational.

Creatures: Jinsul boarding parties enter the carriers using boarding tubes. The PCs start in the bridge (area **L1**). In Subtier 1–2 and 3–4, the jinsul assault team enters the ship through the laboratory (area **L7**). In Subtiers 5–6 and 7–8, the jinsuls enter through the cargo bay (area **L3**). If the jinsuls manage to enter the bridge (area **L1**), they begin disrupting the equipment. If the jinsuls can spend 3 full actions in the bridge without being opposed, then the Drift engines cycle down and the PCs fail the mission. Luckily, the jinsuls are highly aggressive and do not perform these actions unless there are no visible threats to attack and neutralize.

SUBTIER 1–2 (CR 3)

JINSUL MAGE	CR 1

HP 16 (see page 50)

JINSUL YOUNG BLOODS (2)	CR 1/2

HP 13 each (see page 51)

SUBTIER 3–4 (CR 5)

JINSUL MAGE	CR 1

HP 16 (see page 55)

JINSUL WARRIORS (3)	CR 1

HP 20 each (see page 56)

SUBTIER 5–6 (CR 7)

DARK APPRENTICE	CR 4

HP 50 (see page 60)

K. TRANSPORT

N

C5

C4

C3

C2

C1

1 SQUARE = 5 FEET

Pathfinder Map Pack: Starship Decks

L. MEGA CARRIER, DECK 13

N

L1

L2

L5

L3

L6

L8

L4

L7
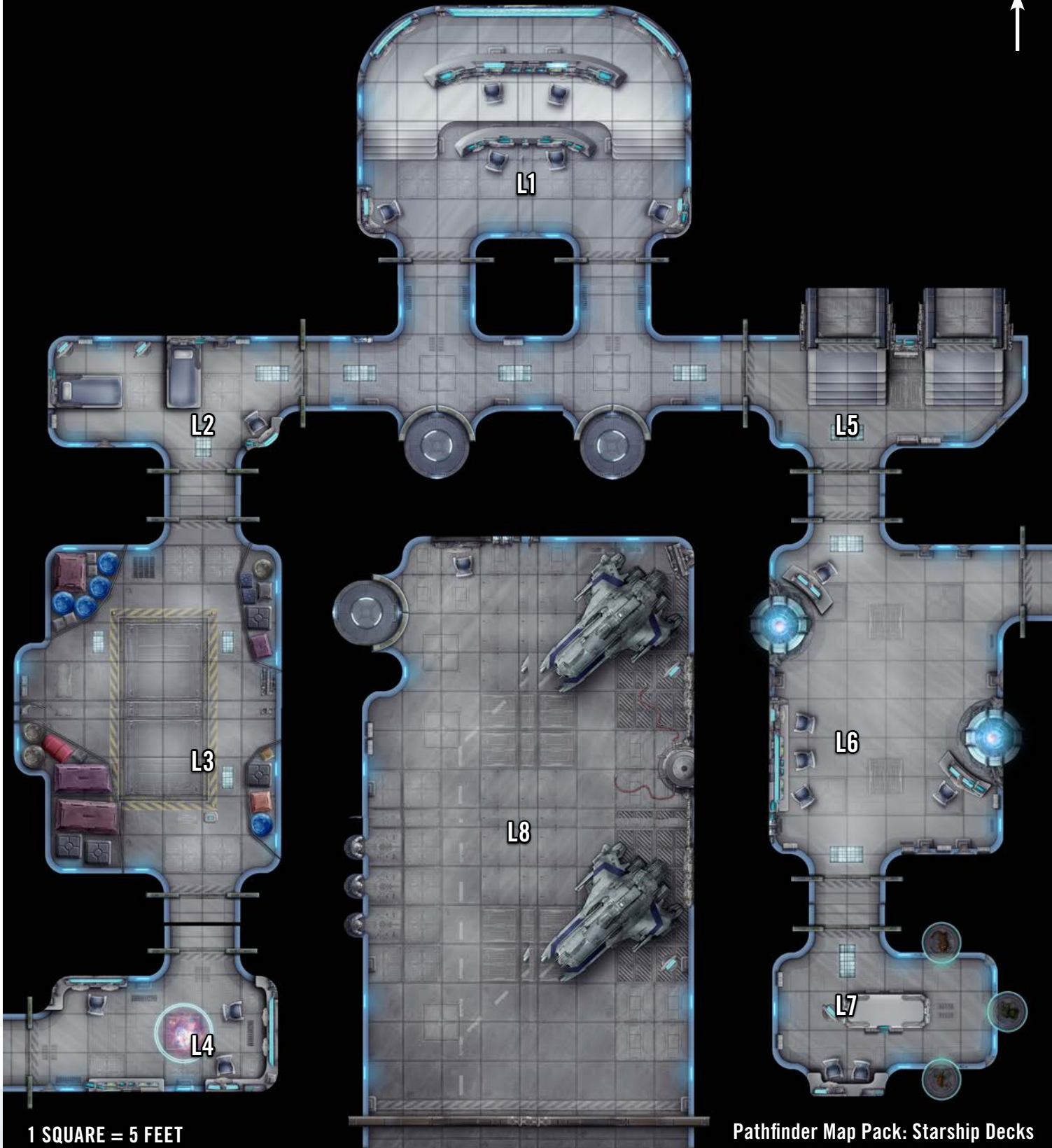
1 SQUARE = 5 FEET

Pathfinder Map Pack: Starship Decks

JINSUL ASSAULT LEADER	CR 5

HP 70 (see page 61)

JINSUL MAGE	CR 1

HP 16 (see page 61)

SUBTIER 7–8 (CR 9)

DARK APPRENTICES (2)	CR 4

HP 50 each (see page 65)

JINSUL CHAMPION	CR 7

HP 105 (see page 66)

JINSUL TERMINATOR	CR 3

HP 40 (see page 67)

Development: If the PCs defeat the jinsuls, the Dark Ascendant encounter begins immediately. If they fail the mission, they must leave the ship and join the Buying Time mission, going straight to the Counterattack encounter.

THE DARK ASCENDANT

Jadnura contacts the PCs through the comm system again.

"You fought well, but it's not over yet–a jinsul commander along with an elite cadre of their soldiers has just boarded your ship. You'll need to defeat this potent foe and continue to defend the bridge. We're almost ready to escape the Scoured Stars and just need you to buy us a little more time. Show no mercy, show no fear–everything depends on you!"

Creatures: One of the jinsuls' highest-ranking commanders enters the carrier, and the PCs must confront them and their entourage. In Subtiers 1–2 and 3–4, the PCs fight the commander's apprentices, who enter through the cargo bay (area **L3**), while in Subtiers 5–6 and 7–8, the PCs face the Dark Ascendant himself, who enters the ship through the laboratory (area **L7**). The jinsuls fight with murderous glee, using everything they have to defeat the PCs.

SUBTIER 1–2 (CR 4)

DARK APPRENTICE	CR 4

HP 50 (see page 50)

SUBTIER 3–4 (CR 6)

DARK APPRENTICE	CR 4

HP 50 (see page 54)

JINSUL TERMINATOR	CR 3

HP 40 (see page 56)

JINSUL WARRIOR	CR 1

HP 20 (see page 56)

SUBTIER 5–6 (CR 8)

DARK ASCENDANT	CR 8

HP 125 (see page 60)

SUBTIER 7–8 (CR 10)

DARK ASCENDANT	CR 8

HP 125 (see page 65)

JINSUL ASSAULT LEADER	CR 5

HP 70 (see page 66)

JINSUL CHAMPION	CR 7

HP 105 (see page 66)

Development: The House earns a Carrier success for each table that defeats the jinsuls in the Dark Ascendant encounter. Tables that finish this encounter may join the Buying Time mission, going straight to the Counterattack encounter.

Reporting: If the PCs defeat the Dark Ascendant encounter, the table should report a success for the All Hands on Deck mission.

MISSION: BUYING TIME

If the PCs choose to defend the Starfinder fleet by fighting jinsul starships, they must complete the following encounters in order.

M. FIGHTING RETREAT

As the Starfinder fleet begins extracting all remaining rescue teams back to the carriers, all starship crews receive the following message from First Seeker Luwazi Elsebo.

"Attention, all starship crews! Jinsul ships are aggressively attacking our retreating transports. Deploy immediately and stop the attackers. There is a heavily armed capital ship nearby–do not engage! I repeat, do not engage the capital ship."

Aid Tokens: During this encounter, tables can use an Aid Token to fire the damaged transport's weapons (the gunnery check bonus is equal to 4 + 1-1/2 × the ship's tier) during the gunnery phase. On a success, the target enemy vessel takes 2d8 damage per tier of the PCs' starship.

Hazard: The capital ship and its escort fighters are not active combatants during this part of the encounter, but if the PCs' ship is within 8 hexes of the capital ship at the end of a round, the enemy ships unleash a salvo that deals 2d8 damage per tier of the PCs' ship. For the purpose of determining the direction of the attack, assume that the capital ship fired the shots.

Starship Combat: While the jinsul capital ship and its eight escort fighters prepare for a battle against the Starfinder carrier,

M. FIGHTING RETREAT & COUNTERATTACK

JINSUL CRAFT

STARFINDER CRAFT

CAPITAL SHIP

MEGA CARRIER
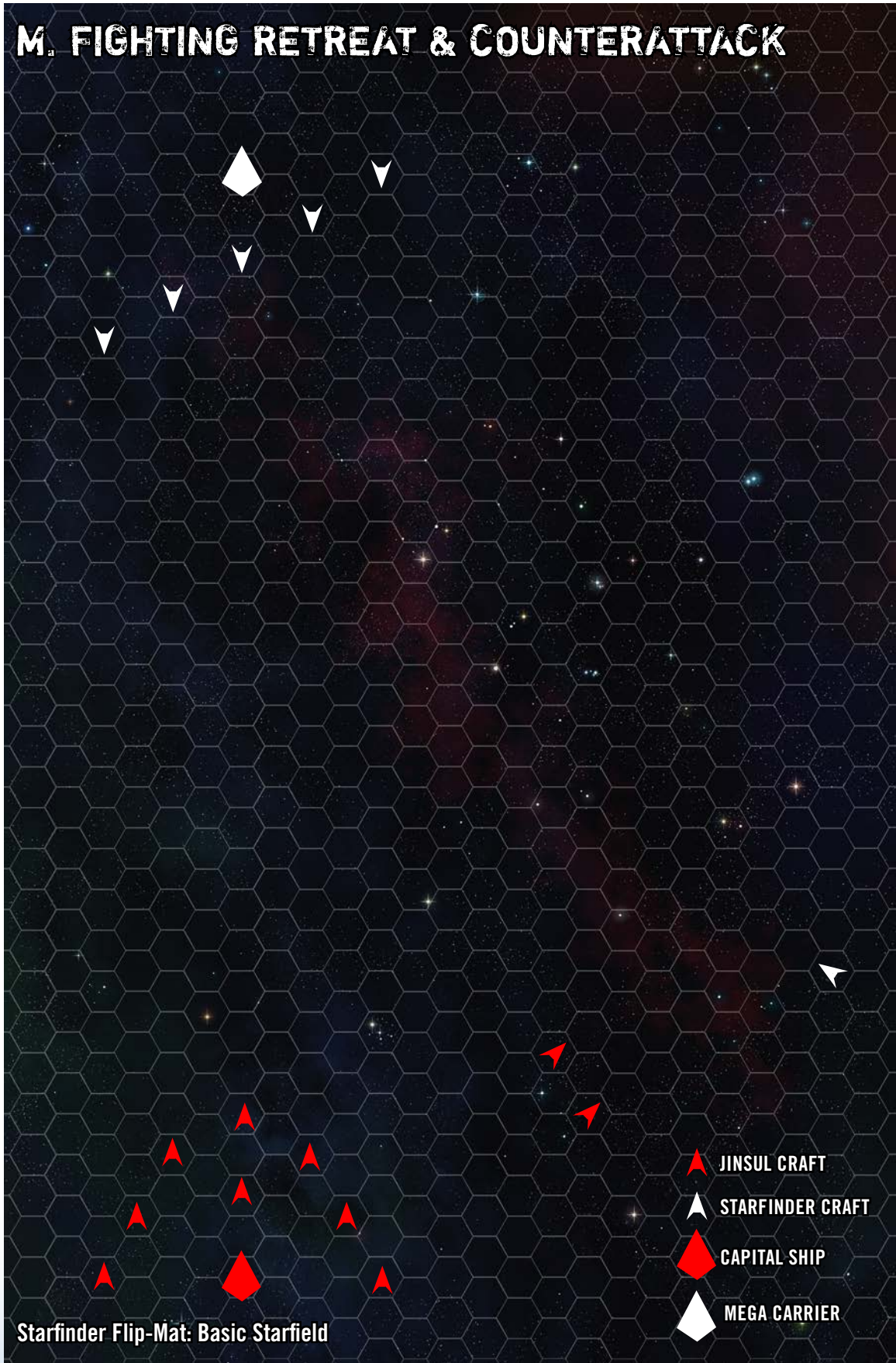
Starfinder Flip-Mat: Basic Starfield

two jinsul ships are relentlessly attacking a Pegasus class transport. The transport is badly damaged and doesn't fire back (unless the table uses an Aid Token). The transport moves 5 hexes per round, always moving toward the carrier. Its shields are no longer functioning.

On the first round of combat, both jinsul ships attack the transport. On the second round, one of the jinsul ships attacks the PCs, and on subsequent rounds, both jinsul ships attack the PCs unless their ship is out of range or the jinsul's ship can't target the PCs' ship with their weapon arcs. The jinsul ships avoid going within 6 hexes of the Starfinder carrier. The encounter ends when the transport makes it back to the carrier (ending in the same hex) or both jinsul ships are destroyed.

The PCs begin within 3d6+5 hexes of the damaged transport ship and can choose their facing.

SUBTIER 1–2 (CR 1)

JINSUL ASSAULT CRAFT (2)   **TIER 1/2**

HP 45 each (see page 54)

SUBTIER 3–4 (CR 4)

JINSUL ASSAULT CRAFT (2)   **TIER 2**

HP 60 each (see page 59)

SUBTIER 5–6 (CR 6)

JINSUL ASSAULT CRAFT (2)   **TIER 4**

HP 85 each (see page 65)

SUBTIER 7–8 (CR 8)

JINSUL ASSAULT CRAFT (2)   **TIER 6**

HP 85 each (see page 70)

Development: Tables can switch to the All Hands on Deck! Mission after finishing this encounter; if they do so, move to the Carrier, Deck 13 encounter. If the PCs continue to the Counterattack encounter, they can exchange their ship for a new one.

COUNTERATTACK

Having escorted the last transport ships back to the carriers, the Starfinder fleet is almost ready to leave the Scoured Stars. However, an enemy capital ship with enough firepower to destroy a carrier is dangerously close to the Starfinder fleet, and First Seeker Luwazi Elsebo has no choice but to launch a counterattack to destroy or at least delay the capital ship.

The Target: The PCs' job is to attack the capital ship's aft—the enemy ship's only weak spot—and deal enough damage to cripple the ship while two enemy assault craft attack the PCs. For the purpose of these attacks, the enemy capital ship's AC is equal to 10 + the PC's ship's tier, and the amount of damage the

PCs must deal (disregarding the capital ship's damage threshold) is 50 in Subtier 1–2, 65 in Subtier 3–4, 70 in Subtier 5–6, and 100 in Subtier 7–8.

Due to the capital ship focusing its attacks on the Starfinder Society carrier, the hazard from the prior encounter is absent.

Positions: Before the encounter begins, the jinsul capital ship moves 5 hexes forward, and its escort ships move with it, maintaining their relative positions from the previous encounter. The two rearmost escort ships remain near the capital ship—these are the only active enemy ships in this encounter. The five Starfinder ships and the carrier each move 3 hexes closer to the jinsuls. The PCs' ship begins the encounter as the sixth ship in the diagonal line, furthest to the right.

Aid Tokens: During this encounter in the gunnery phase, tables can use an Aid Token to call on weapon fire from other Starfinder starships partaking in the greater fight. Attempt a gunnery check with a bonus equal to 4 + 1-1/2 × the tier of the PCs' ship. On a success, the target enemy vessel takes 2d8 damage per tier of the PCs' starship. Unlike other Aid Token benefits, a table can activate this benefit up to three times (but still only once from a single Aid Token) during the encounter.

Alternatively, a table can use one Aid Token to force one of the jinsul assault craft to temporarily disengage from combat. The enemy starship ceases firing for the current and following round when an Aid Token is used in this manner. Only one jinsul assault craft can be affected in this manner.

SUBTIER 1–2 (CR 1)

JINSUL ASSAULT CRAFT (2)   **TIER 1/2**

HP 45 each (see page 54)

SUBTIER 3–4 (CR 4)

JINSUL ASSAULT CRAFT (2)   **TIER 2**

HP 60 each (see page 59)

SUBTIER 5–6 (CR 6)

JINSUL ASSAULT CRAFT (2)   **TIER 4**

HP 85 each (see page 65)

SUBTIER 7–8 (CR 8)

JINSUL ASSAULT CRAFT (2)   **TIER 6**

HP 85 each (see page 70)

Development: The House gains a Starship success for each table that completes the Counterattack encounter. Tables that finish the encounter before the special ends may join the All Hands on Deck! mission, going straight to the Carrier, Deck 13 encounter.

Reporting: If the PCs deal the required amount of damage to the capital ship during the Counterattack encounter, the table should report a success for the Buying Time mission.

CONCLUSION

Seventy-five minutes after Part 4 begins (or when the House has completed both missions in Part 4, whichever happens first), the Overseer GM should read the following to conclude the scenario.

Thanks to selfless sacrifices and tactical victories, the Starfinder fleet manages to evacuate most of the transport ships back to the carriers, bringing nearly all the surviving Starfinders to safety. One by one in a rapid succession, the enormous ships dive into the Drift. The carriers converge at their rendezvous point, still at full battle readiness. But no jinsul craft follow; the pursuit is over.

Nominated First Seeker Luwazi Elsebo addresses the fleet through the ships' comm units. "Starfinders, today we did something no one would have thought possible a year ago. We were able to rescue many of our comrades and two members of the Society's former leadership, and what we now know about the Scoured Stars system may at least bring some closure to the loved ones of those who were beyond our help. Despite our victory today, we must remain vigilant, because a new threat has revealed itself. We know little of these jinsuls, but we all witnessed that their armada is massive, and they may have hundreds of thousands of soldiers eager for battle. It is clear they are an enemy we cannot ignore. Today, we must head back home to recuperate, but tomorrow, we must prepare."

The Society endures, but a new threat to the galaxy is rising.

FINAL CLOSING

The Overseer GM should close the event, thank the Table GMs for their hard work, thank the players for their support of Starfinder Society Organized Play, and provide the GMs and players with instructions for submitting reporting sheets and exiting the event. Each PCs earns two boons on their Chronicle sheet for completing this adventure: the Scoured Stars Survivor and Scoured Stars Veteran. PCs who took part in at least one starship combat encounter during the course of the event also earn the Defender of the Fleet starship boon.

SUCCESS CONDITIONS

For participating in this adventure, each PC earns 2 Fame and 2 Reputation for any factions associated with their currently slotted Faction boon.

FACTION NOTES

Completing this scenario contributes directly to the First Seeker's goals. Each PC earns 1 additional Reputation with the Second Seekers (Luwazi Elsebo) faction, in addition to any other Reputation earned as a result of completing this scenario. Alternatively, PCs can instead put this additional Reputation toward the Second Seekers (Jadnura) faction.
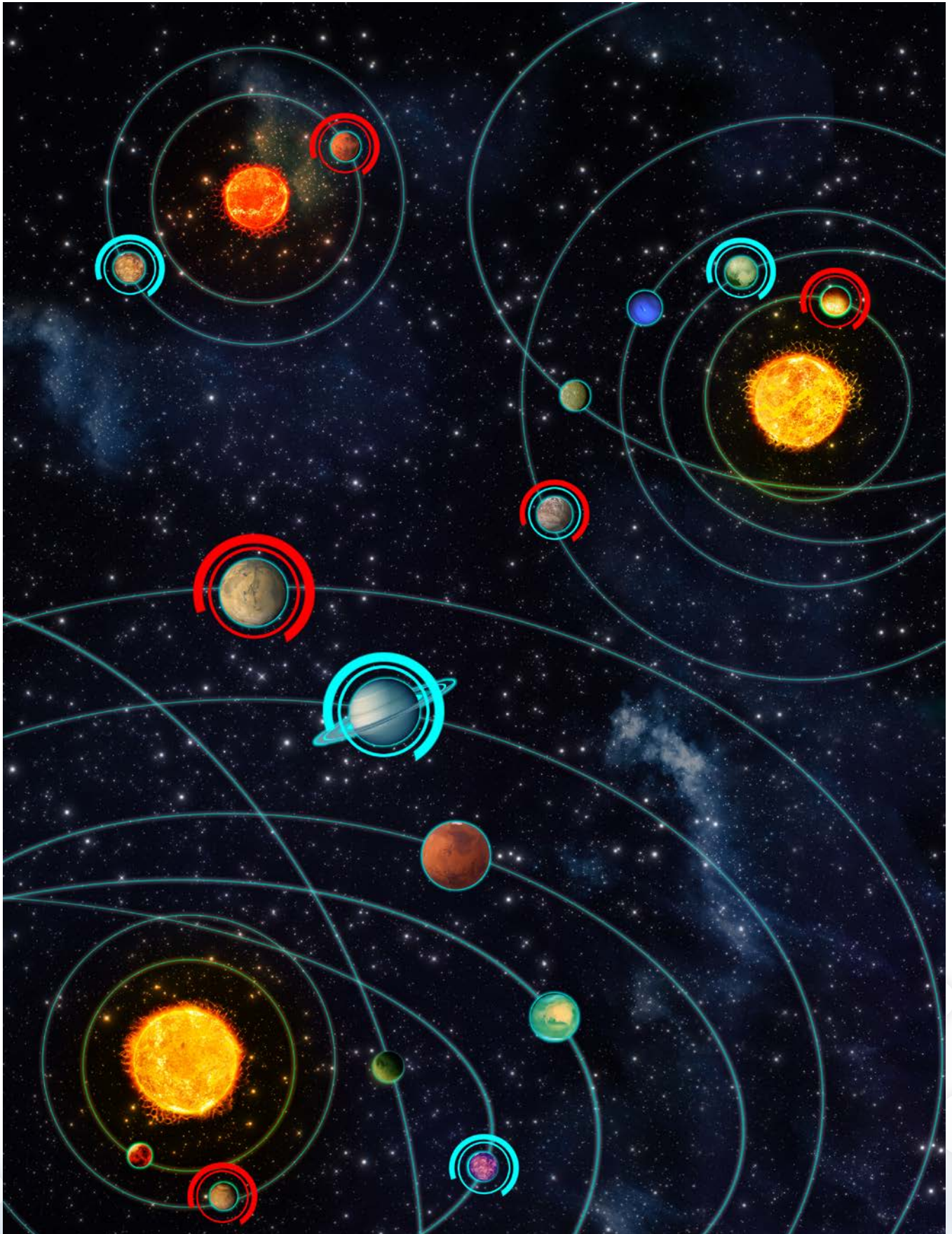
Handout #1: Aid Token

Once per encounter, any character at a table can use an Aid Token to assist the group in one of the ways described below. Once a table uses an Aid Token, one of the players then passes the Aid Token to a neighboring table for those players to use. A table can benefit from only one Aid Token per encounter. Because there are a limited number of Aid Tokens, hoarding one means that another table doesn't get to use it. Table GMs should remind the players about the Aid Tokens and encourage the players to use them.

If a table receives an Aid Token and doesn't need its benefits, the players are encouraged to boost its potency by expending some of their own resources or attempting a skill check. Boosting an Aid Token, including attempting a skill check, is part of passing that Aid Token to another table. A table cannot retry a skill check to boost an Aid Token, and each Aid Token can have only boost at a time. A table can boost an Aid Token even while in combat without taking any actions; the scenario assumes the aid was granted before that encounter began. Players should be encouraged to write their PC's name down next to the boosted effect along with any other relevant information. Using a boosted effect consumes the boost; the player using that benefit should erase the boost information from the Aid Token.

Some Aid Token benefits can be used only if boosted by another table. An Aid Token's benefits vary based on the table's subtier, and these benefits can take one of the following forms.

Allied Offensive: A nearby Starfinder agent strikes a creature at the same time as the PC, increasing the damage dealt on one attack by 1d8. In addition, after the attack, the target counts as flanked when targeted by any melee attacks until the beginning of the attacker's next turn. In Subtiers 5–6 and 7–8, this additional damage increases to 2d8. **To Boost:** Succeed at an attack roll against an AC equal to an Average skill check DC. **Boosted Effect:** +1d8 damage.

First Aid: A Starfinder agent restores 1d6 Hit Points or Stamina Points to each PC–each PC can choose which benefit to receive. In Subtiers 5–6 and 7–8, the amount restored increases to 3d6. **To Boost:** Succeed at an Average Medicine check. **Boosted Effect:** +1d6 HP or SP restored.

Remote Assistance: A Starfinder crew provides starship assistance from afar. Each PC receives a +2 bonus to all checks required by crew actions for 1 round. **To Boost:** Expend 1 Resolve Point. **Boosted Effect:** One member of the crew also gains an additional action, just as though the ship's captain had successfully used the orders action.

Timely Inspiration: A Starfinder agent provides the effects of an envoy's don't quit improvisation. Each PC can choose one of the benefits available at 1st level; the effect lasts 1 round. In Subtiers 5–6 and 7–8, the effects available to 6th-level envoys are added to the list of conditions the effect can suppress. **To Boost:** Expend 1 Resolve Point. **Boosted Effect:** Choose one PC; remove one nonpermanent condition instead of suppressing it.

Provide Knowledge (must be boosted): Gain the benefit of a successful Culture, Engineering, Life Science, Mysticism, Physical Science, or Profession check to identify a creature or recall knowledge; the difficulty (Easy, Average or Hard) depend on the table granting the benefit. **To Boost:** Succeed at a check with one of the skills listed above; the result of the check (Easy, Average or Hard) should be noted on the Aid Token.

Provide Spellcasting (must be boosted): Gain the benefits of a beneficial spell cast by an ally as listed on the Aid Token. **To Boost:** Cast one of the following spells and note your PC's name and caster level on the Aid Token: *break enchantment, lesser remove condition, lesser restoration, mystic cure, remove affliction,* or *remove condition*. Only these spells may be granted. Expending resources that produce the effects of these spells can also boost this Aid Token.

BOOSTED EFFECT_____ CHARACTER NAME_____

BOOSTED EFFECT_____ CHARACTER NAME_____

BOOSTED EFFECT_____ CHARACTER NAME_____

BOOSTED EFFECT_____ CHARACTER NAME_____

BOOSTED EFFECT_____ CHARACTER NAME_____

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BOOSTED EFFECT_____ CHARACTER NAME_____

BOOSTED EFFECT_____ CHARACTER NAME_____

Handout #2: Recon Mission List

Each group can attempt the following five missions in any order. The Type column provides a note about the mission's content, hinting at what skills and abilities are useful. Every mission also has tasks for combat-oriented characters.

COMPLETED	PLANET	MISSION	TYPE	GRAVITY
☐	Agillae-2	Planet of the Dinosaurs	Survival	Standard
☐	Agillae-5	Starship Graveyard	Technological mystery	Low
☐	Bastiar-4	Lifeless Spaces	Investigation	Standard
☐	Bastiar-7	The Third Kind	Starship, persuasion	–
☐	Callion-2	City of the Ancients	Investigation	Standard

Handout #3: Evacuation Mission List

Each group can attempt the following five missions as soon as they're available. The Type column provides a note about the mission's content, hinting at what skills and abilities are useful. Every mission also has tasks for combat-oriented characters.

ACTIVE	COMPLETED	PLANET	MISSION	TYPE	GRAVITY
☐	☐	Agillae-1	The Last Outpost	Combat	Standard
☐	☐	Agillae-5	Cracked Mirror	Persuasion	Standard
☐	☐	Bastiar-8	God's Home	Divine mystery	Low
☐	☐	Bastiar-2	Lava River Rescue	Combat	Low
☐	☐	Callion-1	Sands of Oblivion	Vehicle	Standard

APPENDIX 1: SUBTIER 1–2 FOES

BLUETHORN DEVOURER   CR 4
N Large plant
Init +3; **Senses** blindsense (vibration) 60 ft., low-light vision;
   Perception +10
DEFENSE   HP 50
EAC 16; **KAC** 18
Fort +8; **Ref** +6; **Will** +3
Defensive Abilities regeneration 5 (cold); **Immunities** plant
   immunities
OFFENSE
Speed 30 ft.
Melee claw +12 (1d6+9 P plus grab)
STATISTICS
Str +5; **Dex** +3; **Con** +1; **Int** –4; **Wis** +1; **Cha** –2
Skills Acrobatics +10, Athletics +10, Survival +15

BLUETHORN PREDATOR   CR 1
N Medium plant
Init +2; **Senses** blindsense (vibration) 60 ft., low-light vision;
   Perception +5
DEFENSE   HP 20
EAC 11; **KAC** 13
Fort +5; **Ref** +3; **Will** +1
Immunities plant immunities
OFFENSE
Speed 30 ft.
Melee tentacle +8 (1d6+5 P plus grab)
Ranged needles +5 (1d6+1 P)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** –4; **Wis** +1; **Cha** –3
Skills Acrobatics +5, Athletics +5, Survival +10
SPECIAL ABILITIES
Needles (Ex) A bluethorn predator's ranged attack has a range
   increment of 30 feet.

DARK APPRENTICE   CR 4
Jinsul solarian
CE Medium monstrous humanoid
Init +3; **Senses** darkvision 60 ft.; **Perception** +15
DEFENSE   HP 50
EAC 17; **KAC** 19
Fort +6; **Ref** +8; **Will** +5; +4 vs. fear
Defensive Abilities dark matter, solar manifestation (solar
   armor), unflankable; **Resistances** cold or fire 5
OFFENSE
Speed 40 ft.
Melee bite +12 (1d6+9 P) or
   leg blades +12 (1d6+9 S; critical bleed 1d6)
Ranged shock grenades I +7 (explode [15 ft., 1d8 E, DC 13])
Offensive Abilities black hole, supernova

STATISTICS
Str +5; **Dex** +3; **Con** +1; **Int** +0; **Wis** +0; **Cha** +1
Skills Athletics +10, Mysticism +10, Survival +10
Languages Jinsul
Other Abilities gravity boost, stellar alignment (graviton)
Gear leader caste armor (as freebooter armor II), shock
   grenades I (2)

HUSKBORN LARVA   CR 1/2
CE Tiny aberration
Init +3; **Senses** darkvision 60 ft.; **Perception** +4
DEFENSE   HP 11
EAC 10; **KAC** 12
Fort +2; **Ref** +2; **Will** +2
OFFENSE
Speed 30 ft., climb 30 ft., swim 30 ft.
Melee spines +6 (1d6+2 P plus poison)
Offensive Abilities jump attack
STATISTICS
Str +2; **Dex** +3; **Con** +1; **Int** –3; **Wis** +1; **Cha** –1
Skills Acrobatics +9, Athletics +9
SPECIAL ABILITIES
Jump Attack (Ex) As a standard action, a huskborn larva can
   throw itself at an opponent within 15 feet and make an
   attack at the end of the movement as a part of the action.
   The larva gains a +2 bonus to this attack roll if its target
   doesn't make an attack of opportunity or the target's attack
   of opportunity misses.
Poison (Ex) The larva's poison functions as blue whinnis
   (*Starfinder Core Rulebook* 419) except the Fortitude save DC
   is 10.

JINSUL MAGE   CR 1
Jinsul technomancer
CE Medium monstrous humanoid
Init +2; **Senses** darkvision 60 ft.; **Perception** +10
DEFENSE   HP 16
EAC 10; **KAC** 11
Fort +1; **Ref** +3; **Will** +5; +4 vs. fear
Defensive Abilities unflankable
OFFENSE
Speed 40 ft.
Melee bite +5 (1d4+2 P)
Ranged static arc pistol +3 (1d6+1 E; arc 2)
Technomancer Spells Known (CL 1st; melee +5, ranged +3)
   1st (3/day)—*jolting surge*, *magic missile*
   0 (at will)—*daze* (DC 13), *detect magic*
STATISTICS
Str +1; **Dex** +2; **Con** +1; **Int** +4; **Wis** +0; **Cha** –1
Skills Athletics +5, Computers +5, Mysticism +10
Languages Izalguun, Jinsul
Other Abilities powerful leap, spell cache (gem embedded
   in body)

Gear static arc pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

Powerful Leap A jinsul treats any Athletics check to jump as if it had a running start.

JINSUL WARRIOR   CR 1

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE   **HP** 20

EAC 11; **KAC** 13

Fort +3; **Ref** +5; **Will** +3; +4 vs. fear

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +6 (1d3+4 P) or
    leg blade +6 (1d6+4 S; critical bleed 1d6)

Ranged tactical arc emitter +9 (1d4+1 P)

STATISTICS

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

Skills Athletics +5, Piloting +5, Survival +5

Languages Jinsul

Other Abilities powerful leap

Gear warrior caste armor (as freebooter armor I), tactical arc emitter with 2 batteries (20 charges each)

SPECIAL ABILITIES

Powerful Leap A jinsul treats any Athletics check to jump as if it had a running start.

JINSUL YOUNG BLOOD   CR 1/2

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; **Perception** +9

DEFENSE   **HP** 13

EAC 10; **KAC** 12

Fort +2; **Ref** +4; **Will** +2; +4 vs. fear

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +4 (1d3+3 P)

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

STATISTICS

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

Skills Athletics +4, Piloting +4, Survival +4

Languages Jinsul

Other Abilities powerful leap

Gear static arc pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

Powerful Leap A jinsul treats any Athletics check to jump as if it had a running start.

MEDIUM ELEMENTAL   CR 3

Starfinder Alien Archive 46

N Medium outsider (elemental, extraplanar)

Init +2; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE   **HP** 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities elemental immunities

OFFENSE

Speed 20 ft.

Melee slam +12 (1d6+7 B)

STATISTICS

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

Skills Acrobatics +8, Athletics +8

OPHIDIRAPTOR   CR 1

N Small animal

Init +4; **Senses** low-light vision; **Perception** +5

DEFENSE   **HP** 20

EAC 11; **KAC** 13

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

OFFENSE

Speed 40 ft.

Melee bite +8 (1d6+3 P)

Ranged venom spit +5 (1d4+1 A plus blinding venom)

Offensive Abilities venom spit (30 ft., DC 12)

STATISTICS

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

Skills Athletics +10, Stealth +5, Survival +5

SPECIAL ABILITIES

Venom Spit (Ex) Once every 1d6 rounds, an ophidiraptor can spit blinding venom as a ranged attack targeting EAC at a target within 30 feet. If the attack hits, the target must succeed at a DC 12 Fortitude save or be blinded for 1 round.

SAND SLITHERER   CR 9

XP 6,400

N Gargantuan magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision;
    Perception +17

DEFENSE   **HP** 145

EAC 21; **KAC** 22

Fort +13; **Ref** +13; **Will** +8 (+12 vs. mind-affecting effects)

OFFENSE

Speed 50 ft.

Melee bite +22 (3d6+10 P plus swallow whole)

Space 20 ft.; **Reach** 15 ft.

Offensive Abilities speedster, swallow whole (4d6+15 A, EAC 19, KAC 17, 36 HP)

STATISTICS

Str +6; **Dex** +4; **Con** +3; **Int** −4; **Wis** +2; **Cha** −2

Skills Acrobatics +17, Athletics +17, Survival +22

SPECIAL ABILITIES

Speedster (Ex) A sand slitherer can move at a speed of up to 450 ft. (roughly 50 mph) so long as it can move in a reasonably straight line. While moving at its top speed, the sand slitherer is considered flat-footed. In a vehicle chase,

the slitherer gains Attack (Collision) 3d6+10 (DC 15). It can use its Acrobatics instead of Piloting to control itself; it takes a –8 penalty to such checks, but its item level is always considered 0.

SKIRMISHER BOT — CR 1

N Small construct (technological)
Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE — **HP** 20

EAC 12; **KAC** 13
Fort +1; **Ref** +1; **Will** –1
Immunities construct immunities

OFFENSE

Speed 10 ft., fly 30 ft. (Ex, average)
Ranged autocannon +9 (1d8+1 P)
Offensive Abilities caltrops (DC 10)

STATISTICS

Str +1; **Dex** +4; **Con** —; **Int** +0; **Wis** +2; **Cha** –3
Skills Acrobatics +10
Languages Izalguun (can't speak any language)
Other Abilities unliving, recoil

SPECIAL ABILITIES

Caltrops (Ex) As a standard action, a skirmisher bot can dump caltrops from a compartment in its body to cover a 10-foot square area. One of the squares in the affected area must be directly under the bot. Any non-bot creature that enters an affected square must succeed at a DC 10 Reflex save or take 1d4+1 piercing damage. A skirmisher bot cannot use the ability again until the compartment is refilled with caltrops.

Recoil (Ex) The recoil of the bot's big autocannon is so great that each time the bot attacks, it moves 1d4×5 feet away from the target's direction unless a wall, creature, or other obstacle blocks the path. The movement provokes attacks of opportunity.

SMALL ELEMENTAL — CR 1

Starfinder Alien Archive 46
N Small outsider (elemental, extraplanar)
Init +2; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE — **HP** 20

EAC 12; **KAC** 13
Fort +5; **Ref** +3; **Will** +1
Immunities elemental immunities

OFFENSE

Speed 20 ft.
Melee slam +9 (1d6+5 B)

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** –3; **Wis** +0; **Cha** +0
Skills Acrobatics +5, Athletics +5

STARFINDER GUARD — CR 1

Security guard (*Starfinder Pact Worlds* 176)
Human soldier
LN Medium humanoid (human)
Init +2; **Perception** +5

DEFENSE — **HP** 23

EAC 11; **KAC** 13
Fort +4; **Ref** +2; **Will** +4

OFFENSE

Speed 30 ft.
Melee tactical baton +8 (1d4+5 B) or
standard taclash +8 (1d4+5 S nonlethal)
Ranged pulsecaster pistol +5 (1d4+1 E nonlethal) or
flash grenade I +5 (explode [5 ft., blinded 1d4 rounds, DC 12]) or
stickybomb grenade I +5 (explode [15 ft., entangled 2d4 rounds, DC 12])
Offensive Abilities fighting style (guard)

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** +0; **Wis** +1; **Cha** +0
Skills Athletics +10, Intimidate +5, Piloting +5, Sense Motive +5
Feats Improved Combat Maneuver (grapple)
Languages Common
Other Abilities armor training
Gear flight suit stationwear, pulsecaster pistol with 2 batteries (20 charges each), standard taclash, tactical baton, flash grenade I, stickybomb grenade I, binders (4), flashlight, personal comm unit

STARFINDER RECRUIT — CR 1/2

Gang tough (*Starfinder Pact Worlds* 178)
CN Medium humanoid (human)
Init +2; **Perception** +4

DEFENSE — **HP** 13

EAC 10; **KAC** 12
Fort +4; **Ref** +2; **Will** +0

OFFENSE

Speed 30 ft.
Melee survival knife +5 (1d4+2 P) or
cestus battleglove +5 (1d4+3 B)
Ranged tactical semi-auto pistol +4 (1d6 P)

STATISTICS

Str +3; **Dex** +2; **Con** +1; **Int** +0; **Wis** +0; **Cha** –1
Skills Athletics +10, Stealth +5, Survival +5
Feats Deadly Aim, Quick Draw
Languages Common
Gear flight suit stationwear, cestus battleglove, survival knife, tactical semi-auto pistol with 27 small arm rounds

GRAFTS

ANGEL

Starfinder Alien Archive 148
Type: Outsider (angel, extraplanar, good).
Alignment: Change to NG.
Traits: Low-light vision; base speed increases to 30 ft.;

supernatural fly speed of 30 ft. (perfect) or if CR 7 or greater, supernatural fly speed of 60 ft. (perfect); +4 to saving throws against poison; immunity to petrification; resistance equal to creature's CR to acid, cold, electricity, and fire; if base stat block has DR, change to DR/evil.

Skills: Add Diplomacy and Mysticism.

Languages: Common and Celestial.

Attack: Change melee attack to sword of light (slashing damage), which acts as a natural weapon.

DAEMON

Starfinder Alien Archive 148

Type: Outsider (daemon, evil, extraplanar).

Alignment: Change to NE.

Traits: Base speed increases to 30 ft.; immunity to acid, death effects, disease, and poison; resistance equal to creature's CR to cold, electricity, and fire; if base stat block has DR, change to DR/good.

Skills: Add Intimidate and Mysticism.

Languages: Abyssal, Common, and Infernal.

Attack: The summoned creature gains a spike ranged attack, which has a range of 30 ft..

CR 1/3: Add **Ranged** spike +2 (1d4 P).

CR 1: Add **Ranged** spike +6 (1d6+1 P).

CR 3: Add **Ranged** spike +9 (1d6+3 P).

CR 5: Add **Ranged** spike +12 (1d8+5 P).

CR 7: Add **Ranged** spike +15 (2d8+7 P).

CR 11: Add **Ranged** spike +21 (3d10+11 P).

DEMON

Starfinder Alien Archive 148

Type: Outsider (chaotic, demon, evil, extraplanar).

Alignment: Change to CE.

Traits: Base speed increases to 30 ft.; supernatural fly speed of 30 ft. (average), or if CR 7 or greater, supernatural fly speed of 60 ft. (average); immunity to electricity and poison; resistance equal to creature's CR to acid, cold, and fire; if base stat block has DR, change to DR/good.

Skills: Add Bluff and Intimidate.

Languages: Abyssal and Common.

Attack: Change melee attack to bite (piercing damage).

EARTH ELEMENTAL GRAFT

Starfinder Alien Archive 47

Traits: Earth subtype, blindsense (vibration) 60 feet, burrow speed of 20 feet; **Abilities:** Earth glide, earth mastery (see below); **Languages:** Terran.

Earth Mastery (Ex): An earth elemental gains a +1 bonus to attack and damage rolls if both it and its foe are touching the solid surface of a planet or an asteroid. If an opponent is airborne or waterborne, the elemental takes a −2 penalty to attack and damage rolls. These modifiers apply to initiating or resisting bull rush combat maneuvers.

FIRE ELEMENTAL GRAFT

Starfinder Alien Archive 47

Traits: Fire subtype, a +4 bonus to initiative checks, speed increases by 30 feet, immunity to fire and vulnerability to cold; **Abilities:** Burning strikes (see below); **Feats:** Mobility; **Languages:** Ignan.

Burning Strikes (Ex): A fire elemental's slams deal half fire damage and half bludgeoning damage. In addition, on a critical hit, the fire elemental's strikes deal an amount of burn damage based on the creature's CR, as listed in the table below.

CR	Burn Damage
1–5	1d4
6–10	2d4
11–15	3d4
16+	4d4

FIRST WORLD BEAST

Starfinder Alien Archive 149

Type: Magical beast (extraplanar).

Traits: Low-light vision, blindsense (scent) 30 ft.; base speed increases to 30 ft.; climb speed of 30 ft.; if base stat block has DR, change to DR/cold iron.

Skills: Add Perception, Stealth, and Survival.

Languages: Common and Gnome.

Attack: Change melee attack to bite (piercing damage) with the grab special ability.

ROBOT

Starfinder Alien Archive 149

Type: Construct (extraplanar, technological).

Traits: Low-light vision; base speed increases to 30 ft.; construct immunities; unliving; vulnerable to electricity.

Skills: Add Computers.

Languages: Common.

Attack: The summoned creature gains a sonic gun ranged attack, which has a range increment of 40 ft. and acts as a natural weapon.

CR 1/3: Change melee attack bonus to +2 and add **Ranged** sonic gun +5 (1d4 So).

CR 1: Change melee attack bonus to +6 and add **Ranged** sonic gun +9 (1d4+1 So).

CR 3: Change melee attack bonus to +9 and add **Ranged** sonic gun +12 (1d4+3 So).

CR 5: Change melee attack bonus to +12 and add **Ranged** sonic gun +15 (1d6+5 So).

CR 7: Change melee attack bonus to +15 and add **Ranged** sonic gun +18 (2d6+7 So).

CR 11: Change melee attack bonus to +21 and add **Ranged** sonic gun +24 (3d8+11 So).

STARSHIPS

EMPYREAN EYE   TIER 2

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 14; **TL** 14

Shields basic 30 (forward 10, port 10, starboard 0, aft 10)

HP 55; **DT** –; **CT** 11

Attack (Forward) light laser cannon (2d4)

Attack (Port) light laser cannon (2d4)

Attack (Turret) coilgun (4d4)

Power Core Pulse Green (150 PCU); **Drift Engine** Signal Basic;
Systems basic medium-range sensors, crew quarters
(good), mk 1 duonode computer, mk 2 armor, mk 2
defenses; **Expansion Bays** cargo hold, escape pods, science
lab, tech workshop

Modifiers +1 to any two checks per round, +2 Computers, +1
Piloting; **Complement** 4–7

CREW

Captain Intimidate +7 (2 ranks)

Engineer Engineering +7 (2 ranks)

Gunners (2) gunnery +7 (2 ranks)

Pilot Piloting +7 (2 ranks)

Science Officer Computers +12 (2 ranks)

SPECIAL

Structural Weakness (Ex) The *Empyrean Eye* was badly
damaged in an earlier battle, and there is a gaping hole in its
right flank. As a result, the ship has no Attack (Starboard),
its starboard shields are decreased to 0 SP and cannot
be raised above 0 SP, and the total shield rating has been
decreased by the same amount. Lastly, the ship's starboard
thrusters are damaged, and the ship's maneuverability is
average (turn 2) when the ship is turning counter-clockwise.

JINSUL ASSAULT CRAFT   TIER 1/2

Medium transport

Speed 4; **Maneuverability** average (turn 2); **Drift** 1

AC 11; **TL** 11

HP 45; **DT** –; **CT** 9

Attack (forward) light torpedo launcher (2d8)

Attack (turret) linked light laser cannons (4d4)

Power Core Pulse Gray (100 PCU); **Drift Engine** Signal Basic;
Systems basic computer, budget short-range sensors;
Expansion Bays cargo holds (5)

Modifiers +2 Piloting, reversible; **Complement** 6

CREW

Captain Diplomacy +4 (1 rank), Intimidate +4 (1 rank)

Engineer Engineering +5 (1 rank)

Gunners (2) gunnery +4 (1 rank)

Pilot Piloting +10 (1 rank)

Science Officer Computers +5 (1 rank)

SPECIAL

Reversible The unknown starship's overall shape and
positioning of its thrusters make it very easy to reverse its
heading. The ship grants a +2 bonus to Piloting checks to
perform a flip and burn stunt.

APPENDIX 2: SUBTIER 3–4 FOES

BLUETHORN DEVOURER   CR 4

N Large plant

Init +3; **Senses** blindsense (vibration) 60 ft., low-light vision;
Perception +10

DEFENSE   **HP** 50

EAC 16; **KAC** 18

Fort +8; **Ref** +6; **Will** +3

Defensive Abilities regeneration 5 (cold); **Immunities** plant
immunities

OFFENSE

Speed 30 ft.

Melee claw +12 (1d6+9 P plus grab)

STATISTICS

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

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

BLUETHORN PREDATOR   CR 1

N Medium plant

Init +2; **Senses** blindsense (vibration) 60 ft., low-light vision;
Perception +5

DEFENSE   **HP** 20

EAC 11; **KAC** 13

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

Immunities plant immunities

OFFENSE

Speed 30 ft.

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

Ranged needles +5 (1d6+1 P)

STATISTICS

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

Skills Acrobatics +5, Athletics +5, Survival +10

SPECIAL ABILITIES

Needles (Ex) A bluethorn predator's ranged attack has a range
increment of 30 feet.

DARK APPRENTICE   CR 4

Jinsul solarian

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; **Perception** +15

DEFENSE   **HP** 50

EAC 17; **KAC** 19

Fort +6; **Ref** +8; **Will** +5; +4 vs. fear

Defensive Abilities dark matter, solar manifestation (solar
armor), unflankable; **Resistances** cold or fire 5

OFFENSE
Speed 40 ft.
Melee bite +12 (1d6+9 P) or
leg blades +12 (1d6+9 S; critical bleed 1d6)
Ranged shock grenades I +7 (explode [15 ft., 1d8 E, DC 13])
Offensive Abilities black hole, supernova
STATISTICS
Str +5; **Dex** +3; **Con** +1; **Int** +0; **Wis** +0; **Cha** +1
Skills Athletics +10, Mysticism +10, Survival +10
Languages Jinsul
Other Abilities gravity boost, stellar alignment (graviton)
Gear leader caste armor (as freebooter armor II), shock
grenades I (2)

HUNTER-KILLER BOT   CR 3
N Medium construct (technological)
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +13
DEFENSE   **HP** 40
EAC 15; **KAC** 16
Fort +3; **Ref** +3; **Will** +0
Immunities construct immunities
OFFENSE
Speed 40 ft.
Melee spike +12 (1d8+7 P plus trip)
STATISTICS
Str +4; **Dex** +2; **Con** —; **Int** +1; **Wis** +1; **Cha** –3
Skills Acrobatics +8, Athletics +8
Languages Izalguun (can't speak any language)
Other Abilities unliving
SPECIAL ABILITIES
Trip (Ex) If the spike attack hits, the hunter-killer bot can
attempt a trip combat maneuver against the target as a free
action, gaining a +4 bonus to perform the maneuver.

HUSKBORN DRONE   CR 3
CE Medium aberration
Init +2; **Senses** blindsense (scent) 30 ft., darkvision 60 ft.;
Perception +8
DEFENSE   **HP** 35
EAC 14; **KAC** 16
Fort +5; **Ref** +5; **Will** +4
OFFENSE
Speed 40 ft., climb 40 ft., swim 40 ft.
Melee claw +11 (1d6+7 S)
Offensive Abilities rolling scythe pounce
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** –2; **Wis** +1; **Cha** +0
Skills Acrobatics +13, Athletics +13
Other Abilities tracking (scent)
SPECIAL ABILITIES
Rolling Scythe Pounce (Ex) A huskborn drone takes no
penalties for making a charge attack, and at the end of its

charge, it can make a full attack with its scythe-like claws
(though it still takes the –4 penalty for making a full attack
in this manner.)

HUSKBORN LARVA   CR 1/2
CE Tiny aberration
Init +3; **Senses** darkvision 60 ft.; **Perception** +4
DEFENSE   **HP** 11
EAC 10; **KAC** 12
Fort +2; **Ref** +2; **Will** +2
OFFENSE
Speed 30 ft., climb 30 ft., swim 30 ft.
Melee spines +6 (1d6+2 P plus poison)
Offensive Abilities jump attack
STATISTICS
Str +2; **Dex** +3; **Con** +1; **Int** –3; **Wis** +1; **Cha** –1
Skills Acrobatics +9, Athletics +9
SPECIAL ABILITIES
Jump Attack (Ex) As a standard action, a huskborn larva can
throw itself at an opponent within 15 feet and make an
attack at the end of the movement as a part of the action.
The larva gains a +2 bonus to this attack roll if its target
doesn't make an attack of opportunity or the target's attack
of opportunity misses.
Poison (Ex) The larva's poison functions as blue whinnis
(*Starfinder Core Rulebook* 419) except the Fortitude save DC
is 10.

JINSUL MAGE   CR 1
Jinsul technomancer
CE Medium monstrous humanoid
Init +2; **Senses** darkvision 60 ft.; **Perception** +10
DEFENSE   **HP** 16
EAC 10; **KAC** 11
Fort +1; **Ref** +3; **Will** +5; +4 vs. fear
Defensive Abilities unflankable
OFFENSE
Speed 40 ft.
Melee bite +5 (1d4+2 P)
Ranged static arc pistol +3 (1d6+1 E; arc 2)
Technomancer Spells Known (CL 1st; melee +5, ranged +3)
1st (3/day)–*jolting surge*, *magic missile*
0 (at will)–*daze* (DC 13), *detect magic*
STATISTICS
Str +1; **Dex** +2; **Con** +1; **Int** +4; **Wis** +0; **Cha** –1
Skills Athletics +5, Computers +5, Mysticism +10
Languages Izalguun, Jinsul
Other Abilities powerful leap, spell cache (gem embedded
in body)
Gear static arc pistol with 2 batteries (20 charges each)
SPECIAL ABILITIES
Powerful Leap A jinsul treats any Athletics check to jump as if
it had a running start.

JINSUL TERMINATOR — CR 3

CE Medium monstrous humanoid
Init +2; **Senses** darkvision 60 ft.; **Perception** +13
DEFENSE   **HP** 40
EAC 15; **KAC** 17
Fort +5; **Ref** +7; **Will** +4; +4 vs. fear
Defensive Abilities unflankable
OFFENSE
Speed 40 ft.
Melee bite +9 (1d4+3 P) or
    leg blades +9 (1d6+7 S; critical bleed 1d6)
Ranged ifrit-class flamethrower +12 (1d6 F; critical burn 1d6)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** +0; **Wis** +0; **Cha** –1
Skills Athletics +8, Piloting +8, Survival +8
Languages Jinsul
Other Abilities powerful leap
Gear warrior caste armor (as freebooter armor I), ifrit-class
    flamethrower with 20 petrol
SPECIAL ABILITIES
Powerful Leap A jinsul treats any Athletics check to jump as if
    it had a running start.

JINSUL WARRIOR — CR 1

CE Medium monstrous humanoid
Init +2; **Senses** darkvision 60 ft.; **Perception** +10
DEFENSE   **HP** 20
EAC 11; **KAC** 13
Fort +3; **Ref** +5; **Will** +3; +4 vs. fear
Defensive Abilities unflankable
OFFENSE
Speed 40 ft.
Melee bite +6 (1d3+4 P) or
    leg blade +6 (1d6+4 S; critical bleed 1d6)
Ranged tactical arc emitter +9 (1d4+1 P)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** +0; **Wis** +0; **Cha** –1
Skills Athletics +5, Piloting +5, Survival +5
Languages Jinsul
Other Abilities powerful leap
Gear warrior caste armor (as freebooter armor I), tactical arc
    emitter with 2 batteries (20 charges each)
SPECIAL ABILITIES
Powerful Leap A jinsul treats any Athletics check to jump as if
    it had a running start.

LARGE ELEMENTAL — CR 5

Starfinder Alien Archive 46
N Large outsider (elemental, extraplanar)
Init +3; **Senses** darkvision 60 ft.; **Perception** +11
DEFENSE   **HP** 70
EAC 17; **KAC** 19
Fort +9; **Ref** +7; **Will** +4

DR 5/–; **Immunities** elemental immunities
OFFENSE
Speed 20 ft.
Melee slam +15 (1d6+10 B)
Space 10 ft.; **Reach** 10 ft.
STATISTICS
Str +4; **Dex** +3; **Con** +2; **Int** –3; **Wis** +0; **Cha** +0
Skills Acrobatics +11, Athletics +11

MEDIUM ELEMENTAL — CR 3

Starfinder Alien Archive 46
N Medium outsider (elemental, extraplanar)
Init +2; **Senses** darkvision 60 ft.; **Perception** +8
DEFENSE   **HP** 40
EAC 14; **KAC** 16
Fort +7; **Ref** +5; **Will** +2
Immunities elemental immunities
OFFENSE
Speed 20 ft.
Melee slam +12 (1d6+7 B)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** –3; **Wis** +0; **Cha** +0
Skills Acrobatics +8, Athletics +8

OPHIDIRAPTOR — CR 1

N Small animal
Init +4; **Senses** low-light vision; **Perception** +5
DEFENSE   **HP** 20
EAC 11; **KAC** 13
Fort +5; **Ref** +5; **Will** +1
OFFENSE
Speed 40 ft.
Melee bite +8 (1d6+3 P)
Ranged venom spit +5 (1d4+1 A plus blinding venom)
Offensive Abilities venom spit (30 ft., DC 12)
STATISTICS
Str +2; **Dex** +4; **Con** +1; **Int** –4; **Wis** +0; **Cha** +1
Skills Athletics +10, Stealth +5, Survival +5
SPECIAL ABILITIES
Venom Spit (Ex) Once every 1d6 rounds, an ophidiraptor can
    spit blinding venom as a ranged attack targeting EAC at
    a target within 30 feet. If the attack hits, the target must
    succeed at a DC 12 Fortitude save or be blinded for 1 round.

SAND SLITHERER — CR 9

XP 6,400
N Gargantuan magical beast
Init +4; **Senses** darkvision 60 ft., low-light vision;
    Perception +17
DEFENSE   **HP** 145
EAC 21; **KAC** 22
Fort +13; **Ref** +13; **Will** +8 (+12 vs. mind-affecting effects)

OFFENSE

Speed 50 ft.

Melee bite +22 (3d6+10 P plus swallow whole)

Space 20 ft.; **Reach** 15 ft.

Offensive Abilities speedster, swallow whole (4d6+15 A, EAC 19, KAC 17, 36 HP)

STATISTICS

Str +6; **Dex** +4; **Con** +3; **Int** −4; **Wis** +2; **Cha** −2

Skills Acrobatics +17, Athletics +17, Survival +22

SPECIAL ABILITIES

Speedster (Ex) A sand slitherer can move at a speed of up to 450 ft. (roughly 50 mph) so long as it can move in a reasonably straight line. While moving at its top speed, the sand slitherer is considered flat-footed. In a vehicle chase, the slitherer gains Attack (Collision) 3d6+10 (DC 15). It can use its Acrobatics instead of Piloting to control itself; it takes a −8 penalty to such checks, but its item level is always considered 0.

SKIRMISHER BOT   CR 1

N Small construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE   HP 20

EAC 12; **KAC** 13

Fort +1; **Ref** +1; **Will** −1

Immunities construct immunities

OFFENSE

Speed 10 ft., fly 30 ft. (Ex, average)

Ranged autocannon +9 (1d8+1 P)

Offensive Abilities caltrops (DC 10)

STATISTICS

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

Skills Acrobatics +10

Languages Izalguun (can't speak any language)

Other Abilities unliving, recoil

SPECIAL ABILITIES

Caltrops (Ex) As a standard action, a skirmisher bot can dump caltrops from a compartment in its body to cover a 10-foot square area. One of the squares in the affected area must be directly under the bot. Any non-bot creature that enters an affected square must succeed at a DC 10 Reflex save or take 1d4+1 piercing damage. A skirmisher bot cannot use the ability again until the compartment is refilled with caltrops.

Recoil (Ex) The recoil of the bot's big autocannon is so great that each time the bot attacks, it moves 1d4×5 feet away from the target's direction unless a wall, creature, or other obstacle blocks the path. The movement provokes attacks of opportunity.

STARFINDER GUARD   CR 1

Security guard (*Starfinder Pact Worlds* 176)

Human soldier

LN Medium humanoid (human)

Init +2; **Perception** +5

DEFENSE   HP 23

EAC 11; **KAC** 13

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

OFFENSE

Speed 30 ft.

Melee tactical baton +8 (1d4+5 B) or
standard taclash +8 (1d4+5 S nonlethal)

Ranged pulsecaster pistol +5 (1d4+1 E nonlethal) or
flash grenade I +5 (explode [5 ft., blinded 1d4 rounds, DC 12]) or
stickybomb grenade I +5 (explode [15 ft., entangled 2d4 rounds, DC 12])

Offensive Abilities fighting style (guard)

STATISTICS

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

Skills Athletics +10, Intimidate +5, Piloting +5, Sense Motive +5

Feats Improved Combat Maneuver (grapple)

Languages Common

Other Abilities armor training

Gear flight suit stationwear, pulsecaster pistol with 2 batteries (20 charges each), standard taclash, tactical baton, flash grenade I, stickybomb grenade I, binders (4), flashlight, personal comm unit

STARFINDER RECRUITS   CR 1/2

Gang tough (*Starfinder Pact Worlds* 178)

CN Medium humanoid (human)

Init +2; **Perception** +4

DEFENSE   HP 13

EAC 10; **KAC** 12

Fort +4; **Ref** +2; **Will** +0

OFFENSE

Speed 30 ft.

Melee survival knife +5 (1d4+2 P) or
cestus battleglove +5 (1d4+3 B)

Ranged tactical semi-auto pistol +4 (1d6 P)

STATISTICS

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

Skills Athletics +10, Stealth +5, Survival +5

Feats Deadly Aim, Quick Draw

Languages Common

Gear flight suit stationwear, cestus battleglove, survival knife, tactical semi-auto pistol with 27 small arm rounds

STARFINDER SCHOLAR   CR 3

Security specialist (*Starfinder Pact Worlds* 177)

Android technomancer

LN Medium humanoid (android)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE   **HP** 32

EAC 13; **KAC** 14

Fort +2; **Ref** +2; **Will** +6 +2 vs. disease, mind-affecting effects, poison, and sleep

OFFENSE

Speed 30 ft., fly 30 ft. (jump jets, average)

Melee tactical baton +5 (1d4+4 B)

Ranged static arc pistol +7 (1d6+3 E; critical arc 2)

Technomancer Spells Known (CL 3rd; ranged +7)

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

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

STATISTICS

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

Skills Computer +13, Intimidate +8, Mysticism +8, Sense Motive +13

Feats Amplified Glitch

Languages Castrovelian, Common, Kasatha, Shirren, Vesk, Ysoki

Other Abilities constructed, flat affect, magic hacks (empowered weapon), spell cache (badge), upgrade slot (jump jets)

Gear casual stationwear, static arc pistol with 2 batteries (20 charges each), manacles, personal comm unit, tool kit (hacking)

GRAFTS

ANGEL

Starfinder Alien Archive 148

Type: Outsider (angel, extraplanar, good).

Alignment: Change to NG.

Traits: Low-light vision; base speed increases to 30 ft.; supernatural fly speed of 30 ft. (perfect) or if CR 7 or greater, supernatural fly speed of 60 ft. (perfect); +4 to saving throws against poison; immunity to petrification; resistance equal to creature's CR to acid, cold, electricity, and fire; if base stat block has DR, change to DR/evil.

Skills: Add Diplomacy and Mysticism.

Languages: Common and Celestial.

Attack: Change melee attack to sword of light (slashing damage), which acts as a natural weapon.

DAEMON

Starfinder Alien Archive 148

Type: Outsider (daemon, evil, extraplanar).

Alignment: Change to NE.

Traits: Base speed increases to 30 ft.; immunity to acid, death effects, disease, and poison; resistance equal to creature's CR to cold, electricity, and fire; if base stat block has DR, change to DR/good.

Skills: Add Intimidate and Mysticism.

Languages: Abyssal, Common, and Infernal.

Attack: The summoned creature gains a spike ranged attack, which has a range of 30 ft..

CR 1/3: Add **Ranged** spike +2 (1d4 P).

CR 1: Add **Ranged** spike +6 (1d6+1 P).

CR 3: Add **Ranged** spike +9 (1d6+3 P).

CR 5: Add **Ranged** spike +12 (1d8+5 P).

CR 7: Add **Ranged** spike +15 (2d8+7 P).

CR 11: Add **Ranged** spike +21 (3d10+11 P).

DEMON

Starfinder Alien Archive 148

Type: Outsider (chaotic, demon, evil, extraplanar).

Alignment: Change to CE.

Traits: Base speed increases to 30 ft.; supernatural fly speed of 30 ft. (average), or if CR 7 or greater, supernatural fly speed of 60 ft. (average); immunity to electricity and poison; resistance equal to creature's CR to acid, cold, and fire; if base stat block has DR, change to DR/good.

Skills: Add Bluff and Intimidate.

Languages: Abyssal and Common.

Attack: Change melee attack to bite (piercing damage).

EARTH ELEMENTAL GRAFT

Starfinder Alien Archive 47

Traits: Earth subtype, blindsense (vibration) 60 feet, burrow speed of 20 feet; **Abilities:** Earth glide, earth mastery (see below); **Languages:** Terran.

Earth Mastery (Ex): An earth elemental gains a +1 bonus to attack and damage rolls if both it and its foe are touching the solid surface of a planet or an asteroid. If an opponent is airborne or waterborne, the elemental takes a −2 penalty to attack and damage rolls. These modifiers apply to initiating or resisting bull rush combat maneuvers.

FIRE ELEMENTAL GRAFT

Starfinder Alien Archive 47

Traits: Fire subtype, a +4 bonus to initiative checks, speed increases by 30 feet, immunity to fire and vulnerability to cold; **Abilities:** Burning strikes (see below); **Feats:** Mobility; **Languages:** Ignan.

Burning Strikes (Ex): A fire elemental's slams deal half fire damage and half bludgeoning damage. In addition, on a critical hit, the fire elemental's strikes deal an amount of burn damage based on the creature's CR, as listed in the table below.

CR	Burn Damage
1–5	1d4
6–10	2d4
11–15	3d4
16+	4d4

FIRST WORLD BEAST

Starfinder Alien Archive 149

Type: Magical beast (extraplanar).

Traits: Low-light vision, blindsense (scent) 30 ft.; base speed

increases to 30 ft.; climb speed of 30 ft.; if base stat block has DR, change to DR/cold iron.

Skills: Add Perception, Stealth, and Survival.

Languages: Common and Gnome.

Attack: Change melee attack to bite (piercing damage) with the grab special ability.

ROBOT

Starfinder Alien Archive 149

Type: Construct (extraplanar, technological).

Traits: Low-light vision; base speed increases to 30 ft.; construct immunities; unliving; vulnerable to electricity.

Skills: Add Computers.

Languages: Common.

Attack: The summoned creature gains a sonic gun ranged attack, which has a range increment of 40 ft. and acts as a natural weapon.

CR 1/3: Change melee attack bonus to +2 and add **Ranged** sonic gun +5 (1d4 So).

CR 1: Change melee attack bonus to +6 and add **Ranged** sonic gun +9 (1d4+1 So).

CR 3: Change melee attack bonus to +9 and add **Ranged** sonic gun +12 (1d4+3 So).

CR 5: Change melee attack bonus to +12 and add **Ranged** sonic gun +15 (1d6+5 So).

CR 7: Change melee attack bonus to +15 and add **Ranged** sonic gun +18 (2d6+7 So).

CR 11: Change melee attack bonus to +21 and add **Ranged** sonic gun +24 (3d8+11 So).

STARSHIPS

EMPYREAN EYE   TIER 4

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 17; **TL** 18

Shields basic 45 (forward 20, port 15, starboard 0, aft 10)

HP 65; **DT** —; **CT** 13

Attack (Forward) light laser particle beam (3d6)

Attack (Port) laser net (2d6)

Attack (Turret) light particle beam (3d6)

Power Core Pulse Red (175 PCU); **Drift Engine** Signal Basic; **Systems** advanced medium-range sensors, crew quarters (good), mk 2 duonode computer, mk 3 armor, mk 4 defenses; **Expansion Bays** cargo hold, escape pods, science lab, tech workshop

Modifiers +2 to any two checks per round, +4 Computers, +1 Piloting; **Complement** 4–7

CREW

Captain Intimidate +10 (4 ranks)

Engineer Engineering +10 (4 ranks)

Gunners (2) gunnery +10 (4 ranks)

Pilot Piloting +10 (4 ranks)

Science Officer Computers +15 (4 ranks)

SPECIAL

Structural Weakness (Ex) The *Empyrean Eye* was badly damaged in an earlier battle, and there is a gaping hole in its right flank. As a result, the ship has no Attack (Starboard), its starboard shields are decreased to 0 SP and cannot be raised above 0 SP, and the total shield rating has been decreased by the same amount. Lastly, the ship's starboard thrusters are damaged, and the ship's maneuverability is average (turn 2) when the ship is turning counter-clockwise.

JINSUL ASSAULT CRAFT   TIER 2

Medium transport

Speed 4; **Maneuverability** average (turn 2); **Drift** 1

AC 14; **TL** 12

HP 60; **DT** —; **CT** 12

Shields basic 40 (forward 10, starboard 10, port 10, aft 10)

Attack (forward) heavy laser cannon (4d8), vandal rocket (4d6 plus drones)

Attack (turret) coilgun (4d4)

Power Core Pulse Gray (100 PCU); **Drift Engine** Signal Basic; **Systems** basic computer, budget medium-range sensors, mk 2 armor, self-destruct system; **Expansion Bays** cargo holds (5)

Modifiers +2 Piloting, reversible; **Complement** 6

CREW

Captain Diplomacy +4 (1 rank), Intimidate +5 (2 ranks)

Engineer Engineering +7 (2 ranks)

Gunners (2) gunnery +6 (2 ranks)

Pilot Piloting +12 (2 ranks)

Science Officer Computers +7 (2 ranks)

SPECIAL

Reversible The unknown starship's overall shape and positioning of its thrusters make it very easy for it to reverse its heading. The ship grants a +2 bonus to Piloting checks to perform a flip and burn stunt.

Vandal Rocket The unknown starship's forward tracking weapon functions identically to a high explosive missile launcher, except that pieces of the rocket's shrapnel animate into drones that continue to rend the ship if it successfully deals Hull Point damage. Each successive gunnery phase, the target starship takes 1d4 damage to its Hull Points until the drones are either forcibly removed during the engineering phase with a successful Engineering check (DC = 15 + 2 × the engineer's starship's tier) or shaken off by the pilot during the helm phase with a successful barrel roll, flip and burn, or flyby stunt. Multiple rocket strikes cannot increase this continual damage beyond 1d4 per round.

APPENDIX 3: SUBTIER 5–6 FOES

BLUETHORN DEVOURER   CR 4

N Large plant

Init +3; **Senses** blindsense (vibration) 60 ft., low-light vision;
  Perception +10

DEFENSE   **HP** 50

EAC 16; **KAC** 18

Fort +8; **Ref** +6; **Will** +3

Defensive Abilities regeneration 5 (cold); **Immunities** plant
  immunities

OFFENSE

Speed 30 ft.

Melee claw +12 (1d6+9 P plus grab)

STATISTICS

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

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

BLUETHORN PREDATOR   CR 1

N Medium plant

Init +2; **Senses** blindsense (vibration) 60 ft., low-light vision;
  Perception +5

DEFENSE   **HP** 20

EAC 11; **KAC** 13

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

Immunities plant immunities

OFFENSE

Speed 30 ft.

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

Ranged needles +5 (1d6+1 P)

STATISTICS

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

Skills Acrobatics +5, Athletics +5, Survival +10

SPECIAL ABILITIES

Needles (Ex) This ranged attack has a range increment of 30 feet.

BLUETHORN RAVAGER   CR 7

N Huge plant

Init +4; **Senses** blindsense (vibration) 60 ft., low-light vision;
  Perception +14

DEFENSE   **HP** 105

EAC 19; **KAC** 21

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

Defensive Abilities regeneration 5 (cold); **Immunities** plant
  immunities

OFFENSE

Speed 30 ft.

Melee slam +17 (2d6+12 B & P)

Space 15 ft.; **Reach** 10 ft.

Offensive Abilities trample (2d6+12 B & P, DC 15)

STATISTICS

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

Skills Acrobatics +14, Athletics +14, Survival +19

DARK APPRENTICE   CR 4

Jinsul solarian

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; **Perception** +15

DEFENSE   **HP** 50

EAC 17; **KAC** 19

Fort +6; **Ref** +8; **Will** +5; +4 vs. fear

Defensive Abilities dark matter, solar manifestation (solar
  armor), unflankable; **Resistances** cold or fire 5

OFFENSE

Speed 40 ft.

Melee bite +12 (1d6+9 P) or
  leg blades +12 (1d6+9 S; critical bleed 1d6)

Ranged shock grenades I +7 (explode [15 ft., 1d8 E, DC 13)

Offensive Abilities black hole, supernova

STATISTICS

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

Skills Athletics +10, Mysticism +10, Survival +10

Languages Jinsul

Other Abilities gravity boost, stellar alignment (graviton)

Gear leader caste armor (as freebooter armor II), shock
  grenades I (2)

DARK ASCENDANT   CR 8

Jinsul solarian

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +21

DEFENSE   **HP** 125

EAC 21; **KAC** 23

Fort +10; **Ref** +8; **Will** +9; +4 vs. fear

Defensive Abilities reflection, solar manifestation (solar
  armor), unflankable; **Resistances** cold or fire 5

OFFENSE

Speed 40 ft.

Melee bite +19 (1d6+14 P) or
  leg blades +19 (3d4+14 S; critical bleed 2d6)

Ranged red star plasma cannon +16 (2d10+8 E & F; critical
  burn 1d8)

Offensive Abilities black hole, crush, flashing strikes,
  supernova

STATISTICS

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

Skills Athletics +16, Mysticism +16, Survival +16

Feats Step Up

Languages Jinsul

Other Abilities stellar alignment (graviton)

Gear leader caste armor (as freebooter armor II), red star plasma
  cannon with 2 high-capacity batteries (40 charges each)

HUGE ELEMENTAL   CR 7

Starfinder Alien Archive 46

N Huge outsider (elemental, extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE   **HP** 105

EAC 19; **KAC** 21

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

DR 5/−; **Immunities** elemental immunities

OFFENSE

Speed 20 ft.

Melee slam +18 (2d6+12 B)

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

STATISTICS

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

Skills Acrobatics +14, Athletics +14

HUNTER-KILLER BOT   CR 3

N Medium construct (technological)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

DEFENSE   **HP** 40

EAC 15; **KAC** 16

Fort +3; **Ref** +3; **Will** +0

Immunities construct immunities

OFFENSE

Speed 40 ft.

Melee spike +12 (1d8+7 P plus trip)

STATISTICS

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

Skills Acrobatics +8, Athletics +8

Languages Izalguun (can't speak any language)

Other Abilities unliving

SPECIAL ABILITIES

Trip (Ex) If the spike attack hits, the hunter-killer bot can attempt a trip combat maneuver against the target as a free action, gaining a +4 bonus to perform the maneuver.

HUSKBORN DRONE   CR 3

CE Medium aberration

Init +2; **Senses** blindsense (scent) 30 ft., darkvision 60 ft.; **Perception** +8

DEFENSE   **HP** 35

EAC 14; **KAC** 16

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

OFFENSE

Speed 40 ft., climb 40 ft., swim 40 ft.

Melee claw +11 (1d6+7 S)

Offensive Abilities rolling scythe pounce

STATISTICS

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

Skills Acrobatics +13, Athletics +13

Other Abilities tracking (scent)

SPECIAL ABILITIES

Rolling Scythe Pounce (Ex) A huskborn drone takes no penalties for making a charge attack, and at the end of its charge, it can make a full attack with its scythe-like claws (though it still takes the −4 penalty for making a full attack in this manner.)

JINSUL ASSAULT LEADER   CR 5

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE   **HP** 70

EAC 17; **KAC** 19

Fort +7; **Ref** +9; **Will** +6; +4 vs. fear

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +12 (1d4+10 P) or

　　leg blades +12 (1d6+10 S; critical bleed 1d8)

Ranged red star plasma rifle +15 (1d10+5 E & F; critical burn 1d4) or

　　cryo grenade I +15 (explode [10 ft., 1d8 C plus staggered, DC 13)

STATISTICS

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

Skills Athletics +11, Piloting +11, Survival +11

Languages Jinsul

Other Abilities powerful leap

Gear leader caste armor (as freebooter armor II), red star plasma rifle with 2 high-capacity batteries (40 charges each), cryo grenade I

SPECIAL ABILITIES

Powerful Leap A jinsul treats any Athletics check to jump as if it had a running start.

JINSUL MAGE   CR 1

Jinsul technomancer

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE   **HP** 16

EAC 10; **KAC** 11

Fort +1; **Ref** +3; **Will** +5; +4 vs. fear

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +5 (1d4+2 P)

Ranged static arc pistol +3 (1d6+1 E; arc 2)

Technomancer Spells Known (CL 1st; melee +5, ranged +3)

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

　　0 (at will)−*daze* (DC 13), *detect magic*

STATISTICS

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

Skills Athletics +5, Computers +5, Mysticism +10

Languages Izalguun, Jinsul

Other Abilities powerful leap, spell cache (gem embedded in body)

Gear static arc pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

Powerful Leap A jinsul treats any Athletics check to jump as if it had a running start.

JINSUL TERMINATOR — CR 3

CE Medium monstrous humanoid
Init +2; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE   **HP** 40

EAC 15; **KAC** 17
Fort +5; **Ref** +7; **Will** +4; +4 vs. fear
Defensive Abilities unflankable

OFFENSE

Speed 40 ft.
Melee bite +9 (1d4+3 P) or
    leg blades +9 (1d6+7 S; critical bleed 1d6)
Ranged ifrit-class flamethrower +12 (1d6 F; critical burn 1d6)

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** +0; **Wis** +0; **Cha** −1
Skills Athletics +8, Piloting +8, Survival +8
Languages Jinsul
Other Abilities powerful leap
Gear warrior caste armor (as freebooter armor I), ifrit-class flamethrower with 20 petrol

SPECIAL ABILITIES

Powerful Leap A jinsul treats any Athletics check to jump as if it had a running start.

LARGE ELEMENTAL — CR 5

Starfinder Alien Archive 46
N Large Outsider (elemental, extraplanar)
Init +3; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE   **HP** 70

EAC 17; **KAC** 19
Fort +9; **Ref** +7; **Will** +4
DR 5/—; **Immunities** elemental immunities

OFFENSE

Speed 20 ft.
Melee slam +15 (1d6+10 B)
Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str +4; **Dex** +3; **Con** +2; **Int** −3; **Wis** +0; **Cha** +0
Skills Acrobatics +11, Athletics +11

MAXILLASAUR — CR 7

N Large animal
Init +2; **Senses** low-light vision; **Perception** +14

DEFENSE   **HP** 105

EAC 19; **KAC** 21
Fort +11; **Ref** +11; **Will** +6

OFFENSE

Speed 50 ft.
Melee bite +17 (2d10+12 P plus swallow whole)
Space 10 ft.; **Reach** 10 ft.
Offensive Abilities intimidating roar, swallow whole (2d10+12 A, EAC 19, KAC 17, 26 HP)

STATISTICS

Str +5; **Dex** +2; **Con** +4; **Int** −4; **Wis** +1; **Cha** +1
Skills Athletics +19, Intimidate +19

SPECIAL ABILITIES

Intimidating Roar (Ex) As a standard action, a maxillasaur can bellow ferociously, causing all enemies within 60 feet to become shaken for 1d4+1 rounds (Will DC 15 negates). This is a mind-affecting, sense-dependent fear effect.

SAND SLITHERER — CR 9

N Gargantuan magical beast
Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +17

DEFENSE   **HP** 145

EAC 21; **KAC** 22
Fort +13; **Ref** +13; **Will** +8 (+12 vs. mind-affecting effects)

OFFENSE

Speed 50 ft.
Melee bite +22 (3d6+10 P plus swallow whole)
Space 20 ft.; **Reach** 15 ft.
Offensive Abilities speedster, swallow whole (4d6+15 A, EAC 19, KAC 17, 36 HP)

STATISTICS

Str +6; **Dex** +4; **Con** +3; **Int** −4; **Wis** +2; **Cha** −2
Skills Acrobatics +17, Athletics +17, Survival +22

SPECIAL ABILITIES

Speedster (Ex) A sand slitherer can move at a speed of up to 450 ft. (roughly 50 mph) so long as it can move in a reasonably straight line. While moving at its top speed, the sand slitherer is considered flat-footed. In a vehicle chase, the slitherer gains Attack (Collision) 3d6+10 (DC 15). It can use its Acrobatics instead of Piloting to control itself; it takes a −8 penalty to such checks, but its item level is always considered 0.

STARFINDER GUARD — CR 1

Security guard (*Starfinder Pact Worlds* 176)
Human soldier
LN Medium humanoid (human)
Init +2; **Perception** +5

DEFENSE   **HP** 23

EAC 11; **KAC** 13
Fort +4; **Ref** +2; **Will** +4

OFFENSE

Speed 30 ft.
Melee tactical baton +8 (1d4+5 B) or
    standard taclash +8 (1d4+5 S nonlethal)
Ranged pulsecaster pistol +5 (1d4+1 E nonlethal) or
    flash grenade I +5 (explode [5 ft., blinded 1d4 rounds, DC 12]) or
    stickybomb grenade I +5 (explode [15 ft., entangled 2d4 rounds, DC 12])
Offensive Abilities fighting style (guard)

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** +0; **Wis** +1; **Cha** +0
Skills Athletics +10, Intimidate +5, Piloting +5, Sense Motive +5
Feats Improved Combat Maneuver (grapple)

Languages Common

Other Abilities armor training

Gear flight suit stationwear, pulsecaster pistol with 2 batteries (20 charges each), standard taclash, tactical baton, flash grenade I, stickybomb grenade I, binders (4), flashlight, personal comm unit

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STARFINDER OPERATIVE   CR 5

Detective (*Starfinder Pact Worlds* 177)

Shirren operative

LN Medium humanoid (shirren)

Init +7; **Senses** blindsense (vibration) 30 ft., **Perception** +17

DEFENSE   **HP** 65 **RP** 4

EAC 17; **KAC** 18

Fort +4; **Ref** +7; **Will** +8

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee tactical baton +10 (1d4+6 B)

Ranged frostbite-class zero pistol +12 (1d6+8 C; critical staggered [DC 15])

Offensive Abilities debilitating trick, trick attack +3d8

STATISTICS

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

Skills Computers +12, Culture +17, Diplomacy +12, Piloting +12, Sense Motive +17

Languages Common, Shirren; limited telepathy 30 ft.

Other Abilities communalism, operative exploits (glimpse truth, uncanny mobility, uncanny pilot), specialization (detective)

Gear business stationwear, frostbite-class zero pistol with 2 batteries (20 charges each), tactical baton, flashlight, laser microphone, manacles, personal comm unit, tool kit (hacking)

STARFINDER SCHOLAR   CR 3

Security specialist (*Starfinder Pact Worlds* 177)

Android technomancer

LN Medium humanoid (android)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE   **HP** 32

EAC 13; **KAC** 14

Fort +2; **Ref** +2; **Will** +6 +2 vs. disease, mind-affecting effects, poison, and sleep

OFFENSE

Speed 30 ft., fly 30 ft. (jump jets, average)

Melee tactical baton +5 (1d4+4 B)

Ranged static arc pistol +7 (1d6+3 E; critical arc 2)

Technomancer Spells Known (CL 3rd; ranged +7)

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

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

STATISTICS

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

Skills Computer +13, Intimidate +8, Mysticism +8, Sense Motive +13

Feats Amplified Glitch

Languages Castrovelian, Common, Kasatha, Shirren, Vesk, Ysoki

Other Abilities constructed, flat affect, magic hacks (empowered weapon), spell cache (badge), upgrade slot (jump jets)

Gear casual stationwear, static arc pistol with 2 batteries (20 charges each), manacles, personal comm unit, tool kit (hacking)

GRAFTS

ANGEL

Starfinder Alien Archive 148

Type: Outsider (angel, extraplanar, good).

Alignment: Change to NG.

Traits: Low-light vision; base speed increases to 30 ft.; supernatural fly speed of 30 ft. (perfect) or if CR 7 or greater, supernatural fly speed of 60 ft. (perfect); +4 to saving throws against poison; immunity to petrification; resistance equal to creature's CR to acid, cold, electricity, and fire; if base stat block has DR, change to DR/evil.

Skills: Add Diplomacy and Mysticism.

Languages: Common and Celestial.

Attack: Change melee attack to sword of light (slashing damage), which acts as a natural weapon.

DAEMON

Starfinder Alien Archive 148

Type: Outsider (daemon, evil, extraplanar).

Alignment: Change to NE.

Traits: Base speed increases to 30 ft.; immunity to acid, death effects, disease, and poison; resistance equal to creature's CR to cold, electricity, and fire; if base stat block has DR, change to DR/good.

Skills: Add Intimidate and Mysticism.

Languages: Abyssal, Common, and Infernal.

Attack: The summoned creature gains a spike ranged attack, which has a range of 30 ft..

CR 1/3: Add **Ranged** spike +2 (1d4 P).

CR 1: Add **Ranged** spike +6 (1d6+1 P).

CR 3: Add **Ranged** spike +9 (1d6+3 P).

CR 5: Add **Ranged** spike +12 (1d8+5 P).

CR 7: Add **Ranged** spike +15 (2d8+7 P).

CR 11: Add **Ranged** spike +21 (3d10+11 P).

DEMON

Starfinder Alien Archive 148

Type: Outsider (chaotic, demon, evil, extraplanar).

Alignment: Change to CE.

Traits: Base speed increases to 30 ft.; supernatural fly speed

of 30 ft. (average), or if CR 7 or greater, supernatural fly speed of 60 ft. (average); immunity to electricity and poison; resistance equal to creature's CR to acid, cold, and fire; if base stat block has DR, change to DR/good.

Skills: Add Bluff and Intimidate.

Languages: Abyssal and Common.

Attack: Change melee attack to bite (piercing damage).

EARTH ELEMENTAL GRAFT

Starfinder Alien Archive 47

Traits: Earth subtype, blindsense (vibration) 60 feet, burrow speed of 20 feet; **Abilities:** Earth glide, earth mastery (see below); **Languages:** Terran.

Earth Mastery (Ex): An earth elemental gains a +1 bonus to attack and damage rolls if both it and its foe are touching the solid surface of a planet or an asteroid. If an opponent is airborne or waterborne, the elemental takes a −2 penalty to attack and damage rolls. These modifiers apply to initiating or resisting bull rush combat maneuvers.

FIRE ELEMENTAL GRAFT

Starfinder Alien Archive 47

Traits: Fire subtype, a +4 bonus to initiative checks, speed increases by 30 feet, immunity to fire and vulnerability to cold; **Abilities:** Burning strikes (see below); **Feats:** Mobility; **Languages:** Ignan.

Burning Strikes (Ex): A fire elemental's slams deal half fire damage and half bludgeoning damage. In addition, on a critical hit, the fire elemental's strikes deal an amount of burn damage based on the creature's CR, as listed in the table below.

CR	Burn Damage
1–5	1d4
6–10	2d4
11–15	3d4
16+	4d4

FIRST WORLD BEAST

Starfinder Alien Archive 149

Type: Magical beast (extraplanar).

Traits: Low-light vision, blindsense (scent) 30 ft.; base speed increases to 30 ft.; climb speed of 30 ft.; if base stat block has DR, change to DR/cold iron.

Skills: Add Perception, Stealth, and Survival.

Languages: Common and Gnome.

Attack: Change melee attack to bite (piercing damage) with the grab special ability.

ROBOT

Starfinder Alien Archive 149

Type: Construct (extraplanar, technological).

Traits: Low-light vision; base speed increases to 30 ft.; construct immunities; unliving; vulnerable to electricity.

Skills: Add Computers.

Languages: Common.

Attack: The summoned creature gains a sonic gun ranged attack, which has a range increment of 40 ft. and acts as a natural weapon.

CR 1/3: Change melee attack bonus to +2 and add **Ranged** sonic gun +5 (1d4 So).

CR 1: Change melee attack bonus to +6 and add **Ranged** sonic gun +9 (1d4+1 So).

CR 3: Change melee attack bonus to +9 and add **Ranged** sonic gun +12 (1d4+3 So).

CR 5: Change melee attack bonus to +12 and add **Ranged** sonic gun +15 (1d6+5 So).

CR 7: Change melee attack bonus to +15 and add **Ranged** sonic gun +18 (2d6+7 So).

CR 11: Change melee attack bonus to +21 and add **Ranged** sonic gun +24 (3d8+11 So).

STARSHIPS

EMPYREAN EYE   TIER 6

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 20; **TL** 22

Shields medium 75 (forward 25, port 25, starboard 0, aft 25)

HP 65; **DT** —; **CT** 13

Attack (Forward) twin laser (5d8)

Attack (Port) laser net (2d6)

Attack (Turret) light particle beam (3d6)

Power Core Pulse Blue (200 PCU); **Drift Engine** Signal Basic; **Systems** advanced medium-range sensors, crew quarters (good), mk 3 duonode computer, mk 4 armor, mk 6 defenses; **Expansion Bays** cargo hold, escape pods, science lab, tech workshop

Modifiers +3 to any two checks per round, +4 Computers, +1 Piloting; **Complement** 4–7

CREW

Captain Intimidate +13 (6 ranks)

Engineer Engineering +13 (6 ranks)

Gunners (2) gunnery +13 (6 ranks)

Pilot Piloting +13 (6 ranks)

Science Officer Computers +18 (6 ranks)

SPECIAL

Structural Weakness (Ex) The *Empyrean Eye* was badly damaged in an earlier battle, and there is a gaping hole in its right flank. As a result, the ship has no Attack (Starboard), its starboard shields are decreased to 0 SP and cannot be raised above 0 SP, and the total shield rating has been decreased by the same amount. Lastly, the ship's starboard thrusters are damaged, and the ship's maneuverability is average (turn 2) when the ship is turning counter-clockwise.

JINSUL ASSAULT CRAFT — TIER 4

Medium transport

Speed 4; **Maneuverability** average (turn 2); **Drift** 1

AC 17; **TL** 17

HP 85; **DT** —; **CT** 17

Shields light 70 (forward 20, starboard 15, port 15, aft 20)

Attack (forward) railgun (8d4), vandal rocket (4d8 plus drones)

Attack (turret) linked coilguns (8d4)

Power Core Arcus Heavy (130 PCU); **Drift Engine** Signal Basic; **Systems** basic computer, basic medium-range sensors, mk 3 armor, mk 3 defenses, self-destruct system; **Expansion Bays** cargo holds (5)

Modifiers +2 Computers, +2 Piloting, reversible; **Complement** 6

CREW

Captain Diplomacy +4 (1 rank), Intimidate +7 (4 ranks)

Engineer Engineering +10 (4 ranks)

Gunners (2) gunnery +9 (4 ranks)

Pilot Piloting +15 (4 ranks)

Science Officer Computers +10 (4 ranks)

SPECIAL

Reversible The unknown starship's overall shape and positioning of its thrusters make it very easy for it to reverse its heading. The ship grants a +2 bonus to Piloting checks to perform a flip and burn stunt.

Vandal Rocket The unknown starship's forward tracking weapon functions identically to a high explosive missile launcher, except that pieces of the rocket's shrapnel animate into drones that continue to rend the ship if it successfully deals Hull Point damage. Each successive gunnery phase, the target starship takes 1d4 damage to its Hull Points until the drones are either forcibly removed during the engineering phase with a successful Engineering check (DC = 15 + 2 × the engineer's starship's tier) or shaken off by the pilot during the helm phase with a successful barrel roll, flip and burn, or flyby stunt. Multiple rocket strikes cannot increase this continual damage beyond 1d4 per round.

APPENDIX 4: SUBTIER 7–8 FOES

BLUETHORN RAVAGER — CR 7

N Huge plant

Init +4; **Senses** blindsense (vibration) 60 ft., low-light vision; **Perception** +14

DEFENSE — HP 105

EAC 19; **KAC** 21

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

Defensive Abilities regeneration 5 (cold); **Immunities** plant immunities

OFFENSE

Speed 30 ft.

Melee slam +17 (2d6+12 B & P)

Space 15 ft.; **Reach** 10 ft.

Offensive Abilities trample (2d6+12 B & P, DC 15)

STATISTICS

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

Skills Acrobatics +14, Athletics +14, Survival +19

DARK APPRENTICE — CR 4

Jinsul solarian

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; **Perception** +15

DEFENSE — HP 50

EAC 17; **KAC** 19

Fort +6; **Ref** +8; **Will** +5; +4 vs. fear

Defensive Abilities dark matter, solar manifestation (solar armor), unflankable; **Resistances** cold or fire 5

OFFENSE

Speed 40 ft.

Melee bite +12 (1d6+9 P) or
leg blades +12 (1d6+9 S; critical bleed 1d6)

Ranged shock grenades I +7 (explode [15 ft., 1d8 E, DC 13)

Offensive Abilities black hole, supernova

STATISTICS

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

Skills Athletics +10, Mysticism +10, Survival +10

Languages Jinsul

Other Abilities gravity boost, stellar alignment (graviton)

Gear leader caste armor (as freebooter armor II), shock grenades I (2)

DARK ASCENDANT — CR 8

Jinsul solarian

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +21

DEFENSE — HP 125

EAC 21; **KAC** 23

Fort +10; **Ref** +8; **Will** +9; +4 vs. fear

Defensive Abilities reflection, solar manifestation (solar armor), unflankable; **Resistances** cold or fire 5

OFFENSE

Speed 40 ft.

Melee bite +19 (1d6+14 P) or
leg blades +19 (3d4+14 S; critical bleed 2d6)

Ranged red star plasma cannon +16 (2d10+8 E & F; critical burn 1d8)

Offensive Abilities black hole, crush, flashing strikes, supernova

STATISTICS

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

Skills Athletics +16, Mysticism +16, Survival +16

Feats Step Up

Languages Jinsul

Other Abilities stellar alignment (graviton)

Gear leader caste armor (as freebooter armor II), red star plasma cannon with 2 high-capacity batteries (40 charges each)

GREATER ELEMENTAL — CR 9
Starfinder Alien Archive 46
N Huge outsider (elemental, extraplanar)
Init +4; **Senses** darkvision 60 ft.; **Perception** +17
DEFENSE — HP 145
EAC 22; **KAC** 24
Fort +13; **Ref** +11; **Will** +8
DR 10/—; **Immunities** elemental immunities
OFFENSE
Speed 20 ft.
Melee slam +22 (2d10+15 B)
Space 15 ft.; **Reach** 15 ft.
STATISTICS
Str +6; **Dex** +4; **Con** +3; **Int** −3; **Wis** +0; **Cha** +0
Skills Acrobatics +17, Athletics +17

HUGE ELEMENTAL — CR 7
Starfinder Alien Archive 46
N Huge outsider (elemental, extraplanar)
Init +4; **Senses** darkvision 60 ft.; **Perception** +14
DEFENSE — HP 105
EAC 19; **KAC** 21
Fort +11; **Ref** +9; **Will** +6
DR 5/—; **Immunities** elemental immunities
OFFENSE
Speed 20 ft.
Melee slam +18 (2d6+12 B)
Space 15 ft.; **Reach** 15 ft.
STATISTICS
Str +5; **Dex** +4; **Con** +2; **Int** −3; **Wis** +0; **Cha** +0
Skills Acrobatics +14, Athletics +14

HUSKBORN MOTHER — CR 9
CE Large aberration
Init +4; **Senses** blindsense (scent) 60 ft., darkvision 60 ft.;
   Perception +22
DEFENSE — HP 155
EAC 22; **KAC** 24
Fort +11; **Ref** +11; **Will** +8
OFFENSE
Speed 40 ft., climb 40 ft., swim 40 ft.
Melee bite +21 (2d10+15 P plus grab) or
   claw (2d6+15 P plus grab)
Multiattack bite +16 (2d10+15 P plus grab), 2 claws +16 (2d6+15
   P plus grab)
Space 10 ft.; **Reach** 10 ft. (15 ft. with bite)
STATISTICS
Str +6; **Dex** +4; **Con** +1; **Int** −1; **Wis** +2; **Cha** +1
Skills Acrobatics +17, Athletics +17
Other Abilities tracking (scent)

JINSUL ASSAULT LEADER — CR 5
CE Medium monstrous humanoid
Init +3; **Senses** darkvision 60 ft.; **Perception** +16
DEFENSE — HP 70
EAC 17; **KAC** 19
Fort +7; **Ref** +9; **Will** +6; +4 vs. fear
Defensive Abilities unflankable
OFFENSE
Speed 40 ft.
Melee bite +12 (1d4+10 P) or
   leg blades +12 (1d6+10 S; critical bleed 1d8)
Ranged red star plasma rifle +15 (1d10+5 E & F; critical burn
   1d4) or
   cryo grenade I +15 (explode [10 ft., 1d8 C plus staggered, DC 13)
STATISTICS
Str +5; **Dex** +3; **Con** +2; **Int** +0; **Wis** +1; **Cha** +0
Skills Athletics +11, Piloting +11, Survival +11
Languages Jinsul
Other Abilities powerful leap
Gear leader caste armor (as freebooter armor II), red star
   plasma rifle with 2 high-capacity batteries (40 charges
   each), cryo grenade I
SPECIAL ABILITIES
Powerful Leap A jinsul treats any Athletics check to jump as if
   it had a running start.

JINSUL CHAMPION — CR 7
Jinsul soldier (divine champion)
CE Medium monstrous humanoid
Init +8; **Senses** darkvision 60 ft.; **Perception** +19
DEFENSE — HP 105
EAC 19; **KAC** 22
Fort +9; **Ref** +9; **Will** +6; +4 vs. fear
Defensive Abilities unflankable
OFFENSE
Speed 50 ft.
Melee bite +17 (1d6+12 P) or
   leg blades +17 (2d6+12 S; critical bleed 2d4)
Ranged hailstorm-class zero rifle +14 (2d8+7 C; critical
   staggered [DC 15])
Offensive Abilities charge attack, fighting styles (blitz)
Spell-Like Abilities (CL 7th)
   1/day–*lesser confusion* (DC 14), *mind thrust* (2nd; DC 15)
STATISTICS
Str +5; **Dex** +4; **Con** +2; **Int** +0; **Wis** +1; **Cha** +1
Skills Athletics +14, Mysticism +14, Survival +14
Feats Step Up
Languages Jinsul
Other Abilities powerful leap
Gear leader caste armor (as freebooter armor II), hailstorm-
   class zero rifle with 2 high-capacity batteries (40 charges
   each)
SPECIAL ABILITIES
Powerful Leap A jinsul treats any Athletics check to jump as if
   it had a running start.

JINSUL TERMINATOR — CR 3

CE Medium monstrous humanoid

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

DEFENSE   **HP** 40

EAC 15; **KAC** 17

Fort +5; **Ref** +7; **Will** +4; +4 vs. fear

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +9 (1d4+3 P) or

    leg blades +9 (1d6+7 S; critical bleed 1d6)

Ranged ifrit-class flamethrower +12 (1d6 F; critical burn 1d6)

STATISTICS

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

Skills Athletics +8, Piloting +8, Survival +8

Languages Jinsul

Other Abilities powerful leap

Gear warrior caste armor (as freebooter armor I), ifrit-class
    flamethrower with 20 petrol

SPECIAL ABILITIES

Powerful Leap A jinsul treats any Athletics check to jump as if
    it had a running start.

MAXILLASAUR — CR 7

N Large animal

Init +2; **Senses** low-light vision; **Perception** +14

DEFENSE   **HP** 105

EAC 19; **KAC** 21

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

OFFENSE

Speed 50 ft.

Melee bite +17 (2d10+12 P plus swallow whole)

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

Offensive Abilities intimidating roar, swallow whole (2d10+12 A,
    EAC 19, KAC 17, 26 HP)

STATISTICS

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

Skills Athletics +19, Intimidate +19

SPECIAL ABILITIES

Intimidating Roar (Ex) As a standard action, a maxillasaur can
    bellow ferociously, causing all enemies within 60 feet to
    become shaken for 1d4+1 rounds (Will DC 15 negates). This is
    a mind-affecting, sense dependent fear effect.

SAND SLITHERER — CR 9

N Gargantuan magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +17

DEFENSE   **HP** 145

EAC 21; **KAC** 22

Fort +13; **Ref** +13; **Will** +8 (+12 vs. mind-affecting effects)

OFFENSE

Speed 50 ft.

Melee bite +22 (3d6+10 P plus swallow whole)

Space 20 ft.; **Reach** 15 ft.

Offensive Abilities speedster, swallow whole (4d6+15 A, EAC
    19, KAC 17, 36 HP)

STATISTICS

Str +6; **Dex** +4; **Con** +3; **Int** –4; **Wis** +2; **Cha** –2

Skills Acrobatics +17, Athletics +17, Survival +22

SPECIAL ABILITIES

Speedster (Ex) A sand slitherer can move at a speed of up
    to 450 ft. (roughly 50 mph) so long as it can move in a
    reasonably straight line. While moving at its top speed, the
    sand slitherer is considered flat-footed. In a vehicle chase,
    the slitherer gains Attack (Collision) 3d6+10 (DC 15). It
    can use its Acrobatics instead of Piloting to control itself;
    it takes a –8 penalty to such checks, but its item level is
    always considered 0.

STARFINDER OPERATIVE — CR 5

Detective (*Starfinder Pact Worlds* 177)

Shirren operative

LN Medium humanoid (shirren)

Init +7; **Senses** blindsense (vibration) 30 ft., **Perception** +17

DEFENSE   **HP** 65 **RP** 4

EAC 17; **KAC** 18

Fort +4; **Ref** +7; **Will** +8

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee tactical baton +10 (1d4+6 B)

Ranged frostbite-class zero pistol +12 (1d6+8 C; critical
    staggered [DC 15])

Offensive Abilities debilitating trick, trick attack +3d8

STATISTICS

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

Skills Computers +12, Culture +17, Diplomacy +12, Piloting +12,
    Sense Motive +17

Languages Common, Shirren; limited telepathy 30 ft.

Other Abilities communalism, operative exploits (glimpse truth,
    uncanny mobility, uncanny pilot), specialization (detective)

Gear business stationwear, frostbite-class zero pistol with
    2 batteries (20 charges each), tactical baton, flashlight,
    laser microphone, manacles, personal comm unit, tool kit
    (hacking)

STARFINDER SCHOLAR — CR 3

Security specialist (*Starfinder Pact Worlds* 177)

Android technomancer

LN Medium humanoid (android)

Init +2; **Senses** darkvision 60 ft., low-light vision;
    Perception +8

DEFENSE   **HP** 32

EAC 13; **KAC** 14

Fort +2; **Ref** +2; **Will** +6 +2 vs. disease, mind-affecting effects,
    poison, and sleep

OFFENSE

Speed 30 ft., fly 30 ft. (jump jets, average)

Melee tactical baton +5 (1d4+4 B)

Ranged static arc pistol +7 (1d6+3 E; critical arc 2)

Technomancer Spells Known (CL 3rd; ranged +7)

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

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

STATISTICS

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

Skills Computer +13, Intimidate +8, Mysticism +8, Sense Motive +13

Feats Amplified Glitch

Languages Castrovelian, Common, Kasatha, Shirren, Vesk, Ysoki

Other Abilities constructed, flat affect, magic hacks (empowered weapon), spell cache (badge), upgrade slot (jump jets)

Gear casual stationwear, static arc pistol with 2 batteries (20 charges each), manacles, personal comm unit, tool kit (hacking)

STARFINDER VENTURE-CAPTAIN   CR 7

Pirate lord (*Starfinder Pact Worlds* 171)

Vesk solarian

LN Medium humanoid (vesk)

Init +8; **Senses** low-light vision, **Perception** +14

DEFENSE   **HP** 110

EAC 19; **KAC** 21

Fort +9; **Ref** +7; **Will** +8; +2 vs. fear

Resistance cold or fire 5

OFFENSE

Speed 30 ft.

Melee advanced doshko +17 (2d12+12 P) or unarmed strike +17 (1d3+15 B)

Ranged red star plasma pistol +14 (1d8+7 E & F; critical burn 1d8)

Offensive Abilities flashing strikes, natural weapons, stellar revelations (black hole [25-ft. radius, pull 15 ft., DC 15], gravity surge [+17], stellar rush [3d6 F, DC 15], supernova [10-ft. radius, 8d6 F, DC 15])

STATISTICS

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

Skills Athletics +14, Intimidate +14, Mysticism +14, Piloting +19

Languages Common, Sarcesian, Vesk

Other Abilities armor savant, solar manifestation (armor), stellar alignment

Gear silver AbadarCorp travel suit, advanced doshko, red star plasma pistol with 4 batteries (20 charges each)

SUPERVISOR BOT   CR 9

N Huge construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +17

DEFENSE   **HP** 155

EAC 23; **KAC** 24

Fort +11; **Ref** +11; **Will** +8

Immunities construct immunities

OFFENSE

Speed 40 ft., fly 40 ft. (Ex, average)

Melee megablade +22 (2d10+15 S; critical wound)

Ranged light machine gun +19 (2d10+9 P)

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

STATISTICS

Str +6; **Dex** +4; **Con** —; **Int** +3; **Wis** +2; **Cha** –3

Skills Acrobatics +17, Athletics +22

Feats Cleave

Languages Izalguun (can't speak any language)

Other Abilities unliving

Gear light machine gun with 60 long arm rounds

GRAFTS

ANGEL

Starfinder Alien Archive 148

Type: Outsider (angel, extraplanar, good).

Alignment: Change to NG.

Traits: Low-light vision; base speed increases to 30 ft.; supernatural fly speed of 30 ft. (perfect) or if CR 7 or greater, supernatural fly speed of 60 ft. (perfect); +4 to saving throws against poison; immunity to petrification; resistance equal to creature's CR to acid, cold, electricity, and fire; if base stat block has DR, change to DR/evil.

Skills: Add Diplomacy and Mysticism.

Languages: Common and Celestial.

Attack: Change melee attack to sword of light (slashing damage), which acts as a natural weapon.

DAEMON

Starfinder Alien Archive 148

Type: Outsider (daemon, evil, extraplanar).

Alignment: Change to NE.

Traits: Base speed increases to 30 ft.; immunity to acid, death effects, disease, and poison; resistance equal to creature's CR to cold, electricity, and fire; if base stat block has DR, change to DR/good.

Skills: Add Intimidate and Mysticism.

Languages: Abyssal, Common, and Infernal.

Attack: The summoned creature gains a spike ranged attack, which has a range of 30 ft..

CR 1/3: Add **Ranged** spike +2 (1d4 P).

CR 1: Add **Ranged** spike +6 (1d6+1 P).

CR 3: Add **Ranged** spike +9 (1d6+3 P).

CR 5: Add **Ranged** spike +12 (1d8+5 P).

CR 7: Add **Ranged** spike +15 (2d8+7 P).

CR 11: Add **Ranged** spike +21 (3d10+11 P).

DEMON

Starfinder Alien Archive 148

Type: Outsider (chaotic, demon, evil, extraplanar).

Alignment: Change to CE.

Traits: Base speed increases to 30 ft.; supernatural fly speed of 30 ft. (average), or if CR 7 or greater, supernatural fly speed of 60 ft. (average); immunity to electricity and poison; resistance equal to creature's CR to acid, cold, and fire; if base stat block has DR, change to DR/good.

Skills: Add Bluff and Intimidate.

Languages: Abyssal and Common.

Attack: Change melee attack to bite (piercing damage).

EARTH ELEMENTAL GRAFT

Starfinder Alien Archive 47

Traits: Earth subtype, blindsense (vibration) 60 feet, burrow speed of 20 feet; **Abilities:** Earth glide, earth mastery (see below); **Languages:** Terran.

Earth Mastery (Ex): An earth elemental gains a +1 bonus to attack and damage rolls if both it and its foe are touching the solid surface of a planet or an asteroid. If an opponent is airborne or waterborne, the elemental takes a −2 penalty to attack and damage rolls. These modifiers apply to initiating or resisting bull rush combat maneuvers.

FIRE ELEMENTAL GRAFT

Starfinder Alien Archive 47

Traits: Fire subtype, a +4 bonus to initiative checks, speed increases by 30 feet, immunity to fire and vulnerability to cold; **Abilities:** Burning strikes (see below); **Feats:** Mobility; **Languages:** Ignan.

Burning Strikes (Ex): A fire elemental's slams deal half fire damage and half bludgeoning damage. In addition, on a critical hit, the fire elemental's strikes deal an amount of burn damage based on the creature's CR, as listed in the table below.

CR	Burn Damage
1–5	1d4
6–10	2d4
11–15	3d4
16+	4d4

FIRST WORLD BEAST

Starfinder Alien Archive 149

Type: Magical beast (extraplanar).

Traits: Low-light vision, blindsense (scent) 30 ft.; base speed increases to 30 ft.; climb speed of 30 ft.; if base stat block has DR, change to DR/cold iron.

Skills: Add Perception, Stealth, and Survival.

Languages: Common and Gnome.

Attack: Change melee attack to bite (piercing damage) with the grab special ability.

ROBOT

Starfinder Alien Archive 149

Type: Construct (extraplanar, technological).

Traits: Low-light vision; base speed increases to 30 ft.; construct immunities; unliving; vulnerable to electricity.

Skills: Add Computers.

Languages: Common.

Attack: The summoned creature gains a sonic gun ranged attack, which has a range increment of 40 ft. and acts as a natural weapon.

CR 1/3: Change melee attack bonus to +2 and add **Ranged** sonic gun +5 (1d4 So).

CR 1: Change melee attack bonus to +6 and add **Ranged** sonic gun +9 (1d4+1 So).

CR 3: Change melee attack bonus to +9 and add **Ranged** sonic gun +12 (1d4+3 So).

CR 5: Change melee attack bonus to +12 and add **Ranged** sonic gun +15 (1d6+5 So).

CR 7: Change melee attack bonus to +15 and add **Ranged** sonic gun +18 (2d6+7 So).

CR 11: Change melee attack bonus to +21 and add **Ranged** sonic gun +24 (3d8+11 So).

STARSHIPS

EMPYREAN EYE   TIER 8

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 23; **TL** 25

Shields medium 120 (forward 40, port 40, starboard 0, aft 40)

HP 75; **DT** —; **CT** 15

Attack (Forward) particle beam (8d6), high explosive missile launcher (4d8)

Attack (Port) laser net (2d6)

Attack (Turret) twin laser (5d8)

Power Core Pulse Orange (250 PCU); **Drift Engine** Signal Basic; **Systems** advanced long-range sensors, crew quarters (good), mk 3 duonode computer, mk 5 armor, mk 8 defenses; **Expansion Bays** cargo hold, escape pods, science lab, tech workshop

Modifiers +3 to any two checks per round, +4 Computers, +1 Piloting; **Complement** 4–7

CREW

Captain Intimidate +16 (8 ranks)

Engineer Engineering +16 (8 ranks)

Gunners (2) gunnery +16 (8 ranks)

Pilot Piloting +16 (8 ranks)

Science Officer Computers +21 (8 ranks)

SPECIAL

Structural Weakness (Ex) The *Empyrean Eye* was badly damaged in an earlier battle, and there is a gaping hole in its right flank. As a result, the ship has no Attack (Starboard), its starboard shields are decreased to 0 SP and cannot

be raised above 0 SP, and the total shield rating has been decreased by the same amount. Lastly, the ship's starboard thrusters are damaged, and the ship's maneuverability is average (turn 2) when the ship is turning counter-clockwise.

JINSUL ASSAULT CRAFT   TIER 6

Medium transport
Speed 6; **Maneuverability** average (turn 2); **Drift** 1
AC 20; **TL** 21
HP 85; **DT** —; **CT** 17
Shields medium 90 (forward 25, starboard 20, port 20, aft 25)
Attack (forward) maser (6d10), vandal rocket (4d8 plus drones)
Attack (aft) gyrolaser (1d8)
Attack (turret) linked coilguns (8d4)
Power Core Pulse Red (175 PCU); **Drift Engine** Signal Basic;
    Systems mk 2 trinode computer, basic medium-range sensors, mk 4 armor, mk 5 defenses, self-destruct system;
    Expansion Bays cargo holds (5)
Modifiers +2 to any three checks per round, +2 Computers, +1 Piloting, reversible; **Complement** 6

CREW

Captain Diplomacy +4 (1 rank), Intimidate +9 (6 ranks)
Engineer Engineering +13 (6 ranks)
Gunners (2) gunnery +11 (6 ranks)
Pilot Piloting +18 (6 ranks)
Science Officer Computers +13 (6 ranks)

SPECIAL

Reversible The unknown starship's overall shape and positioning of its thrusters make it very easy for it to reverse its heading. The ship grants a +2 bonus to Piloting checks to perform a flip and burn stunt.

Vandal Rocket The unknown starship's forward tracking weapon functions identically to a high explosive missile launcher, except that pieces of the rocket's shrapnel animate into drones that continue to rend the ship if it successfully deals Hull Point damage. Each successive gunnery phase, the target starship takes 1d4 damage to its Hull Points until the drones are either forcibly removed during the engineering phase with a successful Engineering check (DC = 15 + 2 × the engineer's starship's tier) or shaken off by the pilot during the helm phase with a successful barrel roll, flip and burn, or flyby stunt. Multiple rocket strikes cannot increase this continual damage beyond 1d4 per round.

Starfinder Society Scenario #1–99: The Scoured Stars Invasion

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 ☐ Dataphiles
☐ Second Seekers (   ) ☐ Faction _____ ☐ Wayfinders

Character # _____ **Fame** **Faction Boons**

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

Character # _____ **Fame** **Faction Boons**

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

Character # _____ **Fame** **Faction Boons**

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

Character # _____ **Fame** **Faction Boons**

Character Name _____
☐ Acquisitives ☐ Exo-Guardians ☐ Dataphiles
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Character # _____ **Fame** **Faction Boons**

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

Character # _____ **Fame** **Faction Boons**

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

Starfinder Society Scenario #1-99: The Scoured Stars Invasion

A.K.A.	- 7
Player Name	**Character Name**	**Organized Play #**	**Character #**	**Faction**

This Chronicle sheet grants access to the following:

Defender of the Fleet (Starship Boon): During the return to the Scoured Stars, you partook in at least one starship combat mission to assist the evacuation of the stranded Starfinders. As a result, your name has spread throughout the engineers and dockmasters of the Starfinder fleet. Whenever you slot this boon, you can pick one of the following options:

Finest Computers: You can improve the computers onboard your starship by one step: from a mononode to a duonode, or from a duonode to a trinode. Alternatively, you can upgrade the computer's bonus by 1 while this boon is slotted (to a maximum of +8).

Finest Engines: You can increase the speed of your thrusters by one step. For example, T6 thrusters become T8 thrusters. You cannot use this boon to upgrade beyond the fastest thrusters commonly available for your size of starship (so you cannot upgrade past T14, S12, M12, L10, H10, G8 or C8 thrusters.)

Finest Weapons: Each of the weapons on your starship is the best available in the Starfinder fleet. When you roll damage, you can reroll any damage dice with a result of 1 on the die; you must keep the second result.

Scoured Stars Survivor (Personal Boon): You survived the events of the Scoured Stars and they've impacted you, or you've passed this information onto someone who has learned from your experiences. If you already have a permanent boon in your Personal boon slot, such as a special race boon, then you can instead gift this boon to any other character you've created that does not already have a permanent Personal boon. If you pass this boon onto another character, keep a copy of this Chronicle sheet with that character.

When you slot this boon in your Personal Boon slot, once per day as a free action, you can reduce the number of Resolve Points required to stabilize by 1 (to a minimum of 0 RP.) When you use this ability to stabilize, you also immediately gain 1d6 Hit Points for every 2 character levels you have.

Scoured Stars Veteran (Slotless Boon; Limited-Use): By partaking in the Starfinder Society's second expedition into the Scoured Stars you helped evacuate those Starfinders stranded from the previous mission. Whether you formed a close bond with a rescued Starfinder or saw firsthand the dangers of the Scoured Stars, the Society has earned an experienced agent as a result. Choose one of the two following options and cross the other off your Chronicle sheet.

Rescued Starfinder: You can start a new character who begins at 2nd level. This new PC begins play with 3 XP, 2,160 credits, 5 Fame, and 5 Reputation with the faction that character selects a faction boon for. You must keep a copy of this Chronicle sheet with the character.

Scoured Stars Field Experience: Your time in the Scoured Stars has taught you lessons that other agents take multiple missions to learn. You can only benefit from this boon if you have 2 XP or fewer after gaining this Chronicle sheet. You immediately gain a number of XP to increase your total to 3. For each XP you gain as a result, you gain 720 credits as well as 2 Fame and 2 Reputation with any one faction for which you possess a faction boon

MAX CREDITS

SUBTIER	☐ Normal Max Credits
1–2	**720**

SUBTIER	☐ Normal
3–4	**1,460**

SUBTIER	☐ Normal
5–6	**4,085**

SUBTIER	☐ Normal
7–8	**5,835**

EXPERIENCE

Starting XP	
+	GM's Initials
XP Gained (GM ONLY)	
=	
Final XP Total	

FAME

Initial Fame	
+	GM's Initials
Fame Gained (GM ONLY)	
–	
Fame Spent	
Final Fame	

CREDITS

Starting Credits	
+	GM's Initials
Credits Garnered (GM ONLY)	
+	GM's Initials
Day Job (GM ONLY)	
–	
Credits Spent	
=	
Total	

Reputation

Faction		Reputation		Faction		Reputation	
Faction		Reputation		Infamy			