

STARFINDER

SOCIETY



YEAR OF EXPLORATION'S EDGE

SCENARIO #3-13

LEVELS 1-4

SILENCE AT OUTPOST 634

BY EMILY PARKS





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GM RESOURCES

Campaign Home Page: starfindersociety.club

Books: *Starfinder Core Rulebook*, *Starfinder Alien Archive (AA)*, *Starfinder Armory (AR)*, and *Starfinder Character Operations Manual (COM)*

Maps: *Starfinder Flip-Mat: Asteroid* and *Starfinder Flip-Mat: Sunrise Maiden*

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

SCENARIO TAGS

Scenario tags provide additional information about an adventure’s contents. For more information on scenario tags see Chapter 1 of the *Guide to Organized Play: Starfinder Society*. This adventure has no scenario tags.

SUMMARY

The PCs begin with a mission briefing from Venture-Captain Arvin over brunch, who assigns them to relieve another Starfinder team conducting research on a remote asteroid outpost. Before they leave, former First Seeker Jahnura contacts the PCs to request a report on their observations upon their return.

When the PCs arrive at Outpost 634, the outpost’s defense system fires upon them. Once they land, the PCs explore the outpost to investigate what happened to the team they were sent to relieve.

Inside the outpost, the PCs might trigger a makeshift trap and encounter evidence that a hostile force now occupies the asteroid. While searching for the missing team, they confront a hostile research subject and can choose to befriend or fight the creature.

The PCs eventually discover an underground starship hangar. Inside the hangar, the PCs fight their way through jinsul snipers in an attempt to rescue the captured researchers. They must then repair the malfunctioning power core of a docked starship and defeat a jinsul assault team to save their fellow Starfinders!

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HOW TO PLAY

 **PLAY TIME: 4–5 HOURS**

 **LEVELS: 1–4**

 **PLAYERS: 3–6**



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SILENCE AT OUTPOST 634

BY EMILY PARKS



During his time as a Starfinder field agent, former First Seeker Jahnura traveled to the solar system of Mentras in the Vast. He charted the area along with other Starfinders, eventually finding a magical artifact known as a *Tear* within the ruins of one of the moons of the gas giant Kukanou, Kukanou-2b. This led to the tragic events of the first Scoured Stars mission and, eventually, the assignment of a Starfinder team to further explore Kukanou-2b.

While Kukanou-2b is an important site in the Starfinder Society's recent history, the rest of the Mentras system has remained mostly unexplored. A follow-up search detected a far-flung asteroid field beyond Kukanou-2b containing several notable mineral deposits, as well as debris from ancient starships. Since the Society had the first claimant rights to the now-uninhabited system, First Seeker Luwazi Elsebo established a small lodge on the surface of one of the more stable asteroids and deployed a team of Starfinder archaeologists and researchers to perform a long-term survey of the field.

The Starfinder base, recorded as Outpost 634, has operated independently for well over a year now. A small group of Starfinders, alongside representatives from Resurgent Technologies and the Xenowardens, have spent their time at Outpost 634 performing routine scans of the Mentras asteroid field for unique compounds and studying fragments of the ancient starships that litter the area.

However, in the past month, a starship belonging to the Jinsul Hierocracy covertly arrived in the Mentras system. The vessel originally came as part of the jinsuls' ongoing surveillance of other Scoured Stars species—the Hierocracy had not yet discovered that the mentrasi have all perished. When the crew of the vessel realized that the mentrasi were dead and gone and the Starfinder Society had set up an outpost in the system, they quickly sprang into action, landing a squad of jinsul soldiers to overwhelm the facility.

The jinsuls took over the base, killing some of its occupants and capturing the rest for later interrogation. However, as the battle raged, the jinsul starship received a recall order to take part in another nearby engagement. The jinsul captain left the squad with orders to secure the Starfinder outpost and prepare for extraction when the vessel returned. Since then, the jinsuls—led by the interim captain Kkevorak—have taken their captives out of the Starfinder outpost and brought them to a hangar deck built into the asteroid, where the outpost's backup vessel was docked.

WHERE IN THE UNIVERSE?

"Silence at Outpost 634" takes place on an asteroid roughly 30 miles in diameter in the outer edge of an asteroid belt in the Mentras System. For more information on the Starfinder Society's history with the Mentras System, see *Starfinder Society Scenario #1-31: Treading History's Folly*.

Weeks have passed, and jinsul reinforcements have failed to arrive. Beginning to worry about their situation, the jinsul attackers have started making plans to use the backup starship to escape back to Hierocracy space. Unaware of the developments at the base, a team of Starfinders are on their way to Outpost 634 to give the staff a break from their duties.

GETTING STARTED

Venture-Captain Arvin (N male damaya lashunta mystic) invites the PCs to brunch at Qafe Qabarat, a quaint Castrovelian fusion eatery on Absalom Station, to discuss their next assignment.

Read or paraphrase the following to begin the adventure.

As a server removes empty plates from the table, Venture-Captain Arvin speaks.

"I do admit this brunch was to assuage my guilt about the assignment I'm giving you today, as you won't be getting the chance for any such dining for a while." He takes out a datapad and swipes the screen, sending out a file that contains basic information and images of a star system in the Vast labeled Mentras System.

"We've had some forays into this system in the past, and the Society established a research outpost on one of the asteroids to survey the system more thoroughly. The agents inside the outpost have been working tirelessly for well over a year now, and they deserve a break. But since we can't leave the outpost

unoccupied, we'll need a skeleton crew to take over while the primary crew is gone. This is your assignment. Travel to Outpost 634 to relieve the crew and then remain there while the crew returns to Absalom Station to relax and spend some time with their families. Given how time in the Drift is nebulous, you'll be at the outpost for anywhere from five to nine weeks.

"I know it's hardly the most interesting of missions; the most I expect you'll have to do is make sure the equipment stays maintained. The crew will brief you on the details of what you'll need to do during your stay once you get there, but I don't believe it will be anything particularly technical. The outpost is relatively self-sustaining, and your ship is loaded with enough supplies for months. When you return, you can dine at any restaurant on the station, my treat."

Arvin takes care of the bill while the PCs discuss their mission, and the venture-captain is happy to answer any of their questions to the best of his ability.

Are there any dangers near the outpost we should worry about? "Not that I'm aware. The crew sent regular reports to the Lorespire Complex, and none of them contained information about significant dangers. Their reports typically detailed mineral discoveries in the asteroid belt, along with interesting reports of ancient starship fragments adrift in local space. However, it can take weeks for their reports to reach us, so we can't be notified of changes immediately."

Tell us about the crew we're relieving. "The team is made up of experts in their respective fields who have contributed much to the Society. Dr. Ordez, a geologist, is formally in charge of the outpost. Dr. Thrax is an archeologist who specializes in spacecraft development. Dr. Renou is a biologist studying any microbial samples or other lifeforms discovered in the system. The researchers are supported by an engineer named Bhennie Melford and a combat specialist named Vos Avino. In addition, there are two representatives from allied organizations currently observing the outpost. Resurgent Technologies sent Mr. Sonder, and Havar Maddu is representing the Xenowardens to guarantee the Society's presence isn't causing significant disruptions to the local ecosystem."

Should we be worried about the possibility of catastrophic equipment failure? "Certainly not. There are redundancies upon redundancies in place for all deep-space Society outposts to ensure no single instance of equipment failure will result in loss of life support systems. The systems should operate with minimal upkeep for months."

After Arvin departs, former first seeker Jahnura contacts the PCs. Give the players **Handout #1: Jahnura's Message**.

After they receive Jahnura's message, the PCs can make any preparations they wish before embarking. The Starfinder Society has already prepared a Pegasus starship for the PCs that is loaded with supplies, including 10 space suits and enough R2E meals of various flavors to feed 6 creatures of the PCs' sizes for 3 months.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture or a Diplomacy check, the PCs might know more about the Mentras system and the Society's previous expeditions there. They learn all of the information of the DCs equal to or less than the result of their check.

10+: The Mentras system is the home of the mentrasi species. The Starfinder Society found evidence of their presence on Kukanou-2b, a moon orbiting the gas giant Kukanou.

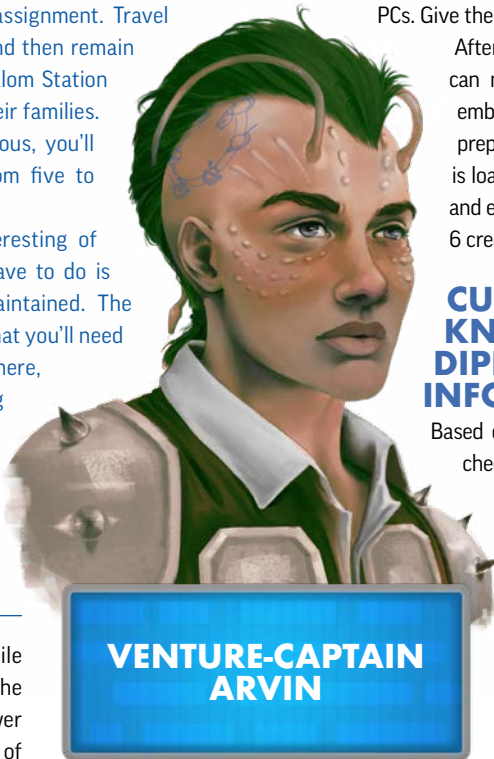
15+: Long before the Starfinder Society discovered Mentras, a natural disaster destroyed the entire mentrasi civilization. The residents of one mentrasi city attempted to survive by binding their souls to the moon but only succeeded in trapping their spirits, unable to return to life or move on. Members of the Starfinder Society freed their spirits, allowing them to finally find rest.

20+: Mentrasi refugees fled long ago from the system that later became known to the Society as the Scoured Stars. The god of the Scoured Stars system, Kadrical, sent mentrasi survivors a beacon known as a *Tear* to summon them back. The mentrasi did not answer the call and instead sealed the *Tear* away, where former first seeker Jahnura eventually found it.

25+: Mentrasi were not the only members of the Scoured Stars diaspora. Jinsuls belong to a militaristic theocracy that originated there as well; along with being enemies to the Society, they've attempted to track down other species from the Scoured Stars to force them to return.

A. OUTPOST 634

After 5d6 days in the Drift, the PCs arrive in the Mentras System near the asteroid housing Outpost 634. What the PCs don't realize is that after the jinsul force took the research team hostage, they reprogrammed the outpost's defense system—a surface-to-air laser array built to destroy stray asteroids or other debris—to automatically fire on any unidentified ships that approach. As the PCs' ship approaches the outpost, read or paraphrase the following.



The viewscreen shows a small building constructed of prefab structures built into the pockmarked surface of a large asteroid on the edge of the belt. The comms light up, and a recorded message plays: "You are approaching Starfinder Society Outpost 634—" that voice cuts off as another interrupts: "Please give us a ping, by Yaraesa, we are so bored."

There are sounds of a scuffle, and then the original voice continues. "Please be aware that, according to Pact Worlds law, the Starfinder Society has first exploration rights to the Mentras System, as well as claims to any discoveries of note. Feel free to open a communication line if you have questions or require aid." After a few moments, the message begins to repeat. Suddenly, the ship's computers blare a warning as they detect a surface-to-air weapon powering up at the outpost and locking onto the ship.

The first recorded voice is Dr. Ordez, and the second is Dr. Renou. Any attempt to contact the outpost receives no reply beyond the constantly replaying message. A successful DC 14 Engineering check allows a PC to realize that the type of weapon being readied is powerful but fairly inaccurate, with a limited range of fire that substantially decreases the closer the target is to the ground; the weapon's primary purpose is to keep space debris from hitting the outpost.

After 1 round, the laser array fires. The laser array can fire once per round for ten rounds before it has to recharge. A PC can attempt a DC 18 Piloting check (DC 21 for Levels 3–4) to land the ship while avoiding the laser array's attacks. If a PC fails this check, all PCs take 1d6 bludgeoning damage (2d6 for Levels 3–4) from the jarring impact. Other PCs can use the aid another action to assist the pilot with Computers, Engineering, Diplomacy, or Intimidate checks to reflect either encouraging the pilot or assisting them by managing the ship's systems.

Outpost 634 is a structure built into the asteroid's natural rock and reinforced with starship grade steel with airlock doors. The inner chambers can only be accessed through the docking bay door (area **A1**). Unless otherwise stated, all ceilings in the outpost are 15 feet high. Use the map on page 6 for this area.

A1. DOCKING BAY

Normally when a ship arrives, someone inside the outpost activates a rover to travel on a track to the ship to collect passengers and supplies. However, there's currently no one responding within the outpost, so the PCs instead must activate the environmental protections in their armor or put on one of the space suits from their ship to travel from the ship to the docking bay. Once they arrive, read or paraphrase the following.

A humming, bright blue force field seals in the outpost's artificial atmosphere while allowing creatures and objects to pass through harmlessly. Inside, the walls are rough, natural rock while the floors are smooth-cut stone. Much of the structure is built directly into the asteroid, with technological additions where necessary.

THE RESEARCH TEAM

Throughout this adventure, the PCs encounter evidence of the jinsul attack that occurred at Outpost 634. At the end of the scenario, the PCs meet and hopefully rescue these individuals. The research team consists of the following members.

Bhennie Melford (N female brakim mechanic): The team's engineer. Bhennie used to work for the Azlanti Star Empire's military before an encounter with the Starfinder Society gave her the chance to flee.

Sonder (LN male android): A representative of Resurgent Technologies who joined the team in honor of the Society's current partnership with the organization.

Dr. Lucial Ordez (LG female half-orc): The team's geologist and general supervisor.

Dr. Thrai (NG nonbinary dwarf): The team's archeologist.

Havar Maddu (N male human): A representative of the Xenowardens.

Dr. Sivine Renou (CG female half-elf): The team's biologist.

Vos Avino Silel of Clan Umana (LG male kasatha soldier): The team's combat specialist.

Two rails traversing back and forth from the starship landing site serve as docking stations for transport platforms. One such platform sits powered down at the end of the eastern tracks. The southern wall houses two computer workstations, and a large metal door to the west leads further into the outpost.

The air inside the force field is breathable but stale. The outpost's power is still functioning, and this room is brightly lit. When the jinsul force raided the outpost, they took apart the control panel and manually overrode the door to gain entry. They later put the panel back together, though they didn't completely repair the slight damage the machinery sustained in the rerouting process. If a PC succeeds at a DC 17 Engineering check while interacting with the door or control panel, they notice that it was haphazardly taken apart and put back together. The door requires a successful DC 14 Engineering or Computers check (DC 17 for Levels 3–4) to unlock, or a DC 17 Strength check to force open.

The computers are password-protected, requiring a successful DC 13 Computers check (DC 16 for Levels 3–4) to hack. If the PCs gain access to the computers, they can move the transport back and forth along the tracks at a speed of 30 feet per round and turn the lights in the room on or off. They can also access automated logs that record all significant passages through the force field, which reveal that no one has left or entered the outpost in over four weeks. This log's last recorded movement shows a large group of creatures entering, followed by a smaller

A. OUTPOST 634



number leaving a few hours later—though the logs don't track specific numbers.

PCs who succeed at a DC 16 Perception check (DC 19 for Levels 3–4) notice signs of gunfire on the western side of the rover and on the easternmost wall of the room. These were shots that Vos Avino fired on the attacking jinsuls from behind the door before ultimately being overpowered. A PC who succeeds at a DC 16 Physical Science check to recall knowledge recognizes from the blast pattern that the blasts came from a sonic weapon.

A2. MINERAL SORTING

The primary objects of note in this circular room are two huge metal trays piled with mineral samples. At each workstation, it appears someone was in the process of cataloging and dividing up the rocks into smaller samples for further study. A tiny conveyor belt travels through this room, vanishing into the wall near an airlock door. More rocks sit on a platform next to the conveyor belt.

Researchers use this facility to sort mineral samples taken from the surrounding asteroids. From here, the samples either go directly to the research lab (area **A7**), or down the chute for storage. One station is labeled MA-053-07, and the other is labeled MA-053-08. A PC who succeeds at a DC 16 Perception check (DC 19 for Levels 3–4) notices evidence of gunfire on the western wall of this room. A PC who succeeds at a DC 16 Physical Science check to recall knowledge recognizes the marks as from both laser and bullet fire. Both sides took injuries in this exchange, but vermin since cleaned up any organic matter that was spilled. Vos Avino died in this room, but the jinsuls moved his remains and equipment to the officer's quarters (area **A8**).

A PC who examines the samples and succeeds at a DC 19 Physical Science check to recall knowledge recognizes that they contain platinum deposits. A PC who succeeds at a DC 17 Piloting or Culture check notices that some of the metallic pieces are likely starship fragments rather than asteroid rock.

Going down the chute is difficult. At its smallest point the chute is roughly 1 foot wide and tall. Tiny creatures can travel down the chute without issue, while Small creatures must succeed at a DC 22 Acrobatics check (DC 25 for Levels 3–4) to move at half speed through the chute. Failing this check by 5 or more means the PC is stuck. This counts as the PC being pinned and requires that they succeed at a DC 22 Acrobatics check (DC 25 for Levels 3–4) to escape. Medium or larger creatures cannot fit inside the chute. Any creature that successfully navigates the chute arrives in area **A14**.

The airlock door was once keyed to a biometric scanner, but the jinsuls overrode that security feature, allowing anyone to operate the door.

A3. ENTRY AIRLOCK

The jinsuls placed a trap here, intending to kill or incapacitate anyone who came looking for the research team. This room

contains a sensor that alerts the jinsuls waiting in the hangar below when the trap activates, allowing them to prepare for combat. As with all airlocks, the inner door can only open when the outer door is closed.

Trap: The jinsuls stripped much of the wiring in the walls, floor, and ceiling inside the airlock chamber. When both doors are closed, the wires are live and deal damage to every creature in the room. The inner airlock door only opens after the outer door is shut. When the outer door is shut and a creature attempts to open the inner door, the trap activates.

LEVELS 1–2 (CR 1)

BARE WIRES **CR 1**

Type technological; **Notice** Perception DC 21; **Disable**

Engineering DC 16 (disrupt electrical current)

Trigger location; **Reset** immediate

Effect burst of electricity (3d6 E); Reflex DC 12 half; multiple targets (all targets in room)

LEVELS 3–4 (CR 3)

BARE WIRES **CR 3**

Type technological; **Notice** Perception DC 24; **Disable**

Engineering DC 19 (disrupt electrical current)

Trigger location; **Reset** immediate

Effect burst of electricity (6d6 E); Reflex DC 14 half; multiple targets (all targets in room)

Development: A PC who succeeds at a DC 19 Engineering check notices a sensor concealed near the stripped wires and can deduce that it's transmitting a signal to a local receiver, but cannot pinpoint where the signal is being sent.

A4. LOCKER ROOM

Lockers line the north and south walls of this room, with benches in between. The lockers hang ajar and their contents are spread haphazardly over the floor.

After the jinsuls took the outpost, they systematically went through and looted anything they considered valuable. The toilets and showers are functional. The lockers contain a total of 10 space suits, though three are torn beyond repair. One of the showers contains an empty bottle of shampoo with "STOP USING MY SHAMPOO" written on it that belongs to Dr. Thrai.

Treasure: The PCs find the contents of a first aid kit scattered across the floor. This consists of three medpatches, a basic medkit, two *mk 1 serums of healing*, and a chemalyzer (*Armory 100*).

A5. HOLDING CELLS

The two holding cells in this hallway can hermetically seal a worker exposed to contaminants or detain a hostile creature—functions

the research team hoped they would never need. The cells contain dirty bedding and show signs of recent use. When the jinsuls took the outpost, they initially crammed the research team into these small cells, only removing prisoners to interrogate them.

Development: A PC who succeeds at a DC 17 Survival check (DC 20 for Levels 3–4) notices signs that several individuals recently occupied these cells.

A6. CLINIC

This clinic contains two computers, an exam table, and a counter. Various medical supplies are scattered all over the floor. Jinsuls ransacked this room but had little use for most of the supplies. This room served as Dr. Renou's lab as well as a clinic for mild injuries or illnesses anyone on the team suffered. The computer requires Dr. Renou's credentials to access but can be hacked with a successful DC 16 Computers check (DC 19 for Levels 3–4). If PCs access the computer, the screen background changes to a photograph of a male drow and older female human smiling together in a garden—an image of Dr. Renou's parents.

A refrigerator stores a few microbe samples discovered on one of the charted asteroids. Though they're labeled, PCs must succeed at a DC 16 Life Science or Profession (lab tech) check to understand their significance.

Treasure: A cabinet contains a needler pistol, a standard syringe stick (*Starfinder Character Operations Manual* 122), and 3 doses of tier 1 sedatives. For Levels 3–4, the needler pistol is instead an advanced needler pistol (*Character Operations Manual* 123).

Development: Unfortunately, the hard drive containing Dr. Renou's research was corrupted by jinsul tampering, so only a few log entries are readable. If the PCs hack into the computer, give the players **Handout #2: Dr. Renou's Log**.

A7. RESEARCH LAB

Surveying the wreckage inside this room, it's possible to ascertain that it once functioned as a laboratory. Shattered computer monitors and bent pieces of equipment lie scattered on the rocky floor. An upended tray of rock samples clutters a workstation at the center of the room. Smashed planters leak potting soil mingled with pieces of rotten green fruit onto the floor. More of this odd fruit hangs ripe from a woody shrub in the intact planter to the east.

As with the previous areas, the jinsuls tossed this room in search of valuable intelligence and supplies. However, they quickly lost interest in what they found here. The desk against the western wall belonged to Dr. Ordez, the next desk to the right belonged to Dr. Thrai, and the rightmost desk belonged to Havar Maddu. Each desk has a single computer terminal; a successful DC 17 Engineering check (DC 20 for Levels 3–4) is required to repair each before a PC can operate it. Once repaired, Havar and Dr. Thrai's computers each require a DC 16 Computers check (DC 19 for Levels 3–4) to access. Dr. Ordez's computer does not

require a check to access because it was reset to factory settings, destroying all data it contained. When Dr. Ordez realized the outpost was under attack, she suspected (incorrectly) that the jinsuls were after the Mentras system's natural resources and hoped denying the jinsuls her survey data would at least temporarily slow them. However, before the jinsuls reached the lab, Dr. Ordez did have time to hide a single hard-copy backup of her data in a secret compartment in her desk, noticeable with a successful DC 18 Perception check (DC 21 for Levels 3–4).

Dr. Thrai didn't have time to wipe their computer of their meticulous catalog of each starship fragment the research team discovered. Perusing their notes and succeeding at a DC 15 Culture or Piloting check (DC 18 for Levels 3–4) allows a PC to glean some interesting facts from the catalog. The fragments Thrai examined came from several different ships, all of them constructed before the Gap. Additionally, one fragment Thrai cataloged is similar to pre-Gap Vercite spacecraft.

Havar's computer contains copies of periodic reports he made to the Xenowardens confirming the Starfinder Society didn't harm the system's natural ecosystem. The computer also contains the entire run of *Infinite Stars*, a classic Vercite soap opera.

The PCs can also collect and examine Dr. Ordez's mineral samples. They must first succeed at a DC 14 Engineering check to repair the lab equipment, then a DC 19 Physical Science check (DC 22 for Levels 3–4) to identify the samples. Success allows a PC to notice the presence of trace amounts of horacalium, a rare starmetal that, in large quantities, is capable of warping space-time.

With a successful DC 13 Life Science check, a PC can identify the fruit growing in the planter as sicklefruit, a shrub native to Triaxus that grows during the planet's summer. An automatic watering system keeps the plants alive.

Development: Making a copy of Dr. Thrai's research by accessing their computer provides enough information to satisfy Jahnura.

A8. OFFICER'S QUARTERS

The beds in this room are stripped of bedding, exposing bare, shredded mattresses. The blankets and stuffing are piled into a corner into a haphazard nest befouled by an unknown creature.

This was once Dr. Ordez's room. After taking over the ship, the jinsul leader Kkevorak used this room as his quarters while his subordinates slept in the crew quarters. A successful DC 14 Perception check (DC 17 for Levels 3–4) allows a PC to find Dr. Ordez's personal datapad partially buried under the pile of bedding. Accessing it requires a successful DC 15 Computers check (DC 18 for Levels 3–4) and reveals a series of email correspondences. If PCs successfully access Dr. Ordez's datapad, give them **Handout #3: Message to Rezi**.

A successful DC 22 Life Science check (DC 25 for Levels 3–4) allows a PC to identify fragments within the nest as jinsul chitin.

Kkevorak used Dr. Ordez's bathroom as a larder. The stall now contains a collection of gnawed bones that were once Vos Avino.

Treasure: Kkevorak discarded Vos Avino's gear here, having no use for it. The deceased soldier's personal equipment includes a tremor boomer rifle (*Starfinder Armory* 49), a red star nova lance (*Armory* 42), and a suit of officer ceremonial plate. For Levels 3–4, the longarm is instead a staccato pulse rifle (*Armory* 51), and the armor is instead a suit of commander ceremonial plate.

A9. MAIN OFFICE

Dr. Ordez used this office for administrative tasks required by her position as team leader. The jinsuls emptied her desk and knocked the computer onto the floor while ransacking the outpost. Luckily, the computer survived the fall and is still functional, though it requires a successful DC 16 Computers check (DC 19 for Levels 3–4) to hack. The computer holds records of the outpost's day-to-day operations, as well as past reports Dr. Ordez sent to Absalom Station. There is an unfinished draft of a report Dr. Ordez was working on when the jinsuls attacked, shown in **Handout #4: Dr. Ordez's Report**.

A10. COMMUNICATIONS

Workstations and blinking monitors cover the walls in this room, indicating that the equipment is still functional. The jinsuls left the communications equipment in this room alone in case they needed to use it to contact their fleet. They tried to operate the equipment several times during their occupation of the outpost and never received a response. Reviewing the comms logs and succeeding at a DC 18 Piloting or Computers check (DC 21 for Levels 3–4) allows a PC to determine that someone recently used this array to attempt several calls to a ship with identification data that doesn't match any common Pact Worlds database.

These computers also track the locations of several drones the research team deployed to gather preliminary data further into the asteroid belt. PCs can easily extract and copy this data onto one of their own computers for Jadrura.

Development: A secure module in the computer database contains blueprints for the outpost, including those for the backup starship hangar. A PC must succeed at a DC 18 Computers check (DC 21 for Levels 3–4) to locate this file. Finding the blueprints allows PCs to locate the door to the hangar automatically when they investigate the tunnels in area **A14**.

A11. REC ROOM

This spacious room contains tables and benches running along the eastern wall. A ball court divided by a net occupies the majority of the room, though the court is clearly no longer used for its intended purpose. A nest of old bedding is strewn over the painted floor. Planters in an alcove to the south contain more shrubs bearing the familiar green fruit.

The research team opted to keep their animal research subject, Millie, in the rec room (Millie is now in area **A13**). They did what they could to make her a comfortable place to sleep. A PC who

examines the bedding and succeeds at a DC 16 Survival or Life Science check (DC 19 for Levels 3–4) finds some of Millie's shed spines and notices gouges in the floor that suggest a massive creature with claws frequently traversed it. A PC who succeeds at a DC 18 Perception check (DC 21 for Levels 3–4) notices that the western door bows outward as if a powerful force attempted to push it open from the other side.

The computer in this room isn't password-protected and only has music and vidgames on it.

The southernmost door in the alcove leads to a functional bathroom, and the westernmost door leads to a storeroom that's already been tossed and looted of anything valuable.

A12. CREW QUARTERS

This narrow hallway has doors on either side that lead to small but functional living quarters, each equipped with a bunk and a storage locker. In all rooms but the northeastern one the beds have been shredded to make nests of bedding on the floor.

Most of the jinsul raiding party used these rooms as living quarters initially, though after the jinsuls identified Dr. Ordez as the closest analog to the team's commanding officer, they locked her in one of the rooms to keep her separated from the rest of the team. The door to the northeastern room has been modified to lock from the outside.

A PC who succeeds at a DC 17 Perception check (DC 20 for Levels 3–4) while searching the room in which Dr. Ordez was confined finds the word "JINSULS" etched into the bed frame under the mattress. Searching the other rooms reveals Sonder's datapad; a PC can access its contents with a successful DC 14 Computers check. The datapad contains several drafts of a romance novel in progress and a series of emails between Sonder and his superiors at Resurgent Technologies discussing whether the team's study of the starship fragments revealed anything of interest to their R&D department.

Treasure: Havar Maddu's room still contains a pair of xenowarden's boots (*Starfinder Character Operations Manual* 22) and a *cover seed* (*Starfinder Armory* 112).

A13. STORAGE

This room is foul with the stench of excrement. Hidden among the smashed crates littering the floor are the cracked-open, chitinous exoskeletons of multiple human-sized creatures. A hulking, spined mammal rises from the floor to menace intruders with a rumbling growl.

When the jinsuls attacked, Millie tried to protect Dr. Renou and the research team. She killed several members of the raiding party before the jinsuls managed to lock her in the storage room. They avoided the room ever since, waiting for the beast to starve before looting any supplies within. A PC who succeeds at a DC 17 Life Science check (DC 20 for Levels 3–4) identifies the chitinous remains as remnants of jinsuls.

Creatures: Millie is desperately hungry. She devoured the corpses of the jinsuls she killed and ransacked the supply crates for food during her long confinement, but now her food sources are depleted. When the PCs open the door, Millie waits one round to see if the PCs are there to feed her. If they make no attempt to do so, she attacks out of hunger.

A PC who succeeds at a DC 16 Survival or Life Science check (DC 19 for Levels 3–4) deduces from Millie’s demeanor and protruding ribs that she’s hungry rather than hostile. A PC who offers Millie food before she attacks can keep her from attacking for an additional round, but she needs at least 1 Bulk of food to be satiated entirely. If PCs offer her sicklefruit or lead her to one of the planters, she ravenously devours the fruit and leaves the PCs alone so long as they attempt no hostile action toward her.

Millie is weak from starvation and suffering from several untreated wounds. She’s unwilling to help the PCs in combat or leave the storage room except to search for more sicklefruit. If a PC can speak with animals,

they find that Millie is too delirious with hunger to provide useful information. Once fed, she shares that she remembers pointy creatures with an unfamiliar scent who attacked her friends and locked her up. She misses her friends and hopes the PCs find them.

Treasure: Some of the dead jinsuls’ gear is salvageable. This includes a set of basic lashunta tempweave, two leg blades that function as hook swords (*Starfinder Armory* 52), and a vector graviton pistol (*Armory* 52). The remaining supply crates in the room contain 200 feet of titanium alloy cable line and two grapplers.

LEVELS 1–2 (CR 3)

MILLIE

CR 3

Page 16, art on page 22

LEVELS 3–4 (CR 5)

MILLIE

CR 5

Page 19, art on page 22

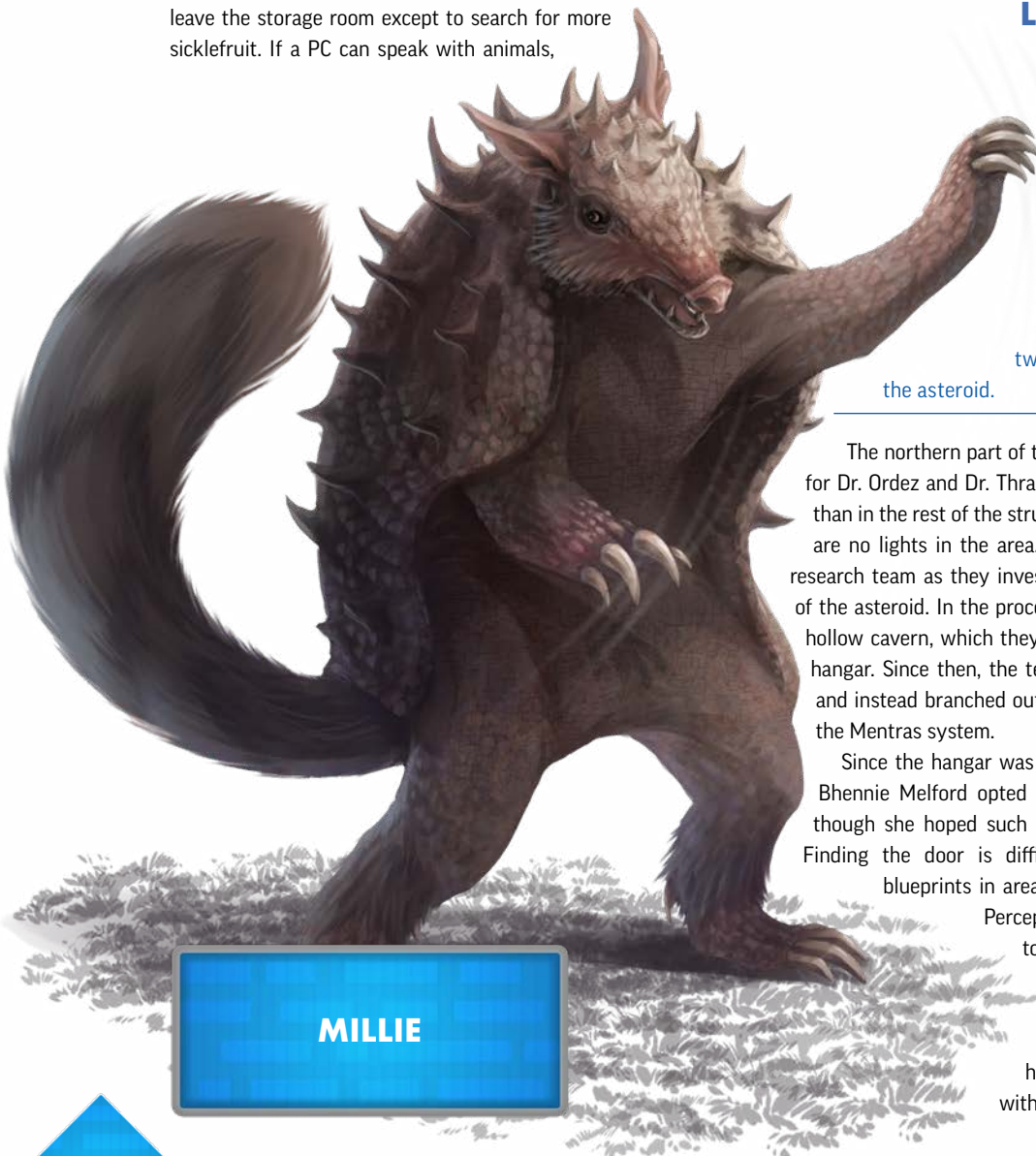
A14. TUNNELS

Beyond a chamber that houses additional workstations for mineral sorting, a narrow corridor breaks off into twisting tunnels that go deeper into the asteroid.

The northern part of this area acts as a shared workspace for Dr. Ordez and Dr. Thrai. The tunnel ceilings are lower here than in the rest of the structure, averaging about 8 feet. There are no lights in the area. These tunnels were drilled by the research team as they investigated the subterranean structure of the asteroid. In the process, the Starfinders burrowed into a hollow cavern, which they modified into a functional starship hangar. Since then, the team put further excavation on hold and instead branched out to explore other celestial bodies in the Mentras system.

Since the hangar was naturally easy to conceal, engineer Bhennie Melford opted to conceal the door that led to it, though she hoped such secrecy would never be necessary. Finding the door is difficult unless a PC discovered the blueprints in area **A10**, requiring a successful DC 25 Perception check (DC 28 for Levels 3–4) to find.

Development: The path is shrouded in darkness and curves steadily downward for a few hundred feet before ending abruptly with a metal door that opens into the



MILLIE

hangar (area **B**). If the PCs complete their search of the base and do not find this path, after an additional hour, the facility shakes and the magnified sounds of a starship engine rumble below. PCs can follow the sounds to find area **B** without needing to attempt skill checks; however, this delay has consequences for Bhennie Medford (see area **C4**).

B. UNDERGROUND HANGAR

This hangar contains a dilapidated starship of a classic *Pact Worlds* model in the final stages of repair. While most of the area was cleared in preparation for the ship's departure, a few supply crates occupy the edges of the space. The ceiling arcs into darkness above, and a massive, curved metal door stands shut on the far side of the hangar.

The PCs enter this area from the north. The hangar ceiling rises to a height of 50 feet, and the crates provide cover to PCs hiding behind them. Climbing the side of the starship requires a successful DC 20 Athletics check, and the starship's wing is 20 feet in the air. Use the map on page 12 for this area.

Creatures: If PCs activated the trap in area **A3** and did not take care to move stealthily through the outpost, Kkevorak is aware of the PCs' presence and has stationed snipers on the wing of the ship to take care of them. Jinsul snipers lie prone on the wing (giving them a +4 bonus to AC against ranged attacks) when the PCs enter and attack as soon as they have clear shots. If the PCs climb up to the wing, the snipers attempt to climb or jump higher to keep their distance from the PCs. The snipers switch to their small arms and attempt trick attacks if the PCs approach within 60 feet of their position and don't attempt to hide behind cover.

LEVELS 1–2 (CR 3)

JINSUL SNIPERS (2) CR 1

Page 17

LEVELS 3–4 (CR 5)

JINSUL SNIPERS (4) CR 1

Page 20

Development: If at least half the snipers are killed, the remaining jinsuls flee into the ship to join Kkevorak. Once the snipers are dealt with, the PCs can scale the ship to reach the airlock, which is 30 feet from the hangar floor.

C. SECOND HOME

Second Home is an aged Sanjaval Spaceflight Systems Vagabond-class starship that the Society purchased before Pegasus- and Drake-class starships became the organizational standard. Since most of the outpost's systems run smoothly

without maintenance, Bhennie made modifying the old ship her hobby and spent most of her time in the hangar. The jinsuls recently attempted to force the surviving members of the research team to finish the necessary repairs on the ship, but since the team rightfully suspects that the jinsuls plan to execute or abduct them to jinsul space after repairing the ship, they sabotaged repairs in subtle ways, hoping that their relief team would arrive in time to save them. Use the map on page 13 for this area.

C1. CARGO HOLD

The cargo holds are loaded with crates of emergency foodstuffs and other supplies, along with the loot the jinsuls pillaged from the outpost.

C2. CANTEEN

A counter with a built-in mk 2 culinary synthesizer (*Starfinder Armory* 129) occupies this room.

C3. DINING HALL

This room is filthy but otherwise unremarkable.

C4. ENGINEERING

A wave of hot air rushes forward as the doors slide open. Inside, alarm lights flash in warning, but the room is eerily silent. Part of the shielding around the ship's power core has been pried off, and a brakim slumps motionless on the floor.

The entire room is currently bathed in medium radiation from the power core. PCs wearing armor have a +4 bonus to saves against radiation. A successful DC 17 Engineering check (DC 20 for Levels 3–4) to repair item is required to graft the shielding back onto the power core housing and stop the flood of radiation.

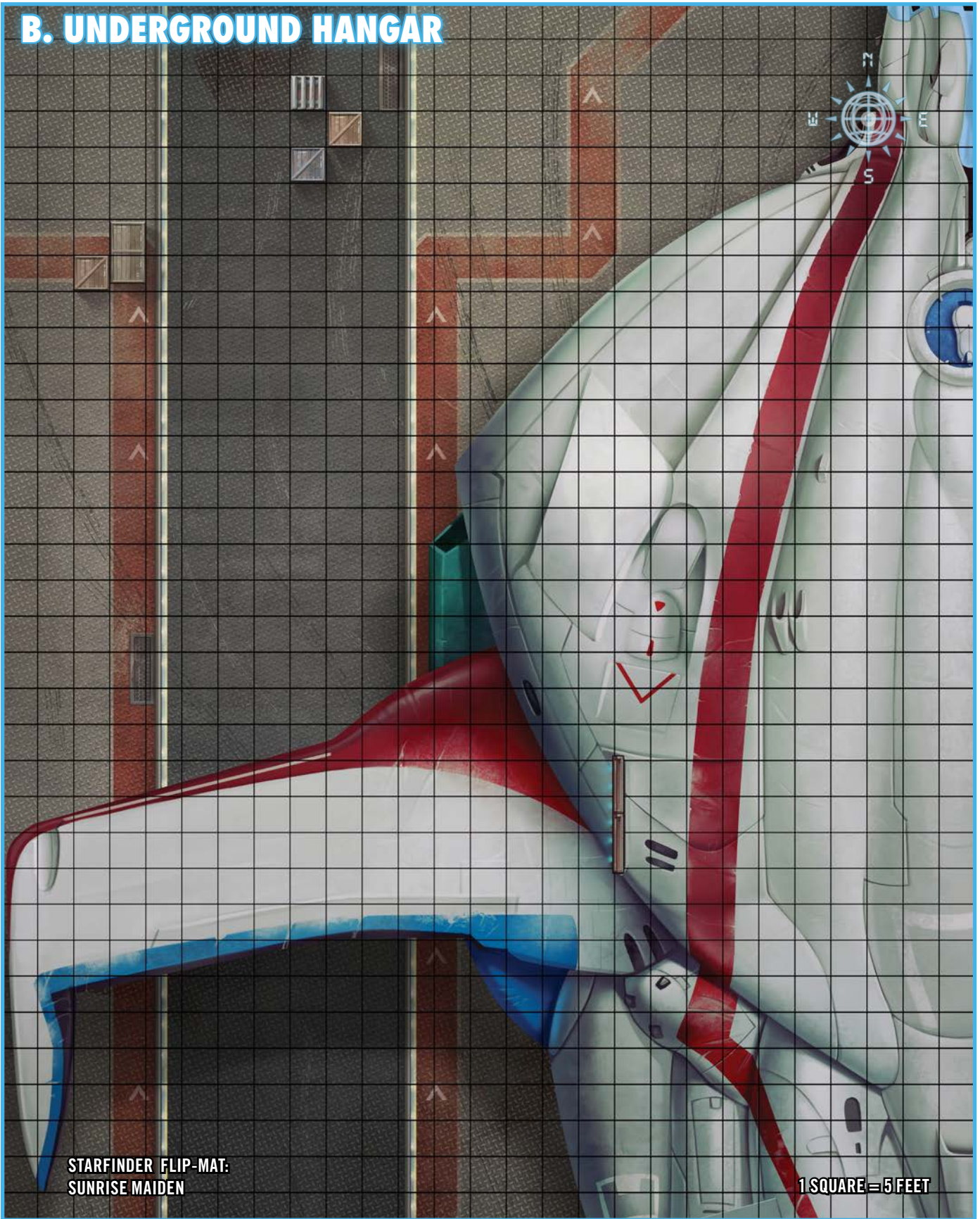
Creatures: Considering the possibility of slavery for her and her team a fate worse than death, Bhennie began the process of turning the ship's power core into a bomb. However, Bhennie passed out from radiation sickness before she could finish her work. If the PCs found the hangar before the jinsuls started the engines, they can administer first aid to Bhennie with a successful DC 15 Medicine check. If the PCs use the Medicine skill to treat deadly wounds and restore Bhennie's hit points, she wakes up and is relieved to see her rescuers, tearfully apologizing for what she tried to do.

If the PCs only found the hangar after they heard the rumbling of the engines, Bhennie is already dead.

C5. CREW QUARTERS

These utilitarian crew quarters provide just enough room for two bunk beds and four small storage lockers each. The jinsuls slept in the southern crew quarters and confined most of the captured Starfinders to the northern quarters. The northern rooms are locked and barricaded from outside and require a DC 14 Athletics or Engineering check (DC 17 for Levels 3–4) to open. Sonder

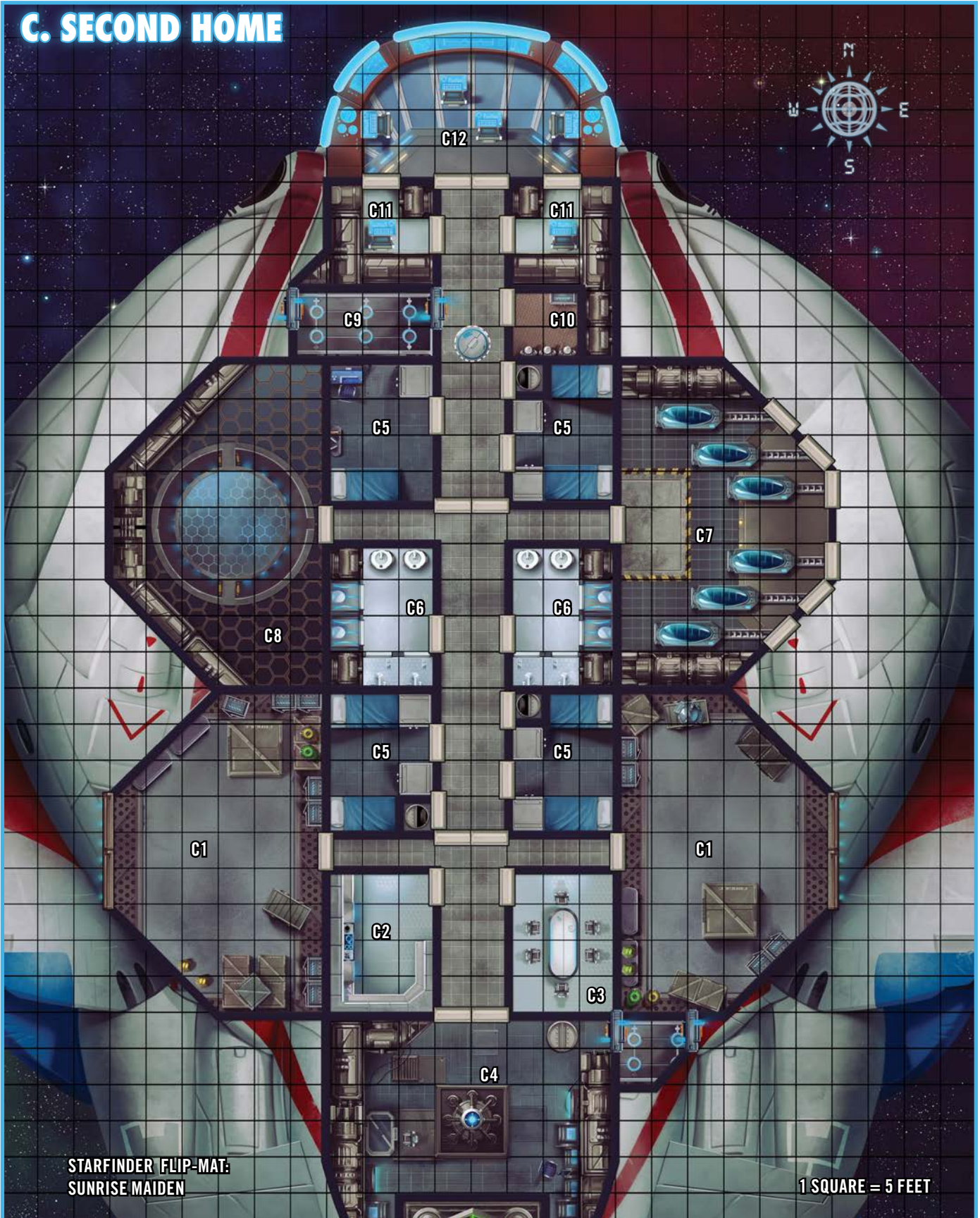
B. UNDERGROUND HANGAR



STARFINDER FLIP-MAT:
SUNRISE MAIDEN

1 SQUARE = 5 FEET

C. SECOND HOME



STARFINDER FLIP-MAT:
SUNRISE MAIDEN

1 SQUARE = 5 FEET

and Havar huddle in the northeastern room, and Dr. Renou and Dr. Thrai are confined to the west. All prisoners are severely weakened from their ordeal and cannot fight.

If released, the prisoners are grateful and warn the PCs that the jinsul commanding officer took Dr. Ordez somewhere. They recount the unexpected jinsul attack, Vos Avino's heroic death, and Bhennie's attempts to sabotage the ship the jinsuls forced her to repair. Dr. Renou asks about Millie's whereabouts, hoping that her research subject is still alive. She's distraught if the PCs killed Millie but understands if they did so in self-defense.

C6. BATHROOMS

The bathrooms are each equipped with hygiene kits and basic medkits.

C7. ESCAPE PODS

The escape pods are functional but can't be deployed inside the hangar. Each escape pod is supplied with a basic medkit, a basic emergency raft, and 10 R2E meals.

C8. COMPUTER LAB

If PCs examine the computer banks here and succeed at a DC 15 Piloting check, they conclude that the jinsuls are in the process of plotting a course to an uncharted quadrant of space somewhere in the Vast.

C9. AIRLOCK

The airlock is functional and leads back to the hangar outside.

C10. STORAGE

Three space suits hang from the wall of this storage room.

Treasure: One of the suits hanging on the wall is a graphite carbon skin with jump jets installed. For Levels 3–4, the armor is instead a d-suit I.

C11. GUNNERY STATIONS

The gunnery stations are currently unattended. The doors to the bridge in this room are locked, as Kkevorak hopes to force the PCs to funnel through the main door to better facilitate an ambush. The doors require a successful DC 17 Engineering or Computers check to unlock (DC 20 for Levels 3–4).

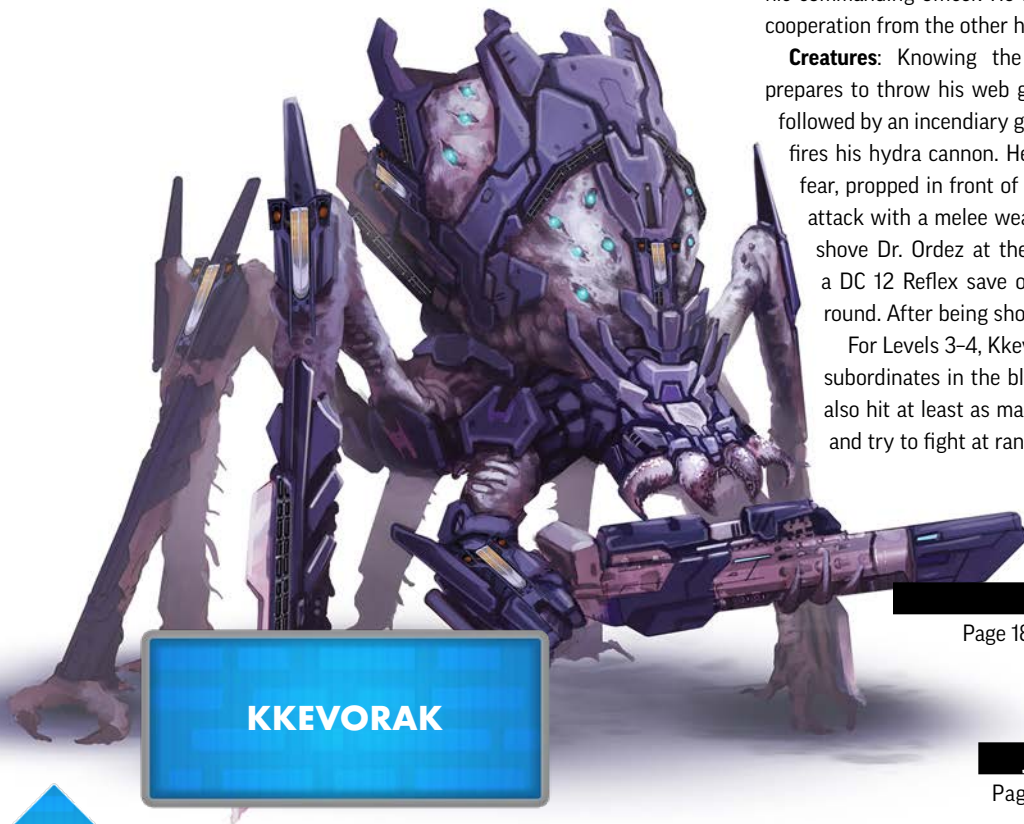
C12. BRIDGE

The viewscreen that takes up most of the wall in this room is currently dark as computers run automated diagnostics. Near the northern wall, a heavily armored jinsul stands with a battered female half-orc propped in front of him as a living shield. He hurls an object towards the door without wasting time to exchange verbal barbs.

Kkevorak spends most of this time on the bridge, keeping a communications channel open and hoping to receive word from his commanding officer. He keeps Dr. Ordez with him to insure cooperation from the other hostages.

Creatures: Knowing the PCs are approaching, Kkevorak prepares to throw his web grenade as soon as the door opens, followed by an incendiary grenade. After throwing grenades, he fires his hydra cannon. He has Dr. Ordez, who is frozen with fear, propped in front of him as a shield. If a PC attempts to attack with a melee weapon, Kkevorak uses his reaction to shove Dr. Ordez at them, requiring the PC to succeed at a DC 12 Reflex save or gain the off-kilter condition for 1 round. After being shoved, Dr. Ordez flees the bridge.

For Levels 3–4, Kkevorak thinks nothing of catching his subordinates in the blast radius of his weapons if he can also hit at least as many PCs. His subordinates know this and try to fight at range if possible.



KKEVORAK

**LEVELS 1–2
(CR 3)**

KKEVORAK CR 3

Page 18, art on page 22

LEVELS 3–4 (CR 5)

JINSUL WARRIORS (2) CR 1

Page 21

KKEVORAK**CR 3**

Page 21, art on page 22

Development: After defeating Kkevorak, the PCs can freely assist the research team as they recover from their ordeal. Using the outpost's plentiful resources, the PCs and the research team can get the starships in working order and depart. Dr. Ordez warns the PCs that Kkevorak told her more jinsul ships were on the way to extract his squad; she believes the best course of action is to temporarily abandon the outpost until the threat can be properly ascertained.

CONCLUSION

After the PCs return to Absalom Station and make their report, they receive their promised complimentary meal from Venture-Captain Arvin. Jadnura thanks the PCs for any information they share with him about the outpost team's research concerning the starship fragments.

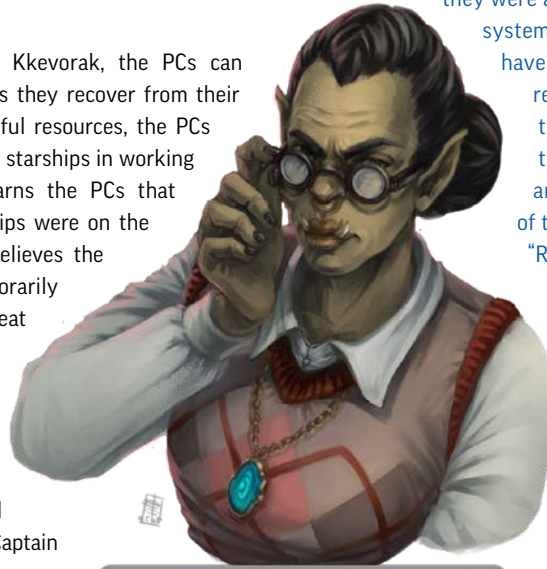
A few weeks later, the PCs receive a follow-up message from Arvin. Read or paraphrase the following.

"I hope this finds you well. Thank you again for your efforts to save your fellow Starfinders. I know it wasn't the mission you originally signed on for, but your heroism never goes unnoticed.

"I'm writing to update you concerning the events at Outpost 634. The Society sent three starships to reclaim the outpost after your return, but their efforts were unnecessary in the end. All subsequent investigations indicated that the jinsuls never returned. Upon examining the communication

equipment the jinsuls used to contact their fleet, we discovered they were attempting to call a vessel located in a system in the Vast where the Drift Beacons have suddenly deactivated. Concerning reports from nearby outposts indicate that this 'dark space' is expanding, and the Society is currently preparing for an expedition to investigate the extent of this phenomenon.

"Regards,
Arvin"

**DR. LUCIAL ORDEZ****REPORTING NOTES**

If Millie survives the adventure, check Box A. If the PCs instead kill Millie, check Box B.

PRIMARY SUCCESS CONDITIONS

The PCs achieve their primary goal if they defeat Kkevorak and discover the fate of the captured research team. Doing so earns each PC 1 Fame and 1 Reputation for their selected faction.

SECONDARY SUCCESS CONDITIONS

The PCs achieve their secondary goal if they complete at least 3 of the following objectives: find Dr. Ordez's hard drive, obtain Dr. Thrai's starship research, complete the encounter with Millie without killing her, repair *Second Home's* damaged power core shielding, and successfully administer first aid to Bhennie. Doing so earns each PC 1 Fame and 1 Reputation for their selected faction.

APPENDIX 1: LEVEL 1–2 ENCOUNTERS

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

ENCOUNTER A (LEVEL 1–2)

MILLIE **CR 3**

N Large animal

Init +1; **Senses** low-light vision; **Perception** +8

DEFENSE **HP** 40

EAC 14; **KAC** 16

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

OFFENSE

Speed 40 ft.

Melee claws +11 (1d6+7 S)

Ranged quill +8 (1d6+3 P plus painful quills)

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

Offensive Abilities quill flurry

STATISTICS

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

Skills Athletics +8, Survival +8

SPECIAL ABILITIES

Quill Flurry (Ex) As a standard action, Millie can whip her tail to shoot a flurry of sharp quills in a 15-foot cone, dealing 4d8 piercing damage (Reflex DC 12 half). Once Millie uses this ability, she can't use it or her ranged quill attack for 1d4 rounds.

Painful Quills (Ex) When Millie deals damage with her quill ranged attack or quill flurry ability, quills lodge painfully and distractingly into the target's flesh, forcing the target to succeed at a DC 12 Fortitude save each round to avoid gaining the off-target condition for that round. The target must continue to save until they take a full action to remove the quills or benefit from an effect that restores Hit Points.

SCALING ENCOUNTER A

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

Millie has the sickened condition from hunger, and the PCs gain a +2 circumstance bonus on skill checks to interpret her demeanor.

ENCOUNTER B (LEVEL 1–2)**JINSUL SNIPERS (2)****CR 1**

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; **Perception** +11**DEFENSE** **HP** 17 EACH**EAC** 11; **KAC** 12**Fort** +1; **Ref** +6; **Will** +6**Defensive Abilities** unflankable**OFFENSE****Speed** 40 ft.**Melee** bite +5 (1d4+2 P)**Ranged** tactical diasporan rifle with manual sights +7 (1d8+1 F)
or tactical semi-auto pistol +7 (1d6+1 P)**Offensive Abilities** trick attack +1d4**STATISTICS****Str** +1; **Dex** +4; **Con** +0; **Int** +2; **Wis** +0; **Cha** –2**Skills** Acrobatics +11, Athletics +11, Stealth +11**Languages** Jinsul**Other Abilities** operative specialization (ghost), powerful leap**Gear** freebooter armor I, tactical diasporan rifle^{AA} with manual sights and 2 batteries (20 charges each), tactical semi-auto pistol with 18 rounds**SPECIAL ABILITIES****Powerful Leap (Ex)** When attempting an Athletics check to jump, a jinsul is always considered to have taken a running start.**SCALING ENCOUNTER B**

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

Reduce the jinsul snipers' Hit Points to 10 and give them a –2 penalty to their attack rolls.

ENCOUNTER C (LEVELS 1–2)

KKEVORAK**CR 3**

Male jinsul soldier

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +8**DEFENSE****HP 40****EAC** 15; **KAC** 18**Fort** +5; **Ref** +5; **Will** +6**Defensive Abilities** unflankable**OFFENSE****Speed** 30 ft.**Melee** leg blade +9 (1d6+5 S; critical bleed 1d6)**Ranged** python-series hydra cannon +12 (1d6+3 E&F)

or mk 1 incendiary grenade +12 (explode [5 ft., 1d6 F, burning 1d4, DC 12])

or mk 1 web grenade +12 (explode [10 ft., mire 1d4 rounds, DC 12])

Offensive Abilities brutal blast, fighting style (bombard),

grenade expert

STATISTICS**Str** +2; **Dex** +4; **Con** +1; **Int** +0; **Wis** +1; **Cha** -1**Skills** Acrobatics +8, Athletics +13**Languages** Jinsul**Other Abilities** powerful leap**Gear** squad defiance series armor, python-series hydracannon^{AR} with 4 batteries (20 charges each), 2 mk 1 incendiary grenades, mk 1 web grenade^{AR}**SPECIAL ABILITIES****Brutal Blast (Ex)** Kkevorak gains a +2 insight bonus to damage rolls with weapons that have the blast special property (such as a scattergun). This extra damage applies only to creatures within 10 feet of him; creatures farther away take the normal amount of damage.**Grenade Expert (Ex)** Grenades thrown by Kkevorak have a range increment of 30 feet instead of 20.**Powerful Leap (Ex)** When attempting an Athletics check to jump, Kkevorak is always considered to have taken a running start.**SCALING ENCOUNTER C**

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

Remove Kkevorak's grenades.

APPENDIX 2: LEVEL 3–4 ENCOUNTERS

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

ENCOUNTER A (LEVEL 3–4)

MILLIE **CR 5**

N Large animal

Init +2; **Senses** low-light vision; **Perception** +16

DEFENSE **HP 70**

EAC 17; **KAC** 19

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

OFFENSE

Speed 40 ft.

Melee claws +14 (1d6+10 S)

Ranged spine +11 (1d8+5 P plus painful spines)

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

Offensive Abilities spine flurry

STATISTICS

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

Skills Athletics +11, Survival +11

SPECIAL ABILITIES

Spine Flurry (Ex) As a standard action, Millie can whip her tail to shoot a flurry of needles in a 15-ft. cone, dealing 6d8 piercing damage (Reflex DC 13 half). Once Millie uses this ability, she can't use it or her ranged spine attack for 1d4 rounds.

Painful Spines (Ex) If Millie deals Hit Point damage with her spine ranged attack or spine flurry ability, spines lodge painfully and distractingly into the target's flesh, forcing the target to succeed at a DC 13 Fortitude save each round to avoid gaining the off-target condition for that round. The target must continue to save until they take a full action to remove the spines or benefit from an effect that restores Hit Points.

SCALING ENCOUNTER A

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

Millie has the sickened condition from hunger, and the PCs gain a +2 circumstance bonus on skill checks to interpret her demeanor.

ENCOUNTER B (LEVEL 3–4)**JINSUL SNIPERS (4)****CR 1**

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; **Perception** +11**DEFENSE** **HP** 17 EACH**EAC** 11; **KAC** 12**Fort** +1; **Ref** +6; **Will** +6**Defensive Abilities** unflankable**OFFENSE****Speed** 40 ft.**Melee** bite +5 (1d4+2 P)**Ranged** tactical diasporan rifle with manual sights +7 (1d8+1 F)
or tactical semi-auto pistol +7 (1d6+1 P)**Offensive Abilities** trick attack +1d4**STATISTICS****Str** +1; **Dex** +4; **Con** +0; **Int** +2; **Wis** +0; **Cha** -2**Skills** Acrobatics +11, Athletics +11, Stealth +11**Languages** Jinsul**Other Abilities** operative specialization (ghost), powerful leap**Gear** freebooter armor I, tactical diasporan rifle^{AA} with manual sights and 2 batteries (20 charges each), tactical semi-auto pistol with 18 rounds**SPECIAL ABILITIES****Powerful Leap (Ex)** When attempting an Athletics check to jump, a jinsul is always considered to have taken a running start.**SCALING ENCOUNTER B**

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

Remove 1 jinsul sniper.

ENCOUNTER C (LEVEL 3–4)

JINSUL WARRIORS (2)**CR 1**

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +10**DEFENSE** **HP 20 EACH****EAC** 11; **KAC** 13**Fort** +3; **Ref** +5; **Will** +3; +4 vs. fear**Defensive Abilities** unflankable**OFFENSE****Speed** 40 ft.**Melee** bite +6 (1d4+3 P)

or leg blade +6 (1d6+3 S; critical bleed 1d6)

Ranged tactical arc emitter +9 (1d4+1 E)**STATISTICS****Str** +2; **Dex** +4; **Con** +1; **Int** +0; **Wis** +0; **Cha** -1**Skills** Athletics +10, Piloting +5, Survival +5**Languages** Jinsul**Other Abilities** powerful leap**Gear** freebooter armor I, tactical arc emitter with 2 batteries (20 charges each)**SPECIAL ABILITIES****Powerful Leap (Ex)** When attempting an Athletics check to jump, a jinsul is always considered to have taken a running start.

SCALING ENCOUNTER C

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

Remove 1 jinsul warrior.

KKEVORAK**CR 3**

Male jinsul soldier

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +8**DEFENSE** **HP 40****EAC** 15; **KAC** 18**Fort** +5; **Ref** +5; **Will** +6**Defensive Abilities** unflankable**OFFENSE****Speed** 30 ft.**Melee** leg blade +9 (1d6+5 S; critical bleed 1d6)**Ranged** python-series hydra cannon +12 (1d6+3 E&F)

or mk 1 incendiary grenade +12 (explode [5 ft., 1d6 F, 1d4 burn, DC 12])

or mk 1 web grenade +12 (explode [10 ft., mire 1d4 rounds, DC 12])

Offensive Abilities brutal blast, fighting style (bombard), grenade expert**STATISTICS****Str** +2; **Dex** +4; **Con** +1; **Int** +0; **Wis** +1; **Cha** -1**Skills** Acrobatics +8, Athletics +13**Languages** Jinsul**Other Abilities** powerful leap**Gear** squad defiance series armor, python-series hydra cannon^{AR} with 4 batteries (20 charges each), 2 mk 1 incendiary grenades, mk 1 web grenade^{AR}**SPECIAL ABILITIES****Brutal Blast (Ex)** Kkevorak gains a +2 insight bonus to damage rolls with weapons that have the blast special property (such as a scattergun). This extra damage applies only to creatures within 10 feet of him; creatures farther away take the normal amount of damage.**Grenade Expert (Ex)** Grenades thrown by Kkevorak have a range increment of 30 feet instead of 20 feet.**Powerful Leap (Ex)** When attempting an Athletics check to jump, Kkevorak is always considered to have taken a running start.

APPENDIX 3: GAME AIDS



**VENTURE-CAPTAIN
ARVIN**



MILLIE

KKEVORAK

DR. LUCIAL ORDEZ



HANDOUT #1: JADNURA'S MESSAGE

Greetings,

I was informed of your assignment to Outpost 634. You may be aware that the Mentras system was where I originally discovered the *Tear*—the artifact that ultimately led to the Scoured Stars Incident. As such, I've kept a close eye on the system ever since. Reports from Outpost 634 cited some unusual starship fragments discovered in the nearby asteroid belt. During your stay at the outpost, learn whatever you can about the starship fragments. I would appreciate a copy of any data you discover upon your return.

Good luck, Starfinders.

—Jadnura

HANDOUT #2: DR. RENOÜ'S LOG

Log Entry 17-M:

Millie is fascinating. She's extremely intelligent and gentle. She allowed me to take a few DNA samples in exchange for some of Havar's sicklefruit. She loves those fruits, which is good because that gives the rest of us an excuse not to eat them. The food we're giving her seems to have no negative effects on her system, though biologically she bears few similarities to Pact Worlds fauna and likely originates somewhere much further away. If we can identify where her species may have originated, it will give us a better idea of where these starship fragments came from.

HANDOUT #3: MESSAGE TO REZJ

Hey!

Don't worry. We haven't all killed each other yet—though someone might have to hold me back from wringing Bhennie's neck soon. She's brilliant, she really is, but this time she took the backup starship apart for some completely unnecessary "upgrades." Not that I'm complaining about upgrades, but with the state the engines are in, it will probably take her weeks to get the ship operable again, so if there's an emergency we'll be stuck here.

I know I'm a worrywart. You don't need to say it. Bhennie will have everything put back together in a few days and then I can stop pulling my hair out.

Love,

Lucial

HANDOUT #4: DR. ORDEZ'S REPORT

I hope this reaches you before you send the relief team. We recently discovered one of the most intact starship fragments to date, and inside it was a creature held in stasis. The specimen demands further study back on Absalom Station; I'd like to bring it with us when we return for station leave. I'm requesting you prepare the relief ship to transport a large, omnivorous animal of unknown origin.

ORGANIZED PLAY

REWARDS TABLE

Encounter	Level 1-2 Reward	Out of Level Reward	Level 3-4 Reward
Area A	72	109	146
Area A13	216	327	438
Area B	144	218	292
Area C4	72	109	146
Area C12	216	327	438

REWARD CONDITIONS

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

Area A: The PCs earn these rewards if they successfully land their ship without taking damage from the laser array.

Area A13: The PCs earn these rewards if they successfully complete the encounter with Millie, whether by slaying or feeding her.

Area B: The PCs earn these rewards if they successfully complete the encounter with the jinsul snipers.

Area C4: The PCs earn these rewards if they successfully repair the power core shielding and provide first aid to Bhennie.

Area C12: The PCs earn these rewards if they successfully complete the encounter with Kkevorak.



Event Reporting Form

Date _____ Event Code: _____

Location _____

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

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

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

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

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

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

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

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Scenario #3-13: Silence at Outpost 634

Character Chronicle #

A.K.A. _____					LEVELS	<input type="checkbox"/> Normal Max Credits
Player Name _____	Character Name _____	Organized Play # _____	Character # _____	Faction _____		
Adventure Summary						
<p>On a routine mission to relieve a Starfinder research team stationed at an outpost in the Mentras system, you found the outpost mysteriously abandoned. You searched the facility for the missing team, uncovering evidence of violence as well as records detailing their study of mysterious pre-Gap starship fragments. You finally discovered the team's fate and defeated the jinsul squad who held them captive after taking over the outpost. After saving your fellow Starfinders, you returned to Absalom Station to learn that Drift beacons in the Vast are mysteriously deactivating.</p>						
MAX CREDITS						
					LEVELS	<input type="checkbox"/> Normal
					Out of Level	1,036
					LEVELS	<input type="checkbox"/> Normal
					3-4	1,387
					LEVELS	<input type="checkbox"/> Normal
					-	-
EXPERIENCE						
Starting XP						
					+	<small>GM's Initials</small>
XP Gained (GM ONLY)						
=						
Final XP Total						
FAME						
Initial Fame						
					+	<small>GM's Initials</small>
Fame Gained (GM ONLY)						
-						
Fame Spent						
Final Fame						
CREDITS						
Starting Credits						
					+	<small>GM's Initials</small>
Credits Garnered (GM ONLY)						
					+	<small>GM's Initials</small>
Day Job (GM ONLY)						
-						
Credits Spent						
=						
Total						
Reputation						
Faction _____ Reputation _____		Faction _____ Reputation _____				
Faction _____ Reputation _____		Infamy _____				

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #