STARFINDER SOCIETY

FATE OF THE SCOURED GOD

BY CHRISTOPHER WASKO

HOW TO PLAY

Starfinder Society Scenario #2–00: Fate of the Scoured God is a Starfinder Society Scenario designed for 1st- through 12th-level characters (Tier 1–12; Subtiers 1–2, 3–4, 5–6, 7–8, 9–10, and 11–12). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but it 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

Fate of the Scoured God makes use of the *Starfinder Core Rulebook, Starfinder Alien Archive* (AA), *Starfinder Alien Archive 2* (AA2), *Starfinder Armory* (AR), and *Starfinder Pact Worlds* (PW). 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* volumes and *Pact Worlds* 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**

☑ **Faction (Second Seekers [Jadnura])**

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

☑ **Repeatable (Tier 1–4, Tier 5–8, Tier 9–12)**

☑ **Starship**

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Thanks to the efforts of nominated **First Seeker Luwazi Elsebo** (NG female human envoy), the Starfinder Society staged a daring rescue of its many agents stranded in the Scoured Stars system by the mysterious Godshield. Countless resources were salvaged and hundreds of Starfinders returned home, including cornerstones of the Society's acting leadership, such as **First Seeker Jadnura** (LN male kasatha solarian) and the previous Dataphiles faction leader, Historia-6. What should have been a rousing triumph for the Society, however, was cut short by an attack from an armada of unknown starships piloted by unknown aggressors soon to be identified as jinsuls. The jinsul fleet violently repelled the Starfinder rescuers from the trinary star system, claiming to be the region's rightful inheritors.

In the wake of this disruptive development, the Society set to work learning about these new adversaries and their connection to the Scoured Stars. Diligent research revealed that the jinsuls were one of the eight civilizations that fled the Scoured Stars ages ago, eager to explore the universe they had been isolated from. When the god of the Scoured Stars, an enigmatic deity named Kadrical, released his divine beacons—relics known as *Tears*—to call back his departed subjects, the jinsul leaders who discovered the *Tear* sent to them hastily cracked their artifact open and consumed its contents, achieving an immortal state and coalescing their squabbling people into a daunting fighting force. This decision backfired when one of Kadrical's divine heralds, a prophet named **Dhurus** (LE unique outsider), arrived at the jinsuls' adopted home world of Rax. Horrified at the blasphemy the jinsuls had committed to Kadrical's artifact, Dhurus led a bloody insurrection against the jinsul warrior-heroes, exacerbating the jinsuls' culture of aggression, xenophobia, and religious fanaticism to unite their expanded military behind a singular goal: returning the scattered peoples of the Scoured Stars to Kadrical's embrace and assuming their rightful status as their god's favored subjects.

Upon successfully expelling the Starfinders from their ancestral home, the jinsul armada reclaimed the entire system, converting many of its planets into cogs for their war machine. Their initial efforts to consolidate power beyond the trinary star system have been frustrated by both tenacious Starfinder operations and the resilience of other original Scoured Stars denizens, most notably the Kreiholm Freehold, which boasts an impressive fleet of its own. These setbacks, however, failed to

WHERE IN THE UNIVERSE?

Fate of the Scoured God takes place in the Scoured Stars, a trinary solar system in the Vast. The Scoured Stars, its eight progenitor races, and the slumbering god contained within its space have been the focus of the Starfinder Society's studies for several years. More history on Dhurus, the Scoured Stars, and some of its inhabitants can be found in *Starfinder Society Scenarios #1-11: In Pursuit of the Scoured Past, #1-13: On the Trail of History, #1-17: Reclaiming the Time-Lost Tear, #1-23: Return to Sender, #1-29: Honorbound Emissaries, #1-31: Treading History's Folly, #1-34 Heart of the Foe, #1-39: The Herald's War, and #1-99: The Scoured Stars Invasion*.

stymie the overall jinsul menace: an almost fully regrouped army with the resources and impetus to threaten all neighboring space, and even the distant Pact Worlds.

Recognizing the scope of the danger before them, the Starfinder Society's two active First Seekers, Jadnura and Luwazi Elsebo, joined forces to accomplish the only thing that could possibly stop the imminent threat: rally whatever allies and resources the Society has, enter the Scoured Stars once more, and crush the jinsul leadership before it's too late. They found support among their friends in the Kreiholm Freehold and select agents from notable Pact Worlds organizations, inadvertently stumbling upon an invaluable asset: the mysterious android known as **Iteration-177**, revealed to be a second herald of Kadrical, like Dhurus. Recognizing Dhurus's potentially apocalyptic endgame—either rousing Kadrical from slumber or stealing his divine essence and using it to lead the jinsuls to victory—Iteration-177 agreed to help the Starfinders set his patron to back to slumber and disperse the hostile jinsuls for good. The combined Society force completes its preparations just as Dhurus readies his army for the inevitable Starfinder assault, the last thing that could feasibly stop him from taking Kadrical's immense power for itself.

RUNNING THIS ADVENTURE

Fate of the Scoured God has both the Exclusive and Repeatable tags. Both of these tags have special rules as part of this scenario.

Exclusive: This scenario is an exclusive event from its release to June 10, 2020. This means that it can be run only by preapproved events that meet the minimum table requirements and have received dispensation to run this adventure as part of an event. After June 10, 2020, this scenario can be run at any event, assuming those events meet the three-table minimum requirement.

Repeatable: Unlike other scenarios with the Repeatable tag, this scenario can only be played once per tier range. A single character can play this scenario only once, though a player could use different characters could be used to play the remaining two tier ranges. The tier ranges available to play in this scenario are as follows.

- Tier 1–4 (Low-Tier)
- Tier 5–8 (Mid-Tier)
- Tier 9–12 (High-Tier)

SUMMARY

The PCs begin by preparing to support the Society's paramilitary action, conferring with their leaders and calling upon previous encounters with the jinsuls to better inform their mission planning. Completing preparations, the Starfinder fleet traverses the Drift and enters the Scoured Stars system, which is now firmly under jinsul control. The Society's two First Seekers send reconnaissance teams to learn about the jinsuls' operations, including investigating their troop formations, penetrating their communications array, following up on their strikes against Starfinder vessels, pursuing a counterintelligence starship, and interrogating a jinsul captive.

As the Society collects more intelligence, the Starfinders identify several strategic locations that warrant further attention, allowing them to focus their attacks and weaken the jinsuls' grip on the Scoured Stars. During these targeted strikes, the PCs can attack jinsul officers, supply routes, or fortresses, or they can secure their own defenses by protecting a vital scanning facility or stopping a traitor. These victories grant an advantage for the Starfinders and put the jinsuls on the defensive.

Following these defeats, the jinsuls retreat to Bastiar-5, where Dhurus works to unlock Kadrical's divinity and complete his last ditch effort for victory. In the planet's orbit, the remaining jinsul armada engages the Starfinder fleet, which is spearheaded by the newly refurbished *Master of Stars*. The PCs must either pierce the jinsul fleet to get to the planet quickly, or help the *Master of Stars* eradicate the remaining orbital defenses. Either choice results in a final ground assault by the Starfinders to contain Kadrical's power and dispatch the aggressive herald. Depending on the table's subtier, this final incursion might entail conversing with Kadrical's waking consciousness and battling corporeal manifestations of his nightmares, engaging monsters spawned from Dhurus's blood, or clashing with Dhurus itself—all the while facing waves of elite infantry and jinsul hierocrats. Ultimately, the Society overcomes Dhurus, scattering the Jinsul Hierocracy and restoring peace to the Scoured Stars.

RUNNING THE EVENT

Fate of the Scoured God 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

JINSUL
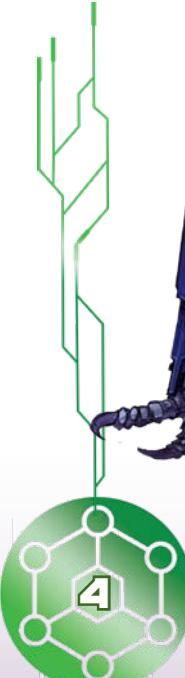
table balance. If players whose tables are already underway are asked to move, the Table GMs should encourage them to bring along any information they might have discovered at their initial table and share it with their new table.

GLOSSARY OF TERMS

Fate of the Scoured God uses several terms unique to the Starfinder Society Special format as listed below. Each participant's role in the event is outlined under their respective entry.

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

House: This term refers to 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 the 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. Missions started in Part 1 are still available in Part 2, and the mission in Part 3 can still be resolved as the House proceeds to Part 4, but there is a hard cut-off point between Part 2 and Part 3, when all ongoing missions end and the House proceeds to the two-part conclusion of the adventure.

Overseer GM: This unique Game Master manages the timing, scoring, and flow of the event. In addition, they manage the movement and presentation of the fleets (see page 6), makes announcements about the amount of time remaining and events that affect 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 the 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 GMs: Each of these Game Masters manages 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's group finishes all available encounters before the Overseer GM calls time, the Table GM must notify the Overseer GM. Every Table GM should make a special note of their table's APL

(see above), 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 called Couriers to wander among the tables and collect notes that report successes from the various tables.

JADNURA

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
9–10	21	26	31
11–12	24	29	34

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
9–10	15	17	19
11–12	16	19	22

AID TOKENS

During the event, it's 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 Tokes 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 49, which the Overseer GM can print for use. Note that players in the same location as the Starfinder fleet can freely boost Aid Tokens for passing or their own use.

FLEETS

Fate of the Scoured God features a special status that dynamically changes throughout the adventure: the warring Starfinder and jinsul fleets. The Overseer GM should provide a means of projecting the locations of the fleets to the House, such as a poster-sized map of the Scoured Stars (see page 89) with different pushpin markers to represent each fleet (for smaller events), or large overhead projections displaying each fleet's location (for larger events). At the start of the event, the Overseer GM randomly determines the starting locations of each fleet from the five encounter areas in Part 1, then actively adjusts each fleet's location based on incoming success results from the House. The Starfinder fleet automatically moves to the location with the most successes reported that has not yet been closed, favoring Part 2 locations over Part 1 locations. The jinsul fleet automatically moves to the most recently unlocked open Part 2 location, or (if no Part 2 locations are open or unlocked yet) the

Part 1 location with the fewest successes reported. The fleets' effects can overlap if they converge on the same location.

Each fleet provides air support for its allies in its location, perpetually granting them either covering fire for combat encounters or a +2 bonus to gunnery checks in locations with starship combat encounters. Due to their familiarity with jinsul starships, any PC with the First Skirmish boon slotted as a Social boon ignores any covering fire benefit granted to enemies by the jinsul fleet. PCs in the Starfinder fleet's location can automatically boost and pass an Aid Token without consuming any resources or needing to succeed on a check. Alternatively, if they use an unboosted Aid Token in the Starfinder fleet's location for any benefit that does not require a boost to use, they still gain the boosted effect. PCs in the location occupied by the jinsul fleet must overcome additional challenges detailed in the encounter's description as the jinsul army converges on the location.

When Part 3 begins, both fleets immediately move to Bastiar-5 and provide their benefits in the resulting starship encounter. How the fleets affect Part 4 depends on the condition declared by the Overseer GM when Part 4 becomes unlocked and thereafter, which may change if the House reports a sufficient number of successes in Part 3 to alter the status.

TIMELINE

Fate of the Scoured God is designed to take less than 5 hours, including a modest amount of time for mustering and setup. Parts 1 and 2 are intended to fluidly transition into one another, as are Parts 3 and 4; when the House transitions between these respective 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 cutoff occurs between Part 2 and Part 3, when the House begins the final set of encounters. Part 3 should begin once the House has had approximately 150 minutes to complete Parts 1 and 2, or when all five Part 2 missions are completed.

Introduction: 15 minutes (or longer, if mustering requires).
Parts 1 and 2: 150 minutes.
Part 3: 45 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 a bit about their mission and adversaries. The HQ Staff should ensure that everyone is properly seated as quickly and orderly as possible.

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

"Starfinders, after two years of hardship following our devastating first foray into the Scoured Stars, we now stand taller than ever and are back to fighting form. Today, new recruits rally beside experienced agents and rescued veterans,
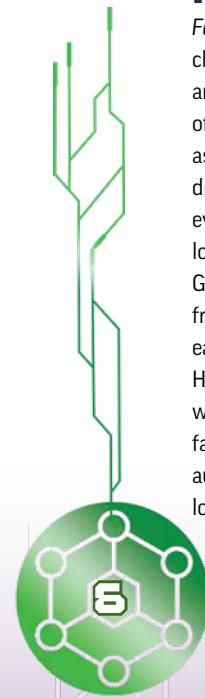
coming together to form the most resourceful, prepared, and skilled organization the Pact Worlds have ever known. This newfound strength comes not a moment too soon, for the threat within the Scoured Stars is unlike any we've ever faced: a hostile military force known as the jinsuls, committed to our complete destruction. Stopping the Jinsul Hierocracy will challenge us more than anything we've done before, but what I've seen from our agents these past two years assures me that we are more than up to the task! Your orders will arrive shortly; for now, gather your equipment, finish your preparations, and send any messages you wish before we reach the Scoured Stars."

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

INTRODUCTION

During the introduction portion of the adventure, Society leadership recruits the PCs to help prepare their fleet for the impending conflict with the jinsuls. As players arrive at the table and get ready for the event, Table GMs should read the following to orient them.

Hundreds of Starfinder agents hustle throughout the loading docks aboard the ever-impressive and newly refurbished Master of Stars, the pinnacle of the Starfinder fleet. Junior agents hastily pack every docked starship with weapons, armor, spare parts, and provisions, while technical staff runs diagnostics on starship armaments and senior officers finalize flight formations and supply routes. Many Starfinders' faces are dark with uncertainty, but the fiery resolve burns in their eyes.

Venture-Captain Arvin, a damaya lashunta man, emerges from the shifting crowd of activity, his expression hard with repressed concern. "It seems fate has made soldiers out of explorers. We've always prepared our agents to navigate danger and violence, but never anything like this. Still, there isn't another organization in the Pact Worlds that I would trust more with this daunting task." He pauses for a moment, then shakes himself back to attention. "Right, much left to do! There are still a few specialized tasks remaining that you might be able to help us complete."

While players muster and find their seats, those already assembled can introduce themselves and participate in the tasks listed in the Preparations section below to help the fleet prepare for the mission. PCs can also make purchases prior to launch, although they can make additional purchases between missions throughout Parts 1 and 2.

PCs should take this opportunity to slot boons. Table GMs should advise PCs that there are several boons that they can slot them to gain bonuses specific to this adventure. See the sidebar for details.

PREPARATIONS

RELEVANT BOONS

Several boons acquired from previous Starfinder Society Scenarios earn PCs unique rewards if slotted during this scenario. These are summarized here, and detailed in the encounters listed.

First Skirmish (Social or Starship): The PC recognizes common jinsul tactics and starships, affording them greater efficiency against the jinsul fleet or against specific starships encountered in Part 2. This boon can be found in *Starfinder Society Scenario #1–13: On the Trail of History*.

High Society Influence (Iteration-177, Ally): Iteration-177 knows the PC for their tenacity, granting them a fragment of power when they fall in Part 4. This boon can be found in *Starfinder Society Scenario #1–05: The First Mandate*.

Honorbound Allies (Starship): Captain Yuluzak, sharing the Society's disdain for the jinsuls following the attack on the Kreiholm Freehold, joins the Starfinder fleet. He aids the PCs against the jinsul armada in Part 3. This boon can be found in *Starfinder Society Scenario #1–04: Cries from the Drift*.

Iteration-177's Attention (Ally): Iteration-177 vividly remembers the PC's memory and leverages it to help assist them with containing Kadrical's power in Part 4. This boon can be found in *Starfinder Society Scenario #1–11: In Pursuit of the Scoured Past*.

Jinsul Witness (Personal): The PCs learned about the jinsuls' adopted world and the divine herald, Dhurus. This boon is particularly important for the end of this scenario, when the PCs have the potential to battle Dhurus in the highest tiers. This boon can be found in *Starfinder Society Scenario #1–34: Heart of the Foe*.

Surviving Companion (Slotless): The PCs have an unknown alien creature that accompanies them. This creature can influence an encounter in this scenario with its presence. This boon can be found in *Starfinder Society Scenario #1–23: Return to Sender*.

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, with levels 1 and 2 corresponding to the Average and Hard skill check DCs, respectively. If the PCs share details of past adventures (supported by matching Chronicle sheets) indicated as relevant to the task, they automatically advance their success by one level, allowing access to the level 3 success (which is unattainable

via skill checks alone). The group receives the rewards that correspond to their level of success as well as the applicable results of the lower levels of success, though some higher-level rewards simply replace lower-level rewards. 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.

Fitch (CN female ysoki technomancer), **Celita** (LN female android mechanic), **Iteration-177**, **Radaszam** (N male vesk operative), **Venture-Captain Arvin** (N male damaya lashunta mystic), and **Zigvigix** (LG host shirren soldier) assign the tasks detailed below. Later in the adventure, the PCs might also receive briefings from **Venture-Captain Naiaj** (LN female bleachling gnome envoy).

MASTER OF STARS TOUCH-UP

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

Relevant Past Adventures any scenario featuring a starship combat

TASK DETAIL

Fitch, leader of the Wayfinders, walks the PCs to an airlock leading out to some of the scaffolding on the ship's exterior. "It's strange to not have my children aboard, but this is no time to be bringing the young ones along. Last time, the jinsul capital ships chased away our carriers. I'd love to see how their flagship holds up against ours, but we're still not quite finished with renovations. Try to wrap up the finishing touches on this gem of a ship— I want the last thing those jinsuls see is just how brightly it shines."

REWARDS

Level 1 Fitch shows the PCs some of the inner workings of the *Master of Stars*, which help the PCs better understand other starships. Once during the adventure, the PCs can gain a +4 bonus to any non-gunnery skill check during a starship combat.

Level 2 When using the reward above, all the PCs' non-gunnery skill checks made during the same round gain the +4 bonus.

Level 3 In place of the level 1 reward, the PCs can force the crew of an enemy ship to take a –2 penalty to all non-gunnery skill checks made during the round. The use of this ability must be declared at the start of the starship combat round.

PRAYER AND REFLECTION

Relevant Skills Culture, Mysticism, or Sense Motive

Relevant Past Adventures any scenario featuring Iteration-177 or a noteworthy religious experience

TASK DETAIL

Iteration-177, the enigmatic android, meets with the PCs in a conference room, as charming as ever. "It appears I finally get to participate in a famed Starfinder adventure! I suspect you still have some desire to seek solace with the divine before heading into battle? I too, know this desire. I'm more than happy to converse, if you'd care to sit and chat."

REWARDS

Level 1 The PCs gain significant insight into Iteration-177's understanding of the divine and share a portion of his intuition. A PC can gain a +2 bonus to any one Mysticism, Perception, or Sense Motive check within the Scoured Stars. This allows the PC to count as being trained in Mysticism for the duration of the adventure.

Level 2 In place of the reward above, a PC can add a +1 bonus to any one saving throw while within the Scoured Stars.

Level 3 When using either reward above, the PC can double the bonus.

ROOKIE TRAINING

Relevant Skills Bluff, Diplomacy, Intimidate, or Profession (any relevant Profession skill)

Relevant Past Adventures any scenario that required the PCs to rescue or protect an NPC of interest

TASK DETAIL

Venture-Captain Arvin looks over a group of anxious recruits in the mess hall. "Those green agents are not ready for a battle against an organized foe. Sadly, they're liabilities when they're frightened. Talk them through some of your experiences, set them at ease, and help them prepare for the challenges they'll face ahead. We need them primed and ready for combat if we're going to win this."

REWARDS

Level 1 The PCs improve their allies' morale, making them more reliable in combat. Once during the adventure, the group can gain the benefit of aid another (+2 bonus) to all skill checks for 1 round.

Level 2 When using this reward, the benefit applies to both skill checks and attack rolls.

Level 3 In place of the level 1 reward once during the adventure, when the table uses an Aid Token, they gain two benefits instead of one. They cannot choose the same effect twice.

STARSHIP PRIMING

**Relevant Skills** Computers, Physical Science, or Profession (technician)

Relevant Past Adventures any scenario that featured a species descended from the Scoured Stars

TASK DETAIL

Celita, leader of the Dataphiles, feverishly works on the mainframe in the command center of the *Master of Stars*. "Greetings, I'm Celita of the Dataphiles. You may have known me as Historia-7, though I've since stopped using
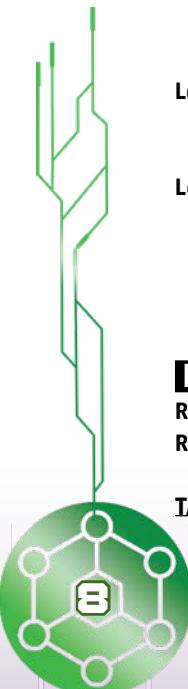
that name due to reasons we don't have the time to discuss. I think I've devised a way to artificially replicate the resonance effects of the *Tear* relic to help our ships stay in communication and traverse the Drift more precisely. I need you to double-check my code for errors and then see if you can shield the network from detection by jinsul sensors."

REWARDS

Level 1 Pleased with the PCs' review, Celita outfits the Starfinder fleet with better weapons-tracking software for targeting jinsul ships. Once during the adventure, the PCs gain a +2 bonus to any one starship combat gunnery roll, and that attack does not consume ammunition in the case of a weapon with the limited fire property.

Level 2 When using the reward above, all of the PCs' gunnery rolls during that round gain that benefit.

Level 3 In place of the level 1 reward, a PC can select any one successful starship weapon attack to count as critical damage if it deals Hull Point damage, even if the die result isn't a natural 20.

SUPPLY RUN

Relevant Skills Athletics, Engineering, Medicine, or Perception
Relevant Past Adventures any scenario with a mission predicated on a magical or technological item or resource

TASK DETAIL

Zigvigix, leader of the Exo-Guardians, sits before an immense cargo bay filled with crates of supplies. "They say an army marches on its stomach, but it also fights with guns and ammo! Can you take a look at all our gear to make sure it works and then load it onto the ships? Just try to keep the explosives separated from the food, please. We don't want to have that mistake happen again!"

REWARDS

Level 1 Zigvigix grants the PCs priority access to some Starfinder Society equipment. 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 full battery or magazine.

Level 2 In addition to the reward above, the PCs can also requisition a single consumable item with an item level up to the PC's level. These consumables cannot have permanent effects, and PCs who don't use them during the course of the scenario must return them at the end of the adventure.

Level 3 When using the level 1 reward, the weapon can have an item level up to the PC's level + 1.

TACTICAL PREPARATIONS

Relevant Skills Culture, Life Science, Mysticism, or Survival
Relevant Past Adventures Any scenario featuring combat with an organized, hostile alien force.

TASK DETAIL

Radaszam, leader of the Acquisitives, overlooks a large holographic map of the Scoured Stars system, overlaid with smaller, more detailed maps of terrain on specific planets. "I don't know about you, but I'm keen to take this fight to the jinsuls on their home turf. We have topographic data collected from our last foray into the Scoured Stars, plus some information on fighting styles our agents have reported from past jinsul encounters. See if you can make sense of it all and formulate a plan of attack."

REWARDS

Level 1: The PCs assist overviewing the Society's default plan of engagement. The PCs can reroll any one skill check while in the same location as a fleet.

Level 2: Once during the adventure, while in the same location as a fleet, the PCs can instead activate this reward to gain a +2 bonus to each of their initiative checks for that mission.

Level 3: During a single encounter in the same location as the jinsul fleet, the PCs can activate this reward to remove any extra enemies or challenges provided by the jinsul fleet.

THE JUMP

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

As preparations wind down, a stillness settles over the crowd of Starfinders gathered on the command deck of the Master of Stars. First Seeker Jadnura, flanked by nominated First Seeker Luwazi Elsebo and the android Iteration-177, steps forward to an elevated captain's platform and looks out over the assembled agents. Jadnura's resonant voice carries across the assembly. "Starfinders! Today we gather not merely as explorers and scholars, but as defenders of the galaxy. Ever since the jinsuls ambushed our rescue mission into the Scoured Stars, they have assailed us and our allies at every turn. The danger the jinsuls present to our friends and homes cannot be ignored. We now know that they intend to awaken the divine being responsible for trapping our first expedition into the Scoured Stars. We know that this scheme threatens not only the Scoured Stars but all the space surrounding it. This leaves us with one mission: break the jinsul fleet and drive them from the Scoured Stars, putting an end to their depredations once and for all. Today we march to war!"

The Starfinders disperse to their ships and launch into orbit, assembling into either tactical strike formations or vanguards surrounding the larger vessels. The fleet's synchronized screens flash to life, showing Luwazi Elsebo from her own command station. "We are ready to approach the Scoured Stars system from the outer orbit of the Agillae system's star. The majority of our fleet will stay together to protect our supplies and support our ground troops, while our field agents are to scout the system and find the most strategic places to engage the jinsuls. Kadrical's divine herald, Dhurus, is the head of the snake: find
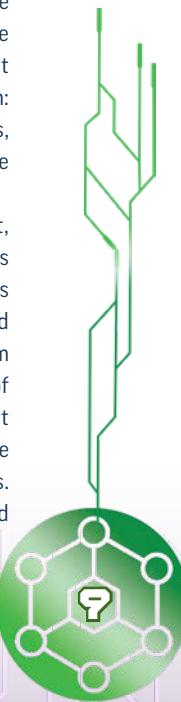
where he is hiding so we can direct our full forces against him. Once we close in on him, we can face down Dhurus on equal footing and end this conflict."

Luwazi nods to the camera. "Stick together, support each other, and stay the course. We live or die as one today. Good luck, Starfinders. Fleet–activate Drift engines now!" The screen shuts off, and each formation of starships surges forward as a unit, vanishing into 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.

The Starfinder fleet emerges from the Drift as a single force,

the three suns of the Scoured Stars burning brightly against the surrounding void. Moments later, onboard computers ping with streams of incoming data detailing nearby jinsul ships, planets with concentrated industrial activity, and further commands from the First Seekers. Several files emerge on the captains' screens: briefings of locations where field agents could find useful information about how best to target the jinsul fleet's weak points.

Table GMs, Part 1 has started.

PART 1: SURVEILLANCE

The Starfinder fleet has identified five locations likely to hold intelligence about weak spots in the jinsul army's deployment. In Part 1, the Starfinders investigate these locations and report their secrets back to their commanders.

TABLE GM INSTRUCTIONS

During this part of the adventure, each table can choose from one of five scout 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 50), 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, while keeping in mind the locations and effects of the Starfinder and jinsul fleets displayed by the Overseer GM. 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 scout mission to receive the credit.

Interplanetary Travel: Celita has equipped the Starfinder fleet with a code that allows its starships' Drift engines to replicate the mystical resonance effects of the *Tear* relic from their previous mission into the Scoured Stars. The widespread network of starships allows individual ships to make short jumps through the Drift in a matter of hours. Assume that completing a mission and traveling to the next location (including a new encounter in the same location, if applicable) takes 1d4 hours. Taking a 10-minute break to rest and regain Stamina Points is always possible between the missions while the PCs are traveling from one location to another. In addition the Overseer GM announcements are relayed at near instantaneous speeds across the entire system.

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 is one condition that the Overseer GM might announce if

LUWAZI ELSEBO

the Starfinders complete all Part 1 missions.

Change of Guard: When the Overseer GM announces that the Change of Guard condition is in effect, the Starfinders afford each other some rest by covering shifts. Once during the adventure, the group can take an 8-hour rest between missions prior to Part 3.

OVERSEER GM INSTRUCTIONS

During Part 1, the Overseer GM manages the reactive movement of the fleets and 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); this immediately unlocks access to the Part 2 mission of the same number, allowing Parts 1 and 2 to flow between one another before the hard cutoff that initiates Part 3. Tables currently completing a mission that becomes closed can finish the encounter, their success instead going to an Overseer determined open scout mission. 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. Furthermore, once the House completes all five scout missions, the PCs can rest longer (see Change of Guard above).

When the Ground Force Intel mission (scout mission 1) is completed, read the following aloud.

Starfinder agents have compiled reports detailing jinsul ground troop formations from a base camp on Agillae-2. Our strategists have devised a way to safely air-drop agents behind enemy lines in order to disrupt the jinsul infantry's leadership. Given the high concentration of jinsul battalions on Bastiar-6, that seems the ideal place to strike.

Table GMs, the Ground Force Intel mission is closed, and the Paratrooper Strike mission in Part 2 is now unlocked.

When the Data Theft mission (scout mission 2) is completed, read the following aloud.

Starfinder hackers have recovered navigation routes for supply lines from a jinsul data center on Agillae-4. Using this information, we have identified vulnerable courier routes in the space surrounding Bastiar-6. The First Seekers need some skilled starship crews to choke the jinsuls' resource pipelines.

Table GMs, the Data Theft mission is closed, and the Sever Supply Line mission in Part 2 is now unlocked.

When the Recovery Efforts mission (scout mission 3) is completed, read the following aloud.

Our salvagers managed to extract enemy strike coordinates from some of our felled starships orbiting Agillae-5. It appears the jinsuls' plan to topple our long-range scanning towers on Bastiar-8's fourth moon, which feed us all our information about their fleet movements in that system. We need stalwart warriors to stop the attackers so our data can keep coming in.

Table GMs, the Recovery Efforts mission is closed, and the Scanner Defense mission in Part 2 is now unlocked.

When the Scout Hunt mission (scout mission 4) is completed, read the following aloud.

Our pilots captured a jinsul ship and traced its flight coordinates to a secret command base hidden on Bastiar-3. The base is well defended, but destroying it will disable the jinsuls' communications network. This mission calls for agents ready to storm jinsul defenses to win us a crucial advantage.

Table GMs, the Scout Hunt mission is closed, and the Trench Assault mission in Part 2 is now unlocked.

When the Captive Interview mission (scout mission 5) is completed, read the following aloud.

A jinsul captive revealed that we have a traitor in our midst! A double-agent has been feeding sensitive information to the jinsul data center on Agillae-4. We need Starfinders adept at hunting fugitives to track this turncoat down and stop them from leaking any other valuable data.

Table GMs, the Captive Interview mission is closed, and the Stop the Mole mission in Part 2 is now unlocked.

When all five scout missions have been completed, read the following aloud.

Using the flood of crucial intelligence about the enemy, the Starfinder leadership strategically divides responsibilities to afford everyone some rest.

Table GMs, the Change of Guard condition is now in effect.

THE SCOURED STARS SYSTEM

The Scoured Stars consists of three star systems, Agillae, Bastiar, and Callion, all of which revolve around a common barycenter. The missions throughout *Fate of the Scoured God* largely begin in the Agillae and Callion systems, then converge in the Bastiar system, the heart of the jinsul military operation.

Agillae: Agillae is an orange dwarf star with five terrestrial planets in the star's habitable zone. Scout missions 1 through 3, as well as action mission 5, 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 terrestrial planets, a gas giant with more than three dozen moons, and two ice giants. Action missions 1 through 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 opposite sides of the star. Scout missions 4 and 5 take place in the space
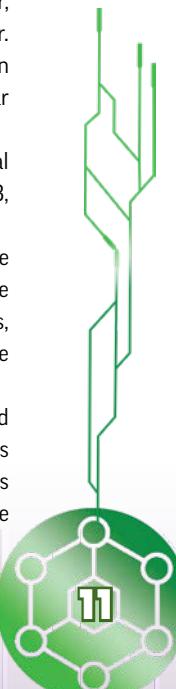
orbiting Callion.

SCOUT MISSION 1: GROUND FORCE INTEL

Zigvigix, leader of the Exo-Guardians faction, briefs the PCs.

Zigvigix, the shirren faction leader of the Exo-Guardians, points at a screen depicting a green planet blemished by stretches of brown and ashen land. "Our scans show lots of jinsul activity here on Agillae-2. The planet is habitable, but it looks like the jinsuls stripped most of the vegetation to fuel their war industry. If I were a jinsul, I'd use the cleared terrain to run formation drills and test ground vehicles." The shirren's antennae bounce with glee, at odds with the seriousness of the moment. "But of course, I'm not a jinsul, so you're going to see if I'm right! I'll scramble their sensors long enough for you to sneak down there, find whatever you can about their troop organization, and get away as fast as you can. Don't attract too much attention, or you might have to fight the whole army by yourselves!"

ZIGVIGIX

Zigvigix provides the PCs with coordinates to a clearing within the remaining marshland where they can land their starship without notice. From there, the PCs make their way westward on foot to a massive jinsul war camp.

SURVEYING THE ARMY

As Zigvigix predicted, the jinsul camp is furiously active: infantry platoons run battlefield-training exercises, engineers test-drive various vehicles, and officers catalog artillery weapons and other large armaments. The PCs can gather strategic intelligence by spying on the camp and documenting the jinsuls' tactics, resources, and defensive measures.

Tasks: The following represent the most informative methods of reconnaissance outside the camp. These tasks can be completed in any order, and GMs can allow some leeway for creative solutions using skills or resources not presented so long as an appropriate skill check or consumption of resources is involved. Each task takes about 10 minutes, and most tasks do not allow support via the aid another action unless specifically stated. PCs not attempting a task can take a 10-minute rest instead. Failing any task means the perimeter patrol (see below) arrives aware of that PC's presence. A PC who attempts the same task multiple times between encounters with patrols gains a +4

insight bonus to the check per previous attempt at the same task.

Closer Look: A PC can attempt a Hard Stealth check to creep closer and identify markers of jinsul officers. If the PC fails at the check, they must succeed at an Average Reflex save or begin the encounter at least 70 feet away from the nearest ally.

Distant Observation: A PC can attempt a Hard Perception check to spot weak points in the jinsuls' earthworks and battle formations. The patrol has concealment against a PC who fails this check for the first round of combat, unless the PC succeeds at an Average Survival check.

Forensic Analysis: The border of the devastated marshland is riddled with evidence of felled trees and slain dinosaurs—victims of the jinsuls' violent colonization. A PC can attempt a Hard Life Science check to find forensic evidence of the jinsuls' most common firearms and how they harm living creatures, as well as what natural resources the jinsuls are harvesting for building materials or fuel. Any PCs that fail this check must succeed at an Average Perception check or begin the encounter with the perimeter patrol (see below) as though they were surprised (granting the jinsuls a surprise round to act against those PCs).

High Ground: A PC can attempt an Average Athletics check to climb a tree and document the marching patterns being practiced. PCs capable of flight can use Acrobatics instead, but must surpass the Hard DC since flying doesn't afford as much natural cover. PCs attempting the check begin encounter **A** 1d6 × 10 feet high up in the canopy.

Navigate Terrain: A PC can lead the party to an advantageous vantage point with a successful Hard Survival check, which can benefit from aid another. PCs who fail this check or a check to aid another must succeed at a DC 15 Strength check (DC 17 in Subtier 7–8 and higher) or be entangled for the first round of the combat encounter with the perimeter patrol (see below).

A. PERIMETER PATROL

PCs can position themselves wherever they like on the map, possibly modified by their tasks above. Every 10 minutes that the PCs spy on the jinsul camp, a perimeter patrol scouts their location. The patrol enters on the brown footpath from the side farthest from the PCs; any PC who did not fail a check to complete a task can attempt a Stealth check (DC = 10 + the enemies' highest Perception modifier) to remain undetected, possibly granting them a surprise round or avoiding the encounter entirely if
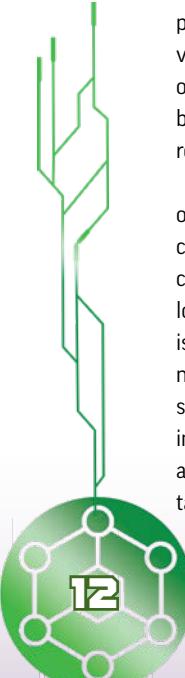
A. PERIMETER PATROL

STARFINDER FLIP-MAT: JUNGLE WORLD
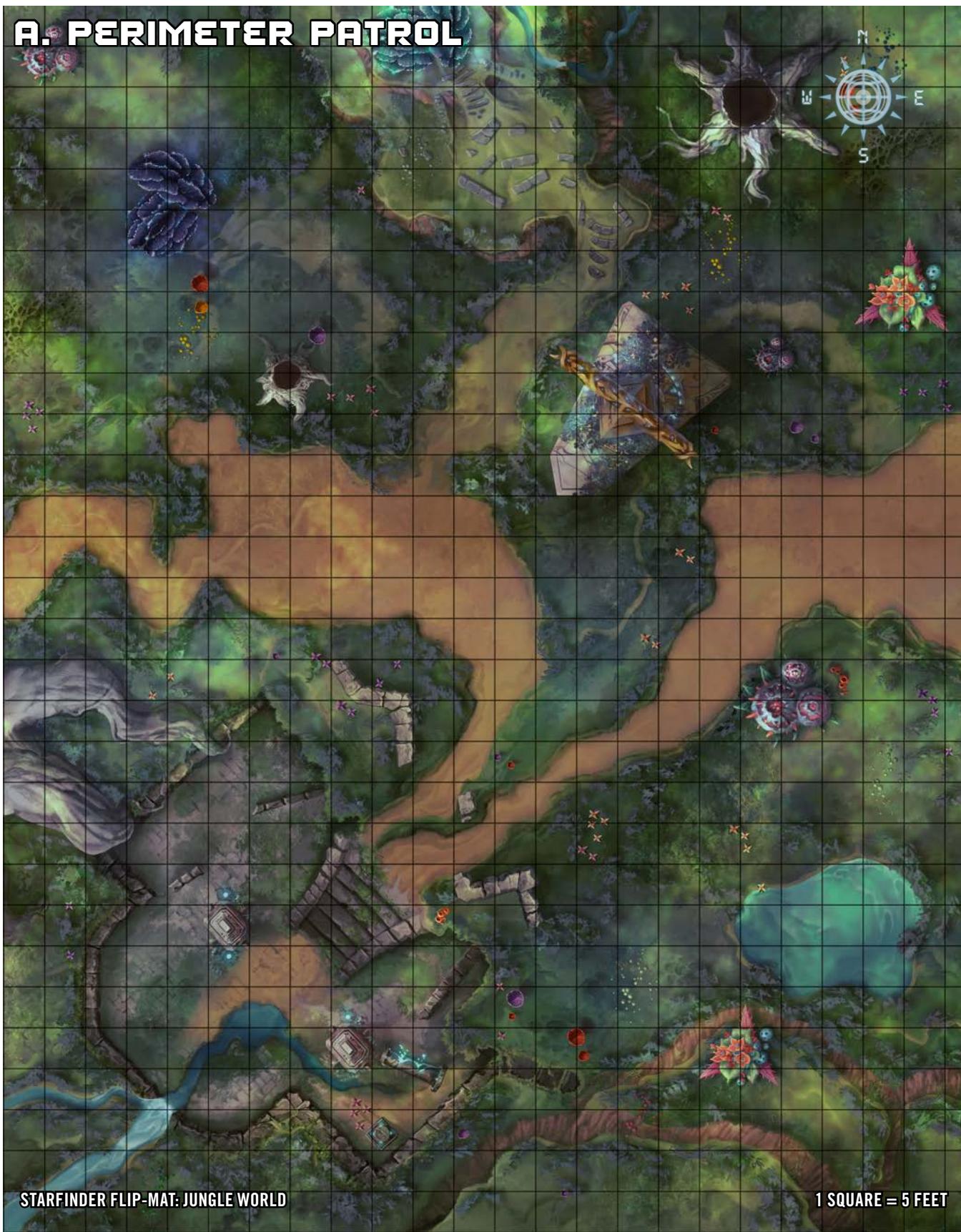
1 SQUARE = 5 FEET

all PCs succeed. GMs should account for the jeskraals' scent, assuming the wind blows from the south.

Features: Green areas have light undergrowth, which functions as difficult terrain that provides concealment to prone creatures. Plants, stumps, and structures provide cover, and each tree is roughly 60 feet tall. Water is shallow and imposes a –2 penalty to Stealth checks, otherwise functioning as undergrowth. Mesas add 10 feet of elevation per level.

Creatures: A team of jinsul scouts with their trained jeskraals–hairy, crustacean-like animals that hide inside armor like hermit crabs–investigates the PCs' operation. They begin by trying to capture or kill the PCs on their own, but if the PCs prove too dangerous, they fire their signal flares to alert other patrols of the intruders. Doing so alerts the other jinsuls of a threat, prompting them to send more patrols. If this happens, the PCs no longer have enough time for a 10-minute rest between encounters (although they can still attempt tasks without penalty), and subsequent patrol encounters arrive aware of the PCs and feature one additional jeskraal. If a flare is fired, a PC can spend their task time following the encounter to mitigate the jinsuls' suspicions: a PC fluent in Jinsul can attempt an Average Bluff check to declare a false alarm through the scout's comm unit, or any PC can attempt to hide evidence of their presence with an Average Stealth or Survival check. Succeeding at one of these checks negates the effect of a signal flare.

If the jinsul fleet is present, add one jinsul to the encounter (two in Subtiers 7–8 and higher).

SUBTIER 1–2 (CR 3)

JESKRAAL	CR 1

HP 24 (see page 51)

JINSUL SCOUT	CR 1

HP 17 (see page 53)

SUBTIER 3–4 (CR 5)

JESKRAALS (2)	CR 1

HP 24 each (see page 56)

JINSUL SCOUTS (2)	CR 1

HP 17 each (see page 57)

SUBTIER 5–6 (CR 7)

JESKRAALS (3)	CR 1

HP 24 each (see page 62)

JINSUL SCOUT VETERANS (2)	CR 4

HP 45 each (see page 64)

SUBTIER 7–8 (CR 9)

COMBAT-TRAINED JESKRAALS (2)	CR 5

HP 80 each (see page 68)

JINSUL SCOUT VETERANS (3)	CR 4

HP 45 each (see page 71)

SUBTIER 9–10 (CR 11)

COMBAT-TRAINED JESKRAALS (3)	CR 5

HP 80 each (see page 74)

NSUL SCOUT BEASTMASTERS (2)	CR 8

HP 115 each (see page 78)

SUBTIER 11–12 (CR 13)

DIRE JESKRAALS (2)	CR 9

HP 160 each (see page 82)

CELITA

JINSUL SCOUT BEASTMASTERS (3)	CR 8

HP 115 each (see page 85)

Development: Once the PCs successfully complete four different reconnaissance tasks and overcome or avoid the subsequent encounter, they acquire enough information about the jinsul operations to report back to Zigvigix, and can escape the planet without incident. The shirren begins using the intelligence into an attack plan the Starfinders can use in a location similar to Agillae-2.

Reporting: If the PCs successfully return with details about the jinsul army's movements, the table should report a success for Mission 1.

SCOUT MISSION 2: DATA THEFT

Celita, leader of the Dataphiles faction, briefs the PCs.

Celita, the android leader of the Dataphiles, looks down at a three-dimensional hologram of the Scoured Stars, complete with red and green dots representing jinsul and Starfinder ships. "The jinsuls know this system better than we do; as long as they are well supplied, they will outlast and repel us. We need to starve their fleet of resources, but we cannot do that without finding their courier ships' flight paths. The communications I

B. STARSHIP SENTRIES

STARFINDER FLIP-MAT: SPACEPORT

1 SQUARE = 5 FEET
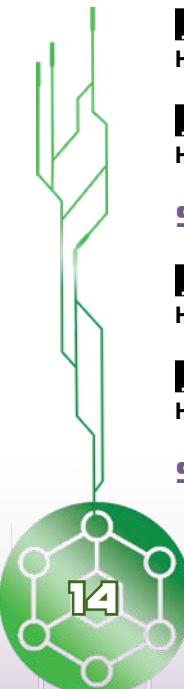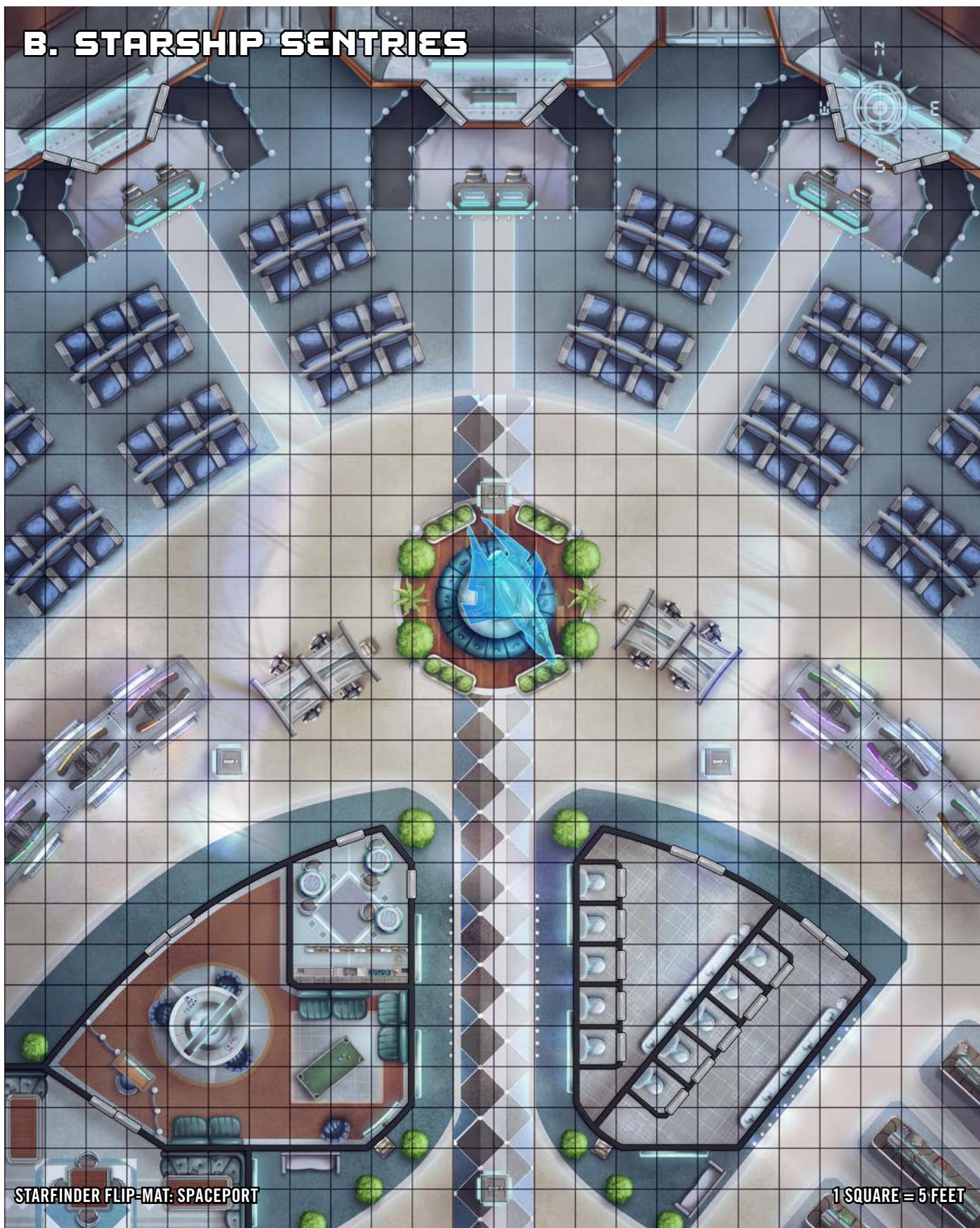
have intercepted have limited value, but I traced them all back to a massive data-processing station on Agillae-4. I need you to infiltrate the data center, hack the computers, and bring back some intelligence we can use to cut the jinsuls' supply lines."

Celita sends the PCs to their destination in a cramped stealth pod that shares many similarities with a torpedo. The stealth pod quickly reaches Agillae-4, a hyper-industrialized city-planet that the jinsuls have adapted into their main information hub. Prior to the PCs' departure, Celita emphasizes that the stealth pod is a disposable, single-use landing pod and that the PCs need to find their own way off the planet, which they should do quickly before they are caught and slaughtered by the local jinsul forces.

INFILTRATING THE STATION

The PCs land in an isolated alley, allowing them to enter the city unnoticed. It doesn't take the PCs long to identify their target: a vast ovoid tower dotted with spines tipped with satellite dishes.

Heist Phases: The process of reaching and entering the tower, finding and retrieving useful data, and escaping without being killed requires several sequential steps. During each step, each PC can either attempt one of the skill checks listed for that phase, or attempt to aid another for another PC's skill check. For each skill check that the PCs succeed at, they increase their total number of successes by one. Multiple PCs succeeding at the same type of check do not increase this total. These successes represent how effectively the PCs avoid or deceive the surrounding jinsuls during their heist, with their total number of successes influencing the threats they must overcome in the mission's final stretch (see Development below). GMs should portray the PCs' infiltration as being narrowly successful regardless of their check results, with the jinsuls realizing the final ramifications of the PCs' efforts only as the PCs flee the tower.

Cover IDs: The PCs must blend into the jinsul community long enough to reach the tower. PCs can mask their approach by fitting into the scenery as "captured" or "converts" (a Hard Culture check), creating a compelling jinsul armor suit (an Average Disguise check), or approaching via unoccupied back routes (a Hard Survival check).

Jinsul Worshippers: The PCs' way is blocked by jinsul fanatics praying to Dhurus. PCs can sneak by the jinsuls (an Average Stealth check), bully their way past them (a Hard Intimidate check, reduced to Average if the PC speaks Jinsul), or nonchalantly bypass them by pretending to do other work (an Average Profession check for any type of tech job).

Outer Defenses: The tower's entrance has security guards and automated doors. PCs can break in through a back door (a Hard Engineering check), distract the guards (a Hard Bluff check), or steal a key card (an Average Sleight of Hand check).

Interior Halls: The PCs must quickly reach the control center. They can quickly scale the stairways (a Hard Acrobatics or Athletics check) or find a shortcut (a Hard Perception check).

Computer Terminal: Upon reaching the mainframe, the PCs must find and extract the info they need. They can hack the computer (a Hard Computers check), eject and steal a starship data log (a Hard Piloting check), or connect the dots from some adjacent documents detailing supply transportation (a Hard Sense Motive check).

Development: Ultimately the PCs' subterfuge is discovered, initiating a lockdown and forcing the PCs to flee. As the PCs flee, the tower's numerous jinsul guards and defensive countermeasures converge on them, their preparedness influenced by how successful the PCs were during their break-in. The PCs automatically take piercing damage from overwhelming gunfire as they escape, the amount determined by the number of successes they earned.

9 or More Successes: The PCs take no damage, reaching the docking bay completely unnoticed.

6–8 Successes: The PCs take 1d4 damage per APL.

3–5 Successes: The PCs take 1d6 damage per APL.

0–2 Successes: The PCs take 1d8 damage per APL.

B. STARSHIP SENTRIES

The PCs eventually reach the tower's docking bay. Celita remotely locks the doors behind the PCs to slow their pursuers long enough to steal a starship and rendezvous with her in orbit. The area holds several starships, including a mostly repaired Starfinder shuttle left over from a previous Starfinder mission into the Scoured Stars.

Creatures: Although the PCs can hear the jinsuls banging on the bay doors, their pursuers cannot reach them in time to stop their escape. However, two scorpion-like robots are guarding the starships and immediately attack the unauthorized intruders.

If the jinsul fleet is present, add one robot to the encounter.

SUBTIER 1–2 (CR 3)

JINSUL WATCH ROBOTS (2)	CR 1

HP 20 each (see page 53)

SUBTIER 3–4 (CR 5)

JINSUL SENTRY ROBOTS (2)	CR 3

HP 40 each (see page 58)

SUBTIER 5–6 (CR 7)

JINSUL DEFENSE ROBOTS (2)	CR 5

HP 70 each (see page 63)

SUBTIER 7–8 (CR 9)

JINSUL GUARD ROBOTS (2)	CR 7

HP 105 each (see page 70)

SUBTIER 9–10 (CR 11)

JINSUL DESTROYER ROBOTS (2)	CR 9

HP 145 each (see page 76)
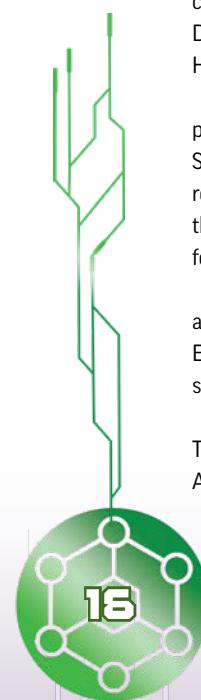
SUBTIER 11–12 (CR 13)

JINSUL ANNIHILATORS (2) — CR 11
HP 180 (see page 82)

Development: Once the PCs defeat the robots, they can easily break into the Starfinder shuttle, bring its engines online, and blast off into space, returning to Celita with the stolen flight-path data. The Dataphiles leader immediately begins uploading the courier routes into the sensors and navigation systems, as well as disseminating the intelligence to the rest of the Starfinder fleet.

Reporting: If the PCs successfully return to Celita with details about the jinsul fleet's supply lines, the table should report a success for Mission 2.

SCOUT MISSION 3: RECOVERY EFFORTS

Venture-Captain Naiaj briefs the PCs for this mission.

Venture-Captain Naiaj's face appears on a communication screen, her features even paler and more somber than usual. She pauses for a moment before speaking. "A group of elite jinsul starships ambushed one of our scout flights near the starship graveyard orbiting Agillae-5. None of our agents responded to my summons. I assume they're all dead. The jinsuls have left, but we need to know where they're going next or we'll be cleaning up another massacre. Check the remains of our ships for anything that might tip us off about their next target."

NAIAJ

The PCs' starship sensors point them toward a relatively intact Starfinder wreckage drifting among the debris. A PC who succeeds at an Average Culture check recognizes that the craft as the *Parting Glance,* a veteran Starfinder ship captained by a highly ranked flight leader named Jessyn. If a PC succeeds at an Easy Computers check, they detect no signs of life aboard the craft.

C. PARTING GLANCE

Jinsul weapons ripped through the *Parting Glance,* rendering all its major systems inert. Until emergency power is restored, the entire ship is dark, with no atmosphere or gravity. PCs can board the wreckage from their starship without difficulty and survive inside using their armor's environmental protections, although movement within the ship might prove challenging until gravity is restored. The PCs enter the ship via the breach in area **C1**. Rooms that lack details can each be entered by a PC who succeeds at an Easy Athletics check, but they don't contain anything of value.

C1. POWER CORE

The power core is heavily damaged but still capable of accessing emergency power with some jury-rigging. A PC who succeeds at a Hard Engineering check gets the ship's backup systems online, restoring artificial low gravity and dim illumination onboard, but not atmosphere (since the hull is so severely breached). This also allows access to the locked computers on the bridge.

C2. COMPUTER LAB

This facility has been stripped of usable materials. A PC who succeeds at an Average Perception check discovers scratches in the walls consistent with jinsul leg blades, indicating that the jinsul attackers boarded and looted the *Parting Glance*. Although the jinsul took all the primary consoles and supplies, a PC who succeeds on a Hard Physical Science check recognizes the lab's layout as conducive for scanning and processing surface information from a nearby planet or moon, suggesting that the *Parting Glance* was collecting data about jinsul movements on nearby planets when it was ambushed.

C3. TRANSMISSION CENTER

Like area **C2**, this room appears largely stripped of valuables and information, save for one large device on the aft side that was visibly sundered by melee weapons. A PC who succeeds at a Hard Piloting check recognizes the device as a long-range transmitter, which could rapidly share large amounts of data between the *Parting Glance* and another location. A PC who succeeds at an Average Engineering check determines that the device's main operating systems were surgically targeted by whatever destroyed it, rendering it totally inoperable.

C4. GUNNER'S STATION

Once the power core in area **C1** is restored, a PC who succeeds at an Average Piloting check can briefly pull up data saved in the gunner's targeting computer. The data suggests that the gunner continued firing on the jinsul ships after the jinsuls disabled the *Parting Glance*, specifically and persistently targeting its air-to-ground torpedo launchers.

C5. ENGINEERING

This room is in total disarray but hasn't been as thoroughly looted as areas **C2** and **C3**. Both doors leading to area **C6** are stuck shut, requiring a full action and an Average Athletics check to open.

C6. BRIDGE

Six corpses—three humans, a shirren, a ysoki, and a korasha lashunta identifiable as Captain Jessyn—float in the bridge,
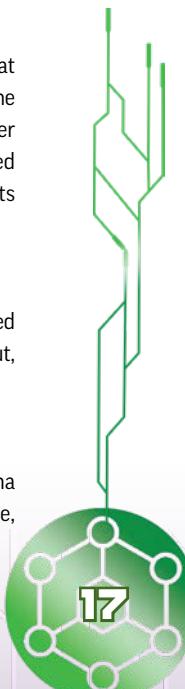
C. PARTING GLANCE

FORWARD

C6

C5

C1

C2

C3

C4

STARFINDER FLIP-MAT: GHOST SHIP

1 SQUARE = 5 FEET

their bodies and faces mangled by decompression following the destruction of their ship and environmental controls. If backup power and gravity are restored, the bodies settle onto the floor, and a cracked screen on the communications station flickers in standby mode; if the PCs don't restore power, they can power the computer using 20 charges from a battery and succeeding at an Average Engineering check. A PC who succeeds at a Hard Computers check can run the computer's last operation, discovering that the *Parting Glance* shared all its data collected about the jinsuls' movements and numbers with a system-wide transmission tower the Starfinders hastily assembled on the twelfth moon of Bastiar-8. Furthermore, disarmed countermeasures indicate the jinsuls who boarded the ship also retrieved this info, likely flagging the transmission tower as their next target. PCs who fail this check still obtain the information, but the added effort allows the undead to act in a surprise round.

Creatures: Dhurus releases a surge of energy that reanimates some of the slain Starfinders as undead. These attack once the PCs either attack the corpses or discover the jinsuls' next target.

If the jinsul fleet is present, add two tier-appropriate undead Starfinders to the encounter (in Subtier 1–2, add one undead Starfinder rookie from Subtier 3–4 instead).

SUBTIER 1–2 (CR 3)

JESSYN	CR 3

Lesser nihili (see page 54)
HP 41

SUBTIER 3–4 (CR 5)

JESSYN	CR 3

Lesser nihili (see page 59)
HP 41

UNDEAD STARFINDER ROOKIES (2)	CR 1

Occult zombies (*Starfinder Alien Archive* 114, see page 59)
HP 24 each

SUBTIER 5–6 (CR 7)

JESSYN	CR 5

Nihili (*Starfinder Alien Archive* 82, see page 66)
HP 72

UNDEAD STARFINDER AGENTS (2)	CR 3

Lesser nihilis (see page 65)
HP 41 each

SUBTIER 7–8 (CR 9)

JESSYN	CR 7

Vicious nihili (see page 72)
HP 108

UNDEAD STARFINDER VETERANS (2)	CR 5

Nihilis (*Starfinder Alien Archive* 82, see page 72)
HP 72 each

SUBTIER 9–10 (CR 11)

JESSYN	CR 9

Unholy nihili (see page 79)
HP 150

UNDEAD STARFINDER OFFICERS (2)	CR 7

Vicious nihilis (see page 79)
HP 108 each

SUBTIER 11–12 (CR 13)

JESSYN	CR 11

Nihili commandant (see page 85)
HP 190

UNDEAD STARFINDER LEADERS (2)	CR 9

Unholy nihilis (see page 86)
HP 150 each

Development: Once the PCs defeat the undead, they can return to their ship and relay their findings to Venture-Captain Naiaj. The gnome venture-captain thanks the PCs for salvaging some value from the Starfinders' sacrifice, immediately contacting other teams with urgent orders to reinforce the transmission tower at Bastiar-8. Before breaking off communication with the PCs, Naiaj thanks them again and encourages them to stay safe.

Reporting: If the PCs successfully identify and communicate the jinsuls' next target to Naiaj, the table should report a success for Mission 3.

SCOUT MISSION 4: SCOUT HUNT

Venture-Captain Arvin remotely briefs the PCs as they arrive at the aftermath of a skirmish with jinsul starships in the space surrounding Callion-1.

Bursts of energy light up near space as several jinsul starships self-destruct. A flight of victorious Starfinder ships darts between the jinsul wrecks, as if dancing on their proverbial graves. Venture-Captain Arvin's image suddenly appears on a communications screen, his face furrowed with concern. "We just defeated this pack of jinsuls, but one of their scout ships escaped into the Drift. We can't let it report our fleet's position back to its superiors. Enter the Drift and stop that runaway!"
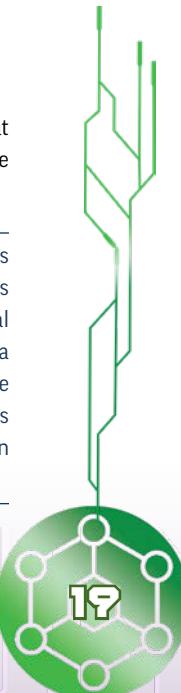
D. SEARCH AND DESTROY

STARFINDER FLIP-MAT: BASIC STARFIELD

The PCs must select an appropriate starship frame for this assignment, most likely a Drake or Pegasus, though they can bring other hulls they have access to.

D. SEARCH AND DESTROY

The PCs' communication systems scream with piercing feedback as they enter the Drift—the telltale shrieking that often accompanies jinsul attacks. The horrific sound indicates that the fleeing jinsuls are nearby.

Starship Combat: The jinsul scout ship begins 3d6+5 hexes away from the PCs' starship, facing away from them. Since this encounter is a sort of chase, the distance between the two starships is especially important. If a starship moves off the map, it does not disengage from combat; instead, track relative distance between vessels as best possible.

As they are harboring valuable information about the Starfinder fleet, the jinsuls seek to escape rather than engage in battle. If the jinsul ship ends a piloting phase more than 30 hexes away from the PCs' ship, it can attempt to hide among the swirling colors of the Drift as a pilot stunt, using the same DC as evading. If it succeeds, the PCs' gunners can target it only if the PCs' ship closes within 20 hexes and a science officer PC succeeds at scanning the jinsul ship. If the jinsul ship remains concealed for three consecutive rounds, it escapes completely, and the PCs fail this mission.

The jinsul starship concentrates on escaping, moving as far from the PCs' ship as possible each turn. The engineer and science officer prioritize their shields, focusing their attention on engines after that (including targeting the PCs' engines). The ship's computer prioritizes the pilot's and engineer's actions, then the gunners.

SUBTIER 1–2 (CR 1)

JINSUL SCOUT CRAFT	TIER 1

HP 55 (see page 56)

SUBTIER 3–4 (CR 3)

JINSUL SCOUT CRAFT	TIER 3

HP 55 (see page 56)

SUBTIER 5–6 (CR 5)

JINSUL SCOUT CRAFT	TIER 5

HP 65 (see page 67)

SUBTIER 7–8 (CR 7)

JINSUL SCOUT CRAFT	TIER 7

HP 65 (see page 74)

SUBTIER 9–10 (CR 9)

JINSUL SCOUT CRAFT	TIER 9

HP 75 (see page 80)

SUBTIER 11–12 (CR 11)

JINSUL SCOUT CRAFT	TIER 11

HP 75 (see page 87)

ARVIN

Development: If the PCs disable the jinsul ship, they prevent it informing the rest of the jinsul fleet about the Starfinder's movements. The jinsul crew abandons the ship immediately, after which point the PCs can easily board the derelict jinsul vessel and access its computer mainframe. Hacking the machine proves simple, and the PCs retrieve the coordinates of the jinsul headquarters where the ship was to deliver its intelligence. Upon the PCs' return to the fleet, Venture-Captain Arvin delights at their surprise discovery and forwards the data to the rest of the leadership so they can perform a threat assessment on striking the site.

Reporting: If the PCs stop the jinsul scout ship from escaping, the table should report a success for Mission 4.

SCOUT MISSION 5: CAPTIVE INTERVIEW

Radaszam, leader of the Acquisitives faction, briefs the PCs aboard a Starfinder ship orbiting Callion-2.

Radaszam's already imposing vesk figure appears extra threatening as he looms over a bound jinsul on his starship's bridge. "Let me introduce you to my guest, Teskrkah, a jinsul who claims to have betrayed her teammates—those teammates being an assassination squad sent to kill me. Now, I don't know what to believe, so I want you to figure out the truth here. I have some bigger fires I need to put out at the moment, so I'm handing this off to you. I've programmed the computer to translate for you if you need it. Remember, we're Starfinders and not depraved killers, so don't torture this pitiful creature. Just get what information you can from her. Engage the ship's autopilot once you've gotten her to talk and it'll bring you right to my location."

Radaszam then leaves the ship and the captive in the PCs' hands, taking a shuttle back to his own starship and returning to the main fleet. Upon Radaszam's departure, Teskrkah violently

E. INTERVIEWING TESKRKAH
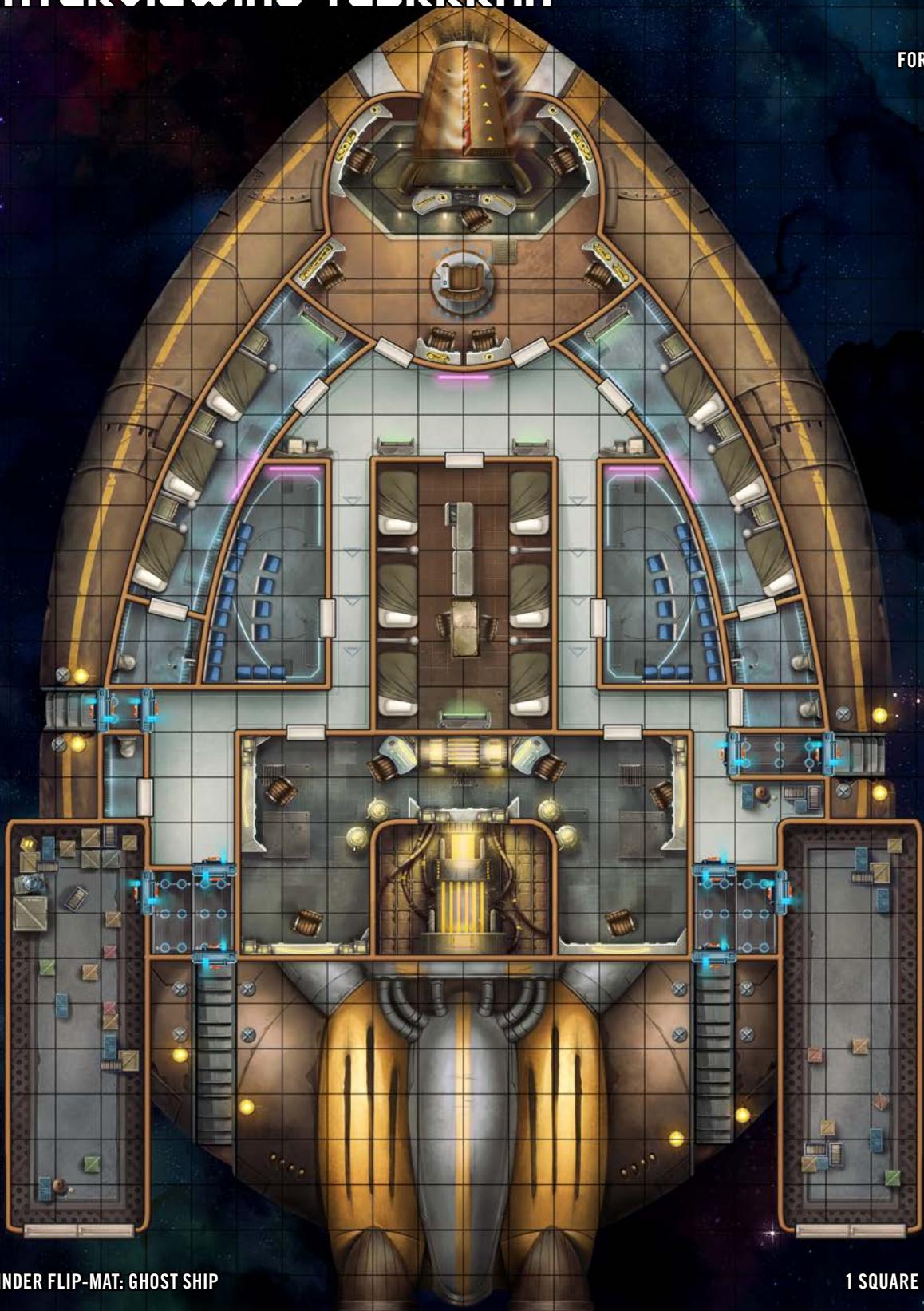
FORWARD

struggles against her restraints for a moment, then slumps into the chair with a series of mandible clicks. The computer registers the clicks as a language and translates, "Dhurus, though an abominable curse on my people, seems set to mount you atop its flagship, as it did to the great heroes we once followed."

E. INTERVIEWING TESKRKAH

The PCs must extract details about Teskrkah's mission, but the hardened jinsul has been conditioned to withstand interrogation. The PCs can attempt to pry information out of the jinsul using various techniques; if the PCs succeed at three distinct interrogation methods, the jinsul provides as much detail as she can, as described in the Creatures section. The section below lists common interrogation methods are presented below, but GMs might allow some leeway for creative interrogation methods, provided that such tactics use comparable skills and DCs or consume similar resources, such as spells or items. The party can attempt any method up to twice.

Coercion: A PC who succeeds at a Hard Intimidate check loosens Teskrkah's tongue through the application of threats or physical presence.

Goading: A PC who succeeds at a Hard Diplomacy check kneads information out of the jinsul with honeyed words. A PC can reduce the Diplomacy DC to Average by succeeding at an Average Sense Motive check to leverage the Teskrkah's belief that Dhurus is a blasphemer.

Probing: PCs can use magical or technological resources to extract information. Using a limited-use spell, class ability, or other resource can allow a PC to use a corresponding skill—most likely Mysticism. Alternatively, a PC can use that ability to reduce a different interrogation skill DC to Easy. A spell or effect that can independently glean information, such as *detect thoughts*, counts as a success for the probing method. If the effect allows a save, Teskrkah's saves use a modifier of APL + 2.

Trickery: A PC who succeeds at a Hard Bluff check wrings details out of Teskrkah via deceit. A PC can reduce the Bluff DC to Average by succeeding at an Average Culture check to use jinsul social norms to bolster the deception.

Creatures: If the PCs successfully interrogate Teskrkah, the jinsul reveals how she learned of the Starfinder leadership's locations: a nelentu double-agent from the Kreiholm Freehold named Tsimtsara. Admitting this, however, triggers a mystical countermeasure common to Dhurus's elite agents, signaling the betrayal: the PCs hear Dhurus's disembodied voice boom, "NONE BETRAY ME!" as Teskrkah's body violently convulses before ripping

apart in a surge of divine energy. The energy then coalesces into two jinsul-shaped demonic entities, who relentlessly attack the PCs until slain.

If the PCs utterly fail to get the information from Teskrkah, then Dhurus takes note of the potential betrayal and activates its countermeasure remotely when the PCs are most off guard. This strategy grants the summoned fiends a surprise round.

If the jinsul fleet is present, add one demon to the encounter.

SUBTIER 1–2 (CR 3)

DEMON SKINRIPPERS (2)　　　**CR 1**
HP 20 each (see page 51)

SUBTIER 3–4 (CR 5)

DEMON BLOODDRINKERS

HP 40 each (see page 56)

SUBTIER 5–6 (CR 7)

DEMON FLESHRENDERS (2)　　　**CR 5**
HP 70 each (see page 62)

SUBTIER 7–8 (CR 9)

DEMON BONESNAPPERS (2)　　　**CR 7**
HP 105 each (see page 68)

SUBTIER 9–10 (CR 11)

DEMON CHESTGOUGERS (2)　　　**CR 9**
HP 145 each (see page 75)

SUBTIER 11–12 (CR 13)

DEMON SOULFLAYERS (2)　　　**CR 11**
HP 180 each (see page 81)

Development: Once the PCs learn the name of the traitor, they can report back to Radaszam, who immediately begins tracking Tsimtsara's location to "plug the leak."

Infamy: If a PC is unusually cruel or profane, or otherwise ignores Radaszam's command and applies more invasive interrogation techniques to torment Teskrkah, that PC gains 1 Infamy.

Reporting: If the PCs learn about the spy and defeat the conjured fiends, the table should report a success for Mission 5.

RADASZAM
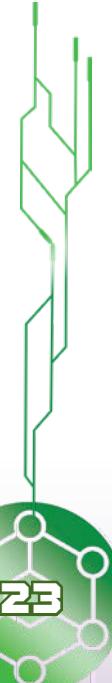
PART 2: INTO THE ACTION

As soon as the House accumulates enough successes for a specific Part 1 mission, its corresponding Part 2 mission becomes unlocked, allowing the Starfinders to immediately begin these action missions. Because of this fluid transition, there is no hard break or announcement between Parts 1 and 2, and Scout missions that have not yet been completed can be run concurrently with action missions. Once 150 minutes have passed or the House completes all five action missions, the Overseer GM will announce the start of Part 3.

TABLE GM INSTRUCTIONS

Having identified locations and details crucial to turning the tide of battle against the jinsul army, the Starfinders begin making surgical strikes against their strategic targets. In Part 2, new missions become unlocked based on which Scout missions the House has completed. The Scout mission numbers correspond to the action mission numbers. Distribute **Handout #3** (see page 50), which helps players choose and keep track of these missions.

If they so choose, the PCs are always able to spend Resolve Points to take a 10-minute rest between these missions.

Reporting Successes: Successes during Part 2 should be reported using the same method as during Part 1.

ANNOUNCED CONDITIONS

There are five different conditions that the Overseer GM might announce as the Starfinders complete Part 2 missions.

Dispirited Foe: When the Overseer GM announces that the Dispirited Foe condition is in effect, the jinsuls' combat fervor wanes as their commanders fall. All jinsuls lose their +4 bonus to saves against fear effects. Once, before the end of the scenario, each PC can spend 1 Resolve Point to negate a critical hit scored against them by an enemy attack, reducing it to a normal hit.

Safe Haven: When the Overseer GM announces that the Safe Haven condition is in effect, the PCs get a moment's respite from the stress of combat. Each PC can immediately recover any one spell expended, one daily use of a class ability, or 1 Resolve Point.

Spoils of War: When the Overseer GM announces that the Spoils of War condition is in effect, the PCs can help themselves to some stolen jinsul gear. Each PC immediately gains a duplicate of any two consumable items they possessed or purchased at the start of the adventure, which must be used before the end of this scenario or be lost.

Tower Intel: When the Overseer GM announces that the Tower Intel condition is in effect, the PCs receive a flood of data from the secured scanning towers. Once per encounter for the remainder of the scenario, each PC can roll twice on any Intelligence-, Wisdom-, or Charisma-based skill check or starship combat check and take the better result.

Victory in Sight: When the Overseer GM announces that the Victory in Sight condition is in effect, the PCs feel a palpable shift in momentum in the Starfinders' favor. Once before the end of the scenario, each PC can use the envoy's inspiring boost improvisation on themselves or one of their allies, using their character level as their envoy level. An envoy PC who has the inspiring boost improvisation can use this condition to use the 15th-level version of the ability once during this scenario.

OVERSEER GM INSTRUCTIONS

During Part 2, the Overseer GM continues managing the fleets' movements and renews the tallies of each Action success reported. When the House accumulates the requisite number of successes for a particular action mission, the Overseer GM announces that the mission is completed (see the respective missions' announcements below); this immediately locks access to that action mission, although Tables currently completing that mission can finish the encounter, their success instead going to an open action mission determined by the overseer. 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.

When the **Paratrooper Strike** mission (action mission 1) is completed, read the following aloud.

We have slain several jinsul officers behind enemy lines, and their soldiers have visibly lost morale.

Table GMs, the Paratrooper Strike mission is complete and the Dispirited Foe condition is now in effect.

When the **Sever Supply Line** mission (action mission 2) is completed, read the following aloud.

We have intercepted some jinsul supply ships, starving the enemy of resources while providing us with some extra gear.

Table GMs, the Sever Supply Line mission is complete and the Spoils of War condition is now in effect.

When the **Scanner Defense** mission (action mission 3) is completed, read the following aloud.

We have fended off a horde of jinsuls and secured the stability of our scanning towers, which will continue to feed us crucial information about the enemy.

Table GMs, the Scanner Defense mission is complete and the Tower Intel condition is now in effect.

When the **Trench Assault** mission (action mission 4) is completed, read the following aloud.

We have captured a pivotal jinsul command center, and our agents have found renewed vigor in our cause.

Table GMs, the Trench Assault mission is complete and the Victory in Sight condition is now in effect.

When the **Stop the Mole** mission (action mission 5) is completed, read the following aloud.
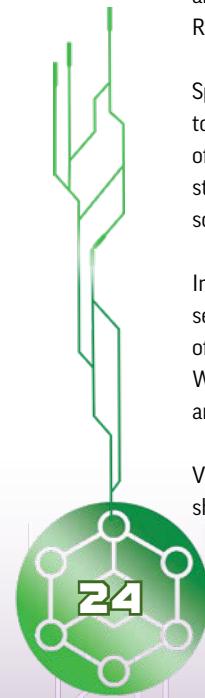
We have tracked down and stopped the spy who was giving away our positions, granting us some time to rest in a few secret locations the jinsuls aren't aware of.

Table GMs, the Stop the Mole mission is complete and the Safe Haven condition is now in effect.

ACTION MISSION 1: PARATROOPER STRIKE

Venture-Captain Naiaj briefs the PCs as they fly over the humid jungle-planet of Bastiar-6.

Venture-Captain Naiaj is barely audible over the roar of the starship engines and the din of battle surging on the surface of the planet below. "We've found a vulnerable site where several key jinsul officers direct their ground forces. We'll air drop you to the landing zone in less than a minute. Once you make it, find the officers and take them out! We'll come back around for you in just a moment."

GMs can detail the PCs' drop into an enemy camp beyond an active war zone, acknowledging that the Society provided them with parachutes which they already have equipped. The encounter begins 1 round after the PCs safely land and unfasten their chutes.

F. ATTACKING THE OFFICERS

Shortly after the PCs land, the jinsul officer and its guard detail close in on them, eager to evict the Starfinder interlopers. Both the PCs and the jinsuls have 1 round to prepare before rolling initiative and beginning combat.

Features: Green areas have light undergrowth, which functions as difficult terrain that provides concealment to prone creatures. Plants and stumps provide cover, and each large tree is roughly 200 feet tall with smaller trees standing half that height. The river is waist-deep, functioning as difficult terrain that provides cover against energy weapons to Medium or smaller creatures standing in the water.

Creatures: The jinsul officer casts spells from a distance while the guards interpose themselves between approaching PCs and their ward. All of the jinsul combatants use the available terrain to their advantage.

If the jinsul fleet is present, add one non-spellcaster jinsul to the encounter. The non-spellcaster jinsuls always come in pairs, as listed below.

SUBTIER 1–2 (CR 4)

JINSUL MAGE	CR 1
HP 16 (see page 52)

JINSUL WARRIORS (2)	CR 1
HP 20 each (see page 53)

SUBTIER 3–4 (CR 6)

JINSUL TACTICIAN	CR 3
HP 32 (see page 58)

JINSUL TERMINATORS (2)	CR 3
HP 40 each (see page 59)

SUBTIER 5–6 (CR 8)

JINSUL GROUND TROOPERS (2)	CR 5
HP 70 each (see page 64)

JINSUL SERGEANT	CR 5
HP 60 (see page 64)

SUBTIER 7–8 (CR 10)

JINSUL LIEUTENANT	CR 7
HP 90 (see page 70)

JINSUL STALWARTS (2)	CR 7
HP 105 (see page 71)

SUBTIER 9–10 (CR 12)

JINSUL COMMANDER	CR 9
HP 120 (see page 76)

JINSUL MYRMIDONS (2)	CR 9
HP 145 each (see page 77)

SUBTIER 11–12 (CR 14)

JINSUL GENERAL	CR 11
HP 155 (see page 83)

JINSUL HONORGUARDS (2)	CR 11
HP 185 each (see page 84)

Development: Once the PCs defeat the jinsul officers, Naiaj's ship flies back around and picks the PCs up just as members of the distraught jinsul infantry converge on their location. As the ship flies away to evacuate the PCs, they catch glimpses of the jinsul ranks dissolving and dispersing without a leader on the ground to keep them unified.

Reporting: If the PCs defeat the jinsul officers, the table should report a success for Mission 1.

ACTION MISSION 2: SEVER SUPPLY LINE

Venture-Captain Arvin briefs the PCs via the comm screen onboard their starship.

F. ATTACKING THE OFFICERS

STARFINDER FLIP-MAT: JUNGLE WORLD

1 SQUARE = 5 FEET
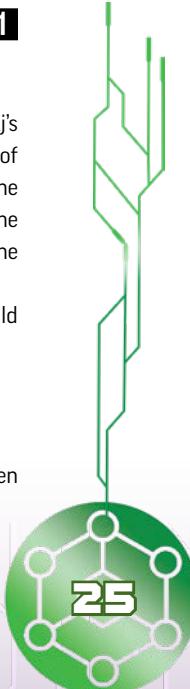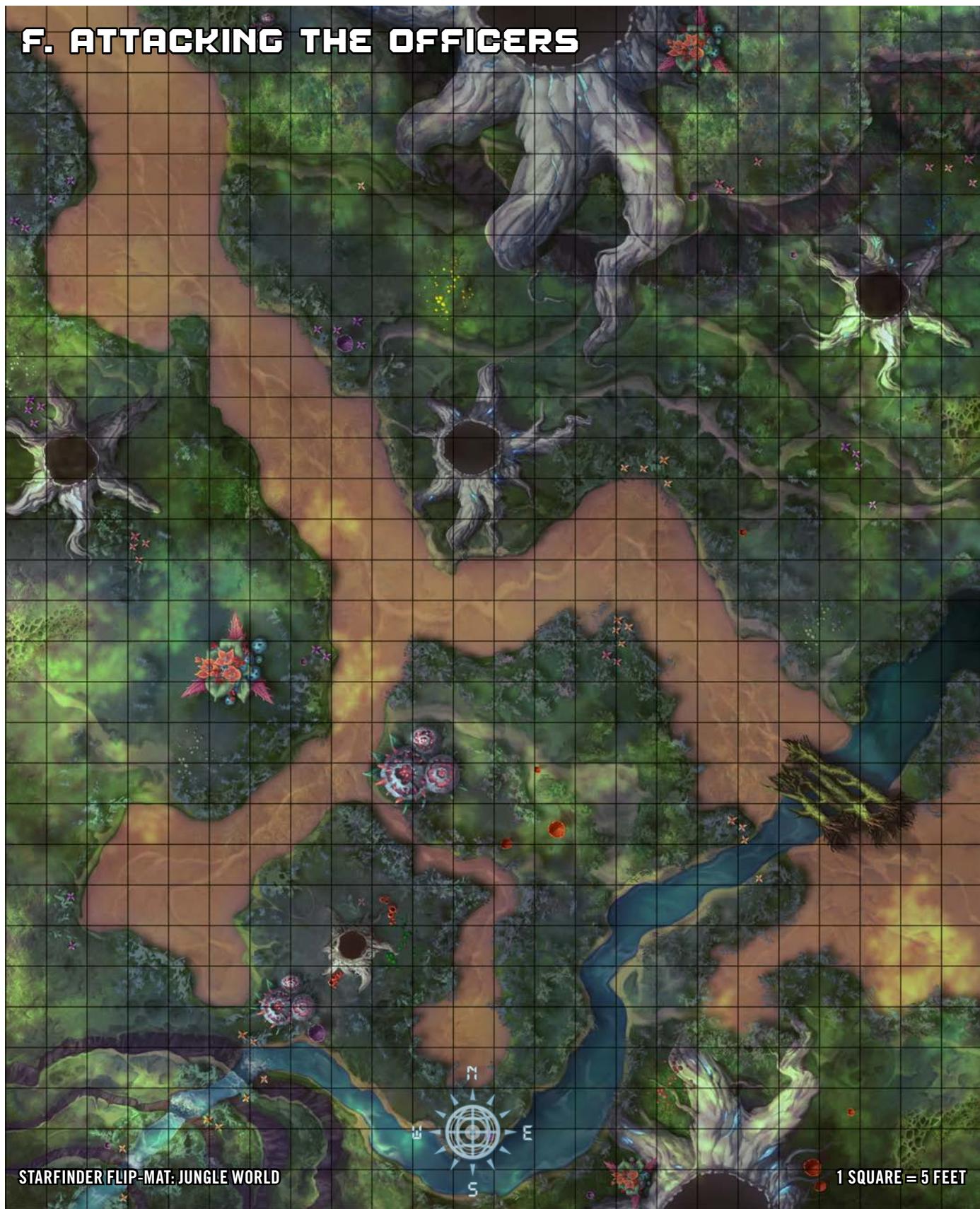
G. STARSHIP RAID
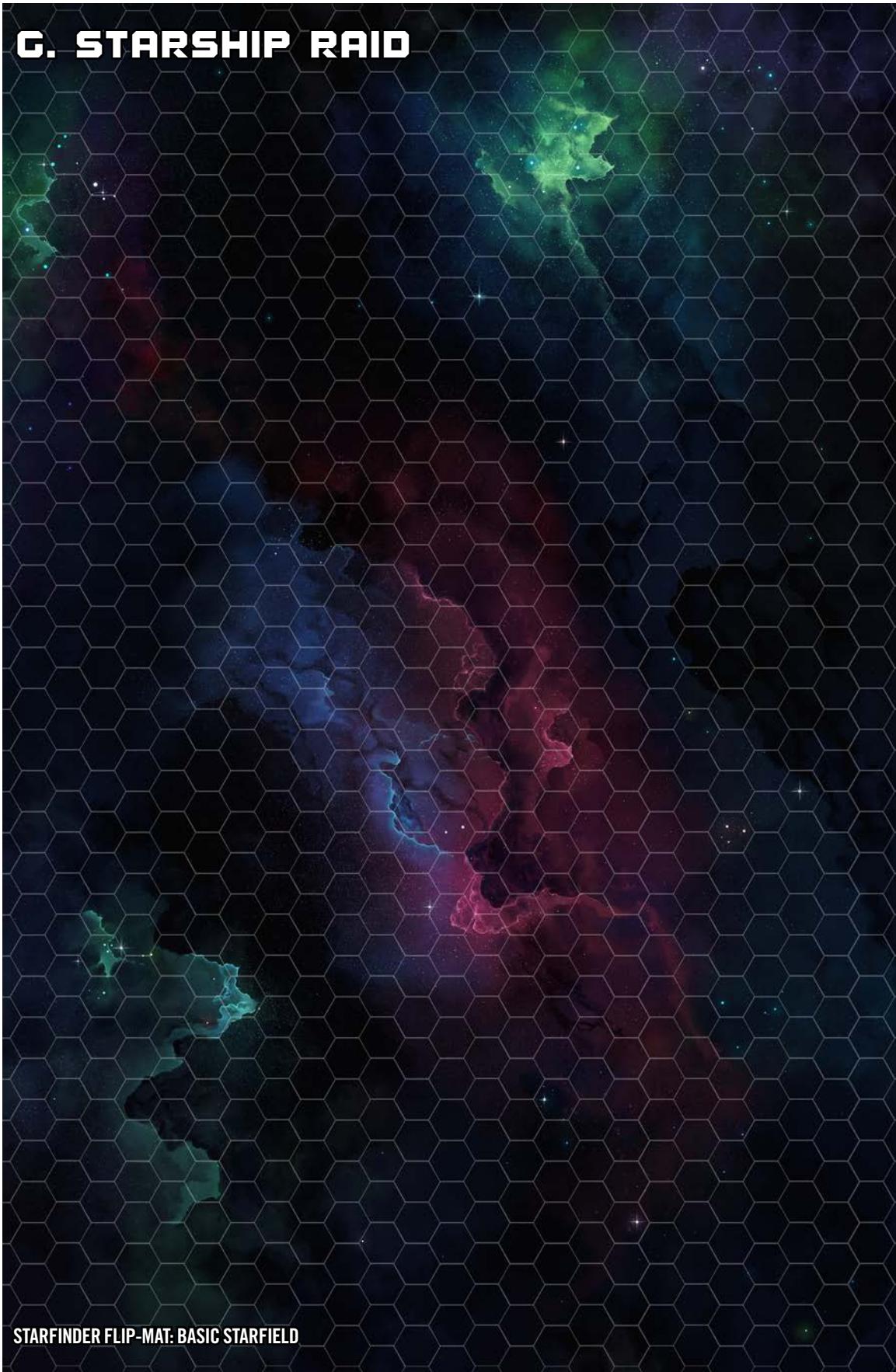
STARFINDER FLIP-MAT: BASIC STARFIELD

Venture-Captain Arvin's face flickers onto the starship's communications screen as the navigation panels flash with incoming data. "I've sent you the coordinates for the flight path of a jinsul supply line just beyond Bastiar-6. The intelligence you gathered suggests there might be some vulnerable jinsul courier ships traveling this route. Intercept the delivery and disable the courier without destroying it, then maybe we can help ourselves to some of the jinsuls' equipment."

The PCs select a starship for this assignment, and they can select a different starship than they used in Scout Mission 4. Their ship begins with full ammunition, Hull Points, and shields.

G. STARSHIP RAID

The PCs emerge from the Drift in open space, with Bastiar-6 the only celestial body remotely nearby. Moments later, two starships emerge into scanning range: an unarmed heavy freighter, and a jinsul assault craft. The assault craft immediately moves to block the PCs' approach, clearly guarding the freighter as an escort.

Boons: PCs with First Skirmish slotted as a Starship boon recognize the type of jinsul assault craft from their mission to Icefront. The PCs' ship gains a +1 bonus to AC, TL, gunnery rolls, and weapon damage rolls, and the PC slotting the boon gains a +2 bonus on every starship combat check they make throughout the encounter. If multiple PCs slot this Starship boon, the bonuses to their ship do not stack.

Starship Combat: The jinsul ships begin adjacent to each other 4d6+6 hexes away from the PCs' ship, facing the PCs. The freighter is a noncombatant with no shields or armaments; it has speed 8, turn 2, and 120 Hull Points, but otherwise has no stats presented in the encounter. The freighter takes no special piloting actions, merely trying to stay its course and get away from the PCs. It takes 10 rounds for the freighter to power up its Drift engine and escape; each round the freighter takes damage, this time increases by 1 round.

The assault craft aggressively attacks the PCs' ship, trying to destroy it before they can disable the freighter. If the freighter becomes disabled, the assault craft turns its weapons on the freighter in an effort to destroy its cargo rather than let the PCs steal it. If the PCs attempt to flee the encounter, the assault craft does not pursue them beyond the maximum range of its weapons. If the PCs destroy the assault craft, then the freighter cannot retreat–don't bother having the PCs spend time attacking the defenseless freighter.

SUBTIER 1–2 (CR 2)

JINSUL ASSAULT CRAFT	TIER 2

HP 60 (see page 55)

SUBTIER 3–4 (CR 4)

JINSUL ASSAULT CRAFT	TIER 4

HP 85 (see page 60)

SUBTIER 5–6 (CR 6)

JINSUL ASSAULT CRAFT	TIER 6

HP 85 (see page 66)

SUBTIER 7–8 (CR 8)

JINSUL ASSAULT CRAFT	TIER 8

HP 100 (see page 73)

SUBTIER 9–10 (CR 10)

JINSUL ASSAULT CRAFT	TIER 10

HP 100 (see page 79)

SUBTIER 11–12 (CR 12)

JINSUL ASSAULT CRAFT	TIER 12

HP 115 (see page 86)

Development: The PCs fail their mission if they flee, the freighter escapes into the Drift, or the freighter is completely destroyed by taking 240 damage to its Hull Points. The PCs can try again against a different freighter on the same supply line after completing a different mission.

If the PCs halt the freighter and destroy the jinsul assault craft, they can take their time dispatching the jinsuls onboard and claiming the courier's equipment for the Society (this process happens off-screen and is not included as a distinct encounter). Venture-Captain Arvin salutes their efficacy and orders the PCs to bring the gear to the main Starfinder fleet for distribution.

Reporting: If the PCs successfully disable the jinsul freighter and destroy its escort, the table should report a success for Mission 2.

ACTION MISSION 3: SCANNER DEFENSE

Zigvigix briefs the PCs from one of the turrets atop the scanning tower atop one of Bastiar-8's moons.

Beyond the humming force fields that surround the scanning tower, the moon's otherwise barren surface morphs into a roiling mass of approaching jinsuls. Zigvigix's voice projects through the loudspeakers throughout the building. "Wow, that sure is a bunch of angry jinsuls! Remember Starfinders, we need this tower standing if we're going to transmit any data to our fleet from behind enemy lines. Don't worry, every soldier defending a structure is worth ten attacking it, and every Starfinder has to be worth at least hundred jinsuls, so I guess that makes us about even? Get to your defensive posts and–" their final order gets drowned out by the roar of the jinsul horde slamming into the force fields and turret artillery weapon firing into the rushing throng.

H. TOWER'S LAST STAND

H1

H2

H3

H4

H5

H6

H7

H8

H9

H10

STARFINDER FLIP-MAT: ASTEROID

1 SQUARE = 5 FEET

The PCs and Zigvigix wind up trapped as the last line of defense of the Starfinder scanning tower as a mob of jinsuls descends upon it. The tower's outer defenses hold back the brunt of the horde and Ziggy provides artillery support from an elevated turret, but the PCs must thin the jinsul forces and beat back the ones who slip past the defenses until the army disperses.

H. TOWER'S LAST STAND

Throughout the encounter, a horde of jinsuls attacks the Starfinder scanning tower, clawing their way along the perimeter defenses seeking a way inside. The horde is an abstract foe beyond the building's walls with 500 Hit Points. Each turn on initiative count 0, Ziggy fires their weapon and deals 30 damage to the horde. The PCs must position themselves throughout the complex to help stave off the horde using the tower's other defenses. GMs should take a short moment to review each of the rooms and its associated defenses with the PCs. After doing so, the PCs can choose where they begin this encounter as well as take a moment to look around each room. Each defense can only be used once per round, and requires a standard action to activate.

All tower doors automatically open when approached unless locked from area **H7**, and the whole structure has normal light.

H1. Terrain Cannon

Here a PC can load chunks of stone into the purple vault on the southeast wall, which launches them outside with deadly force. Loading the cannon requires a successful Average Athletics check and deals 5d12 damage to the horde.

H2. Barrier Pulse

A PC who sits in the contraption in the room's eastern track can overcharge the force field and expel the excess energy in a lethal blast of electricity. Using this device requires a successful Average Computers check, and it deals 7d8 damage to the horde.

H3. Computer Terminal

A PC who uses this computer can attempt a Hard Computers check to add one die to the damage inflicted by all other tower defenses activated that round. A jinsul in this room can increase the DC to use all the tower defenses to Hard for one round with a standard action.

H4. Stone Supply

This room contains stones that supply ammunition for the cannon in area **H1**. Any jinsul in this room can disrupt the automated supply as a standard action, rendering the terrain cannon inoperable for one round. A Medium or smaller creature can squeeze through the narrow passage to **H1**.

H5. Atmosphere Control

This room maintains the tower's atmosphere, including the supercooled gases that power the freezing spray controlled by the reactor in area **H6**. A jinsul in this room can sabotage the machine with a standard action, rendering the spray inoperable for one round.

H6. Freezing Spray

The reactor in the northwest corner of this room can be set to envelope the entire area surrounding the tower in dangerously cold mist. A PC can use this device against the jinsuls with an Average Engineering check, dealing 9d6 damage to the horde.

H7. Security Mainframe

The screen along the southern wall of this room provides manual control over the tower's internal security protocols. A PC who uses the screen can see the occupants of every room in the tower via security cameras, remotely close any door such that the door requires a full action to open (or a move action with a successful Average Athletics check) using a move action, and make ranged attacks against jinsuls inside any single room using their ranged attack bonus to fire a laser rifle set into the room's ceiling (1d8 F in Subtiers 1–2 and 3–4, 2d8 F in Subtiers 5–6 and 7–8, and 3d8 F in Subtiers 9–10 and 11–12. A jinsul in this room can use it the same way.

H8. Power Core

This room holds the central power cell that fuels the tower's outer force fields, its surface visible as a flat green plane. A jinsul in this room can interfere with the power supply as a standard action, rendering the barrier pulse in area **H2** inoperable for one round.

H9. Perimeter Breach

This room contains an access point from the outside, allowing jinsuls swarming over the tower to infiltrate. Jinsuls emerge from the northwestern corner. A PC who succeeds at an Average Perception check can spot this breach prior to the encounter.

H10. Tunnel Entrance

The holes in the ground here bypass the outer force fields, allowing jinsuls to climb inside from underground. Jinsuls can emerge here from the southern and western crevasses. A PC who succeeds at an Average Perception check can spot this entry point prior to the encounter. The breach is too large to readily patch.

Creatures: Starting the first round on initiative count 0, several jinsuls infiltrate the tower and begin wreaking havoc. The first time this occurs, two jinsuls each appear in area **H9** and area **H10**, where they begin working their way into the tower and causing damage. Every 2 rounds following the initial wave, one additional jinsul emerges, alternating between area **H9** and area **H10** as to where they appear. Jinsuls prioritize attacking nearby PCs first, only interfering with the tower defenses if there are no visible enemies or if they cannot effectively attack their targets.

If the jinsul fleet is present, add one jinsul to each wave of additional jinsuls throughout the encounter, including the first.

SUBTIER 1–2 (CR 3)

JINSUL YOUNG BLOODS (4)	CR 1/2

HP 13 each (see page 53)
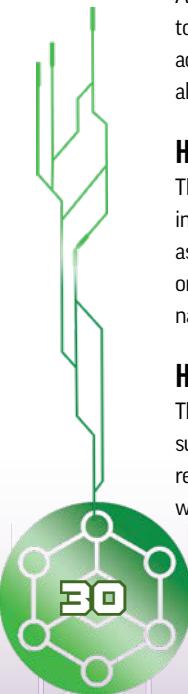
SUBTIER 3–4 (CR 5)

JINSUL WARRIORS (4)   **CR 1**

HP 20 each (see page 59)

SUBTIER 5–6 (CR 7)

JINSUL TERMINATORS (4)   **CR 3**

HP 40 each (see page 65)

SUBTIER 7–8 (CR 9)

JINSUL GROUND TROOPERS (4)   **CR 5**

HP 70 each (see page 70)

SUBTIER 9–10 (CR 11)

JINSUL STALWARTS (4)   **CR 7**

HP 105 each (see page 78)

SUBTIER 11–12 (CR 13)

JINSUL MYRMIDONS (4)   **CR 9**

HP 145 each (see page 84)

Development: Once the horde is defeated, the waves of additional jinsuls stop. The PCs must defeat all jinsuls currently inside the tower to finish securing the location.

Reporting: If the PCs defeat the jinsul horde, including all the jinsuls in the tower, the table should report a success for Mission 3.

ACTION MISSION 4: TRENCH ASSAULT

Radaszam briefs the PCs from the trenches on Bastiar-3, a fertile planet blanketed in fungi.

A fountain of debris sprays into the air from artillery impact, shaking a landscape already marred by impact craters and trenches. Radaszam scowls at the sound, his back against a muddy wall. "The jinsul command center over that hill is clearly important, given how vigorously they're defending it. Some other agents have dug trenches further ahead, but between having suffered numerous casualties and jinsul artillery fire it looks like we're pinned down. It's imperative that we gain control of that structure, so I'll mobilize the rest of our troops here to draw their attention. Get to that fortress and capture it!"

Radaszam rallies the other agents to distract the jinsul artillery, affording the PCs a chance to approach the fort.

BATTLEFIELD HUSTLE

The PCs must approach the jinsul fortress under fire and defeat its occupants to win the day.

Trench Phases: The process of reaching the fortress requires several sequential steps. During each step, each PC can either attempt one of the skill checks listed for that phase, or attempt to aid another. Special forms of movement do not help the PCs here unless specified, due to the long range and accuracy of the jinsuls' guns. The PCs cannot take a 10-minute rest until the encounter is completed.

Support Teammates: One PC must convince their nearby comrades to provide them with covering fire or distractions, either by treating their wounds (an Average Medicine check) or by bossing them around (a Hard Intimidate check). Failure increases the DCs of the next phase to Hard.

Approach Unscathed: The PCs must each use the distractions provided to approach without getting immediately shot. PCs can hide among the earthworks (an Average Stealth check), or sprint for cover (an Average Athletics check). Failure results in that PC getting shot by artillery, taking damage equal to 1d8 × APL bludgeoning damage (Average Reflex for half).

Fungus Patch: Toxic fungi cover the next stretch of terrain. Each PC must succeed at an Average Fortitude save or be sickened for the remainder of the mission. A PC can reduce this save DC to Easy by succeeding at an Average Life Science or Survival check to properly avoid the fungi; if both these skill checks are successful, all PCs avoid the fungi and don't risk becoming sickened.

Clear the High Ground: Each PC must scale the fortress's natural barriers with a Hard Acrobatics check. Failure means that PC must succeed at an Easy Fortitude save or be fatigued until the next time they spend a Resolve Point to recover Stamina Points during a 10-minute rest. One PC can reduce the DC to Average for the group by succeeding at an Average Perception check to find an easier path.

Final Stretch: The last leg of the battlefield is totally exposed, meaning the PCs take piercing damage equal to 1d8 × APL (Average Reflex half) from gunfire. A PC who succeeds at a Hard Physical Science check can discern a safer route based on avoiding certain firing arcs, lowering the Reflex DC to Easy for all PCs. A PC can also succeed at a Hard Bluff check to draw the defenders' fire, reducing the damage to 1d4 × APL for every PC but himself.

I. JINSUL HEADQUARTERS

The PCs approach from the entrance to the headquarters. Several jinsul defenders escape as the PCs arrive, leaving only the high command to hold the fortress. The walls provide cover and rise to a ceiling 20 feet high.

Creatures: Once the PCs enter the blasted entrance of the fortress, they confront the jinsul commander overseeing the site. The jinsul commander has enough time to use one protective spell-like ability before confronting the PCs, casting their offensive spells before closing into melee.

Normally the jinsul commander faces the PCs alone, but if the jinsul fleet is present, add one lower-CR jinsul of the indicated type to the encounter.
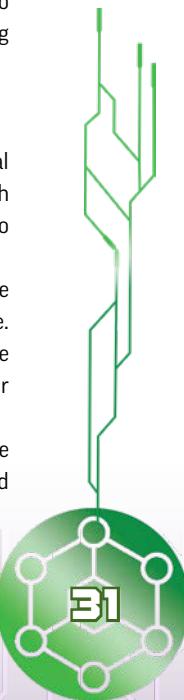
I. JINSUL HEADQUARTERS

JINSULS

PCS

PATHFINDER FLIP-MAT: TECH DUNGEON

1 SQUARE = 5 FEET
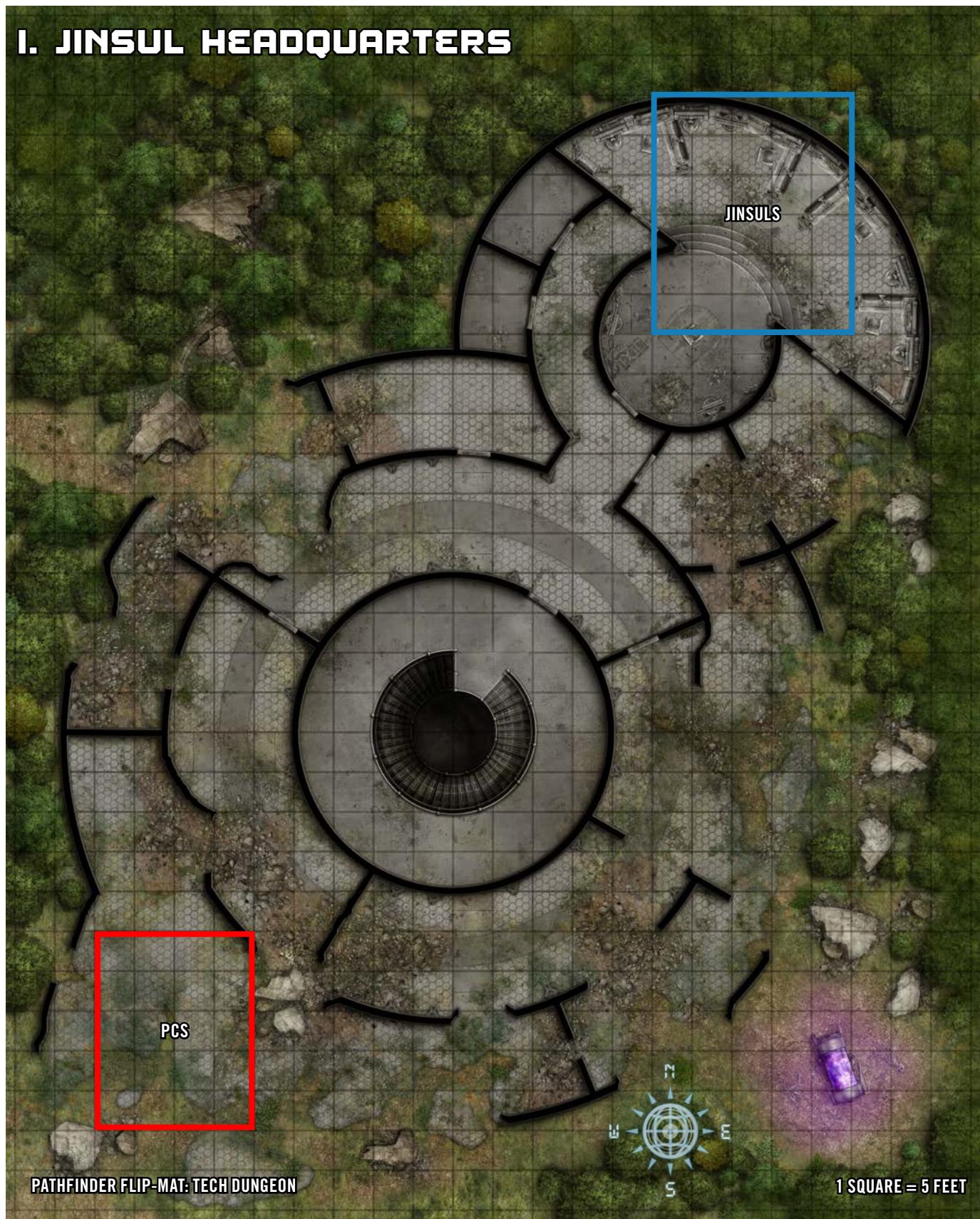
SUBTIER 1–2 (CR 3)

JINSUL BOSS   CR 3

HP 40 (see page 52)

JINSUL WARRIOR   CR 1

HP 20 (see page 53)

SUBTIER 3–4 (CR 5)

JINSUL CRUSADER   CR 5

HP 70 (see page 57)

JINSUL TERMINATOR   CR 3

HP 40 (see page 59)

SUBTIER 5–6 (CR 7)

JINSUL CHAMPION   CR 7

HP 105 (see page 63)

JINSUL GROUND TROOPER   CR 5

HP 70 (see page 64)

SUBTIER 7–8 (CR 9)

JINSUL SAVANT   CR 9

HP 145 (see page 70)

JINSUL STALWART   CR 7

HP 105 (see page 71)

SUBTIER 9–10 (CR 11)

JINSUL GURU   CR 11

HP 180 (see page 76)

JINSUL MYRMIDON   CR 9

HP 45 (see page 77)

SUBTIER 11–12 (CR 13)

JINSUL GODCALLER   CR 13

HP 225 (see page 83)

JINSUL HONORGUARD   CR 11

HP 185 (see page 84)

Development: When the PCs slay the jinsuls, the delay in artillery fire affords their fellow Starfinders enough cover to storm the fortress and capture it. The PCs' comrades-in-arms cheer them as they occupy the fort, especially Radaszam, who claps each PC hard on the shoulder (or gives a knowing nod) in congratulations.

Reporting: If the PCs successfully capture the fortress, the table should report a success for Mission 4.

ACTION MISSION 5: STOP THE MOLE

Celita briefs the PCs from her starship orbiting Agillae-4.

Celita glares at a holographic image of a bat-like, winged humanoid, its scalp sprouting dozens of small mushroom caps. "This traitor is Tsimtsara, a nelentu from the Kreiholm Freehold that has been selling our secrets to the jinsuls. I do not know why she would betray us, but her treachery has cost dozens of Starfinders their lives and continues to put others in danger. Our Kreiholm allies shared the last-known destination coordinates of Tsimtsara's starship, which indicate that she is hiding somewhere on Agillae-4. Track down the traitor and stop them."

Celita provides a stolen jinsul shuttle to help the PCs reach and depart Agillae-4. The location of the coordinates is more dilapidated and sparsely populated, a contrast to the communications tower the Starfinders previously infiltrated in the scout mission (if they participated in that mission).

J. FINDING TSIMTSARA

The PCs must track down Tsimtsara, who is hiding out among the ramshackle buildings until the war is over. Tracking Tsimtsara requires a series of skill checks, which PCs typically must attempt individually. The PCs can find and follow a trail of hair and discarded fungus tendrils with a successful Hard Perception or Average Survival check; this check can be assisted using aid another. The PCs must succeed at either of these checks twice to pursue the lead without incident, otherwise any PC that fails an Average Fortitude save contracts leprosy (*Starfinder Core Rulebook* 418) from the surrounding detritus. The trail eventually leads the PCs to an elevated building complex, requiring a Hard Acrobatics or Average Athletics check to reach. All PCs must succeed at either check independently, but once a PC succeeds, the other PCs gain a +4 bonus from the first successful PC who helps from the top. Failing to scale the building results in the PC hurting their limbs on the construction, taking 1d4 × APL damage (Easy Reflex half). Finally, the PCs can either attempt a Hard Stealth check to approach the traitor sneakily, or attempt a Hard Intimidate check to ambush her with an aggressive entrance. Any PC who succeeds at either of these checks can act in the surprise round.

Creatures: Tsimtsara is a violent zealot, closing the distance to vulnerable PCs using her wings. If confronted about her treachery, Tsimtsara laments her people ever having left the Scoured Stars and sees Dhurus as a messiah destined to bring the nelentus home.

Normally Tsimtsara faces the PCs alone, but if the jinsul fleet is present, add one jinsul of the indicated type to the encounter. This jinsul is Tsimtsara's handler and is meeting with her when the PCs arrive.
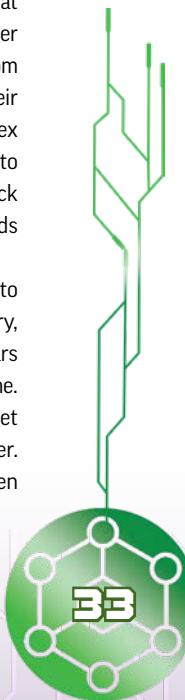
J. FINDING TSIMTSARA

PCS

JINSULS

STARFINDER FLIP-MAT: SPACEPORT

1 SQUARE = 5 FEET
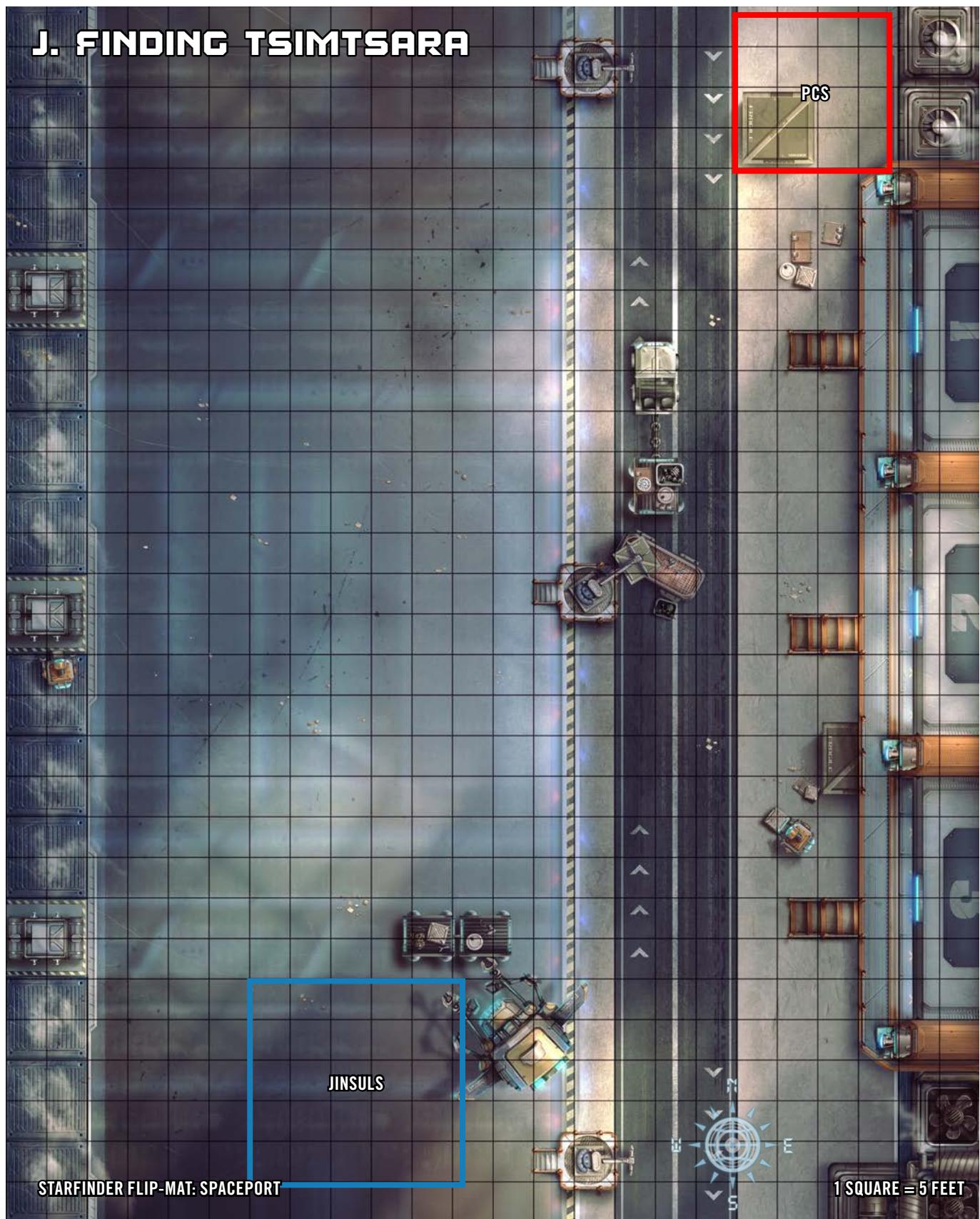
SUBTIER 1–2 (CR 3)

TSIMTSARA   CR 3

HP 40 (see page 54)

JINSUL MAGE   CR 1

HP 16 (see page 52)

SUBTIER 3–4 (CR 5)

TSIMTSARA   CR 5

HP 70 (see page 60)

JINSUL BOSS   CR 3

HP 40 (see page 57)

SUBTIER 5–6 (CR 7)

TSIMTSARA   CR 7

HP 105 (see page 66)

JINSUL CRUSADER   CR 5

HP 70 (see page 63)

SUBTIER 7–8 (CR 9)

TSIMTSARA   CR 9

HP 145 (see page 72)

JINSUL CHAMPION   CR 7

HP 105 (see page 69)

SUBTIER 9–10 (CR 11)

TSIMTSARA   CR 11

HP 180 (see page 78)

JINSUL SAVANT   CR 9

HP 145 (see page 77)

SUBTIER 11–12 (CR 13)

TSIMTSARA   CR 13

HP 225 (see page 85)

JINSUL GURU   CR 11

HP 180 (see page 83)

Development: With Tsimtsara's defeat, the jinsuls no longer know the Society's whereabouts. The PCs rejoin Celita without incident.

Reporting: If the PCs kill or capture Tsimtsara, the table should report a success for Mission 5.

FITCH

PART 3: WAR OVER BASTIAR-5

The transition to Part 3 occurs 150 minutes after the start of the scenario, or when all action missions are completed, whichever comes first. At this stage, the Starfinder fleet gains the upper hand, forcing the jinsuls to retreat and circle their remaining forces around their defensive focus: Bastiar-5, the planet that houses the slumbering god Kadrical. This prompts the Starfinders to launch a final strike against the jinsuls, manifesting as a hard stop to Part 2 that immediately shifts the House to Part 3.

Overseer GMs should read the following to begin the transition.

First Seeker Luwazi Elsebo communicates to the fleet. "Starfinders, the jinsuls are on the run and retreating to surround Bastiar-5. They have concentrated all their remaining forces around this planet, which is exuding a high level of mystical energy. We suspect that Dhurus is here, harnessing Kadrical's energy for its as-yet-unknown endgame. We must descend on Bastiar-5 and stop whatever Dhurus is planning, but to do that we must first pierce through what's left of that jinsul fleet. Starfinders, abandon your missions and prepare for our final offensive!"

Table GMs have 5 minutes to wrap up their current encounters. Once this time has elapsed, the Overseer GM reads the following to transition to Part 3.

The Starfinder fleet converges as it approaches Bastiar-5, forming an arrowhead pointed directly at the barren planet. Between the Starfinders and the planet gathers a swarm of waiting jinsul ships, from small tactical strikers to an ominously large capital dreadnought. Writhing shapes are visible along the jinsul command vessel's prow, each impaled by a vicious, violet metal spike. Smaller jinsul ships move to take up supporting positions around the immense vessel.

First Seeker Jadnura broadcasts to the allied fleet. "Every minute that goes by, Dhurus grows stronger, and the jinsuls seem intent on slowing us down. Strap in for some intense combat, Starfinders. We should have enough strength left if we play it smart and—" He trails off as the colossal Master of Stars breaks from the Starfinder fleet to confront the jinsuls alone.

Fitch appears on the viewscreens. "That'll take too long. I'll take on the jinsul fleet on my own, and while they're busy, you slip past with the smaller ships!" She types in several commands before adding, "Guess I'm glad I left the kids back on Absalom Station" and signing off.
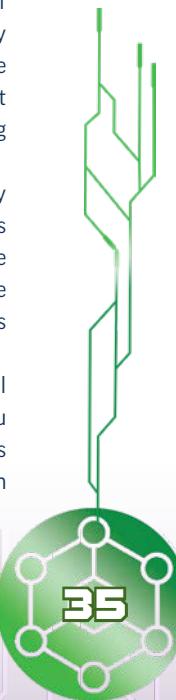
Jadnura clasps one fist and nods appreciatively at her bold strategy before Luwazi Elsebo interrupts. "Jadnura, no. There are too many jinsuls, even for the Master of Stars!"

But Jadnura only shakes his head before responding solemnly, "Luwazi...the choice to depart the known, to witness the unknown, to risk everything so that others might persevere— you know as well as anyone that being a Starfinder is always about choices. And now that choice is ours."

Table GMs, solicit a vote from your players for which action to take.

At this point, Table GMs ask their players to vote on which strategy they want to take: attack Bastiar-5 immediately, or help Fitch and the Master of Stars destroy the jinsul fleet. Once the table reaches a decision, the Table GM informs HQ of their table's decision via a clear binary system, such as raising either an open hand or a fist, or displaying one of two different colored index cards (as predetermined by the Overseer GM). Tables with tied votes defer to attacking Bastiar-5 immediately. HQ documents the House's collective decision over no more than 2 minutes.

For larger events (in excess of 15 tables) it is advised to do a Yea/Nay system, where the Overseer GM asks all Nays (those seeking to not help Fitch) to report verbally, followed by requesting the Yeas (those who stay to help the Master of Stars) report. This system can be used for dramatic effect during such large events.

If the House elects to let Fitch take the brunt of the attack and move to Bastiar-5 without supporting the Wayfinders' leader, the Overseer GM reads the following.

First Seeker Luwazi addresses the fleet. "Stopping Dhurus is our primary objective, and we can't waste more time than necessary fighting starships. The Master of Stars can hold the line; it will have to. Starfinders, do what you must to cut past the jinsuls' defensive line and get to Bastiar-5!"

Table GMs, the Jinsul Advantage condition is in effect for Part 4.

If the House elects to help Fitch and the Master of Stars, the Overseer GM reads the following.

First Seeker Jadnura addresses the fleet. "We will not leave our comrades to confront this armada alone, even in a ship as powerful as the Master of Stars. We are Starfinders, after all! Agents, attack the peripheral crafts and leave the dreadnought to Fitch and her team! Continue on to Bastiar-5 once we've thinned their ranks."

Table GMs, the Deadlocked Fleets condition is in effect for Part 4.

TABLE GM INSTRUCTIONS

When Part 3 begins, all encounters in Parts 1 and 2 immediately end, and the PCs start aboard a fresh starship. Table GMs should facilitate the table vote detailed above following the Overseer GM's prompt, then present the Part 3 starship encounter based on the result announced by the Overseer GM's follow-up announcement. PCs can take a 10-minute rest to recover Stamina Points prior to Part 3, but they will not be able to do so between each encounter during Part 4. Both fleets are present at Bastiar-5 during Parts 3 and 4, providing their effects to the Part 3 encounter and modified effects during Part 4.

During the encounter, the Overseer GM might announce that Part 4 encounters are unlocked. Once this occurs, players can choose at any time to skip the Part 3 encounter and proceed directly to Part 4, although completing the Part 3 encounter still contributes to the House's success, and the PCs should be made aware of this.

OVERSEER GM INSTRUCTIONS

During Part 3, the Overseer GM should move both fleets to Bastiar-5, then tally Starship successes and announce when Part 4 encounters become unlocked. Starship successes should continue being tallied after Part 4 encounters become unlocked, as they may still contribute to a beneficial condition (see Part 4). If the House does not achieve the requisite number of successes to unlock Part 4 after 1 hour, the Overseer GM should

MASTER OF STARS

K. STARSHIP BLOCKADE

STARFINDER FLIP-MAT: BASIC STARFIELD
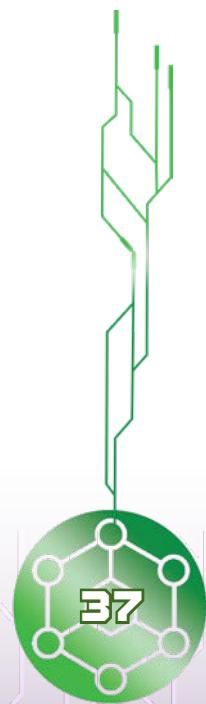
announce that Part 4 has become unlocked regardless of the current number of successes, although the success threshold for completing the Starship mission remains the same.

Once the House reports a number of Starship successes equal to one third (1/3) the number of tables, read the following aloud.

A path to the planet's surface opens through the blockade of jinsul starships, which has been weakened by relentless Starfinder attacks. Part 4 encounters are now unlocked!

STARSHIP MISSION: PUNCHING THROUGH

In order to reach Bastiar-5, the Starfinders must first fight past the wall of starships the jinsuls prepared to slow their advance. This encounter takes place against the backdrop of a massive starship battle, with the *Master of Stars* trading fire with a jinsul capital ship and hundreds of smaller ships weaving through the chaos. The PCs concentrate on bringing down one jinsul ship at a time from the armada blocking their way to the planet.

Until the Part 4 encounters become unlocked, each table can complete this mission multiple times, effectively chipping away at several enemy starships in the fleet. If a PC ship becomes disabled, every PC aboard can spend 1 Resolve Point to restore 3 × their starship's tier in Hull Points to their ship and stay in the fight.

K. STARSHIP BLOCKADE

The difficulty of this encounter partially depends on the House's decision for how to approach Bastiar-5.

Boons: If a PC has Honorbound Allies slotted as a Starship boon (see *Starfinder Society Scenario #1–04: Cries from the Drift*), the Veskarium vessel *Honorbound* and its captain Yuluzak help the PCs engage the jinsul starship by running interference. Each round, the PC can choose between two benefits: either negate the hazard's negative effect on their starship, or reroll one gunnery check a PC attempts that round. The reroll benefit can be used only twice during this adventure.

Hazard: The chaos of a massive starship battle presents its own threats as the PCs concentrate on their chosen foe. At the end of each round, roll 1d6. The following effect takes place the following round. Checks provoked by these random elements do not require starship combat actions to complete, unless specified otherwise.

1: No special effect.

2: Another ship darts through the area. The starship with more Hull Points remaining (either the PCs' or the jinsul vessel) takes a –2 penalty to its pilot's initiative check this round.

3: A nearby ship combusts, sending distracting shrapnel everywhere. Both pilots must successfully perform a flyby stunt to stay focused on the enemy. Failing this check means the opposing ship can make a single free attack as normal for a failed flyby stunt, regardless of its position relative to the ship.

4: A capital weapon fires astray. Each starship loses all its Shield Points in a random arc at the start of the round unless a science

officer succeeds at a Computers check against the DC to balance shields. This takes up the science officer's next action.

5: An ally sends valuable information to the PCs' ship. The captain can make a free demand action, and they can use Bluff or Diplomacy rather than Intimidate. This special demand does not have a limit for use on a single character.

6: A stray shot hits another target. One gunner from each ship can fire a second time with any weapon on their ship. If the jinsul gunner's attack hits, the weapon inflicts half damage to the PCs' starship. If the PCs' gunner hits, the weapon deals full damage to a random arc of the jinsul starship at an adjacent table (PC gunner determines adjacent table and arc damaged without conferring with the table). GMs should send a runner to communicate this damage to the adjacent table.

Starship: If the House elected to go directly for the planet, the PCs target a vulnerable point in the blockade, attacking a single lower-tier starship. If they elected to fight alongside the *Master of Stars*, they engage some of the strongest jinsul warships to thin the fleet, encountering a single higher-tier starship. If the PCs successfully complete this encounter and choose to encounter additional ships to help unlock Part 4 or complete the Starship mission, they face one of the lower-tier starships in each additional encounter. Tables do not begin subsequent iterations of this encounter with a fresh starship.

SUBTIER 1–2 (CR 1/2 OR CR 2)

JINSUL BARB	TIER 1/2
HP 35 (see page 55)	

JINSUL BOMBARD	TIER 2
HP 40 (see page 55)	

SUBTIER 3–4 (CR 2 OR CR 4)

JINSUL BOMBARD	TIER 2
HP 40 (see page 61)	

JINSUL HULLBREAKER	TIER 4
HP 65 (see page 61)	

SUBTIER 5–6 (CR 4 OR CR 6)

JINSUL HULLBREAKER	TIER 4
HP 65 (see page 67)	

JINSUL IRRADIATOR	TIER 6
HP 85 (see page 67)	

SUBTIER 7–8 (CR 6 OR CR 8)

JINSUL IRRADIATOR	TIER 6
HP 85 (see page 73)	
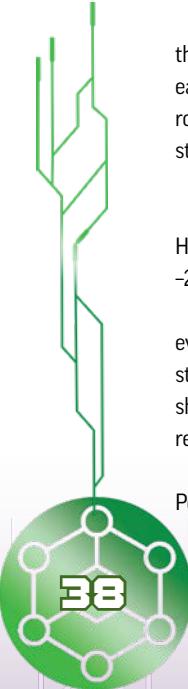
JINSUL PLAGUEBRINGER	TIER 8

HP 190 (see page 73)

SUBTIER 9–10 (CR 8 OR CR 10)

JINSUL PLAGUEBRINGER	TIER 8

HP 190 (see page 80)

JINSUL TRIUMPH	TIER 10

HP 190 (see page 81)

SUBTIER 11–12 (CR 10 OR CR 12)

JINSUL TRIUMPH	TIER 10

HP 190 (see page 87)

JINSUL WARGOD	TIER 12

HP 255 (see page 88)

Development: Disabling the jinsul ship helps chip away at the armada keeping the Starfinders away from of Bastiar-5. If Part 4 is already unlocked, defeating the ship helps protect the Starfinders on the ground from the jinsul fleet's harrying fire. If the PCs' starship is disabled and the PCs have no Resolve Points to continue the fight, they can use escape pods to proceed to Part 4 once those missions become unlocked, but they cannot achieve any additional successes for Part 3.

Reporting: If the PCs defeat the starship, the table should report a Starship mission success.

PART 4: KADRICAL RISES

Due to potential variation in time between tables advancing, Table GMs should read the following once their players begin Part 4.

Landing sensor data streamed from the forward Starfinder ships depicts a gray planet awash in a faint yellow glow, its crust rippling with seismic energy. As the planet's surface appears on the viewscreen, a tiered pit emerges, its sides pitching downward so steeply they seem to disappear into the planet's core. A golden light rises from the center, gradually building in intensity and illuminating a crowd of frenzied jinsuls that cavort around the perimeter. As the First Seekers' starship lands near the pit, all onboard and personal communications devices blaze with divine light and shriek with feedback. Below, a titanic being that vaguely resembles a jinsul with hundreds of eyes claws its way out of the pit. Banners float around the being, as though chronicling its many battle victories. The voice of the jinsul-thing reverberates through the wailing static, bellowing out a challenge. "I AM DHURUS THE CONQUEROR! OUR DESTINY IS IN REACH! GROVEL BEFORE—"

Just then, a small figure emerges from the dust on the ruined planet below, walking out from a dust storm toward the jinsul behemoth. As it walks, it doubles, then triples in size, with tendrils of golden light floating off of it. The being, clearly a humanoid android, takes on new features as it swells with divine light:

DHURUS

the middle limbs of an izalguun, the four eyes of a mentrasi, and the bat-like wings of a nelentu. Its many limbs pound the ground in anger as it shouts, "And I am Ailuros, and I speak for those of the Scoured Stars who reject your heresy, Dhurus!"

The two divine entities rush at each other and collide, causing a shock wave of energy that topples nearby perimeter structures as the two fall into the pit. As they descend, flashes of light punctuate their battle. The pulsing static and piercing feedback fade as communications devices return to normal. First Seeker Jadnura takes advantage of the sudden opening, shouting directions to those listening. "All Starfinders, advance on the pit! We must stop Dhurus!"

TABLE GM INSTRUCTIONS

The Starfinders descend on Bastiar-5 and must help the divine herald Ailuros (also known as Iteration-177) defeat the remaining jinsuls before Dhurus fully awakens Kadrical's power. Ailuros valiantly wounds Dhurus in their opening skirmish, but the devices fueling Dhurus's siphoning of Kadrical's divine energies and the attacks of the elite jinsuls around the perimeter stop Iteration-177 from defeating Dhurus, leaving it up to the PCs to finish the job.

Table GMs should present their players with the three available options for engaging Dhurus's elite forces: clearing the Starfinder landing sites, attacking the perimeter structures, or descending into the pit. The themes and repeatability of these encounters differ depending on which subtier the table is playing. Successes for each mission contribute to enacting conditions that help each subtier, detailed below. It is highly suggested the PCs take part in the Rising God encounter as their first or second encounter during this part of the adventure, as it showcases the major story elements of the adventure.

Taking a 10-minute rest is possible immediately after the first completed mission, but not thereafter. Once the table completes all three missions, the PCs can repeat certain encounters as detailed to earn additional successes.

Reporting Successes: Successes during Part 4 should be reported using the same method as during Part 1.

ANNOUNCED CONDITIONS

There are six different conditions that the Overseer GM might announce as the Starfinders complete missions in Parts 3 and 4.

Deadlocked Fleets: The Starfinder and jinsul fleets clash in a dead heat. Run Part 4 encounters without modification for fleets.

Frayed Leadership: The jinsul leaders lose control of their units and become reckless. Enemies in Subtiers 5–6 and 7–8 cannot benefit from less than total cover, and suffer a –2 penalty to EAC, KAC, attack rolls, save DCs, skill checks, and saving throws.

Jinsul Advantage: The jinsul fleet has the upper hand in the skies over Bastiar-5. Run Part 4 encounters with the modifications for the jinsul fleet listed on page 6 and those provided in each encounter.

Routed Infantry: Jinsul ground troops have lost faith and flee the battle in droves. Enemies in Subtiers 1–2 and 3–4 gain the

shaken condition, and any successful attack against them has a 25% chance to become a critical hit.

Starfinder Advantage: The Starfinder fleet has broken the jinsul starship blockade and supports the battle from the skies. Run Part 4 encounters with the modifications for the Starfinder fleet described on page 6.

Weakened Herald: Dhurus's radiance wavers, rendering it and its minions vulnerable. Enemies in Subtiers 9–10 and 11–12 have only a 25% chance each round to benefit from any of their defensive abilities besides DR, immunities, and the unflankable ability.

OVERSEER GM INSTRUCTIONS

During Part 4, the Overseer GM tallies the different successes 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); in the case of only the Starship mission, this immediately locks access to the mission, although Tables currently completing that mission may finish the encounter, their success counted toward to a randomly determined open mission. Once the House reports a number of successes for a mission equal to half (1/2) the number of tables, that mission is complete.

If the House elected to go directly for the planet and completes the Starship mission, read the following aloud.

A critical mass of jinsul ships explodes under a withering hail of Starfinder attacks, evening the odds between the two warring fleets overhead. The heavily damaged *Master of Stars* fights on.

Table GMs, the Starship mission is closed and the Deadlocked Fleets condition is now in effect.

If the House elected to fight alongside the *Master of Stars* and completes the Starship mission, read the following aloud.

The jinsul capital ship explodes, sending the surrounding ships fleeing into space and allowing the Starfinder fleet to provide air support on Bastiar-5.

Table GMs, the Starship mission is closed and the Starfinder Advantage condition is now in effect.

When the Landing mission is completed, read the following announcement aloud.

The Starfinders scatter the jinsul infantry, allowing the junior agents to gain ground.

Table GMs, the Routed Infantry condition is now in effect.

When the Perimeter mission is completed, read the following announcement aloud.

The jinsul high command collapses as Kadrical's blessing wanes, affording veteran Starfinders an opening to strike.

Table GMs, the Frayed Leadership condition is now in effect.

L. LANDING SITE

JINSULS

PCS

STARFINDER FLIP-MAT: ASTEROID

1 SQUARE = 5 FEET
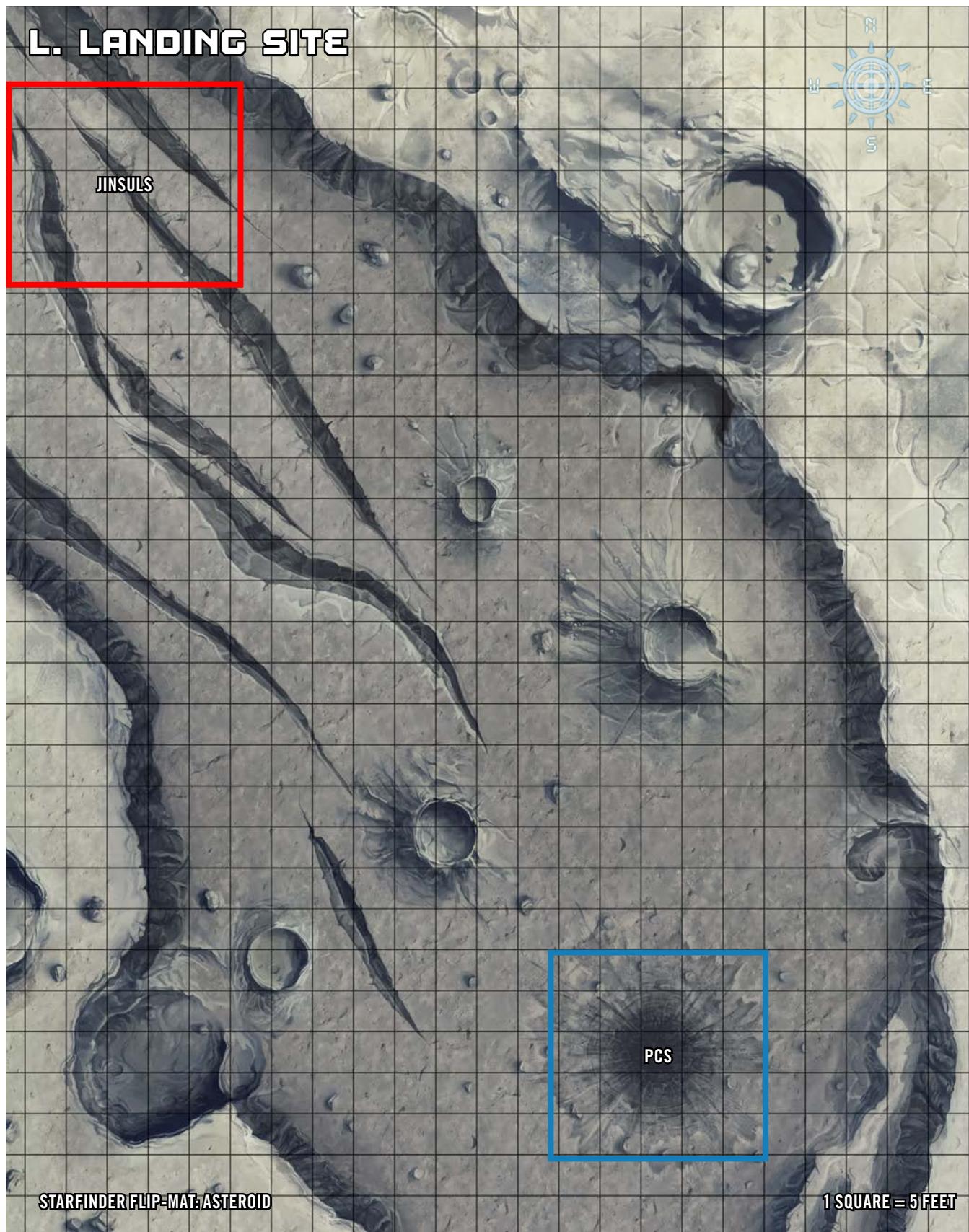
When the Herald mission is completed, read the following aloud.

The energy emanating from Dhurus and its hierocrats ripples and wanes, indicating their vulnerability to elite Starfinders' attacks.

Table GMs, the Weakened Herald condition is now in effect.

MISSION: GROUND CONTROL

Starfinders who reach Bastiar-5's surface must secure the landing area for their allies. Vehicle-riding jinsuls infest the terrain surrounding the pit, acting to repel approaching Starfinders unless the PCs eliminate them.

L. LANDING SITE

The planet's surface is rugged and desolate. Cliffs and ridges stand 20 feet high and can be scaled with Easy Athletics checks.

Creatures: Conveyed by powerful vehicles, Dhurus's elite warriors advance on the PCs. They use their vehicles as strategically as possible to either keep their distance from melee-savvy enemies or to run over groups of vulnerable-looking PCs. Two jinsuls crew each vehicle, except for the assault enercopter in Subtiers 9–10 and 11–12, which carries all the jinsuls in the encounter.

If the Jinsul Advantage condition is active, add one jinsul to the crew of each vehicle (two jinsuls in Subtier 11–12).

SUBTIER 1–2 (CR 3)

JINSUL CRAWLER CREW (2)	CR 1

HP 17 each (see page 52)

STREET CRAWLER	CR –

HP 24 (see page 54)

SUBTIER 3–4 (CR 5)

JINSUL CRAWLER CREW (4)	CR 1

HP 17 each (see page 57)

STREET CRAWLERS (2)	CR –

HP 24 each (see page 59)

SUBTIER 5–6 (CR 7)

JINSUL WALKER CREW (2)	CR 5

HP 65 each (see page 65)

TACTICAL WALKER	CR –

HP 105 (*Starfinder Armory* 139; see page 66)

SUBTIER 7–8 (CR 9)

JINSUL WALKER CREW (4)	CR 5

HP 65 each (see page 71)

TACTICAL WALKERS (2)	CR –

HP 105 (*Starfinder Armory* 139; see page 72)

SUBTIER 9–10 (CR 11)

ASSAULT ENERCOPTER	CR –

HP 200 (*Starfinder Armory* 137; see page 74)

JINSUL CHOPPER CREW (3)	CR 8

HP 115 each (see page 75)

SUBTIER 11–12 (CR 13)

ASSAULT ENERCOPTER	CR –

HP 200 (*Starfinder Armory* 137; see page 81)

JINSUL CHOPPER CREW (6)	CR 8

HP 115 each (see page 82)

Development: Killing the jinsuls opens the area for another Starfinder ship to land, allowing for reinforcements to bolster the assault on the central pit. Tables can repeat this encounter by clearing another landing site, although each repeated encounter includes additional jinsuls as if the Jinsul Advantage condition were in effect.

Reporting: If the PCs defeat the jinsuls, the table should report a Landing mission success.

MISSION: PERIMETER SIEGE

Several elite jinsul commanders fend off Starfinder forces from the fortifications built around the edge of the pit. As the Starfinders gain ground, the jinsuls retreat into the lower levels of the structure, making them easy targets for the PCs.

M. FORTIFICATION BASEMENT

The PCs enter this underground chamber from the southwest edge of the map. The chambers are dark, and the metal walls rise to the ceiling 20 feet overhead.

Creatures: One jinsul officer remains in the lower level of the building, bolstered by a suit of powered armor and some conjured infernal bodyguards.

If the Jinsul Advantage condition is active, add one jinsul to the encounter (in Subtier 1–2, add one devil from Subtier 3–4 instead).

SUBTIER 1–2 (CR 3)

JINSUL ARMORED PRIEST	CR 3

HP 32 (see page 52)

SUBTIER 3–4 (CR 5)

DEVILS, SMALL (2)	CR 1

HP 20 each (see page 56)

M. FORTIFICATION BASEMENT

JINSULS

PCS

N
E
W
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S

PATHFINDER FLIP-MAT: TECH DUNGEON
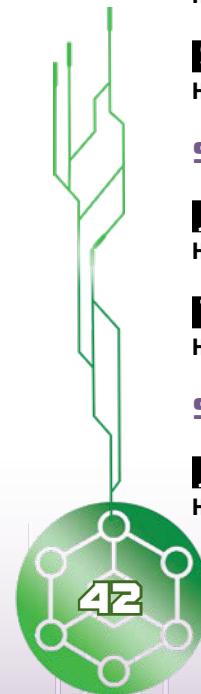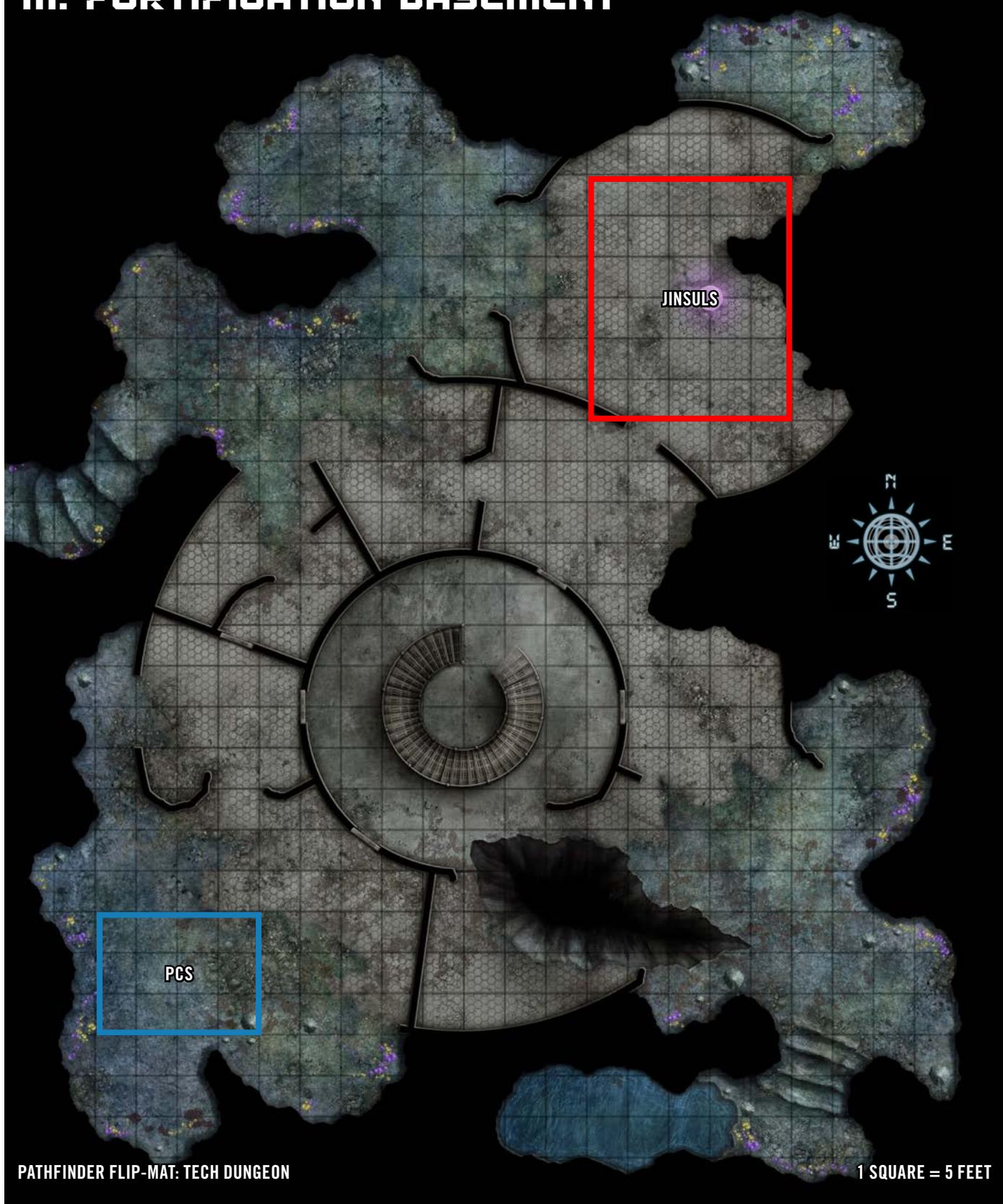
1 SQUARE = 5 FEET

N. KADRICAL'S SANCTUM

1 SQUARE = 5 FEET

JINSUL ARMORED PRIEST   CR 3

HP 32 (see page 56)

SUBTIER 5–6 (CR 7)

DEVILS, MEDIUM (2)   CR 3

HP 40 each (see page 62)

JINSUL WARPRIEST   CR 5

HP 60 (see page 65)

SUBTIER 7–8 (CR 9)

DEVILS, LARGE (2)   CR 5

HP 70 each (see page 68)

JINSUL DOOM PROPHET   CR 7

HP 90 (see page 69)

SUBTIER 9–10 (CR 11)

JINSUL HIEROCRAT   CR 9

HP 120 (see page 77)

WARMONGER DEVILS (2)   CR 7

HP 105 each (*Starfinder Alien Archive 2* 36; see page 79)

SUBTIER 11–12 (CR 13)

JINSUL HIGH PRIEST   CR 11

HP 155 (see page 84)

WARMONGER DEVILS (4)   CR 7

HP 105 each (*Starfinder Alien Archive 2* 36; see page 86)

Development: Killing the jinsul officers weakens the defenses surrounding the pit, allowing other Starfinders to enter the area relatively easily. Tables can repeat this encounter by attacking a different structure, although each repeated encounter includes one additional jinsul.

Reporting: If the PCs defeat the jinsuls, the table should report a Perimeter mission success.

MISSION: RISING GOD

Deep within the excavated pit, the jinsuls exposed a sacred chamber of raised stones. They installed five technomagical devices to amplify Kadrical's power and siphon it into Dhurus, causing the planet's seismic tremors along with other side effects. This is where Dhurus and Ailuros clashed in their epic showdown before the Starfinders arrived, leaving both divine heralds severely wounded.

This encounter features noteworthy differences depending on the table's subtier.

COMMUNING WITH KADRICAL

PCs in Subtiers 1–2 and 3–4 using the devices can briefly commune with Kadrical's waking consciousness, provoking the roused god to ask one of the following questions. Answering the question and succeeding at a skill check means the communing effort is successful. GMs can reward inspired roleplaying in response to the questions with a +2 bonus to a check.

Who are you strange newcomers? PCs can appeal to Kadrical's portfolio of preservation with a Hard Culture check, or make a positive impression with a Hard Diplomacy check. Embellishing their answers with details about the Pact Worlds lowers the DCs to Average. Succeeding at either prompts the god to welcome his new subjects and second-guess his past decisions to shield his people from all that lies beyond the Scoured Stars.

Where are my heralds? PCs can evade the question with a Hard Bluff check, or they can answer truthfully with relevant detail with a Hard Mysticism check. Describing past encounters with Ailuros and Dhurus lowers the DCs to Average. Succeeding at either causes Kadrical to voice his reservations about his herald of conquest, who has become corrupted by chaos and ambition.

Where are my worshippers? PCs can emphasize his people's desire for freedom with a Hard Intimidate check, or vividly describe life beyond the Scoured Stars with a Hard Life Science or Physical Science check. Including firsthand information about former Scoured Stars races lowers the DCs to Average. Succeeding at either calms Kadrical, who acknowledges that he only ever meant to protect his faithful and just wants for them to be happy and safe.

N. KADRICAL'S SANCTUM

As the PCs descend the pit and enter this area, GMs should read or paraphrase the following.

A miasma of golden energy obscures the floor of this exposed chamber, covering it as if it were a mist and shrouding the bases of numerous stone columns and earthworks that bloom from the ground. Five bizarre devices stand embedded in the stone atop the monoliths, their sigil-ridden circuitry thrumming with energy seemingly extracted from the very soil beneath them. Several columns lie toppled in what seems to be the wake of a massive struggle. The limp form of what was once the divine herald Ailuros lies motionless against a mesa.

The features of the earthen terrain remain consistent across all subtiers. Standing columns are 30 feet tall, and creatures can share their spaces with no penalty; Medium or smaller creatures that share a square with a column gain cover. Each column has 100 Hit Points, and hardness 10; if destroyed, it topples away from the last source of damage. Toppled columns function as low walls. Ramps, including the bridge to the center mesa and columns leaning against mesas, function as difficult terrain. All mesas stand 30 feet tall except the center mesa and the one Ailuros leans against, which stand 60 feet tall. Climbing the side of a mesa requires a successful Easy Athletics check. Ailuros's torso functions as a standing column, while their legs function as toppled columns. If Ailuros's torso takes 100 damage, they topple over like a 20-foot tall column, unconscious but still alive.

Boons: If a PC has the High Society Influence (Iteration-177) Ally boon slotted (see *Starfinder Society Scenario #1–05: The First Mandate*), Ailuros grants them some of their little remaining magical energy. Up to three times during the encounter, the PC can cast *dimension door* as a spell-like ability, using their character level as their caster level.

If a PC has the Iteration-177's Attention Ally boon slotted (see *Starfinder Society Scenario #1–11: In Pursuit of the Scoured Past*), the divine herald suffuses the PC's memory with divine power, manifesting as a magical effect for the duration of the encounter. Choleric memories grant the benefit of *resistant armor* (*lesser resistant armor* in Subtiers 1–2 and 3–4, *greater resistant armor* in Subtiers 9–10 and 11–12). Melancholic memories either grant the PC spell resistance equal to 10 plus their character level (in Subtiers 1–2, 3–4, 9–10, and 11–12), or they grant all of the PC's weapons the benefits of the *frost* weapon fusion (in Subtiers 5–6 and 7–8). Phlegmatic memories grant the benefit of *shield other,* with Ailuros taking half the damage (up to 100 damage before they collapse as described above). For sanguine memories, the PC can gain the benefits of *greater remove condition* at the start of their turn up to three times during the combat.

If a PC has the Surviving Companion boon (see *Starfinder Society Scenario #1–23: Return to Sender*) then the alien creature accompanying you decides to curiously inspect the devices. You can reroll one skill check to interface with the devices during the course of this encounter, as your alien companion inadvertently assists you with its meddling.

Devices: The hybrid devices affixed to the mesas empower and influence the enemies here, depending on the given group's subtier.

Subtiers 1–2 and 3–4: The devices forcibly awaken Kadrical's consciousness, fueling Dhurus's ascension and manifesting a monster from the deity's irritated psyche. A jinsul stands at each of the devices, having already calibrated them to fuel Dhurus' ascension. At the start of combat, all five devices act in unison to dampen the dream monster, imposing the confused condition but always with the babbling incoherently result. If attacked, the dream monster stops babbling and attacks whoever attacked it.

PCs who interact with the devices recognize they can use them to commune with Kadrical. A PC can operate one of the devices as a full action, communing with Kadrical's consciousness as detailed in the sidebar on page 45. If the communing effort is successful, the device reverses the jinsuls' actions and the dream monster immediately loses one-third of its current Hit Points. If the communing fails, then the dream monster stops babbling incoherently and begins attacking the PC who attempted to activate the device. A specific device used to successfully commune with Kadrical can't be used to do so again for the remainder of the encounter.

Subtiers 5–6 and 7–8: The devices steadily heal Dhurus, but drops of its blood can be used to disable them. If a godblood is adjacent to a device, a PC can attempt a Hard Computers, Engineering, Life Science, Medicine, or Mysticism check as a full action to disable the device, permanently destroying the ooze in the process.

Subtiers 9–10 and 11–12: The devices fuel Dhurus's divine might. As a full action, a PC can attempt to disable a device by attempting two different Hard skill checks: Computers, Engineering, Life Science, Mysticism, Physical Science, or Piloting. Alternatively, a device can be destroyed in the same manner as a standing column. For each device disabled or destroyed, Dhurus permanently loses one of the following abilities, determined randomly: divine turbocharge, font of immortality, all energy resistances, spell resistance, or the DCs of Dhurus's spell-like abilities are all reduced by 4.

Creatures: Ailuros (Iteration-177) lies on the ground, overwhelmed by their battle with Dhurus. No amount of healing the PCs have can move Ailuros or restore them to fighting strength at this time, although restoring any of their Hit Points prompts them to faintly describe the function of the devices, detailed above, before fading back into unconsciousness. The other creatures in the encounter vary depending on the table's subtier. No additional creatures are present under the Jinsul Advantage condition, although all NPCs still gain the benefit of covering fire if that condition is in effect.

Subtiers 1–2 and 3–4: One jinsul stands at each device, using full actions each turn to control it unless attacked. At ground level is a horrific monster manifested from Kadrical's disturbed dreams—a towering bulky figure with the wings of a nelentu, the torso of an izalguun, and a head that resembles a complete jinsul. If the dream monster is destroyed, the devices all power down, prompting the jinsuls to flee.

Subtiers 5–6 and 7–8: Three drops of Dhurus's blood, given life by the devices' healing power, animate into ooze-like monstrosities that resemble amorphous, glowing, jinsul-shaped nuclei contained within viscous bloody membranes. They viciously attack the PCs, following instinct to overwhelm their foes. A PC can move an unconscious abomination up to their speed with an Easy Athletics or Acrobatics check, or by creatively and appropriately utilizing spells or equipment. Note that the godbloods count as extensions of Dhurus for the purpose of the Jinsul Witness boon (see *Starfinder Society Scenario #1–34: Heart of the Foe*).

Subtiers 9–10 and 11–12: The Starfinders encounter Dhurus itself. Although Dhurus's battle with Ailuros was intense and rendered it greatly weakened, support from Dhurus's devices and minions allowed it to narrowly overcome the other herald, leaving it still standing in its current state. Dhurus eagerly rushes forth to crush the PCs.

SUBTIER 1–2 (CR 5)

DREAM MONSTER	CR 5
HP 72 (see page 51)

JINSUL TACTICIANS (5)	CR 3
HP 32 each (see page 53)

SUBTIER 3–4 (CR 7)

JINSUL SERGEANTS (5)	CR 5
HP 60 each (see page 58)

VIVID DREAM MONSTER	CR 7
HP 105 (see page 60)

SUBTIER 5–6 (CR 8)

GODBLOOD HORRORS (3)	CR 5
HP 70 each (see page 62)

SUBTIER 7–8 (CR 10)

GODBLOOD ABOMINATIONS (3)	CR 7
HP 105 each (see page 69)

SUBTIER 9–10 (CR 12)

DHURUS	CR 12
HP 200 each (see page 75)

SUBTIER 11–12 (CR 14)

DHURUS	CR 14
HP 250 each (see page 81)

Development: Overcoming the creatures in the pit helps cut the jinsuls off from Kadrical's power, weakening their highest-level leadership. Tables in Subtiers 1–2, 3–4, 5–6, and 7–8 can repeat this encounter, although successive encounters either include one additional godblood (for Subtiers 5–6 and 7–8), or the jinsuls' control of the devices prompts the dream monster to attack the PCs instead of babble (in Subtiers 1–2 and 3–4).

Reporting: If the PCs defeat the manifestations of Kadrical's divinity—the dream monster, the godbloods, or Dhurus—the table should report a Herald mission success.

CONCLUSION

At a point 75 minutes after Part 4 becomes unlocked (or when the House completes all three Part 4 missions, whichever happens first), the Overseer GM should read the following text to conclude the action at each table and begin wrapping up the adventure for the House.

The tension in the atmosphere surrounding Bastiar-5 eases as the golden energy enveloping it withdraws into the immense pit. The receding light sweeps away the jinsul fortifications, restoring the planet's natural, rugged terrain. The remaining jinsul forces scatter, soldiers scurrying toward the horizon and starships fleeing into the Drift. Across a battlefield strewn with dead and wounded bodies, Starfinders cheer at the sight of the retreating enemy.

As the Starfinder fleet regroups, the communication screens light up with the image of both First Seekers, the various faction leaders, and numerous venture-captains. Luwazi Elsebo, front and center, beams with pride. "Agents, we stand together in the midst of our Society's most glorious victory to date! Today, we have risen from the ashes of our previous failures, stronger and more united than ever before! Not even an army of bloodthirsty jinsuls, with an armada and the power of a waking god at their backs, could defeat us!"

Jadnura nods. "We have indeed accomplished much, but there is more in our future. With Dhurus defeated, the Scoured Stars are safe, but only so long as others don't seek to foolishly unlock their secrets. Coming here was my mission as First Seeker, and while I have succeeded, I intend to continue seeing this mission through. I shall remain in this system, communing with the waking Kadrical and standing sentinel over others who would disturb this site. My time as First Seeker has truly ended."

Luwazi's smile softens as she looks at Jadnura, and after a moment she speaks. "As for me, my only goal as First Seeker was to rebuild the Starfinder organization and rescue those we had lost. I can say that our organization is stronger than ever, boosted by powerful allies and friends. While I cannot think of a higher note to end on, I do not believe the time has come for me to step down, but instead I shall stay on a short while longer to ease the transition to a new First Seeker. I cannot wait to see where our remarkable society goes next under new leadership. Perhaps someone currently among our ranks will be the next to choose our heading? You've all certainly demonstrated that you have what it takes. But that can be our first order of business once we return home. For now, we tend to our wounded, we recover, and we celebrate!"

And so the Starfinders head for home. Table GMs, begin filling out Chronicle sheets. All players, please stick around for this adventure's conclusion.

FINAL CLOSING

The Overseer GM should close the event, thank the Table GMs for their hard work, thank the players for supporting the Starfinder Society Roleplaying Guild, and provide GMs and Players with instructions for submitting reporting sheets and exiting the event. Remind the players that for completing this adventure, they each earn all boons on their Chronicle sheet except the Slayer of Godspawn boon, which can be obtained only by players at Subtiers 9–10 and 11–12. Table GMs should take this opportunity to review
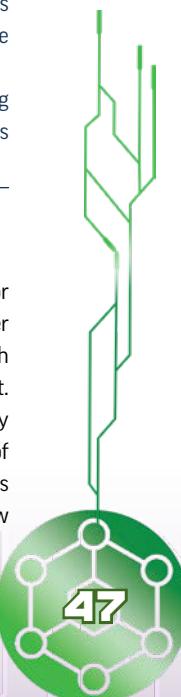
this boon with players who have earned it, especially for those who have previously played *Starfinder Society Scenario #1–99: The Scoured Stars Invasion* and are eligible for the second option on this adventure's Chronicle sheet. A PC earning this benefit should be instructed to apply their XP one at a time and then check their current level to determine the appropriate amount of credits earned.

EPILOGUE

The Overseer GM can read the following text to finalize the event and foreshadow the upcoming events of the next season.

Days after its momentous victory in the Scoured Stars, the Starfinder Society fleet emerges from the Drift near Absalom Station. With their deeds relayed through Drift beacons, the crews of the returning vessels begin tuning into the local infosphere to hear the Pact World's response to the Society's victory in the Scoured Stars. The reactions flood in.

"I, for one, believe that an organization that can amass that many military-grade resources needs to be held on a tighter leash."

"Didn't the Pact Council vote not to interfere in the Scoured Stars? Who do these Starfinders think they are?"

"Yeah, the Strawberry Machine Cake concert rescue was pretty great… but what if it were a Starfinder setup, to help justify their little war?"

"Does anyone know what the jinsuls did to us? I mean, I heard that the jinsuls were a peaceful civilization, and the Starfinders just wanted to pillage their homeland."

All over the Starfinder comm channels, pundits and social media stars relay similar questions and messages of dismay at the Society's recent actions. Moments later, First Seeker Luwazi Elsebo sends out a fleet wide broadcast. "Starfinders, it's clear that we've not returned to the hero's welcome we hoped for. In fact, it looks as though we're the target of some sort of coordinated media attack, as organizations we've never had any dealings with are smearing our recent triumphs. Fear not, this is just another challenge for us to overcome, and perhaps the next few months will be well-spent polishing the reputation these hidden attackers have sought to so recklessly tarnish."

REPORTING NOTES

If the players at your table voted to assist the *Master of Stars* in Part 3, check box A on the reporting sheet. If they voted not to help, check box B.

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 Seekers' goals. Each PC earns 1 additional Reputation with the Second Seekers (Luwazi Elsebo) and the Second Seekers (Jadnura) factions, in addition to any other Reputation earned as a result of completing this scenario.
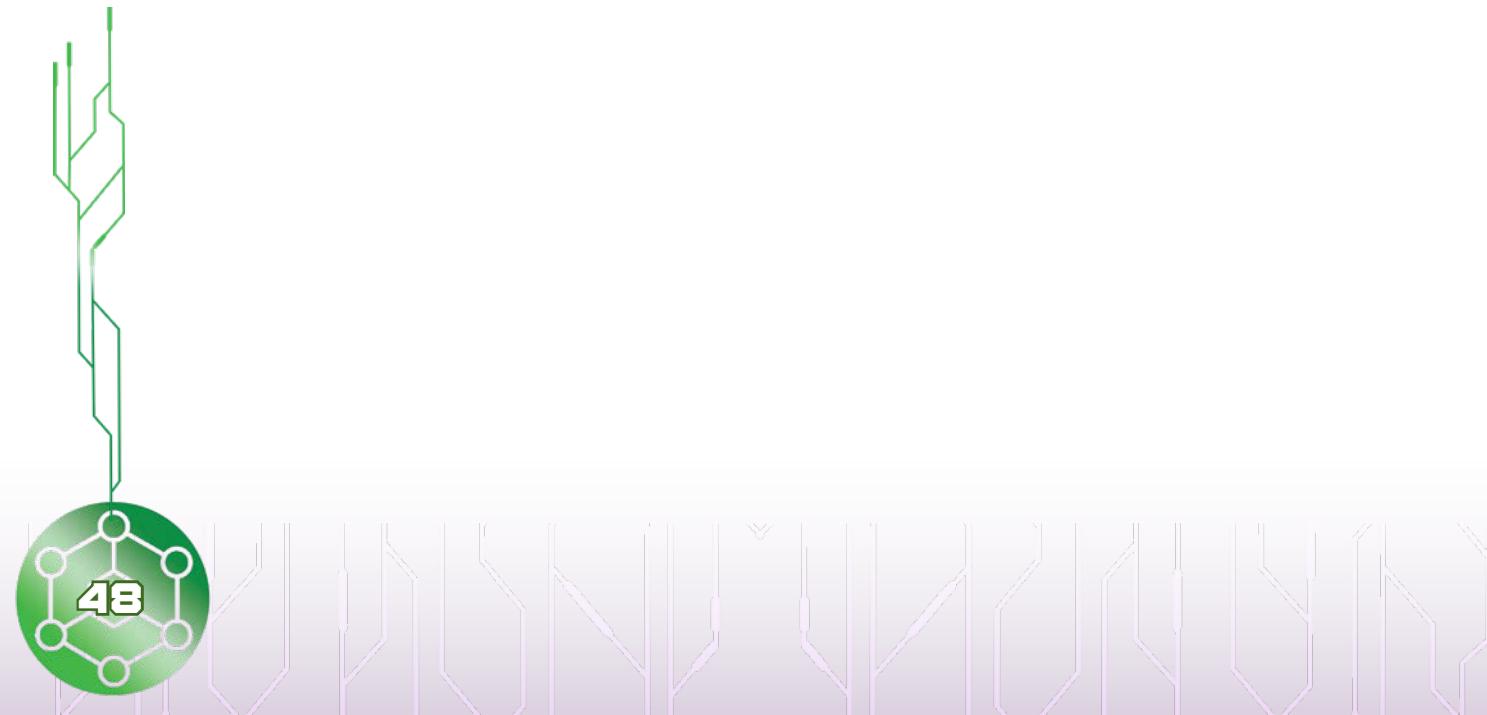
HANDOUT #1: AID TOKEN

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 one 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. Note that all Aid Tokens passed from or uses at tables in the location of the Starfinder fleet automatically gain one boost effect without consuming resources. A PC using an Aid Token boosted by the fleet must still be able to provide the boost benefit; doing so simply does not consume that PC's own resources.

Some Aid Token benefits can only be used 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 a PC, increasing the damage dealt on one attack by 1d8. In addition, 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; in Subtiers 9–10 and 11–12, it increases to 3d8. **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; in Subtiers 9–10 and 11–12, the amount increases to 5d6. **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, 7–8, 9–10, and 11–12, 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) depends on the table granting the benefit. If the Starfinder fleet alone is providing the boost, the check result is Average. **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 can be granted. Expending resources that produce the effects of these spells can also boost this Aid Token. If used via the Starfinder fleet, you must be able to produce one of these spell effects, even though doing so does not consume your resources.

BOOSTED EFFECT_____ CHARACTER NAME_____

BOOSTED EFFECT_____ CHARACTER NAME_____

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BOOSTED EFFECT_____ CHARACTER NAME_____
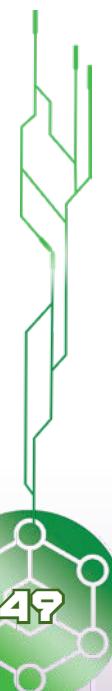
HANDOUT #2: SCOUT MISSION LIST

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	Ground Force Intel	Stealth and spying	Normal
☐	Agillae-4	Data Hack	Infiltration and hacking	Normal
☐	Agillae-5	Recovery Efforts	Investigation	Zero-g
☐	Callion-1	Scout Hunt	Starship	–
☐	Callion-2	Captive Interview	Interrogation/persuasion	Normal

HANDOUT #3: ACTION MISSION LIST

Each group can attempt the following five missions as soon as each one becomes unlocked. 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
☐	Bastiar-6	Paratrooper Strike	Combat	Normal
☐	Bastiar-6	Sever Supply Line	Starship	–
☐	Bastiar-8	Scanner Defense	Siege defense	Normal
☐	Bastiar-3	Trench Assault	Artillery survival and combat	Normal
☐	Agillae-4	Stop the Mole	Combat	Normal

APPENDIX 1: SUBTIER 1–2 FOES

DEMON SKINRIPPER   CR 1
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE   **HP** 20

EAC 12; **KAC** 13
Fort +5; **Ref** +3; **Will** +1
Defensive Abilities unflankable; **Immunities** electricity, poison;
   Resistances acid 2, cold 2, fire 2

OFFENSE

Speed 40 ft., climb 30 ft.
Melee bite +9 (1d6+5 P)

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** −3; **Wis** +0; **Cha** +0
Skills Acrobatics +5, Athletics +5, Bluff +5, Intimidate +5
Languages Abyssal, Jinsul

DEVIL, SMALL   CR 1
LE Small outsider (devil, evil, extraplanar, lawful)
Init +2; **Senses** darkvision 60 ft., see in darkness; **Perception** +5

DEFENSE   **HP** 20

EAC 12; **KAC** 13
Fort +5; **Ref** +3; **Will** +1
Immunities fire, poison; **Resistances** acid 2, cold 2

OFFENSE

Speed 30 ft.
Melee claw +9 (1d6+5 S)

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** −3; **Wis** +0; **Cha** +0
Skills Acrobatics +5, Athletics +5, Bluff +5, Mysticism +5
Languages Infernal

DREAM MONSTER   CR 5
LN Huge outsider (native)
Init +2; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE   **HP** 72

EAC 17; **KAC** 19
Fort +7; **Ref** +7; **Will** +6
Defensive Abilities tormented dream

OFFENSE

Speed 40 ft., fly 40 ft. (perfect)
Melee slam +15 (1d6+10 B nonlethal)
Space 15 ft.; **Reach** 15 ft.
Offensive Abilities curse of nightmares
Spell-Like Abilities (CL 5th; melee +15, ranged +12)
   3/day– *lesser confusion* (DC 12), *mind thrust* (1st level, DC 12),
      fear (1st level, DC 12)
   At will–*daze* (DC 11), *fatigue*
   Constant–*see invisibility*

STATISTICS

Str +5; **Dex** +2; **Con** +3; **Int** +0; **Wis** +2; **Cha** +3
Skills Acrobatics +11 (+19 to fly), Athletics +16, Mysticism +16

Languages Jinsul; telepathy 60 ft.
SPECIAL ABILITIES

Curse of Nightmares (Su) A creature struck by the dream
   monster's slam attack must succeed at a DC 13 Will save or
   be cursed by persistent nightmares of jinsuls crawling over
   and beneath their skin. The creature is permanently reduced
   to the weakened state on the mental disease track, except
   the creature is fatigued instead of shaken. If the creature
   contracts a mental disease while cursed, it immediately
   advances to the impaired state; if it is cured of the disease,
   it cannot be reduced to lower than the weakened state so
   long as the curse persists. This is a curse effect that lasts for
   24 hours.
Tormented Dream (Ex) The dream monster perpetually has
   the confused condition, possibly influenced by the use
   of devices (see page 46). Its normal action is to attack
   the nearest creature actively using a device. A creature
   who attempts to use a mind-affecting effect on the dream
   monster contacts its tortured psyche, requiring the creature
   using the mind-affecting effect to succeed at a DC 13 Will
   save or the effect fails and it becomes confused for 1d4
   rounds. If the creature rolls a natural 1 on this save, it also
   contracts the curse of nightmares (see above).

JESKRAAL   CR 1
N Medium animal
Init +1; **Senses** low-light vision, scent; **Perception** +5

DEFENSE   **HP** 24

EAC 13; **KAC** 14
Fort +5; **Ref** +5; **Will** +1
Defensive Abilities inhabit armor

OFFENSE

Speed 30 ft.
Melee bite +8 (1d6+5 P)

STATISTICS

Str +4; **Dex** +1; **Con** +2; **Int** −4; **Wis** +0; **Cha** +0
Skills Athletics +10, Survival +5
Feats Bodyguard
Gear freebooter armor I
SPECIAL ABILITIES

Inhabit Armor (Ex) A jeskraal's tail has several muscular
   protrusions that allow it to shape a suit of armor into a
   suitable shell in moments. It then uses the shell to protect
   its vitals. A jeskraal can use its inhabited armor to convert
   a critical hit against it, or against an ally whose Armor Class
   it has increased with the Bodyguard Feat, into a normal hit.
   Doing so imposes a –4 penalty on the jeskraal's EAC and
   KAC until it takes a full-round action to readjust its armor.
   Jeskraals are proficient with all light and heavy armors
   and can don armor hastily at no penalty. The DC of any
   Engineering check required to resize armor reclaimed from
   a jeskraal increases by 4, and the armor requires twice as
   many credits to be refitted by a professional.

JINSUL ARMORED PRIEST   CR 3

Jinsul mystic

LE Medium monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE   **HP** 32 **RP** 3

EAC 14; **KAC** 16

Fort +2; **Ref** +4; **Will** +8; +4 vs. fear

Defensive Abilities share pain (DC 14), unflankable

OFFENSE

Speed 20 ft.

Melee unarmed strike +6 (1d8+6 B)

Ranged flame pistol +8 (1d4+3 F; critical burn 1d4)

Offensive Abilities backlash

Mystic Spells Known (CL 3rd; melee +6, ranged +8)

 1st (3/day)–*fear (1st level*, DC 16), *mind thrust* (1st level, DC 16)

 0 (at will)–*daze* (DC 15), *telekinetic projectile*

 Connection mindbreaker

STATISTICS

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

Skills Athletics +8, Bluff +8, Intimidate +13, Mysticism +13

Languages Common, Infernal, Jinsul

Other Abilities mindlink, powerful leap

Gear scrapper's rig^AR (flame pistol with 20 petrol)

SPECIAL ABILITIES

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

JINSUL BOSS   CR 3

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE   **HP** 40

EAC 14; **KAC** 16

Fort +5; **Ref** +7; **Will** +4; +4 vs. fear

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +12 (1d4+7 P) or

 leg blades +12 (1d6+7 S; critical bleed 1d6)

Ranged static arc pistol +9 (1d6+3 E; critical arc 2)

Spell-Like Abilities (CL 3rd)

 1/day–*mind thrust* (1st level; DC 12), *mystic cure* (1st level)

 At will–*psychokinetic hand*, *telepathic message*

STATISTICS

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

Skills Acrobatics +8, Athletics +13, Bluff +13, Mysticism +8

Languages Jinsul

Other Abilities powerful leap,

Gear squad defiance series, static arc pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

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

JINSUL CRAWLER CREW   CR 1

Jinsul mechanic

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE   **HP** 17

EAC 11; **KAC** 12

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

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +5 (1d4+1 P) or

 leg blade +5 (1d6+1 S; critical bleed 1d6)

Ranged azimuth laser rifle +7 (1d8+1 F; critical burn 1d6)

Offensive Abilities target tracking

STATISTICS

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

Skills Acrobatics +6, Athletics +6, Computers +11, Engineering +11, Piloting +11

Languages Jinsul

Other Abilities artificial intelligence (exocortex), custom rig (armor slot), powerful leap, specialization (explorer)

Gear second skin armor, azimuth laser rifle with 2 batteries (20 charges each)

SPECIAL ABILITIES

Powerful Leap (Ex) 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; critical 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 Common, 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 (Ex) A jinsul treats any Athletics check to jump as if it had a running start.

JINSUL SCOUT — CR 1

Jinsul operative
CE Medium monstrous humanoid
Init +5; **Senses** darkvision 60 ft.; **Perception** +11
DEFENSE   **HP** 17
EAC 11; **KAC** 12
Fort +1; **Ref** +3; **Will** +4; +4 vs. fear
Defensive Abilities unflankable
OFFENSE
Speed 40 ft.
Melee bite +5 (1d4+3 P) or
    leg blades +5 (1d6+3 S; critical bleed 1d6)
Ranged static arc pistol +7 (1d6+1 E; critical arc 2) or
    survival flare gun +7 (1d3+1 F; critical burn 1d6)
Offensive Abilities trick attack +1d4
STATISTICS
Str +2; **Dex** +4; **Con** +1; **Int** +0; **Wis** +0; **Cha** –1
Skills Acrobatics +11, Athletics +11, Culture +11, Sense Motive +6,
    Stealth +6, Survival +11
Languages Jinsul
Other Abilities powerful leap
Gear second skin armor, static arc pistol with 2 batteries (20
    charges each), survival flare gun with 1 flare, comm unit
SPECIAL ABILITIES
Powerful Leap (Ex) A jinsul treats any Athletics check to jump
    as if it had a running start.

JINSUL TACTICIAN — CR 3

Jinsul technomancer
CE Medium monstrous humanoid
Init +2; **Senses** darkvision 60 ft.; **Perception** +13
DEFENSE   **HP** 32
EAC 13; **KAC** 14
Fort +2; **Ref** +4; **Will** +8; +4 vs. fear
Defensive Abilities unflankable
OFFENSE
Speed 40 ft.
Melee bite +8 (1d4+4 P) or
    leg blades +8 (1d4+4 S; critical bleed 1d4)
Ranged static arc pistol +6 (1d6+3 E; critical arc 2)
Technomancer Spells Known (CL 3rd; melee +8, ranged +6)
    1st (3/day)–*jolting surge*, *magic missile*
    0 (at will)–*daze* (DC 15), *detect magic*
STATISTICS
Str +1; **Dex** +2; **Con** +1; **Int** +4; **Wis** +0; **Cha** –1
Skills Athletics +8, Computers +8, Mysticism +13
Languages Common, Jinsul
Other Abilities magic hack (empowered weapon), powerful
    leap, spell cache (gem embedded in armor)
Gear warrior caste armor (as freebooter armor I), static arc
    pistol with 2 batteries (20 charges each)
SPECIAL ABILITIES
Powerful Leap (Ex) As jinsul scout (see above).

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 (1d4+4 P) or
    leg blades +6 (1d6+4 S; critical bleed 1d6)
Ranged tactical arc emitter +9 (1d4+1 E)
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 (Ex) As jinsul scout (see above).

JINSUL WATCH ROBOT — CR 1

CN Medium construct (technological)
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +10
DEFENSE   **HP** 20
EAC 11; **KAC** 13
Fort +1; **Ref** +1; **Will** –1
Defensive Abilities integrated weapons;
    Immunities construct immunities
OFFENSE
Speed 30 ft., climb 20 ft.
Melee pincer +9 (1d6+5 P)
Ranged integrated tactical acid dart rifle +6 (1d8+1 A & P;
    critical corrode 1d4)
Offensive Abilities create darkness
STATISTICS
Str +4; **Dex** +2; **Con** –; **Int** –; **Wis** +1; **Cha** +0
Skills Acrobatics +10, Athletics +10
Languages Jinsul
Other Abilities mindless, unliving
Gear tactical acid dart rifle with 20 darts
SPECIAL ABILITIES
Integrated Weapons (Ex) The robot's weapons are integrated
    into its frame and can't be disarmed.

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
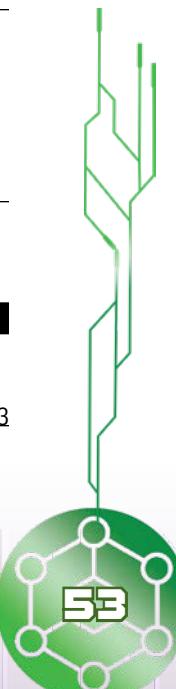
OFFENSE

Speed 40 ft.

Melee bite +4 (1d3+3 P)

Ranged static arc pistol +9 (1d6 E; critical 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 (Ex) A jinsul treats any Athletics check to jump as if it had a running start.

LESSER NIHILI — CR 3

Variant nihili (*Starfinder Alien Archive* 82)

CE Medium undead

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

Aura gravity well (5 ft., DC 14)

DEFENSE — HP 41

EAC 14; **KAC** 16

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

Immunities undead immunities

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +11 (1d6+7 B)

Offensive Abilities decompression gaze (15 ft., DC 14, 1d4+1 B)

STATISTICS

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

Skills Athletics +13 (+21 to climb), Stealth +8

Other Abilities unliving

SPECIAL ABILITIES

Decompression Gaze (Su) The dead stare of a nihili makes those around the undead feel like their own lungs are starting to violently collapse, mimicking the nihili's demise. A living creature that can see and breathe that begins its turn within 15 feet of a nihili must succeed at a DC 14 Fortitude save or take 1d4+1 bludgeoning damage.

Gravity Well (Su) A nihili generates a field of gravity that functions in a 5-foot aura around itself (including 5 feet above the nihili), exerting a downward force toward the nihili's feet. This allows the nihili to function as if constantly under the effect of *spider climb*. Any creature entering this aura from an area of zero-g must succeed at a DC 14 Reflex saving throw or be knocked prone.

OCCULT ZOMBIE — CR 1

Starfinder Alien Archive 114

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE — HP 24

EAC 11; **KAC** 13

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

DR 5/magic; **Immunities** undead immunities

Weaknesses staggered

OFFENSE

Speed 30 ft.

Melee slam +8 (1d6+5 B)

STATISTICS

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

Skills Athletics +10

Other Abilities mindless, unliving

SPECIAL ABILITIES

Staggered (Ex) An occult zombie is always considered staggered and can never take more than a single move or standard action in a round. It can't take full actions.

STREET CRAWLER — LEVEL 2

Large land vehicle (10 ft. wide, 10 ft. long, 4 ft. high)

Speed 20 ft., full 500 ft., 55 mph

EAC 14; **KAC** 15; **Cover** improved cover

HP 24 (12); **Hardness** 5

Attack (Collision) 5d4 B (DC 11)

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

Systems autocontrol, planetary comm unit; **Passengers** 5

TSIMTSARA — CR 3

Female nelentu solarian

CE Medium monstrous humanoid

Init +1; **Senses** blindsense (echolocation) 30 ft., darkvision 60 ft.; **Perception** +13

DEFENSE — HP 40

EAC 14; **KAC** 16

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

Defensive Abilities brain fungus; **Resistances** electricity 2

OFFENSE

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

Melee solar weapon +12 (1d6+7 S plus 1d2 F; critical irradiate [DC 12])

Ranged static arc pistol +9 (1d6+3 E; critical arc 2)

Offensive Abilities stellar revelations (black hole [20-ft. radius, pull 10 ft., DC 12], supernova [10-ft. radius, 4d6 F, DC 12], radiation [5-ft. radius, DC 12])

STATISTICS

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

Skills Athletics +8, Diplomacy +8, Medicine +13, Mysticism +8

Languages Common, Jinsul, Nelentu; limited telepathy 30 ft.

Other Abilities solar manifestation (solar weapon), stellar alignment

Gear graphite carbon skin, static arc pistol with 1 battery (20 charges), *least positron crystal*^AR; **Augmentations** mk 1 resistant hide^AR

SPECIAL ABILITIES

Brain Fungus (Ex) A nelentu's symbiotic fungus takes the brunt of mental attacks first, leaving the physical body functional but cognitively impaired. This ability functions like the
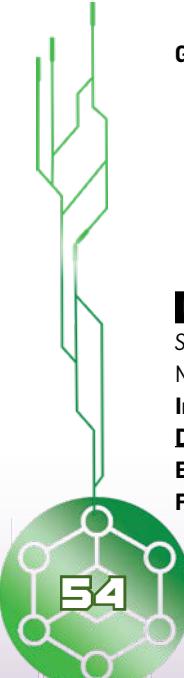
neural shunt mechanic trick, except that throughout the effect's duration the nelentu takes a –2 penalty to all saves and cannot communicate or attempt Intelligence-, Wisdom-, or Charisma-based checks. This ability can be used only once per day, as a reaction.

SUBTIER 1–2 STARSHIPS

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; 10 hexes), vandal rocket (4d8 plus drones; 20 hexes)
Attack (turret) coilgun (4d4; 20 hexes)
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 +6 (1 rank), Intimidate +7 (2 ranks)
Engineer Engineering +12 (2 ranks)
Gunners (2) gunnery +5 (2nd level)
Pilot Piloting +12 (2 ranks)
Science Officer Computers +7 (2 ranks)
SPECIAL
Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.
Vandal Rocket This 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 ship 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.

JINSUL BARB — TIER 1/2
Tiny fighter
Speed 8; **Maneuverability** good (turn 1)
AC 14; **TL** 14
HP 35; **DT** —; **CT** 7
Shields basic 20 (forward 5, starboard 5, port 5, aft 5)
Attack (forward) coilgun (4d4; 20 hexes), vandal rocket (4d8 plus drones; 20 hexes)

Power Core Micron Heavy (70 PCU); **Systems** mk 3 armor, mk 3 defenses
Modifiers +1 Piloting, reversible; **Complement** 2
CREW
Pilot Piloting +9 (1 rank)
Gunner gunnery +4 (1st level)
SPECIAL
Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.
Vandal Rocket This 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 ship 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.

JINSUL BOMBARD — TIER 2
Small light freighter
Speed 8; **Maneuverability** good (turn 1); Drift 1
AC 14; **TL** 14
HP 40; **DT** —; **CT** 8
Shields basic 40 (forward 10, starboard 10, port 10, aft 10)
Attack (forward) coilgun (4d4; 20 hexes), stealth nuclear missile launcher (5d8; 20 hexes)
Attack (port) light laser cannon (2d4; 5 hexes)
Attack (starboard) light laser cannon (2d4; 5 hexes)
Power Core Pulse Black (120 PCU); **Drift Engine** Signal Basic; **Systems** mk 2 duonode, budget medium-range sensors, mk 2 armor, Mk 2 defenses, self-destruct system; **Expansion Bays** cargo holds (3)
Modifiers +2 to any two checks per round, +1 Piloting, reversible; **Complement** 6
CREW
Captain Diplomacy +6 (1 rank), Intimidate +7 (2 ranks)
Engineer Engineering +7 (2 ranks)
Gunners (2) gunnery +6 (2nd level)
Pilot Piloting +12 (2 ranks)
Science Officer Computers +7 (2 ranks)
SPECIAL
Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.
Stealth Nuclear Missile Launcher This weapon functions as a tactical nuclear missile launcher, but the ammunition is invisible and hard to dodge, allowing it to ignore the point

weapon ability and any bonuses granted by a successful evade stunt.

JINSUL SCOUT CRAFT — TIER 1

Medium explorer
Speed 10; **Maneuverability** good (turn 1); **Drift** 1
AC 12; **TL** 11
HP 55; **DT** –; **CT** 11
Shields basic 30 (forward 10, starboard 5, port 5, aft 10)
Attack (port) gyrolaser (1d8; 5 hexes)
Attack (turret) coilgun (4d4; 20 hexes)
Power Core Arcus Heavy (130 PCU); **Drift Engine** Signal Basic;
   Systems basic computer, basic medium-range sensors, mk 1
   armor; **Expansion Bays** cargo holds (4)
Modifiers +2 Computers, +1 Piloting, reversible; **Complement** 6

CREW
Captain Diplomacy +5 (1 rank), Intimidate +5 (1 rank)
Engineer Engineering +10 (1 rank)
**Gunners (2)** gunnery +5 (1st level)
Pilot Piloting +10 (1 rank)
Science Officer Computers +10 (1 rank)

SPECIAL
Reversible Jinsul ships' overall shape and the positioning of
   their thrusters make it very easy for them to reverse their
   headings. The ship grants a +2 bonus to Piloting checks to
   perform the flip and burn stunt.

APPENDIX 2: SUBTIER 3–4 FOES

DEMON BLOODDRINKER — CR 3

CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft.; **Perception** +8
DEFENSE — **HP** 40
EAC 14; **KAC** 16
Fort +7; **Ref** +5; **Will** +2
Defensive Abilities unflankable; **Immunities** electricity, poison;
   Resistances acid 3, cold 3, fire 3
OFFENSE
Speed 40 ft., climb 30 ft.
Melee bite +12 (1d6+7 P)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** –3; **Wis** +0; **Cha** +0
Skills Acrobatics +8, Athletics +8, Bluff +8, Intimidate +8
Languages Abyssal, Jinsul

DEVIL, SMALL — CR 1

LE Small outsider (devil, evil, extraplanar, lawful)
Init +2; **Senses** darkvision 60 ft., see in darkness; **Perception** +5
DEFENSE — **HP** 20
EAC 12; **KAC** 13
Fort +5; **Ref** +3; **Will** +1
Immunities fire, poison; **Resistances** acid 2, cold 2

OFFENSE
Speed 30 ft.
Melee claw +9 (1d6+5 S)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** –3; **Wis** +0; **Cha** +0
Skills Acrobatics +5, Athletics +5, Bluff +5, Mysticism +5
Languages Infernal

JESKRAAL — CR 1

N Medium animal
Init +1; **Senses** low-light vision, scent; **Perception** +5
DEFENSE — **HP** 24
EAC 13; **KAC** 14
Fort +5; **Ref** +5; **Will** +1
Defensive Abilities inhabit armor
OFFENSE
Speed 30 ft.
Melee bite +8 (1d6+5 P)
STATISTICS
Str +4; **Dex** +1; **Con** +2; **Int** –4; **Wis** +0; **Cha** +0
Skills Athletics +10, Survival +5
Feats Bodyguard
Gear freebooter armor I

SPECIAL ABILITIES
Inhabit Armor (Ex) A jeskraal's tail has several muscular
   protrusions that allow it to shape a suit of armor into a
   suitable shell in moments. It then uses the shell to protect
   its vitals. A jeskraal can use its inhabited armor to convert
   a critical hit against it, or against an ally whose Armor Class
   it has increased with the Bodyguard Feat, into a normal hit.
   Doing so imposes a –4 penalty on the jeskraal's EAC and
   KAC until it takes a full-round action to readjust its armor.
   Jeskraals are proficient with all light and heavy armors
   and can don armor hastily at no penalty. The DC of any
   Engineering check required to resize armor reclaimed from
   a jeskraal increases by 4, and the armor requires twice as
   many credits to be refitted by a professional.

JINSUL ARMORED PRIEST — CR 3

Jinsul mystic
LE Medium monstrous humanoid
Init +0; **Senses** darkvision 60 ft.; **Perception** +13
DEFENSE — **HP** 32 **RP** 3
EAC 14; **KAC** 16
Fort +2; **Ref** +4; **Will** +8; +4 vs. fear
Defensive Abilities share pain (DC 14), unflankable
OFFENSE
Speed 20 ft.
Melee unarmed strike +6 (1d8+6 B)
Ranged flame pistol +8 (1d4+3 F; critical burn 1d4)
Offensive Abilities backlash
Mystic Spells Known (CL 3rd; melee +6, ranged +8)
   1st (3/day)–*fear* (1st level, DC 16), *mind thrust* (1st level, DC 16)

0 (at will)–*daze* (DC 15), *telekinetic projectile*
Connection mindbreaker
STATISTICS
Str +3; **Dex** +0; **Con** +2; **Int** +0; **Wis** +4; **Cha** +1
Skills Athletics +8, Bluff +8, Intimidate +13, Mysticism +13
Languages Common, Infernal, Jinsul
Other Abilities mindlink, powerful leap
Gear scrapper's rig[AR] (flame pistol with 20 petrol)
SPECIAL ABILITIES
Powerful Leap (Ex) A jinsul treats any Athletics check to jump as if it had a running start.

JINSUL BOSS   CR 3
CE Medium monstrous humanoid
Init +5; **Senses** darkvision 60 ft.; **Perception** +8
DEFENSE   **HP** 40
EAC 14; **KAC** 16
Fort +5; **Ref** +7; **Will** +4; +4 vs. fear
Defensive Abilities unflankable
OFFENSE
Speed 40 ft.
Melee bite +12 (1d4+7 P) or
  leg blades +12 (1d6+7 S; critical bleed 1d6)
Ranged static arc pistol +9 (1d6+3 E; critical arc 2)
Spell-Like Abilities (CL 3rd)
  1/day–*mind thrust* (1st level; DC 12), *mystic cure* (1st level)
  At will–*psychokinetic hand*, *telepathic message*
STATISTICS
Str +4; **Dex** +1; **Con** +2; **Int** +1; **Wis** +1; **Cha** +2
Skills Acrobatics +8, Athletics +13, Bluff +13, Mysticism +8
Languages Jinsul
Other Abilities powerful leap,
Gear squad defiance series, static arc pistol with 2 batteries (20 charges each)
SPECIAL ABILITIES
Powerful Leap (Ex) As jinsul armored priest (see above).

JINSUL CRAWLER CREW   CR 1
Jinsul mechanic
CE Medium monstrous humanoid
Init +2; **Senses** darkvision 60 ft.; **Perception** +11
DEFENSE   **HP** 17
EAC 11; **KAC** 12
Fort +3; **Ref** +5; **Will** +4; +4 vs. fear
Defensive Abilities unflankable
OFFENSE
Speed 40 ft.
Melee bite +5 (1d4+1 P) or
  leg blade +5 (1d6+1 S; critical bleed 1d6)
Ranged azimuth laser rifle +7 (1d8+1 F; critical burn 1d6)
Offensive Abilities target tracking
STATISTICS
Str +0; **Dex** +2; **Con** +1; **Int** +4; **Wis** +0; **Cha** –1

Skills Acrobatics +6, Athletics +6, Computers +11, Engineering +11, Piloting +11
Languages Jinsul
Other Abilities artificial intelligence (exocortex), custom rig (armor slot), powerful leap
Gear second skin armor, azimuth laser rifle with 2 batteries (20 charges each)
SPECIAL ABILITIES
Powerful Leap (Ex) As jinsul armored priest (see above).

JINSUL CRUSADER   CR 5
CE Medium monstrous humanoid
Init +6; **Senses** darkvision 60 ft.; **Perception** +11
DEFENSE   **HP** 70
EAC 17; **KAC** 19
Fort +7; **Ref** +9; **Will** +6; +4 vs. fear
Defensive Abilities unflankable, unshakable belief;
  Resistances sonic 5
OFFENSE
Speed 50 ft.
Melee bite +15 (1d6+10 P) or
  leg blades +15 (1d6+10 S; critical bleed 1d6)
Ranged frostbite-class zero pistol +12 (1d6+5 C; critical staggered [DC 13])
Spell-Like Abilities (CL 5th)
  1/day–*mind thrust* (1st level; DC 13), *mystic cure* (1st level)
  3/day–*hold portal*, *reflecting armor*, *supercharge weapon*
  At will–*psychokinetic hand*, *telepathic message*
STATISTICS
Str +5; **Dex** +2; **Con** +3; **Int** +2; **Wis** +2; **Cha** +3
Skills Acrobatics +11, Athletics +16, Bluff +16, Mysticism +11
Languages Jinsul
Other Abilities powerful leap,
Gear elite defiance series (sonic dampener), frostbite-class zero pistol with 2 batteries (20 charges each), *viridian balbis aeon stone*[AR]
SPECIAL ABILITIES
Powerful Leap (Ex) As jinsul armored priest (see above).
Unshakable Belief (Ex) Whenever a jinsul crusader is the target of a trick attack, the jinsul can attempt a Bluff or Sense Motive check in response. If the jinsul's result equals or exceeds that of the trick attack skill roll, the trick attack is unsuccessful. If the jinsul's check exceeds the trick attack by 5 or more, the creature performing the trick attack gains the off-target condition until the end of their next turn.

JINSUL SCOUT   CR 1
Jinsul operative
CE Medium monstrous humanoid
Init +5; **Senses** darkvision 60 ft.; **Perception** +11
DEFENSE   **HP** 17
EAC 11; **KAC** 12

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

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +5 (1d4+3 P) or

leg blades +5 (1d6+3 S; critical bleed 1d6)

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

survival flare gun +7 (1d3+1 F; critical burn 1d6)

Offensive Abilities trick attack +1d4

STATISTICS

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

Skills Acrobatics +11, Athletics +11, Culture +11, Sense Motive +6, Stealth +6, Survival +11

Languages Jinsul

Other Abilities powerful leap, specialization (explorer)

Gear second skin armor, static arc pistol with 2 batteries (20 charges each), survival flare gun with 1 flare, comm unit

SPECIAL ABILITIES

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

JINSUL SENTRY ROBOT — CR 3

CN Medium construct (technological)

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

DEFENSE — **HP** 40

EAC 14; **KAC** 16

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

Defensive Abilities integrated weapons; **Immunities** construct immunities

OFFENSE

Speed 30 ft., climb 20 ft.

Melee pincer +12 (1d6+7 P)

Ranged integrated tactical acid dart rifle +9 (1d8+3 A & P; critical corrode 1d4)

Offensive Abilities create darkness

STATISTICS

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

Skills Acrobatics +13, Athletics +13

Languages Jinsul

Other Abilities mindless, unliving

Gear tactical acid dart rifle with 20 darts

SPECIAL ABILITIES

Integrated Weapons (Ex) The robot's weapons are integrated into its frame and can't be disarmed.

JINSUL SERGEANT — CR 5

Jinsul technomancer

CE Medium monstrous humanoid

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

DEFENSE — **HP** 60 **RP** 4

EAC 16; **KAC** 17

Fort +5; **Ref** +7; **Will** +11; +4 vs. fear

Defensive Abilities defiant faith, unflankable

OFFENSE

Speed 40 ft.

Melee bite +11 (1d4+7 P) or

leg blades +11 (1d6+7 S; critical bleed 1d6)

Ranged frostbite-class zero pistol +9 (1d6+5 C; critical staggered [DC 15])

Technomancer Spells Known (CL 5th; melee +11, ranged +9)

2nd (3/day)–*caustic conversion*, *inject nanobots* (DC 17)

1st (6/day)–*jolting surge*, *magic missile*, *overheat*

0 (at will)–*daze* (DC 15), *detect magic*

STATISTICS

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

Skills Athletics +11, Computers +11, Mysticism +16

Languages Common, Jinsul

Other Abilities magic hacks (debug spell, empowered weapon), powerful leap, spell cache (gem embedded in armor)

Gear d-suit I, frostbite-class zero pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

Defiant Faith (Ex) Whenever a creature casts an offensive spell that targets a jinsul sergeant or its allies, the jinsul sergeant can attempt a Mysticism check in response as a reaction. If the jinsul's result equals or exceeds a DC equal to 20 + the spell's level, the spell fails. If the jinsul's result exceeds the DC by 5 or more, the creature casting the spell gains the shaken condition until the end of its next turn.

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

JINSUL TACTICIAN — CR 3

Jinsul technomancer

CE Medium monstrous humanoid

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

DEFENSE — **HP** 32

EAC 13; **KAC** 14

Fort +2; **Ref** +4; **Will** +8; +4 vs. fear

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +8 (1d4+4 P) or

leg blades +8 (1d6+4 S; critical bleed 1d6)

Ranged static arc pistol +6 (1d6+3 E; critical arc 2)

Technomancer Spells Known (CL 3rd; melee +7, ranged +5)

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

0 (at will)–*daze* (DC 15), *detect magic*

STATISTICS

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

Skills Athletics +8, Computers +8, Mysticism +13

Languages Common, Jinsul

Other Abilities magic hack (empowered weapon), powerful leap, spell cache (gem embedded in armor)

Gear warrior caste armor (as freebooter armor I), static arc pistol with 2 batteries (20 charges each)
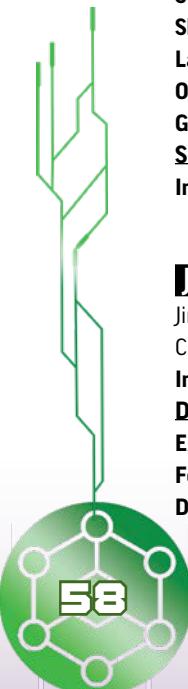
SPECIAL ABILITIES

Powerful Leap (Ex) As jinsul sergeant (see page 58).

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+7 P) or

  leg blades +9 (1d6+7 S; critical bleed 1d6)

Ranged ifrit-class flamethrower +12 (1d6+3 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 (Ex) 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 (1d4+4 P) or

  leg blades +6 (1d6+4 S; critical bleed 1d6)

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

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 (Ex) A jinsul treats any Athletics check to jump as if it had a running start.

LESSER NIHILI   CR 3

Variant nihili (*Starfinder Alien Archive* 82)

CE Medium undead

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

Aura gravity well (5 ft., DC 14)

DEFENSE   HP 41

EAC 14; **KAC** 16

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

Immunities undead immunities

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +11 (1d6+7 B)

Offensive Abilities decompression gaze (15 ft., DC 14, 1d4+1 B)

STATISTICS

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

Skills Athletics +13 (+21 to climb), Stealth +8

Other Abilities unliving

SPECIAL ABILITIES

Decompression Gaze (Su) The dead stare of a nihili makes those around the undead feel like their own lungs are starting to violently collapse, mimicking the nihili's demise. A living creature that can see and breathe that begins its turn within 15 feet of a nihili must succeed at a DC 14 Fortitude save or take 1d4+1 bludgeoning damage.

Gravity Well (Su) A nihili generates a field of gravity that functions in a 5-foot aura around itself (including 5 feet above the nihili), exerting a downward force toward the nihili's feet. This allows the nihili to function as if constantly under the effect of *spider climb*. Any creature entering this aura from an area of zero-g must succeed at a DC 14 Reflex saving throw or be knocked prone.

OCCULT ZOMBIE   CR 1

Starfinder Alien Archive 114

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE   HP 24

EAC 11; **KAC** 13

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

DR 5/magic; **Immunities** undead immunities

OFFENSE

Speed 30 ft.

Melee slam +8 (1d6+5 B)

STATISTICS

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

Skills Athletics +10

Other Abilities mindless, unliving

SPECIAL ABILITIES

Staggered (Ex) An occult zombie is always considered staggered and can never take more than a single move or standard action in a round. It can't take full actions.

STREET CRAWLER   LEVEL 2

Large land vehicle (10 ft. wide, 10 ft. long, 4 ft. high)

Speed 20 ft., full 500 ft., 55 mph

EAC 14; **KAC** 15; **Cover** improved cover

HP 24 (12); **Hardness** 5

Attack (Collision) 5d4 B (DC 11)
Modifiers +0 Piloting, –2 attack (–4 at full speed)
Systems autocontrol, planetary comm unit; **Passengers** 5

TSIMTSARA   CR 5
Female nelentu solarian
CE Medium monstrous humanoid
Init +2; **Senses** blindsense (echolocation) 30 ft., darkvision 60 ft.; **Perception** +16
DEFENSE   HP 70
EAC 17; **KAC** 19
Fort +7; **Ref** +7; **Will** +8
Defensive Abilities brain fungus; **Resistances** electricity 4
OFFENSE
Speed 30 ft., fly 30 ft. (average)
Melee solar weapon +15 (1d6+10 S plus 1d3 F; critical burn 1d6)
Ranged frostbite-class zero pistol +12 (1d6+5 C; critical staggered [DC 13])
Offensive Abilities stellar revelations (black hole [25-ft. radius, pull 15 ft., DC 13], dark matter [DR 2/–], radiation [5-ft. radius, DC 13], supernova [10-ft. radius, 6d6 F, DC 13])
STATISTICS
Str +5; **Dex** +2; **Con** +0; **Int** +0; **Wis** +0; **Cha** +3
Skills Athletics +11, Diplomacy +11, Medicine +16, Mysticism +11
Languages Common, Jinsul, Nelentu; limited telepathy 30 ft.
Other Abilities solar manifestation (solar weapon), stellar alignment
Gear d-suit I, frostbite-class zero pistol with 1 battery (20 charges), *least photon crystal;* **Augmentations** mk 2 resistant hide^AR
SPECIAL ABILITIES
Brain Fungus (Ex) A nelentu's symbiotic fungus takes the brunt of mental attacks first, leaving the physical body functional but cognitively impaired. This ability functions like the neural shunt mechanic trick, except that throughout the effect's duration the nelentu takes a –2 penalty to all saves and cannot communicate or attempt Intelligence-, Wisdom-, or Charisma-based checks. This ability can be used only once per day, as a reaction.

VIVID DREAM MONSTER   CR 7
LN Huge outsider (native)
Init +2; **Senses** darkvision 60 ft.; **Perception** +14
DEFENSE   HP 105
EAC 19; **KAC** 21
Fort +9; **Ref** +9; **Will** +8
Defensive Abilities tormented dream
OFFENSE
Speed 40 ft., fly 40 ft. (perfect)
Melee slam +18 (2d6+12 B nonlethal)
Space 15 ft.; **Reach** 15 ft.
Offensive Abilities curse of nightmares
Spell-Like Abilities (CL 7th)

3/day–*deep slumber* (DC 16), *mind thrust* (2nd level, DC 15)
At will–*fear* (1st level, DC 14)
Constant–*see invisibility*
STATISTICS
Str +5; **Dex** +2; **Con** +4; **Int** +0; **Wis** +2; **Cha** +3
Skills Acrobatics +14 (+23 to fly), Athletics +19, Mysticism +19
Languages Jinsul; telepathy 60 ft.
SPECIAL ABILITIES
Curse of Nightmares (Su) A creature struck by the dream monster's slam attack is cursed by persistent nightmares of jinsuls crawling over and beneath their skin (Will DC 15 negates). The creature is permanently reduced to the weakened state on the mental disease track, except the creature is fatigued instead of shaken. If the creature contracts a mental disease while cursed, it immediately advances to the impaired state; if it is cured of the disease, it cannot be restored to better than the weakened state so long as the curse persists. This is a curse effect that lasts for 24 hours.
Tormented Dream (Ex) The dream monster perpetually has the confused condition, possibly influenced by the use of devices as described on page 46. A creature that attempts to use a mind-affecting effect on the dream monster contacts its tortured psyche and must succeed at a DC 15 Will save or the effect fails and the creature using the mind-affecting effect becomes confused for 1d4 rounds. If the creature rolls a natural 1 on this save, it also contracts the curse of nightmares (above).

SUBTIER 3–4 STARSHIPS

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; 20 hexes), vandal rocket (4d8 plus drones; 20 hexes)
Attack (turret) linked coilguns (8d4; 20 hexes)
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 (sensors only), +2 Piloting, reversible; **Complement** 6
CREW
Captain Diplomacy +6 (2 ranks), Intimidate +10 (4 ranks)
**Engineer** Engineering +10 (4 ranks)
Gunners (2) gunnery +8 (4th level)
Pilot Piloting +15 (4 ranks)
Science Officer Computers +10 (4 ranks)
SPECIAL
Reversible Jinsul ships' overall shape and the positioning of

their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.

Vandal Rocket This 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 ship 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.

JINSUL BOMBARD   TIER 2
Small light freighter
Speed 8; **Maneuverability** good (turn 1); **Drift** 1
AC 14; **TL** 14
HP 40; **DT** —; **CT** 8
Shields basic 40 (forward 10, starboard 10, port 10, aft 10)
Attack (forward) coilgun (4d4; 20 hexes), stealth nuclear missile launcher (5d8; 20 hexes)
Attack (port) light laser cannon (2d4; 5 hexes)
Attack (starboard) light laser cannon (2d4; 5 hexes)
Power Core Pulse Black (120 PCU); **Drift Engine** Signal Basic; **Systems** budget medium-range sensors, mk 2 armor, mk 2 defenses, mk 2 duonode computer, self-destruct system; **Expansion Bays** cargo holds (3)
Modifiers +2 to any two checks per round, +1 Piloting, reversible; **Complement** 6
CREW
Captain Diplomacy +6 (1 rank), Intimidate +7 (2 ranks)
Engineer Engineering +7 (2 ranks)
Gunners (2) gunnery +6 (2nd level)
Pilot Piloting +12 (2 ranks)
Science Officer Computers +7 (2 ranks)
SPECIAL
Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.
Stealth Nuclear Missile Launcher This weapon functions as a tactical nuclear missile launcher, but the ammunition is invisible and hard to dodge, allowing it to ignore the point weapon ability and any bonuses granted by a successful evade stunt.

JINSUL HULLBREAKER   TIER 4
Medium explorer
Speed 10; **Maneuverability** good (turn 1); **Drift** 1
AC 17; **TL** 18
HP 65; **DT** —; **CT** 13

Shields light 60 (forward 15, starboard 15, port 15, aft 15)
Attack (forward) chain cannon (6d4; 5 hexes)
Attack (port) boarding tube (2d4 plus saboteur; 1 hex)
Attack (starboard) boarding tube (2d4 plus saboteur; 1 hex)
Attack (aft) laser net (2d6; 5 hexes)
Attack (turret) coilgun (4d4; 20 hexes)
Power Core Arcus Heavy (130 PCU); **Drift Engine** Signal Basic; **Systems** basic computer, budget medium-range sensors, mk 3 armor, mk 4 defenses, self-destruct system; **Expansion Bays** cargo holds (4)
Modifiers +1 Piloting, reversible; **Complement** 6
CREW
Captain Diplomacy +6 (2 ranks), Intimidate +10 (4 ranks)
Engineer Engineering +10 (4 ranks)
Gunners (2) gunnery +8 (4th level)
Pilot Piloting +15 (4 ranks)
Science Officer Computers +10 (4 ranks)
SPECIAL
Boarding Tube These tubes are loaded with jinsul saboteurs and laced in a polarized sheath that allows them to penetrate shields. This weapon can attack a starship only in an adjacent hex. On a successful hit, half the damage (rounded down) applies directly to the target ship's Hull Points, and a jinsul saboteur gets injected onto the ship. This saboteur inflicts 1d4 damage to the ship's Hull Points during each gunnery phase until one or more crew members kill the intruder (HP 17, EAC 11, KAC 12, Fort +1, Ref +1, Will +4), using one starship combat action to make up to one standard action onboard the ship while pursuing the saboteur. One boarding tube can only inject 5 saboteurs per starship combat.
Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.

JINSUL SCOUT CRAFT   TIER 3
Medium explorer
Speed 10; **Maneuverability** good (turn 1); **Drift** 1
AC 16; **TL** 17
HP 55; **DT** —; **CT** 11
Shields light 60 (forward 15, starboard 15, port 15, aft 15)
Attack (port) gyrolaser (1d8; 5 hexes)
Attack (starboard) gyrolaser (1d8; 5 hexes)
Attack (aft) vandal rocket (4d8 plus drones; 20 hexes)
Attack (turret) coilgun (4d4; 20 hexes)
Power Core Pulse Green (150 PCU); **Drift Engine** Signal Basic; **Systems** basic medium-range sensors, mk 2 duonode computer, mk 3 armor, mk 4 defenses; **Expansion Bays** cargo holds (4)
Modifiers +2 to any two checks per round, +2 Computers (sensors only), +1 Piloting, reversible; **Complement** 6
CREW
Captain Diplomacy +5 (1 rank), Intimidate +8 (3 ranks)
Engineer Engineering +13 (3 ranks)
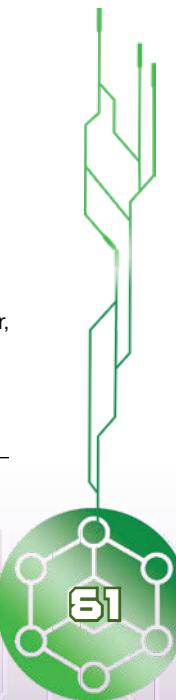
Gunners (2) gunnery +7 (3rd level)
Pilot Piloting +13 (3 ranks)
Science Officer Computers +13 (3 ranks)
SPECIAL

Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.

Vandal Rocket This 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 ship 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

DEMON FLESHRENDER   CR 5

CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +3; **Senses** darkvision 60 ft.; **Perception** +11
DEFENSE   **HP** 70
EAC 17; **KAC** 19
Fort +9; **Ref** +7; **Will** +4
Defensive Abilities unflankable; **DR** 5/good; **Immunities** electricity, poison; **Resistances** acid 5, cold 5, fire 5
OFFENSE
Speed 40 ft., climb 30 ft.
Melee bite +15 (1d6+10 P)
Ranged flame gout +12 (1d6+5; critical burn 1d6 F)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** −3; **Wis** +0; **Cha** +0
Skills Acrobatics +11, Athletics +11, Bluff +11, Intimidate +11
Feats Cleave
Languages Abyssal, Jinsul
SPECIAL ABILITIES
Flame Gout (Ex) A fleshrender's flame gout attack has a range increment of 30 feet and unlimited ammunition.

DEVIL, MEDIUM   CR 3

LE Small outsider (devil, evil, extraplanar, lawful)
Init +2; **Senses** darkvision 60 ft., see in darkness; **Perception** +8
DEFENSE   **HP** 40
EAC 14; **KAC** 16
Fort +7; **Ref** +5; **Will** +2
Immunities fire, poison; **Resistances** acid 3, cold 3
OFFENSE
Speed 30 ft.

Melee claw +12 (1d6+7 S)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** −3; **Wis** +0; **Cha** +0
Skills Acrobatics +5, Athletics +5, Bluff +5, Mysticism +5
Languages Infernal

GODBLOOD HORROR   CR 5

LE Medium ooze
Init +2; **Senses** blindsight (life) 60 ft., sightless; **Perception** +11
DEFENSE   **HP** 70
EAC 17; **KAC** 19
Fort +9; **Ref** +5; **Will** +2
Defensive Abilities regeneration 5 (special); **DR** 5/bludgeoning; **Immunities** acid, ooze immunities
Weaknesses vulnerable to freezing
OFFENSE
Speed 30 ft., climb 30 ft.
Melee slam +15 (1d4+10 A; critical corrode 1d4)
Ranged blood surge +12 (1d6+5 A ; critical corrode 1d4)
Offensive Abilities distraction (DC 13), sticky blood (3/day)
STATISTICS
Str +5; **Dex** +2; **Con** +3; **Int** —; **Wis** +0; **Cha** +0
Skills Acrobatics +11, Athletics +11
Languages Jinsul (can't speak any language)
Other Abilities mindless
SPECIAL ABILITIES
Blood Surge (Ex) A godblood's blood surge attack has a range increment of 30 feet and unlimited ammunition.
Regeneration (Su) A godblood's regeneration cannot be overcome by conventional damage. The only way to permanently kill a godblood is to successfully disable it using a device (see page 46).
Sticky Blood (Su) Three times per day as a reaction, a godblood can inflict its corrode critical effect on a creature it strikes with its slam or blood surge attack, even if the attack is not a critical hit. Using this ability does not deal double damage like a normal critical hit; it inflicts only the corrode critical hit effect. As long as a target of this ability suffers the corrode effect, it gains the entangled condition.
Vulnerable to Freezing (Ex) A godblood's fluid form can be frozen with cold damage. It has cold vulnerability, and if it takes cold damage, it does not recover Hit Points via its regeneration until its next turn (although the godblood cannot be permanently slain in this way; see regeneration above).

JESKRAAL   CR 1

N Medium animal
Init +1; **Senses** low-light vision, scent; **Perception** +5
DEFENSE   **HP** 24
EAC 13; **KAC** 14
Fort +5; **Ref** +5; **Will** +1
Defensive Abilities inhabit armor

OFFENSE

Speed 30 ft.

Melee bite +8 (1d6+5 P)

STATISTICS

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

Skills Athletics +10, Survival +5

Feats Bodyguard

Gear freebooter armor I

SPECIAL ABILITIES

Inhabit Armor (Ex) A jeskraal's tail has several muscular protrusions that allow it to shape a suit of armor into a suitable shell in moments. It then uses the shell to protect its vitals. A jeskraal can use its inhabited armor to convert a critical hit against it, or against an ally whose Armor Class it has increased with the Bodyguard feat, into a normal hit. Doing so imposes a –4 penalty on the jeskraal's EAC and KAC until it takes a full-round action to readjust its armor. Jeskraals are proficient with all light and heavy armors and can don armor hastily at no penalty. The DC of any Engineering check required to resize armor reclaimed from a jeskraal increases by 4, and the armor costs twice as many credits to be refitted by a professional.

JINSUL CHAMPION   CR 7

CE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE   **HP** 105

EAC 19; **KAC** 21

Fort +9; **Ref** +11; **Will** +8; +4 vs. fear

Defensive Abilities unflankable, unshakable belief

OFFENSE

Speed 50 ft., fly 40 ft. (jetpack; average)

Melee bite +18 (2d6+12 P) or

leg blades +18 (2d6+12 S; critical bleed 2d4)

Ranged red star plasma pistol +15 (1d8+7 E & F; critical burn 1d8)

Spell-Like Abilities (CL 7th)

1/day–*haste*, *lesser resistant armor*

3/day–*hold portal* (DC 15), *mind thrust* (1st level; DC 13), *mystic cure* (1st level), *see invisibility*

At will– *reflecting armor*, *supercharge weapon*

STATISTICS

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

Skills Acrobatics +14, Athletics +19, Bluff +19, Mysticism +14

Languages Jinsul

Other Abilities powerful leap

Gear elite defiance series (jetpack), red star plasma pistol with 1 battery (20 charges), *viridian balbis aeon stone*^AR

SPECIAL ABILITIES

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

Unshakable Belief (Ex) Whenever a jinsul champion is the target of a trick attack, the jinsul can attempt a Bluff or Sense Motive check as a reaction. If the jinsul's result equals or exceeds that of the trick attack skill roll, the trick attack is unsuccessful. If the jinsul's result exceeds the trick attack result by 5 or more, the creature performing the trick attack gains the off-target condition until the end of its next turn.

JINSUL CRUSADER   CR 5

CE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE   **HP** 70

EAC 17; **KAC** 19

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

Defensive Abilities unflankable, unshakable belief; **Resistances** sonic 5

OFFENSE

Speed 50 ft.

Melee bite +15 (1d6+10 P) or

leg blades +15 (1d6+10 S; critical bleed 1d6)

Ranged frostbite-class zero pistol +12 (1d6+5 C; critical staggered [DC 13])

Spell-Like Abilities (CL 5th)

1/day–*mind thrust* (1st level; DC 13), *mystic cure* (1st level)

3/day–*hold portal*, *reflecting armor*, *supercharge weapon*

At will–*psychokinetic hand*, *telepathic message*

STATISTICS

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

Skills Acrobatics +11, Athletics +16, Bluff +16, Mysticism +11

Languages Jinsul

Other Abilities powerful leap

Gear elite defiance series (sonic dampener), frostbite-class zero pistol with 2 batteries (20 charges each), *viridian balbis aeon stone*^AR

SPECIAL ABILITIES

Powerful Leap (Ex) As jinsul champion (see above).

Unshakable Belief (Ex) Whenever a jinsul champion is the target of a trick attack, the jinsul can attempt a Bluff or Sense Motive check as a reaction. If the jinsul's result equals or exceeds that of the trick attack skill roll, the trick attack is unsuccessful. If the jinsul's result exceeds the trick attack result by 5 or more, the creature performing the trick attack gains the off-target condition until the end of its next turn.

JINSUL DEFENSE ROBOT   CR 5

CN Medium construct (technological)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE   **HP** 70

EAC 17; **KAC** 19

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

Defensive Abilities integrated weapons; **Immunities** construct immunities

OFFENSE

Speed 30 ft., climb 20 ft.

Melee pincer blade +15 (1d6+10 P)
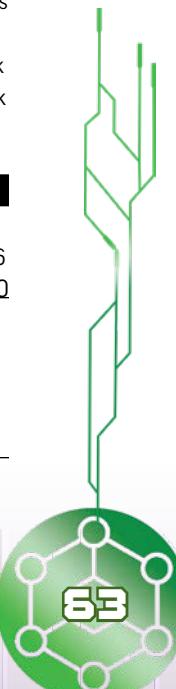
Ranged integrated tactical acid dart rifle +12 (1d8+5 A & P; critical corrode 1d4)

Offensive Abilities create darkness

STATISTICS

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

Skills Acrobatics +16, Athletics +16

Languages Jinsul

Other Abilities mindless, unliving

Gear tactical acid dart rifle with 20 darts

SPECIAL ABILITIES

Integrated Weapons (Ex) The robot's weapons are integrated into its frame and can't be disarmed.

JINSUL GROUND TROOPER   CR 5

Jinsul soldier

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE   **HP** 70

EAC 17; **KAC** 20

Fort +7; **Ref** +7; **Will** +8; +4 vs. fear

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee tactical skyfire sword +15 (2d4+10 F; critical burn 1d8) or

bite +15 (1d6+10 P) or

leg blades +15 (2d4+10 S; critical bleed 1d6)

Ranged squad machine gun +12 (1d10+5 P) or

screamer grenade I +12 (explode [15 ft., 1d10 So plus deafened 1d4 minutes, DC 13])

Offensive Abilities fighting styles (guard), gear boost (armored advantage), guard's protection

STATISTICS

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

Skills Acrobatics +11, Athletics +16, Intimidate +11

Feats Step Up

Languages Jinsul

Other Abilities powerful leap

Gear estex suit II, squad machine gun with 40 rounds, tactical skyfire sword, screamer grenades I (2)

SPECIAL ABILITIES

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

JINSUL SCOUT VETERAN   CR 4

Jinsul operative

CE Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE   **HP** 45

EAC 16; **KAC** 17

Fort +3; **Ref** +5; **Will** +7; +4 vs. fear

Defensive Abilities evasion, unflankable

OFFENSE

Speed 50 ft.

Melee bite +9 (1d4+7 P) or

leg blades +9 (1d6+7 S; critical bleed 1d6)

Ranged explorer handcoil +11 (1d6+4 E; critical arc 1d6) or

survival flare gun +11 (1d3+4 F; critical burn 1d6)

Offensive Abilities debilitating trick, trick attack +1d8

STATISTICS

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

Skills Acrobatics +16, Athletics +16, Culture +16, Sense Motive +11, Stealth +11, Survival +16

Feats Nimble Moves

Languages Jinsul

Other Abilities operative exploits (combat trick, uncanny mobility), powerful leap, specialization (explorer)

Gear defrex hide armor, explorer handcoil^AR with 2 batteries (20 charges each), survival flare gun with 1 flare, comm unit

SPECIAL ABILITIES

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

JINSUL SERGEANT   CR 5

Jinsul technomancer

CE Medium monstrous humanoid

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

DEFENSE   **HP** 60 **RP** 4

EAC 16; **KAC** 17

Fort +5; **Ref** +7; **Will** +11; +4 vs. fear

Defensive Abilities defiant faith, unflankable

OFFENSE

Speed 40 ft.

Melee bite +11 (1d4+7 P) or

leg blades +11 (1d6+7 S; critical bleed 1d6)

Ranged frostbite-class zero pistol +9 (1d6+5 C; critical staggered [DC 15])

Technomancer Spells Known (CL 5th; melee +11, ranged +9)

2nd (3/day)—*caustic conversion*, *inject nanobots* (DC 17)

1st (6/day)—*jolting surge*, *magic missile*, *overheat*

0 (at will)—*daze* (DC 15), *detect magic*

STATISTICS

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

Skills Athletics +11, Computers +11, Mysticism +16

Languages Common, Jinsul

Other Abilities magic hacks (debug spell, empowered weapon), powerful leap, spell cache (gem embedded in armor)

Gear d-suit I, frostbite-class zero pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

Defiant Faith (Ex) Whenever a creature casts an offensive spell that targets a jinsul sergeant or its allies, the jinsul sergeant can attempt a Mysticism check in response as a reaction. If the jinsul's result equals or exceeds a DC equal to 20 + the spell's level, the spell fails. If the jinsul's result exceeds the DC by 5 or more, the creature casting the spell gains the shaken condition until the end of its next turn.

Powerful Leap (Ex) 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+7 P) or
leg blades +9 (1d6+7 S; critical bleed 1d6)
Ranged ifrit-class flamethrower +12 (1d6+3 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 (Ex) A jinsul treats any Athletics check to jump as if it had a running start.

JINSUL WALKER CREW — CR 5
Jinsul mechanic
CE Medium monstrous humanoid
Init +3; **Senses** darkvision 60 ft.; **Perception** +17
DEFENSE — HP 65
EAC 17; **KAC** 18
Fort +6; **Ref** +8; **Will** +8; +4 vs. fear
Defensive Abilities unflankable
OFFENSE
Speed 40 ft.
Melee bite +11 (1d4+7 P) or
leg blade +11 (1d6+7 S; critical bleed 1d6)
Ranged thunderstrike sonic rifle +13 (1d10+5 So; critical deafen [DC 15])
Offensive Abilities mechanic tricks (neural shunt, overcharge), overload, target tracking
STATISTICS
Str +2; **Dex** +3; **Con** +2; **Int** +5; **Wis** +0; **Cha** −1
Skills Acrobatics +12, Athletics +12, Computers +17, Engineering +17, Piloting +17
Languages Jinsul
Other Abilities artificial intelligence (exocortex), custom rig (armor slot), powerful leap, remote hack, wireless hack
Gear estex suit II, thunderstrike sonic rifle with 2 high-capacity batteries (40 charges each)
SPECIAL ABILITIES
Powerful Leap (Ex) As jinsul terminator (see above).

JINSUL WARPRIEST — CR 5
Jinsul mystic
LE Medium monstrous humanoid
Init +0; **Senses** darkvision 60 ft.; **Perception** +16
DEFENSE — HP 60 RP 4
EAC 17; **KAC** 19
Fort +4; **Ref** +6; **Will** +10; +4 vs. fear
Defensive Abilities divine radiance (DC 15), share pain (DC 15), unflankable
OFFENSE
Speed 30 ft.
Melee unarmed strike +9 (1d10+9 B)
Ranged *blasting wyrmling dragon pistol* +11 (1d6+5 F; critical burn 1d6)
Offensive Abilities backlash
Mystic Spells Known (CL 5th; melee +9, ranged +11)
  2nd (3/day)—*hurl forcedisk*, *mind thrust* (2nd level, DC 17)
  1st (6/day)—*command* (DC 16), *mystic cure (1st level)*, *lesser confusion* (DC 16)
  0 (at will)—*daze* (DC 15), *telekinetic projectile*
  Connection mindbreaker
STATISTICS
Str +4; **Dex** +0; **Con** +3; **Int** +0; **Wis** +5; **Cha** +2
Skills Athletics +11, Bluff +11, Intimidate +16, Mysticism +16
Languages Common, Infernal, Jinsul
Other Abilities mindlink, powerful leap
Gear battle harness (*blasting wyrmling dragon pistol*^AR with 20 petrol)
SPECIAL ABILITIES
Divine Radiance (Ex) A jinsul warpriest's violent fervor shines into a glowing aura around it. Each creature within 10 feet of the jinsul must succeed at a DC 15 Will save every round or be blinded until the end of its next turn.
Powerful Leap (Ex) A jinsul treats any Athletics check to jump as if it had a running start.

LESSER NIHILI — CR 3
Variant nihili (*Starfinder Alien Archive* 82)
CE Medium undead
Init +2; **Senses** darkvision 60 ft.; **Perception** +8
Aura gravity well (5 ft., DC 14)
DEFENSE — HP 41
EAC 14; **KAC** 16
Fort +5; **Ref** +5; **Will** +4
Immunities undead immunities
OFFENSE
Speed 30 ft., climb 20 ft.
Melee slam +11 (1d6+7 B)
Offensive Abilities decompression gaze (15 ft., DC 14, 1d4+1 B)
STATISTICS
Str +4; **Dex** +2; **Con** −; **Int** +1; **Wis** +0; **Cha** +0
Skills Athletics +13 (+21 to climb), Stealth +8
Other Abilities unliving

SPECIAL ABILITIES

Decompression Gaze (Su) The dead stare of a nihili makes those around the undead feel like their own lungs are starting to violently collapse, mimicking the nihili's demise. A living creature that can see and breathe that begins its turn within 15 feet of a nihili must succeed at a DC 14 Fortitude save or take 1d4+1 bludgeoning damage.

Gravity Well (Su) A nihili generates a field of gravity that functions in a 5-foot aura around itself (including 5 feet above the nihili), exerting a downward force toward the nihili's feet. This allows the nihili to function as if constantly under the effect of *spider climb*. Any creature entering this aura from an area of zero-g must succeed at a DC 14 Reflex saving throw or be knocked prone.

NIHILI   CR 5

Starfinder Alien Archive 82
CE Medium undead
Init +3; **Senses** darkvision 60 ft.; **Perception** +11
Aura gravity well (5 ft., DC 15)
DEFENSE   **HP** 72
EAC 17; **KAC** 19
Fort +7; **Ref** +7; **Will** +6
Immunities undead immunities
OFFENSE
Speed 30 ft., climb 20 ft.
Melee slam +14 (1d6+10 B)
Offensive Abilities decompression gaze (15 ft., DC 15, 1d4+3 B)
STATISTICS
Str +5; **Dex** +3; **Con** —; **Int** +2; **Wis** +0; **Cha** +0
Skills Athletics +16 (+24 to climb), Stealth +11
Other Abilities unliving
SPECIAL ABILITIES

Decompression Gaze (Su) The dead stare of a nihili makes those around the undead feel like their own lungs are starting to violently collapse, mimicking the nihili's demise. A living creature that can see and breathe that begins its turn within 15 feet of a nihili must succeed at a DC 15 Fortitude save or take 1d4+3 bludgeoning damage.

Gravity Well (Su) A nihili generates a field of gravity that functions in a 5-foot aura around itself (including 5 feet above the nihili), exerting a downward force toward the nihili's feet. This allows the nihili to function as if constantly under the effect of *spider climb*. Any creature entering this aura from an area of zero-g must succeed at a DC 15 Reflex saving throw or be knocked prone.

TACTICAL WALKER   LEVEL 7

Huge land vehicle (10 ft. wide, 10 ft. long, 20 ft. high)
Speed 35 ft., full 420 ft., 48 mph
EAC 19; **KAC** 21; **Cover** improved cover
HP 105 (52); **Hardness** 10
Attack (Collision) 7d10 B (DC 13)

Attack tactical reaction cannon (2d10 P)
Modifiers +0 Piloting, –3 attack (–6 at full speed)
Systems autopilot (Piloting +14), enhanced sensors (darkvision 120 ft.), planetary comm unit; **Passengers** 3

TSIMTSARA   CR 7

Female nelentu solarian
CE Medium monstrous humanoid
Init +2; **Senses** blindsense (echolocation) 30 ft., darkvision 60 ft.; **Perception** +19
DEFENSE   **HP** 150
EAC 19; **KAC** 21
Fort +9; **Ref** +9; **Will** +10
Defensive Abilities brain fungus; **Resistances** electricity 6
OFFENSE
Speed 30 ft., fly 30 ft. (average)
Melee solar weapon +18 (2d6+12 S plus 1d3 F; critical burn 1d6)
Ranged sable shadow pistol +15 (1d10+7 C; critical blind [DC 15])
Offensive Abilities flashing strikes, stellar revelations (black hole [25-ft. radius, pull 15 ft., DC 15], corona, dark matter [DR 2/–], supernova [10-ft. radius, 8d6 F, DC 15])
STATISTICS
Str +5; **Dex** +2; **Con** +0; **Int** +0; **Wis** +0; **Cha** +4
Skills Athletics +14, Diplomacy +14, Medicine +19, Mysticism +14
Languages Common, Jinsul, Nelentu; limited telepathy 30 ft.
Other Abilities solar manifestation (solar weapon), stellar alignment
Gear d-suit II, sable shadow pistol^AR with 1 high-capacity battery (40 charges), *least photon crystal;* **Augmentations** mk 3 resistant hide^AR
SPECIAL ABILITIES

Brain Fungus (Ex) A nelentu's symbiotic fungus takes the brunt of mental attacks first, leaving the physical body functional but cognitively impaired. This ability functions like the neural shunt mechanic trick, except that throughout the effect's duration the nelentu takes a –2 penalty to all saves and cannot communicate or attempt Intelligence-, Wisdom-, or Charisma-based checks. This ability can be used only once per day, as a reaction.

SUBTIER 5–6 STARSHIPS

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; 20 hexes), vandal rocket (4d8 plus drones; 20 hexes)
Attack (aft) gyrolaser (1d8; 5 hexes)
Attack (turret) linked coilguns (8d4; 20 hexes)
Power Core Pulse Red (175 PCU); **Drift Engine** Signal Basic;

Systems basic medium-range sensors, mk 2 trinode computer, mk 4 armor, mk 5 defenses, self-destruct system; **Expansion Bays** cargo holds (5)

Modifiers +2 to any three checks per round, +2 Computers (sensors only), +1 Piloting, reversible; **Complement** 6

CREW

Captain Diplomacy +10 (3 ranks), Intimidate +13 (6 ranks)

Engineer Engineering +13 (6 ranks)

Gunners (2) gunnery +11 (6th level)

Pilot Piloting +18 (6 ranks)

Science Officer Computers +13 (6 ranks)

SPECIAL

Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.

Vandal Rocket This 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 ship 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.

JINSUL HULLBREAKER — TIER 4

Medium explorer

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

AC 17; **TL** 18

HP 65; **DT** —; **CT** 13

Shields light 60 (forward 15, starboard 15, port 15, aft 15)

Attack (forward) chain cannon (6d4; 5 hexes)

Attack (port) boarding tube (2d4 plus saboteur; 1 hex)

Attack (starboard) boarding tube (2d4 plus saboteur; 1 hex)

Attack (aft) laser net (2d6; 5 hexes)

Attack (turret) coilgun (4d4; 20 hexes)

Power Core Arcus Heavy (130 PCU); **Drift Engine** Signal Basic; **Systems** basic computer, budget medium-range sensors, mk 3 armor, mk 4 defenses, self-destruct system; **Expansion Bays** cargo holds (4)

Modifiers +1 Piloting, reversible; **Complement** 6

CREW

Captain Diplomacy +6 (2 ranks), Intimidate +10 (4 ranks)

Engineer Engineering +10 (4 ranks)

Gunners (2) gunnery +8 (4th level)

Pilot Piloting +15 (4 ranks)

Science Officer Computers +10 (4 ranks)

SPECIAL

Boarding Tube These tubes are loaded with jinsul saboteurs and laced in a polarized sheath that allows them to penetrate shields. This weapon can attack a starship only in an adjacent hex. On a successful hit, half the damage (rounded down) applies directly to the target ship's Hull Points, and a jinsul saboteur gets injected onto the ship. This saboteur inflicts 1d4 damage to the ship's Hull Points during each gunnery phase until one or more crew members kill the intruder (HP 17, EAC 11, KAC 12, Fort +1, Ref +1, Will +4), using one starship combat action to make up to one standard action onboard the ship while pursuing the saboteur. One boarding tube can only inject 5 saboteurs per starship combat.

Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.

JINSUL IRRADIATOR — TIER 6

Medium transport

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 21; **TL** 21

HP 85; **DT** —; **CT** 17

Shields medium 120 (forward 30, starboard 30, port 30, aft 30)

Attack (forward) graser (7d10; 5 hexes), flak thrower (3d4; 5 hexes)

Attack (turret) stealth nuclear missile launcher (5d8; 20 hexes)

Power Core Pulse Green (150 PCU); **Drift Engine** Signal Basic; **Systems** basic computer, basic medium-range sensors, mk 5 armor, mk 6 defenses; **Expansion Bays** cargo holds (5)

Modifiers +2 Computers (sensors only), +1 Piloting, reversible; **Complement** 6

CREW

Captain Computers +13 (6 ranks), Diplomacy +10 (3 ranks), Engineering +13 (6 ranks), gunnery +9 (6th level), Intimidate +13 (6 ranks)

Engineer Engineering +18 (6 ranks)

Gunners (2) gunnery +11 (6th level)

Pilot Piloting +18 (6 ranks)

Science Officer Computers +18 (6 ranks)

SPECIAL

Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.

Stealth Nuclear Missile Launcher This weapon functions as a tactical nuclear missile launcher, but the ammunition is invisible and hard to dodge, allowing it to ignore the point weapon ability and any bonuses granted by a successful evade stunt.

JINSUL SCOUT CRAFT — TIER 5

Medium explorer

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

AC 19; **TL** 19

HP 65; **DT** —; **CT** 13
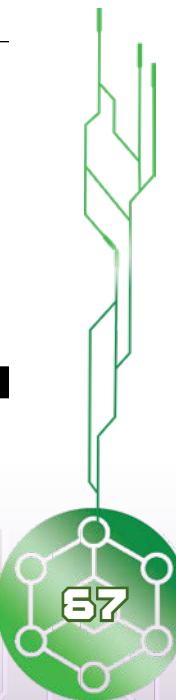
Shields medium 100 (forward 25, starboard 25, port 25, aft 25)

Attack (forward) light EMP cannon (EMP; 5 hexes)

Attack (port) gyrolaser (1d8; 5 hexes)

Attack (starboard) gyrolaser (1d8; 5 hexes)

Attack (aft) vandal rocket (4d8 plus drones; 20 hexes)

Attack (turret) coilgun (4d4; 20 hexes), laser net (2d6; 5 hexes)

Power Core Pulse Blue (200 PCU); **Drift Engine** Signal Basic; **Systems** basic medium-range sensors, mk 2 duonode computer, mk 4 armor, mk 4 defenses; **Expansion Bays** cargo holds (4)

Modifiers +2 to any two checks per round, +2 Computers (sensors only), +1 Piloting, reversible; **Complement** 6

CREW

Captain Diplomacy +9 (3 ranks), Intimidate +11 (5 ranks)

Engineer Engineering +11 (5 ranks)

Gunners (2) gunnery +9 (5th level)

Pilot Piloting +16 (5 ranks)

Science Officer Computers +16 (5 ranks)

SPECIAL

Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.

Vandal Rocket This 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 ship 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

COMBAT-TRAINED JESKRAAL · CR 5

N Medium animal

Init +2; **Senses** low-light vision, scent; **Perception** +11

DEFENSE   **HP** 80

EAC 19; **KAC** 20

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

Defensive Abilities inhabit armor; **DR** 5/—

OFFENSE

Speed 30 ft.

Melee bite +14 (1d6+10 P)

STATISTICS

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

Skills Athletics +16, Survival +11

Feats Bodyguard

Gear freebooter armor II

SPECIAL ABILITIES

Inhabit Armor (Ex) A jeskraal's tail has several muscular protrusions that allow it to shape a suit of armor into a suitable shell in moments. It then uses the shell to protect its vitals. A jeskraal can use its inhabited armor to convert a critical hit against it, or against an ally whose Armor Class it has increased with the Bodyguard Feat, into a normal hit. Doing so imposes a −4 penalty on the jeskraal's EAC and KAC until it takes a full-round action to readjust its armor. Jeskraals are proficient with all light and heavy armors and can don armor hastily at no penalty. The DC of any Engineering check required to resize armor reclaimed from a jeskraal increases by 4, and the armor requires twice as many credits to be refitted by a professional.

DEMON BONESNAPPER · CR 7

CE Medium outsider (chaotic, demon, evil, extraplanar)

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

DEFENSE   **HP** 105

EAC 19; **KAC** 21

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

Defensive Abilities unflankable; **DR** 5/good; **Immunities** electricity, poison; **Resistances** acid 7, cold 7, fire 7

OFFENSE

Speed 40 ft., climb 30 ft.

Melee bite +18 (2d6+12 P)

Ranged flame gout +15 (2d6+7 F; critical burn 2d6)

STATISTICS

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

Skills Acrobatics +14, Athletics +14, Bluff +14, Intimidate +14

Feats Cleave, Lunge

Languages Abyssal, Jinsul

SPECIAL ABILITIES

Flame Gout (Ex) A bonesnapper's flame gout attack has a range increment of 30 feet and unlimited ammunition.

DEVIL, LARGE · CR 5

LE Small outsider (devil, evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., see in darkness; **Perception** +11

DEFENSE   **HP** 70

EAC 17; **KAC** 19

Fort +9; **Ref** +7; **Will** +4

DR 5/good; **Immunities** fire, poison; **Resistances** acid 5, cold 5

OFFENSE

Speed 30 ft.

Melee claw +15 (1d6+10 S)

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

STATISTICS

Str +5; **Dex** +3; **Con** +2; **Int** −3; **Wis** +0; **Cha** +0
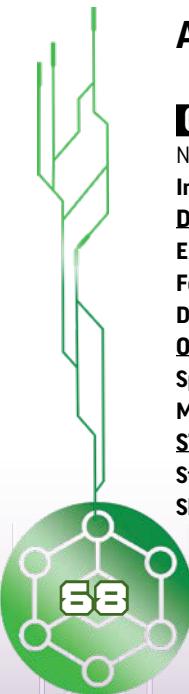
Skills Acrobatics +11, Athletics +11, Bluff +11, Mysticism +11
Languages Infernal

GODBLOOD ABOMINATION   CR 7

LE Medium ooze

Init +2; **Senses** blindsight (life) 60 ft., sightless; **Perception** +14

DEFENSE   **HP** 105

EAC 19; **KAC** 21

Fort +11; **Ref** +7; **Will** +4

Defensive Abilities regeneration 5/special; **DR** 5/bludgeoning;
   Immunities acid, ooze immunities

Weaknesses vulnerable to freezing

OFFENSE

Speed 30 ft., climb 30 ft.

Melee slam +18 (1d8+12 A; critical corrode 1d6)

Ranged blood surge +15 (2d6+7 A ; critical corrode 1d6)

Offensive Abilities distraction (DC 15), sticky blood (3/day)

STATISTICS

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

Skills Acrobatics +14, Athletics +14

Languages Jinsul (cannot speak)

Other Abilities mindless

SPECIAL ABILITIES

Blood Surge (Ex) A godblood's blood surge attack has a range
   increment of 30 feet and unlimited ammunition.

Regeneration (Su) A godblood's regeneration cannot be
   overcome by conventional damage. The only way to
   permanently kill a godblood is to successfully load it into a
   device (see page 46).

Sticky Blood (Su) Three times per day as a reaction, a godblood
   can inflict its corrode critical effect on a creature it strikes
   with its slam or blood surge attack, even if the attack is
   not a critical hit. Using this ability does not inflict double
   damage like a normal critical hit; it only inflicts the corrode
   critical effect. As long as a target of this ability suffers the
   corrode effect, it gains the entangled condition.

Vulnerable to Freezing (Ex) A godblood's fluid form can be
   frozen with cold damage. It has cold vulnerability, and if
   it takes cold damage it does not recover hit points via its
   regeneration until its next turn (although the godblood cannot
   be permanently slain in this way; see regeneration above).

JINSUL CHAMPION   CR 7

CE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE   **HP** 105

EAC 19; **KAC** 21

Fort +9; **Ref** +11; **Will** +8; +4 vs. fear

Defensive Abilities unflankable, unshakable belief

OFFENSE

Speed 50 ft., fly 40 ft. (average)

Melee bite +18 (2d6+12 P) or
   leg blades +18 (2d6+12 S; critical bleed 2d4)

Ranged red star plasma pistol +15 (1d8+7 E & F; critical burn 1d8)

Spell-Like Abilities (CL 7th)

   1/day–*haste*, *lesser resistant armor*

   3/day–*hold portal* (DC 15), *mind thrust* (1st level; DC 13),
       mystic cure (1st level), *see invisibility*

   At will– *reflecting armor, supercharge weapon*

STATISTICS

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

Skills Acrobatics +14, Athletics +19, Bluff +19, Mysticism +14

Languages Jinsul

Other Abilities powerful leap

Gear elite defiance series (jetpack), red star plasma pistol with
   1 battery (20 charges), *viridian balbis aeon stone*^AR

SPECIAL ABILITIES

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

Unshakable Belief (Ex) Whenever a jinsul champion is the
   target of a trick attack, the jinsul can attempt a Bluff
   or Sense Motive check in response. If the jinsul's result
   equals or exceeds that of the trick attack skill roll, the trick
   attack is unsuccessful. If the jinsul's result exceeds the
   trick attack result by 5 or more, the creature performing
   the trick attack gains the off-target condition until the end
   of their next turn.

JINSUL DOOM PROPHET   CR 7

Jinsul mystic

LE Medium monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE   **HP** 90 **RP** 4

EAC 19; **KAC** 21

Fort +6; **Ref** +8; **Will** +12; +4 vs. fear, +2 vs. spells and spell-like
   abilities

Defensive Abilities divine radiance (DC 17), share pain (DC 17),
   unflankable

OFFENSE

Speed 30 ft.

Melee unarmed strike +12 (1d10+11 B)

Ranged blaze flame pistol +14 (2d4+7 F; critical burn 1d4)

Space 10 ft.; **Reach** 5 ft.

Offensive Abilities backlash, sow doubt (DC 17)

Mystic Spells Known (CL 7th; melee +12, ranged +14)

   3rd (3/day)–*bestow curse* (DC 20), *mind thrust* (3rd level,
       DC 20)

   2nd (6/day)– *hold person* (DC 19), *hurl forcedisk*, *inflict pain*
       (DC 19), *mystic cure (2nd level)*

   1st (at will)– *command* (DC 18), *lesser confusion* (DC 18)

   Connection mindbreaker

STATISTICS

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

Skills Athletics +14, Bluff +14, Intimidate +19, Mysticism +19

Languages Common, Jinsul

Other Abilities mindlink, powerful leap
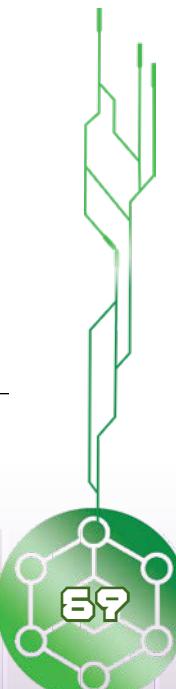
Gear *spellcaster's aegis*^AR (blaze flame pistol^AR with 20 petrol)

SPECIAL ABILITIES

Divine Radiance (Ex) A jinsul doom prophet's violent fervor shines into a glowing aura around it. Creatures within 10 feet of the jinsul must succeed at a DC 17 Will save every round or be blinded until the end of their next turn.

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

JINSUL GROUND TROOPER — CR 5

Jinsul soldier

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE — **HP** 70

EAC 18; **KAC** 20

Fort +7; **Ref** +7; **Will** +8; +4 vs. fear

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee tactical skyfire sword +15 (2d4+10 F; critical burn 1d8) or
bite +15 (1d6+10 P) or
leg blades +15 (2d4+10 S; critical bleed 1d6)

Ranged squad machine gun +12 (1d10+5 P) or
screamer grenade I +12 (explode [15 ft., 1d10 So plus deafened 1d4 minutes, DC 13])

Offensive Abilities fighting styles (guard), gear boost (armored advantage), guard's protection

STATISTICS

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

Skills Acrobatics +11, Athletics +16, Intimidate +11

Feats Step Up

Languages Jinsul

Other Abilities powerful leap

Gear estex suit II, squad machine gun with 40 rounds, tactical skyfire sword, screamer grenades I (2)

SPECIAL ABILITIES

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

JINSUL GUARD ROBOT — CR 7

CN Medium construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +19

DEFENSE — **HP** 105

EAC 19; **KAC** 21

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

Defensive Abilities integrated weapons; **Immunities** construct immunities

OFFENSE

Speed 30 ft., climb 20 ft.

Melee pincer blade +18 (2d6+12 P)

Ranged integrated dual acid dart rifle +15 (2d8+7 A & P; critical corrode 2d4)

Offensive Abilities create darkness

STATISTICS

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

Skills Acrobatics +19, Athletics +19

Languages Jinsul

Other Abilities mindless, unliving

Gear dual acid dart rifle with 48 darts

SPECIAL ABILITIES

Integrated Weapons (Ex) The robot's weapons are integrated into its frame and can't be disarmed.

JINSUL LIEUTENANT — CR 7

Jinsul technomancer

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE — **HP** 90 **RP** 4

EAC 18; **KAC** 19

Fort +6; **Ref** +8; **Will** +12; +4 vs. fear

Defensive Abilities defiant faith, unflankable; **Resistances** electricity 5

OFFENSE

Speed 40 ft.

Melee bite +14 (1d6+9 P) or
leg blades +14 (1d8+9 S; critical bleed 1d6)

Ranged red star plasma pistol +12 (1d8+7 E & F; critical burn 1d8)

Technomancer Spells Known (CL 7th; melee +14, ranged +12)
3rd (3/day)—*explosive blast* (DC 20), *haste*
2nd (6/day)—*caustic conversion*, fog cloud, *inject nanobots* (DC 19), *microbot assault*
1st (at will)—*jolting surge*, *magic missile*

STATISTICS

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

Skills Athletics +14, Computers +14, Mysticism +19

Languages Common, Jinsul

Other Abilities cache capacitor (*keen senses*), magic hacks (debug spell, empowered weapon), powerful leap, spell cache (gem embedded in armor)

Gear d-suit II (mk 1 electrostatic shield), red star plasma pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

Defiant Faith (Ex) Whenever a creature casts an offensive spell that targets a jinsul lieutenant or its allies, the jinsul lieutenant can attempt a Mysticism check in response as a reaction. If the jinsul's result equals or exceeds a DC equal to 20 + the spell's level, the spell fails. If the jinsul's result exceeds the DC by 5 or more, the creature casting the spell gains the shaken condition until the end of its next turn.

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

JINSUL SAVANT — CR 9

CE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE — **HP** 145

EAC 22; **KAC** 24

Fort +11; **Ref** +13; **Will** +10; +4 vs. fear

Defensive Abilities unflankable, unshakable belief

OFFENSE

Speed 50 ft., fly 70 ft. (average)

Melee bite +22 (3d4+15 P) or

leg blades +22 (2d10+15 S; critical bleed 2d4)

Ranged hailstorm-class zero pistol +19 (2d6+9 C; critical staggered [DC 16])

Spell-Like Abilities (CL 9th)

1/day–*haste*, *lesser resistant armor*

3/day–*hold person* (DC 15), *mind thrust* (2nd level; DC 15), *mystic cure* (2nd level), *see invisibility*

At will–*reflecting armor*, *supercharge weapon*

STATISTICS

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

Skills Acrobatics +17, Athletics +22, Bluff +22, Mysticism +17

Languages Jinsul

Other Abilities powerful leap

Gear pinion skyfire armor (*forcepack*), hailstorm-class zero pistol with high-capacity battery (40 charges), *viridian balbis aeon stone*^{AR}

SPECIAL ABILITIES

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

Unshakable Belief (Ex) Whenever a jinsul savant is the target of a trick attack, the jinsul can attempt a Bluff or Sense Motive check in response. If the jinsul's result equals or exceeds that of the trick attack skill roll, the trick attack is unsuccessful. If the jinsul's result exceeds the trick attack result by 5 or more, the creature performing the trick attack gains the off-target condition until the end of their next turn.

JINSUL SCOUT VETERAN   CR 4

Jinsul operative

CE Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE   HP 45

EAC 16; **KAC** 17

Fort +3; **Ref** +5; **Will** +7; +4 vs. fear

Defensive Abilities evasion, unflankable

OFFENSE

Speed 50 ft.

Melee bite +9 (1d4+7 P) or

leg blades +9 (1d6+7 S; critical bleed 1d6)

Ranged explorer handcoil +11 (1d6+4 E; critical arc 1d6) or

survival flare gun +11 (1d3+4 F; critical burn 1d6)

Offensive Abilities debilitating trick, trick attack +1d8

STATISTICS

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

Skills Acrobatics +16, Athletics +16, Culture +16, Sense Motive +11, Stealth +11, Survival +16

Feats Nimble Moves

Languages Jinsul

Other Abilities operative exploits (combat trick, uncanny mobility), powerful leap, specialization (explorer)

Gear defrex hide armor, explorer handcoil^{AR} with 2 batteries (20 charges each), survival flare gun with 1 flare, comm unit

SPECIAL ABILITIES

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

JINSUL STALWART   CR 7

Jinsul soldier

CE Medium monstrous humanoid

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

DEFENSE   HP 105

EAC 19; **KAC** 22

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

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee yellow star nova lance +18 (3d4+12 E & F; critical wound) or

bite +18 (1d8+12 P) or

leg blades +18 (2d6+12 S; critical bleed 1d6)

Ranged tactical X-gen gun +15 (1d12+7 P) or

screamer grenade I +15 (explode [10 ft., 2d6 F plus 1d6 burn, DC 15])

Space 5 ft.; **Reach** 5 ft. (10 ft. with nova lance)

Offensive Abilities fighting styles (guard), gear boost (armored advantage, plasma immolation), guard's protection

STATISTICS

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

Skills Acrobatics +14, Athletics +19, Intimidate +14

Feats Stand Still

Languages Jinsul

Other Abilities powerful leap

Gear elite defiance series, tactical X-gen gun with 80 rounds, yellow star nova lance^{AR} with 1 battery (20 charges), incendiary grenades II (2), *viridian balbis aeon stone*^{AR}

SPECIAL ABILITIES

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

JINSUL WALKER CREW   CR 5

Jinsul mechanic

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE   HP 65

EAC 17; **KAC** 18

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

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +11 (1d4+7 P) or

leg blades +11 (1d6+7 S; critical bleed 1d6)

Ranged thunderstrike sonic rifle +13 (1d10+5 So; critical deafen [DC 15])

Offensive Abilities mechanic tricks (neural shunt, overcharge), overload, target tracking

STATISTICS

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

Skills Acrobatics +12, Athletics +12, Computers +17, Engineering +17, Piloting +17

Feats Heavy Weapon Proficiency

Languages Jinsul

Other Abilities artificial intelligence (exocortex), custom rig (armor slot), powerful leap, remote hack, wireless hack

Gear estex suit II, thunderstrike sonic rifle with 2 high-capacity batteries (40 charges each)

SPECIAL ABILITIES

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

NIHILI   CR 5

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CE Medium undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +11

Aura gravity well (5 ft., DC 15)

DEFENSE   **HP** 72

EAC 17; **KAC** 19

Fort +7; **Ref** +7; **Will** +6

Immunities undead immunities

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +14 (1d6+10 B)

Offensive Abilities decompression gaze (15 ft., DC 15, 1d4+3 B)

STATISTICS

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

Skills Athletics +16 (+24 to climb), Stealth +11

Other Abilities unliving

SPECIAL ABILITIES

Decompression Gaze (Su) The dead stare of a nihili makes those around the undead feel like their own lungs are starting to violently collapse, mimicking the nihili's demise. A living creature that can see and breathe that begins its turn within 15 feet of a nihili must succeed at a DC 15 Fortitude save or take 1d4+3 bludgeoning damage.

Gravity Well (Su) A nihili generates a field of gravity that functions in a 5-foot aura around itself (including 5 feet above the nihili), exerting a downward force toward the nihili's feet. This allows the nihili to function as if constantly under the effect of *spider climb*. Any creature entering this aura from an area of zero-g must succeed at a DC 15 Reflex saving throw or be knocked prone.

TACTICAL WALKER   LEVEL 7

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

Speed 35 ft., full 420 ft., 48 mph

EAC 19; **KAC** 21; **Cover** improved cover

HP 105 (52); **Hardness** 10

Attack (Collision) 7d10 B (DC 13)

Attack tactical reaction cannon (2d10 P)

Modifiers +0 Piloting, –3 attack (–6 at full speed)

Systems autopilot (Piloting +14), enhanced sensors (darkvision 120 ft.), planetary comm unit; **Passengers** 3

TSIMTSARA   CR 9

Female nelentu solarian

CE Medium monstrous humanoid

Init +3; **Senses** blindsense (echolocation) 30 ft., darkvision 60 ft.; **Perception** +22

DEFENSE   **HP** 145

EAC 22; **KAC** 24

Fort +11; **Ref** +11; **Will** +12

Defensive Abilities brain fungus; **Resistances** electricity 8

OFFENSE

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

Melee solar weapon +22 (2d10+15 S plus 1d6 F; critical burn 1d6)

Ranged aphelion laser pistol +19 (3d4+9 F; critical burn 1d4)

Offensive Abilities flashing strikes, stellar revelations (black hole [30-ft. radius, pull 20 ft., DC 16], corona, reflection, supernova [15-ft. radius, 10d6 F, DC 16]), zenith revelations (solar acceleration)

STATISTICS

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

Skills Athletics +17, Diplomacy +17, Medicine +22, Mysticism +17

Languages Common, Jinsul, Nelentu; limited telepathy 30 ft.

Other Abilities solar manifestation (solar weapon), stellar alignment

Gear d-suit III, aphelion laser pistol with 1 high-capacity battery (40 charges), *minor photon crystal;* **Augmentations** mk 4 resistant hide[AR]

SPECIAL ABILITIES

Brain Fungus (Ex) A nelentu's symbiotic fungus takes the brunt of mental attacks first, leaving the physical body functional but cognitively impaired. This ability functions like the neural shunt mechanic trick, except that throughout the effect's duration the nelentu takes a –2 penalty to all saves and cannot communicate or attempt Intelligence-, Wisdom-, or Charisma-based checks. This ability can be used only once per day, as a reaction.

VICIOUS NIHILI   CR 7

Variant nihili (*Starfinder Alien Archive* 82)

CE Medium undead

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

Aura gravity well (5 ft., DC 17)

DEFENSE
HP 108

EAC 19; **KAC** 21

Fort +9; **Ref** +9; **Will** +8

Defensive Abilities undead immunities

OFFENSE
Speed 30 ft., climb 20 ft.

Melee slam +17 (2d6+12 B)

Offensive Abilities decompression gaze (15 ft., DC 17, 1d6+5 B)

STATISTICS
Str +5; **Dex** +4; **Con** —; **Int** +2; **Wis** +0; **Cha** +0

Skills Athletics +19 (+27 to climb), Stealth +14

Other Abilities unliving

SPECIAL ABILITIES
Decompression Gaze (Su) The dead stare of a nihili makes those around the undead feel like their own lungs are starting to violently collapse, mimicking the nihili's demise. A living creature that can see and breathe that begins its turn within 15 feet of a nihili must succeed at a DC 17 Fortitude save or take 1d6+5 bludgeoning damage.

Gravity Well (Su) A nihili generates a field of gravity that functions in a 5-foot aura around itself (including 5 feet above the nihili), exerting a downward force toward the nihili's feet. This allows the nihili to function as if constantly under the effect of *spider climb*. Any creature entering this aura from an area of zero-g must succeed at a DC 17 Reflex saving throw or be knocked prone.

SUBTIER 7–8 STARSHIPS

JINSUL ASSAULT CRAFT · TIER 8

Medium transport

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 23; **TL** 24

HP 100; **DT** —; **CT** 20

Shields medium 120 (forward 30, starboard 30, port 30, aft 30)

Attack (forward) maser (6d10; 20 hexes), vandal rocket (4d8 plus drones; 20 hexes)

Attack (aft) gyrolaser (1d8; 5 hexes)

Attack (turret) linked twin lasers (10d8; 20 hexes)

Power Core Pulse Blue (200 PCU); **Drift Engine** Signal Basic; **Systems** mk 2 trinode computer, basic medium-range sensors, mk 5 armor, mk 7 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 Computers +16 (8 ranks), Diplomacy +12 (4 ranks), Engineering +16 (8 ranks), gunnery +10 (8th level), Intimidate +16 (8 ranks)

Engineer Engineering +21 (8 ranks)

Gunners (2) gunnery +13 (8th level)

Pilot Piloting +21 (8 ranks)

Science Officer Computers +16 (8 ranks)

SPECIAL
Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.

Vandal Rocket This 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 ship 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.

JINSUL IRRADIATOR · TIER 6

Medium transport

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 21; **TL** 21

HP 85; **DT** —; **CT** 17

Shields medium 120 (forward 30, starboard 30, port 30, aft 30)

Attack (forward) graser (7d10; 5 hexes), flak thrower (3d4; 5 hexes)

Attack (turret) Stealth Nuclear missile launcher (5d8; 20 hexes)

Power Core Pulse Green (150 PCU); **Drift Engine** Signal Basic; **Systems** basic computer, basic medium-range sensors, mk 5 armor, mk 6 defenses; **Expansion Bays** cargo holds (5)

Modifiers +2 Computers, +1 Piloting, reversible; **Complement** 6

CREW
Captain Computers +13 (6 ranks), Diplomacy +10 (3 ranks), Engineering +13 (6 ranks), gunnery +9 (6th level), Intimidate +13 (6 ranks)

Engineer Engineering +18 (6 ranks)

Gunners (2) gunnery +11 (6th level)

Pilot Piloting +18 (6 ranks)

Science Officer Computers +18 (6 ranks)

SPECIAL
Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.

Stealth Nuclear Missile Launcher This weapon functions as a tactical nuclear missile launcher, but the ammunition is invisible and hard to dodge, allowing it to ignore the point weapon ability and any bonuses granted by a successful evade stunt.

JINSUL PLAGUEBRINGER · TIER 8

Large destroyer

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 23; **TL** 23

HP 190; **DT** –; **CT** 38
Shields medium 160 (forward 40, starboard 40, port 40, aft 40)
Attack (forward) heavy biochem missile launcher (10d8; 20 hexes), railgun (8d4; 20 hexes)
Attack (port) gyrolaser (1d8; 5 hexes)
Attack (starboard) gyrolaser (1d8; 5 hexes)
Attack (turret) linked coilguns (8d4; 20 hexes)
Power Core Pulse Orange (250 PCU); **Drift Engine** Signal Basic; **Systems** basic computer, basic medium-range sensors, mk 5 armor, mk 6 defenses, self-destruct system; **Expansion Bays** cargo holds (4)
Modifiers +1 Piloting, reversible; **Complement** 20

CREW

Captain Computers +16 (8 ranks), Diplomacy +12 (4 ranks), Engineering +16 (8 ranks), gunnery +10 (8th level), Intimidate +21 (8 ranks)
Engineers (1 officer, 5 crew) Engineering +21 (8 ranks)
Gunners (2 officers, 2 crew each) gunnery +13 (8th level)
Pilots (1 officer, 2 crew) Piloting +21 (8 ranks)
Science Officers (1 officer, 3 crew) Computers +21 (8 ranks)

SPECIAL

Heavy Biochem Missile Launcher This weapon functions identically to a heavy nuclear missile launcher, except that instead of exposing creatures onboard the target ship to medium radiation, it exposes them to a synthetic plague developed by jinsul scientists. This is an inhaled physical track disease (Fortitude DC 17) that bypasses the protections offered by armor and requiring 2 consecutive successful saves to cure. This weaponized strain is highly potent, advancing to the next stage in between each Part 4 encounter unless treated.

Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.

JINSUL SCOUT CRAFT   TIER 7

Medium explorer
Speed 10; **Maneuverability** good (turn 1); **Drift** 1
AC 23; **TL** 22
HP 65; **DT** –; **CT** 13
Shields medium 140 (forward 35, starboard 35, port 35, aft 35)
Attack (forward) light EMP cannon (EMP; 5 hexes)
Attack (port) gyrolaser (1d8; 5 hexes)
Attack (starboard) gyrolaser (1d8; 5 hexes)
Attack (aft) vandal rocket (4d8 plus drones; 20 hexes)
Attack (turret) railgun (8d4; 20 hexes), laser net (2d6; 5 hexes)
Power Core Pulse Blue (200 PCU); **Drift Engine** Signal Basic; **Systems** mk 2 tetranode computer, advanced medium-range sensors, mk 6 armor, mk 6 defenses; **Expansion Bays** cargo holds (4)
Modifiers +2 to any four checks per round, +4 Computers, +1 Piloting, reversible; **Complement** 6

CREW

Captain Diplomacy +11 (4 ranks), Intimidate +14 (7 ranks)
Engineer Engineering +14 (7 ranks)
Gunners (2) gunnery +11 (7th level)
Pilot Piloting +19 (7 ranks)
Science Officer Computers +19 (7 ranks)

SPECIAL

Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.

Vandal Rocket This 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 ship 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 5: SUBTIER 9–10 FOES

ASSAULT ENERCOPTER   LEVEL 12

Gargantuan air vehicle (40 ft. wide, 20 ft. long, 15 ft. high)
Speed 50 ft., full 800 ft., 90 mph (fly)
EAC 26; **KAC** 28; **Cover** cover
HP 200 (100); **Hardness** 14
Attack (Collision) 12d10 B (DC 15)
Attack aurora shock caster (2d12 E)
Attack medium machine gun (3d10 P)
Modifiers –1 Piloting, –4 attack (–6 at full speed)
Systems autopilot (Piloting +22), enhanced sensors (darkvision 1 mile), expansion bays (2), planetary comm unit; **Passengers** 11

COMBAT-TRAINED JESKRAAL   CR 5

N Medium animal
Init +2; **Senses** low-light vision, scent; **Perception** +11

DEFENSE   HP 80

EAC 19; **KAC** 20
Fort +9; **Ref** +9; **Will** +4
Defensive Abilities inhabit armor; **DR** 5/–

OFFENSE

Speed 30 ft.
Melee bite +14 (1d6+10 P)

STATISTICS

Str +5; **Dex** +2; **Con** +3; **Int** –4; **Wis** +0; **Cha** +0
Skills Athletics +16, Survival +11
Feats Bodyguard
Gear freebooter armor II

SPECIAL ABILITIES

Inhabit Armor (Ex) A jeskraal's tail has several muscular protrusions that allow it to shape a suit of armor into a suitable shell in moments. It then uses the shell to protect its vitals. A jeskraal can use its inhabited armor to convert a critical hit against it, or against an ally whose Armor Class it has increased with the Bodyguard Feat, into a normal hit. Doing so imposes a –4 penalty on the jeskraal's EAC and KAC until it takes a full-round action to readjust its armor. Jeskraals are proficient with all light and heavy armors and can don armor hastily at no penalty. The DC of any Engineering check required to resize armor reclaimed from a jeskraal increases by 4, and the armor requires twice as many credits to be refitted by a professional.

DEMON CHESTGOUGER — CR 9

CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +4; **Senses** darkvision 60 ft.; **Perception** +17
DEFENSE   **HP** 145
EAC 22; **KAC** 24
Fort +13; **Ref** +11; **Will** +8
Defensive Abilities unflankable; **DR** 10/good; **Immunities** electricity, poison; **Resistances** acid 9, cold 9, fire 9
OFFENSE
Speed 40 ft., climb 30 ft.
Melee bite +22 (2d10+15 P)
Ranged flame gout +12 (1d6+5; critical burn 1d6 F)
STATISTICS
Str +6; **Dex** +4; **Con** +3; **Int** –3; **Wis** +0; **Cha** +0
Skills Acrobatics +17, Athletics +17, Bluff +17, Intimidate +17
Feats Cleave, Lunge
Languages Abyssal, Jinsul
SPECIAL ABILITIES
Flame Gout (Ex) A chestgouger's flame gout attack has a range increment of 30 feet and unlimited ammunition.

DHURUS — CR 12

LE Gargantuan outsider (native)
Init +8; **Senses** darkvision 60 ft.; **Perception** +22
DEFENSE   **HP** 225
EAC 27; **KAC** 29
Fort +15; **Ref** +15; **Will** +14
Defensive Abilities font of immortality, unflankable; **DR** 10/magic; **Immunities** disease, mind-affecting effects, polymorph, poison, *slow*, radiation; **Resistances** acid 15, cold 15, electricity 15, fire 15, sonic 15; **SR** 23
OFFENSE
Speed 70 ft., climb 70 ft.
Melee slam +26 (6d4+20 B; critical knockdown)
Multiattack 3 slams +20 (3d6+20 B; critical knockdown)
Ranged fire pulse +23 (6d4+12 F; critical severe wound)
Space 20 ft.; **Reach** 20 ft.
Spell-Like Abilities (CL 12th)

1/day–*cosmic eddy* (DC 23), *hold monster* (DC 23)
3/day–*dispel magic*, *mystic cure* (3rd level), *slow* (DC 22), *synaptic pulse* (DC 22)
At will–*force blast* (DC 21), *inflict pain* (DC 21)

STATISTICS

Str +8; **Dex** +4; **Con** +5; **Int** +4; **Wis** +5; **Cha** +5
Skills Athletics +27, Intimidate +22, Mysticism +27, Sense Motive +22
Languages Common, Jinsul; telepathy 120 ft.
Other Abilities divine turbocharge

SPECIAL ABILITIES

Divine Turbocharge (Su) Kadrical's siphoned energy grants Dhurus exceptional agility. This ability functions as a constant *haste* effect, except that Dhurus can use a full attack action to use a spell-like ability and still attack once using its slam attack or all of its multiattacks. If Dhurus uses a fire pulse attack during this special action, the herald takes a –6 penalty to the attack roll. This ability cannot be dispelled or countered, but can be removed via a device or scenario condition.

Fire Pulse (Su) Dhurus can produce focused surges of superheated energy from its eyes. This fire pulse attack has a range increment of 120 feet, unlimited ammunition, and can fired rapidly as though in automatic mode.

Font of Immortality (Su) Kadrical's stolen divinity grants Dhurus god-like endurance. Dhurus gains 50 temporary hit points at the start of its turn. Increase the number of temporary hit points granted by this ability by 15 for every additional PC present over 4. These temporary hit points last for 1 round and stack with other sources of temporary hit points.

JINSUL CHOPPER CREW — CR 8

Jinsul mechanic
CE Medium monstrous humanoid
Init +4; **Senses** darkvision 60 ft.; **Perception** +22
DEFENSE   **HP** 115
EAC 20; **KAC** 21
Fort +9; **Ref** +11; **Will** +11; +4 vs. fear
Defensive Abilities unflankable
OFFENSE
Speed 40 ft.
Melee bite +16 (1d8+10 P) or
leg blades +16 (2d6+10 S; critical bleed 1d6)
Ranged hailstorm-class zero rifle +18 (2d8+8 C; critical staggered [DC 18])
Offensive Abilities mechanic tricks (neural shunt, improved overcharge), overload, target tracking
STATISTICS
Str +2; **Dex** +4; **Con** +2; **Int** +6; **Wis** +0; **Cha** –1
Skills Acrobatics +17, Athletics +17, Computers +22, Engineering +22, Piloting +22
Feats Heavy Weapon Proficiency
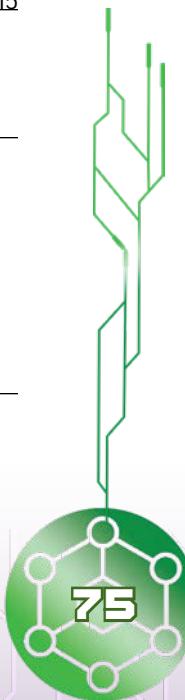
Languages Jinsul

Other Abilities artificial intelligence (exocortex), expert rig (armor slot), miracle worker 1/day, powerful leap, specialization (explorer), remote hack, wireless hack

Gear estex suit III, hailstorm-class zero rifle with 2 high-capacity batteries (40 charges each)

SPECIAL ABILITIES

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

JINSUL COMMANDER — CR 9

Jinsul technomancer

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +22

DEFENSE — **HP** 120 **RP** 4

EAC 21; **KAC** 22

Fort +8; **Ref** +10; **Will** +14; +4 vs. fear

Defensive Abilities defiant faith, unflankable; **Resistances** electricity 10

OFFENSE

Speed 40 ft.

Melee bite +18 (1d8+12 P) or

leg blades +18 (2d6+12 S; critical bleed 1d6)

Ranged red star plasma pistol +16 (1d8+9 E & F; critical burn 1d8)

Technomancer Spells Known (CL 9th; melee +18, ranged +16)

3rd (3/day)—*explosive blast* (DC 20), *haste*

2nd (6/day) —*caustic conversion*, fog cloud, *inject nanobots* (DC 19), *microbot assault*

1st (at will) —*jolting surge*, *magic missile*

STATISTICS

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

Skills Athletics +17, Computers +17, Mysticism +22

Languages Common, Jinsul

Other Abilities cache capacitor (*keen senses*), magic hacks (debug spell, flash teleport), powerful leap, spell cache (gem embedded in armor)

Gear d-suit III (mk 2 electrostatic shield), red star plasma pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

Defiant Faith (Ex) Whenever a creature casts an offensive spell that targets a jinsul commander or its allies, the jinsul commander can attempt a Mysticism check in response as a reaction. If the jinsul's result equals or exceeds a DC equal to 20 + the spell's level, the spell is unsuccessful. If the jinsul's result exceeds the DC by 5 or more, the creature casting the spell gains the shaken condition until the end of their next turn.

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

JINSUL DESTROYER ROBOT — CR 9

CN Medium construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +22

DEFENSE — **HP** 145

EAC 22; **KAC** 24

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

Defensive Abilities integrated weapons; **Immunities** construct immunities

OFFENSE

Speed 30 ft., climb 20 ft.

Melee pincer blade +21 (2d10+15 P)

Ranged integrated LFD sonic rifle +18 (2d10+9 So; critical deafen)

Offensive Abilities create darkness

STATISTICS

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

Skills Acrobatics +22, Athletics +22

Languages Jinsul

Other Abilities mindless, unliving

Gear LFD sonic rifle with 1 high-capacity battery (40 charges)

SPECIAL ABILITIES

Integrated Weapons (Ex) The robot's weapons are integrated into its frame and can't be disarmed.

JINSUL GURU — CR 11

CE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +20

DEFENSE — **HP** 180

EAC 24; **KAC** 26

Fort +13; **Ref** +15; **Will** +13; +4 vs. fear

Defensive Abilities unflankable, unshakable belief

OFFENSE

Speed 50 ft., fly 70 ft. (average)

Melee bite +24 (3d6+19 P) or

leg blades +24 (4d6+19 S; critical bleed 2d4)

Ranged decimator disintegrator pistol +21 (1d20+11 A)

Spell-Like Abilities (CL 11th)

1/day—*fear* (4th level, DC 18), *resistant armor*

3/day—*bestow curse* (DC 17), *haste*, *mind thrust* (3rd level; DC 17), *mystic cure* (3rd level)

At will—*hold person* (DC 16), *see invisibility*

STATISTICS

Str +8; **Dex** +2; **Con** +5; **Int** +2; **Wis** +2; **Cha** +3

Skills Acrobatics +20, Athletics +25, Bluff +25, Mysticism +20

Languages Jinsul

Other Abilities powerful leap

Gear specialist defiance series (*forcepack*), decimator disintegrator pistol^{AR} with 2 batteries (20 charges each), *viridian balbis aeon stone*^{AR}

SPECIAL ABILITIES

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

Unshakable Belief (Ex) Whenever a jinsul guru is the target of a trick attack, the jinsul can attempt a Bluff or Sense Motive check in response. If the jinsul's result equals or exceeds that of the trick attack skill roll, the trick attack is unsuccessful. If the jinsul's result exceeds the trick attack
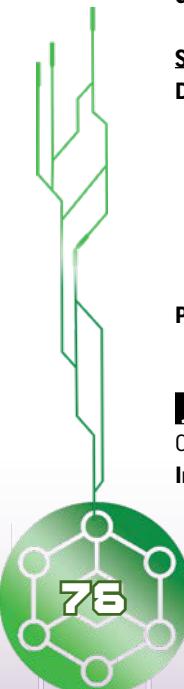
result by 5 or more, the creature performing the trick attack gains the off-target condition until the end of their next turn.

JINSUL HIEROCRAT   CR 9

Jinsul mystic

LE Medium monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; **Perception** +22

DEFENSE   **HP** 120 **RP** 4

EAC 22; **KAC** 24

Fort +8; **Ref** +10; **Will** +14; +4 vs. fear

Defensive Abilities divine radiance (DC 18), share pain (DC 18), unflankable

OFFENSE

Speed 30 ft.

Melee unarmed strike +16 (3d6+14 B)

Ranged *blasting drake dragon pistol* +18 (3d4+9 F; critical burn 2d4)

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

Offensive Abilities backlash, mental anguish (DC 18), sow doubt (DC 18)

Mystic Spells Known (CL 9th; melee +16, ranged +18)

3rd (3/day)—*bestow curse* (DC 20), *mind thrust* (3rd level, DC 20)

2nd (6/day)—*hold person* (DC 19), *hurl forcedisk*, *inflict pain* (DC 19), *mystic cure (2nd level)*

1st (at will)—*command* (DC 18), *lesser confusion* (DC 18)

Connection mindbreaker

STATISTICS

Str +5; **Dex** +0; **Con** +4; **Int** +0; **Wis** +6; **Cha** +3

Skills Athletics +17, Bluff +17, Intimidate +22, Mysticism +22

Languages Common, Infernal, Jinsul

Other Abilities mindlink, powerful leap

Gear brawler frame[AR] (*blasting drake dragon pistol*[AR] with 20 petrol)

SPECIAL ABILITIES

Divine Radiance (Ex) A jinsul hierocrat's violent fervor shines into a glowing aura around it. Creatures within 10 feet of the jinsul must succeed at a DC 18 Will save every round or be blinded until the end of their next turn.

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

JINSUL MYRMIDON   CR 9

Jinsul soldier

CE Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE   **HP** 145

EAC 22; **KAC** 25

Fort +11; **Ref** +11; **Will** +12; +4 vs. fear

Defensive Abilities keep fighting, unflankable

OFFENSE

Speed 50 ft.

Melee advanced meteor glaive +22 (3d8+15 F & S; critical wound) or

bite +22 (2d8+15 P) or

leg blades +22 (2d10+15 S; critical bleed 1d6)

Ranged advanced X-gen gun +19 (2d12+9 P) or

screamer grenade II +19 (explode [20 ft., 2d10 So plus deafened for 1d4 minutes, DC 16])

Space 5 ft.; **Reach** 5 ft. (10 ft. with meteor glaive)

Offensive Abilities charge attack, fighting styles (arcane assailant, blitz), gear boosts (armored advantage, deflecting smash[AR]), rune of the eldritch knight (meteor glaive)

STATISTICS

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

Skills Acrobatics +17, Athletics +22, Intimidate +17

Feats Mobility

Languages Jinsul

Other Abilities powerful leap

Gear white carbon skin, advanced X-gen gun with 100 rounds, advanced meteor glaive[AR] with 1 high-capacity battery (40 charges), screamer grenades II (2)

SPECIAL ABILITIES

Deflecting Smash (Ex) When a jinsul myrmidon makes an attack with a melee weapon that has the powered weapon special property, it gains a +1 insight bonus to its EAC until the beginning of its next turn. If the attack is a critical hit, the insight bonus increases to +2.

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

JINSUL SAVANT   CR 9

CE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE   **HP** 145

EAC 22; **KAC** 24

Fort +11; **Ref** +13; **Will** +10; +4 vs. fear

Defensive Abilities unflankable, unshakable belief

OFFENSE

Speed 50 ft., fly 70 ft. (average)

Melee bite +22 (3d4+15 P) or

leg blades +22 (2d10+15 S; critical bleed 2d4)

Ranged hailstorm-class zero pistol +19 (2d6+9 C; critical staggered [DC 16])

Spell-Like Abilities (CL 9th)

1/day—*haste*, *lesser resistant armor*

3/day—*hold person* (DC 15), *mind thrust* (2nd level; DC 15), *mystic cure* (2nd level), *see invisibility*

At will—*reflecting armor*, *supercharge weapon*

STATISTICS

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

Skills Acrobatics +17, Athletics +22, Bluff +22, Mysticism +17

Languages Jinsul

Other Abilities powerful leap

Gear pinion skyfire armor (*forcepack*), hailstorm-class zero

pistol with high-capacity battery (40 charges), *viridian balbis aeon stone*^{AR}

SPECIAL ABILITIES

Powerful Leap (Ex) As jinsul myrmidon (see page 77).

Unshakable Belief (Ex) Whenever a jinsul savant is the target of a trick attack, the jinsul can attempt a Bluff or Sense Motive check in response. If the jinsul's result equals or exceeds that of the trick attack skill roll, the trick attack is unsuccessful. If the jinsul's result exceeds the trick attack result by 5 or more, the creature performing the trick attack gains the off-target condition until the end of their next turn.

JINSUL SCOUT BEASTMASTER — CR 8

Jinsul operative

CE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft.; **Perception** +22

DEFENSE — HP 115

EAC 20; **KAC** 21

Fort +7; **Ref** +9; **Will** +11; +4 vs. fear

Defensive Abilities evasion, uncanny agility, unflankable

OFFENSE

Speed 50 ft.

Melee bite +16 (1d8+12 P) or

leg blades +16 (2d6+12 S; critical bleed 1d6)

Ranged fighter handcoil +18 (1d10+8 E; critical arc 1d10) or

survival flare gun +18 (1d3+8 F; critical burn 1d6)

Offensive Abilities debilitating trick, trick attack +4d8, triple attack

STATISTICS

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

Skills Acrobatics +22, Athletics +22, Culture +22, Sense Motive +17, Stealth +17, Survival +22

Languages Jinsul

Other Abilities operative exploits (ever vigilant, hampering shot), powerful leap, specialization (explorer)

Gear advanced lashunta tempweave armor, fighter handcoil^{AR} with 2 batteries (20 charges each), survival flare gun with 1 flare, comm unit

SPECIAL ABILITIES

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

JINSUL STALWART — CR 7

Jinsul soldier

CE Medium monstrous humanoid

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

DEFENSE — HP 105

EAC 19; **KAC** 22

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

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee yellow star nova lance +18 (3d4+12 E & F; critical wound) or

bite +18 (1d8+12 P) or

leg blades +18 (2d6+12 S; critical bleed 1d6)

Ranged tactical X-gen gun +15 (1d12+7 P) or

screamer grenade I +15 (explode [10 ft., 2d6 F plus 1d6 burn, DC 15])

Space 5 ft.; **Reach** 5 ft. (10 ft. with nova lance)

Offensive Abilities fighting styles (guard), gear boost (armored advantage, plasma immolation), guard's protection

STATISTICS

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

Skills Acrobatics +14, Athletics +19, Intimidate +14

Feats Stand Still

Languages Jinsul

Other Abilities powerful leap

Gear elite defiance series, tactical X-gen gun with 80 rounds, yellow star nova lance^{AR} with 1 battery (20 charges), incendiary grenades II (2), *viridian balbis aeon stone*^{AR}

SPECIAL ABILITIES

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

TSIMTSARA — CR 11

Female nelentu solarian

CE Medium monstrous humanoid

Init +3; **Senses** blindsense (echolocation) 30 ft., darkvision 60 ft.; **Perception** +25

DEFENSE — HP 180

EAC 24; **KAC** 26

Fort +13; **Ref** +13; **Will** +14

Defensive Abilities brain fungus; **Resistances** electricity 8

OFFENSE

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

Melee solar weapon +24 (4d6+19 S plus 2d6 F; critical burn 1d6)

Ranged dual-valve plasma ring +21 (2d8+11 E & F; critical wound)

Offensive Abilities flashing strikes, stellar revelations (black hole [30-ft. radius, pull 20 ft., DC 18], reflection, soul furnace, supernova [15-ft. radius, 12d6 F, DC 18]), zenith revelations (solar acceleration)

STATISTICS

Str +8; **Dex** +3; **Con** +0; **Int** +0; **Wis** +0; **Cha** +5

Skills Athletics +20, Diplomacy +20, Medicine +25, Mysticism +20

Languages Common, Jinsul, Nelentu; limited telepathy 30 ft.

Other Abilities solar manifestation (solar weapon), stellar alignment

Gear white carbon carbon skin, dual-valve plasma ring^{AR} with 1 high-capacity battery (40 charges), *lesser photon crystal;* **Augmentations** mk 4 resistant hide^{AR}

SPECIAL ABILITIES

Brain Fungus (Ex) A nelentu's symbiotic fungus takes the brunt of mental attacks first, leaving the physical body functional but cognitively impaired. This ability functions like the neural shunt mechanic trick, except that throughout the effect's duration the nelentu takes a −2 penalty to all saves

and cannot communicate or attempt Intelligence-, Wisdom-, or Charisma-based checks. This ability can be used only once per day, as a reaction.

UNHOLY NIHILI   CR 9

Variant nihili (*Starfinder Alien Archive* 82)
CE Medium undead
Init +4; **Senses** darkvision 60 ft.; **Perception** +17
Aura gravity well (5 ft., DC 18)
DEFENSE   **HP** 150
EAC 22; **KAC** 24
Fort +11; **Ref** +11; **Will** +10
Defensive Abilities undead immunities
OFFENSE
Speed 30 ft., climb 20 ft.
Melee slam +21 (2d10+15 B)
Offensive Abilities decompression gaze (15 ft., DC 18, 2d6+7 B)
STATISTICS
Str +6; **Dex** +4; **Con** —; **Int** +3; **Wis** +0; **Cha** +0
Skills Athletics +22 (+30 to climb), Stealth +17
Other Abilities unliving
SPECIAL ABILITIES
Decompression Gaze (Su) The dead stare of a nihili makes those around the undead feel like their own lungs are starting to violently collapse, mimicking the nihili's demise. A living creature that can see and breathe that begins its turn within 15 feet of a nihili must succeed at a DC 18 Fortitude save or take 2d6+7 bludgeoning damage.
Gravity Well (Su) A nihili generates a field of gravity that functions in a 5-foot aura around itself (including 5 feet above the nihili), exerting a downward force toward the nihili's feet. This allows the nihili to function as if constantly under the effect of *spider climb*. Any creature entering this aura from an area of zero-g must succeed at a DC 18 Reflex saving throw or be knocked prone.

VICIOUS NIHILI   CR 7

Variant nihili (*Starfinder Alien Archive* 82)
CE Medium undead
Init +4; **Senses** darkvision 60 ft.; **Perception** +14
Aura gravity well (5 ft., DC 17)
DEFENSE   **HP** 108
EAC 19; **KAC** 21
Fort +9; **Ref** +9; **Will** +8
Defensive Abilities undead immunities
OFFENSE
Speed 30 ft., climb 20 ft.
Melee slam +17 (2d6+12 B)
Offensive Abilities decompression gaze (15 ft., DC 17, 1d6+5 B)
STATISTICS
Str +5; **Dex** +4; **Con** —; **Int** +2; **Wis** +0; **Cha** +0
Skills Athletics +19 (+27 to climb), Stealth +14
Other Abilities unliving

SPECIAL ABILITIES
Decompression Gaze (Su) As unholy nihili (see above).
Gravity Well (Su) As unholy nihili (see above).

WARMONGER DEVIL (LEVALOCH)   CR 7

Starfinder Alien Archive 2 36)
LE Large outsider (devil, evil, extraplanar, lawful)
Init +3; **Senses** darkvision 60 ft., see in darkness; **Perception** +19
DEFENSE   **HP** 105
EAC 19; **KAC** 22
Fort +11; **Ref** +9; **Will** +6
Defensive Abilities construct form; **DR** 5/good; **Immunities** fire, poison; **Resistances** acid 10, cold 10; **SR** 12
OFFENSE
Speed 40 ft., climb 40 ft.
Melee sintered trident +17 (2d8+12 P) or claw +17 (1d6+12 S)
Ranged corona laser rifle +15 (2d6+7 F; critical burn 1d6) or nyfiber net +15 (entangle)
Space 10 ft.; **Reach** 10 ft.
Offensive Abilities merciless blow
Spell-Like Abilities (CL 7th)
  1/day—summon allies (1 levaloch 35%)
  At will—*teleport* (self plus 5 bulk of gear only)
STATISTICS
Str +5; **Dex** +3; **Con** +4; **Int** +2; **Wis** +3; **Cha** +2
Skills Acrobatics +14, Athletics +14 (+22 to climb), Engineering +14, Intimidate +14, Mysticism +14, Stealth +14
Languages Celestial, Draconic, Infernal; telepathy 100 ft.
Other Abilities hellstrider, phalanx
Gear sintered trident with integrated corona laser rifle with 2 high-capacity batteries (40 charges each), nyfiber net
SPECIAL ABILITIES
Construct Form (Ex) Despite being true devils, warmonger devils have a number of immunities common to constructs. They are immune to ability damage, ability drain, death effects, energy drain, exhaustion, fatigue, necromancy effects, negative levels, nonlethal damage, paralysis, sleep, and stunning.
Hellstrider (Su) Difficult terrain doesn't hamper a levaloch's movement.
Merciless Blow (Su) If a levaloch hits an entangled foe with an attack, the target takes 2d6 additional damage of the same type.
Phalanx (Ex) Devils gain a +1 morale bonus to attack rolls and AC while adjacent to a levaloch.

SUBTIER 9–10 STARSHIPS

JINSUL ASSAULT CRAFT   TIER 10

Medium transport
Speed 10; **Maneuverability** average (turn 2); **Drift** 1
AC 27; **TL** 27
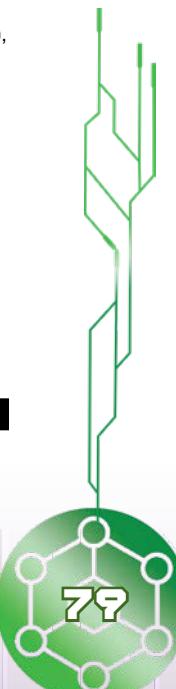
HP 100; **DT** –; **CT** 20

Shields medium 160 (forward 40, starboard 40, port 40, aft 40)

Attack (forward) graser (7d10; 5 hexes), vandal rocket (4d8 plus drones; 20 hexes)

Attack (port) light EMP cannon (EMP; 5 hexes)

Attack (starboard) light EMP cannon (EMP; 5 hexes)

Attack (aft) gyrolaser (1d8; 5 hexes)

Attack (turret) linked twin lasers (10d8; 20 hexes)

Power Core Pulse Orange (250 PCU); **Drift Engine** Signal Basic; **Systems** basic medium-range sensors, mk 2 trinode computer, mk 7 armor, mk 8 defenses, self-destruct system; **Expansion Bays** cargo holds (5)

Modifiers +2 to any three checks per round, +2 Computers (sensors only), reversible; **Complement** 6

CREW

Captain Computers +19 (10 ranks), Diplomacy +14 (5 ranks), Engineering +19 (10 ranks), gunnery +12 (10th level), Intimidate +19 (10 ranks)

Engineer Engineering +24 (10 ranks)

Gunners (2) gunnery +15 (10th level)

Pilot Piloting +24 (10 ranks)

Science Officer Computers +19 (10 ranks)

SPECIAL

Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.

Vandal Rocket This 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 ship 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.

JINSUL PLAGUEBRINGER   TIER 8

Large destroyer

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 23; **TL** 23

HP 190; **DT** –; **CT** 38

Shields medium 160 (forward 40, starboard 40, port 40, aft 40)

Attack (forward) heavy biochem missile launcher (10d8; 20 hexes), railgun (8d4; 20 hexes)

Attack (port) gyrolaser (1d8; 5 hexes)

Attack (starboard) gyrolaser (1d8; 5 hexes)

Attack (turret) linked coilguns (8d4; 20 hexes)

Power Core Pulse Orange (250 PCU); **Drift Engine** Signal Basic; **Systems** basic computer, basic medium-range sensors, mk 5 armor, mk 6 defenses, self-destruct system; **Expansion Bays** cargo holds (4)

Modifiers +2 Computers (sensors only), +1 Piloting, reversible; **Complement** 20

CREW

Captain Computers +16 (8 ranks), Diplomacy +12 (4 ranks), Engineering +16 (8 ranks), gunnery +10 (8th level), Intimidate +21 (8 ranks)

Engineers (1 officer, 5 crew) Engineering +21 (8 ranks)

Gunners (2 officers, 2 crew each) gunnery +13 (8th level)

Pilots (1 officer, 2 crew) Piloting +21 (8 ranks)

Science Officers (1 officer, 3 crew) Computers +21 (8 ranks)

SPECIAL

Heavy Biochem Missile Launcher This weapon functions identically to a heavy nuclear missile launcher, except that instead of exposing creatures onboard the target ship to medium radiation, it exposes them to a synthetic plague developed by jinsul scientists. This is an inhaled physical track disease (Fortitude DC 17) requiring 2 consecutive successful saves to cure. This weaponized strain is highly potent, advancing to the next stage in between each Part 4 encounter unless treated.

Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.

JINSUL SCOUT CRAFT   TIER 9

Medium explorer

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

AC 26; **TL** 25

HP 75; **DT** –; **CT** 15

Shields heavy 280 (forward 70, starboard 70, port 70, aft 70)

Attack (forward) light EMP cannon (EMP; 5 hexes)

Attack (port) linked gyrolasers (2d8; 5 hexes)

Attack (starboard) linked gyrolasers (2d8; 5 hexes)

Attack (aft) vandal rocket (4d8 plus drones; 20 hexes)

Attack (turret) railgun (8d4; 20 hexes), heavy laser net (5d6; 5 hexes)

Power Core Pulse Orange (250 PCU); **Drift Engine** Signal Basic; **Systems** advanced medium-range sensors, mk 2 tetranode computer, mk 7 armor, mk 7 defenses; **Expansion Bays** cargo holds (4)

Modifiers +2 to any four checks per round, +4 Computers (sensors only), +1 Piloting, reversible; **Complement** 6

CREW

Captain Diplomacy +13 (5 ranks), Intimidate +17 (9 ranks)

Engineer Engineering +17 (9 ranks)

Gunners (2) gunnery +14 (9th level)

Pilot Piloting +22 (9 ranks)

Science Officer Computers +22 (9 ranks)

SPECIAL

Reversible Jinsul ships' overall shape and the positioning of

their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.

Vandal Rocket This 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 ship 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.

JINSUL TRIUMPH   TIER 10

Large destroyer
Speed 8; **Maneuverability** average (turn 2); **Drift** 1
AC 26; **TL** 26
HP 190; **DT** −; **CT** 38
Shields medium 200 (forward 50, starboard 50, port 50, aft 50)
Attack (forward) persistent particle beam cannon (10d6; 20 hexes), stealth hydrobomb missile launcher (10d8; 20 hexes)
Attack (port) coilgun (4d4; 20 hexes)
Attack (starboard) coilgun (4d4; 20 hexes)
Attack (aft) vandal rocket (4d8 plus drones; 20 hexes)
Attack (turret) persistent particle beam cannon (10d6; 20 hexes)
Power Core Pulse Prismatic (300 PCU); **Drift Engine** Signal Basic; **Systems** basic medium-range sensors, mk 2 trinode computer, mk 6 armor, mk 7 defenses, self-destruct system; **Expansion Bays** cargo holds (4)
Modifiers +2 to any three checks per round, +2 Computers (sensors only), reversible; **Complement** 20

CREW

Captain Computers +19 (10 ranks), Diplomacy +14 (5 ranks), Engineering +19 (10 ranks), gunnery +12 (10th level), Intimidate +19 (10 ranks)
Engineers (1 officer, 5 crew) Engineering +24 (10 ranks)
Gunners (2 officers, 2 crew each) gunnery +15 (10th level)
Pilots (1 officer, 2 crew) Piloting +24 (10 ranks)
Science Officers (1 officer, 3 crew) Computers +24 (10 ranks)

SPECIAL

Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.

Stealth Hydrobomb Missile Launcher This weapon functions as a heavy nuclear missile launcher, but the ammunition is invisible and hard to dodge, allowing it to ignore the point weapon ability and any bonuses granted by a successful evade stunt.

Vandal Rocket This 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 ship 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 6: SUBTIER 11–12 FOES

ASSAULT ENERCOPTER   LEVEL 12

Gargantuan air vehicle (40 ft. wide, 20 ft. long, 15 ft. high)
Speed 50 ft., full 800 ft., 90 mph (fly)
EAC 26; **KAC** 28; **Cover** cover
HP 200 (100); **Hardness** 14
Attack (Collision) 12d10 B (DC 15)
Attack aurora shock caster (2d12 E)
Attack medium machine gun (3d10 P)
Modifiers −1 Piloting, −4 attack (−6 at full speed)
Systems autopilot (Piloting +22), enhanced sensors (darkvision 1 mile), expansion bays (2), planetary comm unit; **Passengers** 11

DEMON SOULFLAYER   CR 11

CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +5; **Senses** darkvision 60 ft.; **Perception** +20
DEFENSE   **HP** 180
EAC 24; **KAC** 26
Fort +15; **Ref** +13; **Will** +10
Defensive Abilities unflankable; **DR** 10/good; **Immunities** electricity, poison; **Resistances** acid 11, cold 11, fire 11
OFFENSE
Speed 40 ft., climb 30 ft.
Melee bite +24 (4d6+19 P)
Ranged flame gout +21 (3d8+11; critical burn 2d6)
STATISTICS
Str +8; **Dex** +5; **Con** +3; **Int** −3; **Wis** +0; **Cha** +0
Skills Acrobatics +20, Athletics +20, Bluff +20, Intimidate +20
Feats Cleave, Lunge
Languages Abyssal, Jinsul
SPECIAL ABILITIES
Flame Gout (Ex) A soulflayer's flame gout attack has a range increment of 30 feet and unlimited ammunition.

DHURUS   CR 14

LE Gargantuan outsider (native)
Init +4; **Senses** darkvision 60 ft.; **Perception** +25
DEFENSE   **HP** 275
EAC 29; **KAC** 31
Fort +17; **Ref** +17; **Will** +15
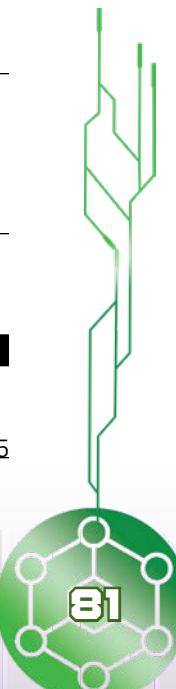
Defensive Abilities font of immortality, unflankable; **DR** 10/magic; **Immunities** disease, mind-affecting effects, poison, polymorph, *slow*, radiation; **Resistances** acid 15, cold 15, electricity 15, fire 15, sonic 15; **SR** 25

OFFENSE

Speed 70 ft., climb 70 ft.

Melee slam +28 (8d6+22 B; critical knockdown)

Multiattack 3 slams +22 (4d8+22 B; critical knockdown)

Ranged fire pulse +25 (3d12+14 F; critical severe wound)

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

Spell-Like Abilities (CL 14th; ranged +26)

    1/day–*crush skull* (DC 24), *greater command* (DC 24)

    3/day–*confusion* (DC 23), *cosmic eddy* (DC 23), *hold monster* (DC 23), *mystic cure* (4th level)

    At will–*dispel magic*, *slow* (DC 22)

STATISTICS

Str +8; **Dex** +4; **Con** +6; **Int** +4; **Wis** +5; **Cha** +5

Skills Athletics +30, Intimidate +25, Mysticism +30, Sense Motive +25

Languages Common, Jinsul; telepathy 120 ft.

Other Abilities divine turbocharge

SPECIAL ABILITIES

Divine Turbocharge (Su) Kadrical's siphoned energy grants Dhurus exceptional agility. This ability functions as a constant *haste* effect, except that Dhurus can use a full attack action to use a spell-like ability and also make a single melee or ranged attack or all of its multiattacks. If Dhurus uses a fire pulse attack during this special action, it takes a –6 penalty to the attack roll. This ability cannot be dispelled or countered, but can be removed via a device or scenario condition.

Fire Pulse (Su) Dhurus can produce focused surges of superheated energy from its eyes. This fire pulse attack has a range increment of 120 feet, unlimited ammunition, and can fired rapidly as though in automatic mode.

Font of Immortality (Su) Kadrical's stolen divinity grants Dhurus god-like endurance. Dhurus gains 50 temporary Hit Points at the start of its turn. Increase the number of temporary Hit Points granted by this ability by 15 for every additional PC present over 4. These temporary Hit Points last for 1 round and stack with other sources of temporary Hit Points.

DIRE JESKRAAL   CR 9

N Large animal

Init +3; **Senses** low-light vision, scent; **Perception** +17

DEFENSE   HP 160

EAC 24; **KAC** 25

Fort +13; **Ref** +13; **Will** +8

Defensive Abilities inhabit armor; **DR** 10/–

OFFENSE

Speed 30 ft.

Melee bite +21 (2d10+15 P)

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

STATISTICS

Str +6; **Dex** +3; **Con** +4; **Int** –4; **Wis** +0; **Cha** +0

Skills Athletics +22, Survival +17

Feats Bodyguard

Gear freebooter armor III

SPECIAL ABILITIES

Inhabit Armor (Ex) A jeskraal's tail has several muscular protrusions that allow it to shape a suit of armor into a suitable shell in moments. It then uses the shell to protect its vitals. A jeskraal can use its inhabited armor to convert a critical hit against it, or against an ally whose Armor Class it has increased with the Bodyguard Feat, into a normal hit. Doing so imposes a –4 penalty on the jeskraal's EAC and KAC until it takes a full-round action to readjust its armor. Jeskraals are proficient with all light and heavy armors and can don armor hastily at no penalty. The DC of any Engineering check required to resize armor reclaimed from a jeskraal increases by 4, and the armor requires twice as many credits to be refitted by a professional.

JINSUL ANNIHILATOR ROBOT   CR 11

CN Large construct (technological)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +25

DEFENSE   HP 180

EAC 24; **KAC** 26

Fort +11; **Ref** +11; **Will** +8

Defensive Abilities integrated weapons; **DR** 10/–; **Immunities** construct immunities

OFFENSE

Speed 30 ft., climb 20 ft.

Melee pincer blade +21 (4d6+19 P)

Ranged integrated LFD streetsweeper +18 (3d10+11 So; critical knockdown)

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

Offensive Abilities create darkness

STATISTICS

Str +8; **Dex** +5; **Con** –; **Int** –; **Wis** +3; **Cha** +0

Skills Acrobatics +25, Athletics +25

Languages Jinsul

Other Abilities mindless, unliving

Gear LFD streetsweeper with 2 high-capacity batteries (40 charges each)

SPECIAL ABILITIES

Integrated Weapons (Ex) The robot's weapons are integrated into its frame and can't be disarmed.

JINSUL CHOPPER CREW   CR 8

Jinsul mechanic

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +22

DEFENSE   HP 115

EAC 20; **KAC** 21

Fort +9; **Ref** +11; **Will** +11; +4 vs. fear
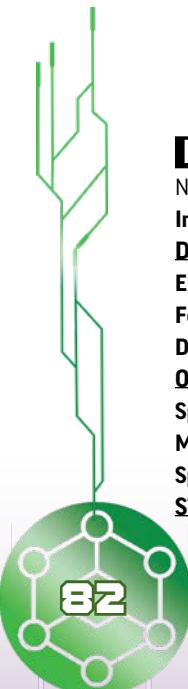
Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +16 (1d8+10 P) or

leg blade +16 (2d6+10 S; critical bleed 1d6)

Ranged hailstorm-class zero rifle +18 (2d8+8 C; critical staggered [DC 18])

Offensive Abilities mechanic tricks (neural shunt, improved overcharge), overload, target tracking

STATISTICS

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

Skills Acrobatics +17, Athletics +17, Computers +22, Engineering +22, Piloting +22

Languages Jinsul

Other Abilities artificial intelligence (exocortex), expert rig (armor slot), miracle worker 1/day, powerful leap, remote hack, wireless hack

Gear estex suit III, hailstorm-class zero rifle with 2 high-capacity batteries (40 charges each)

SPECIAL ABILITIES

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

JINSUL GODCALLER   CR 13

CE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +23

DEFENSE   **HP** 225

EAC 27; **KAC** 29

Fort +15; **Ref** +17; **Will** +15; +4 vs. fear

Defensive Abilities unflankable, unshakable belief

OFFENSE

Speed 50 ft., fly 70 ft. (*forcepack*; average)

Melee bite +27 (4d6+21 P) or

leg blades +27 (3d12+21 S; critical bleed 2d4)

Ranged yellow star plasma pistol +24 (2d8+13 E & F; critical burn 1d8)

Spell-Like Abilities (CL 13th)

1/day–*dominate person* (DC 20), *waves of fatigue*

3/day–*fear* (4th level, DC 19), *mind thrust* (4th level; DC 19), *mystic cure* (4th level), *resistant armor*

At will–*bestow curse* (DC 18), *synaptic pulse* (DC 18)

STATISTICS

Str +8; **Dex** +2; **Con** +6; **Int** +2; **Wis** +2; **Cha** +4

Skills Acrobatics +23, Athletics +28, Bluff +28, Mysticism +23

Languages Jinsul

Other Abilities powerful leap

Gear exident skyfire armor (*forcepack*, *mk 1 spell reflector*), yellow star plasma pistol with 1 high-capacity battery (40 charges), *viridian balbis aeon stone*[AR]

SPECIAL ABILITIES

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

Unshakable Belief (Ex) Whenever a jinsul champion is the

target of a trick attack, the jinsul can attempt a Bluff or Sense Motive check as a reaction. If the jinsul's result equals or exceeds that of the trick attack skill roll, the trick attack is unsuccessful. If the jinsul's result exceeds the trick attack result by 5 or more, the creature performing the trick attack gains the off-target condition until the end of its next turn.

JINSUL GENERAL   CR 11

Jinsul technomancer

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; **Perception** +25

DEFENSE   **HP** 155 **RP** 5

EAC 23; **KAC** 24

Fort +10; **Ref** +12; **Will** +16; +4 vs. fear

Defensive Abilities defiant faith, unflankable; **Resistances** electricity 15

OFFENSE

Speed 40 ft.

Melee bite +20 (2d8+14 P) or

leg blades +20 (2d10+14 S; critical bleed 1d8)

Ranged yellow star plasma pistol +18 (2d8+11 E & F; critical burn 1d8)

Technomancer Spells Known (CL 11th; melee +20, ranged +18)

4th (3/day)–*overload systems* (DC 22), *rewire flesh* (DC 22)

3rd (6/day)–*arcing surge* (DC 21), *explosive blast* (DC 21), *haste*, *irradiate* (DC 21)

2nd (at will)–*caustic conversion*, *inject nanobots* (DC 20)

STATISTICS

Str +3; **Dex** +5; **Con** +1; **Int** +8; **Wis** +0; **Cha** –1

Skills Athletics +20, Computers +20, Mysticism +25

Languages Common, Jinsul

Other Abilities cache capacitor (*keen senses*), magic hacks (flash teleport, reboot mind), powerful leap, spell cache (gem embedded in armor)

Gear general caste armor (as freebooter armor III; mk 3 electrostatic shield), yellow star plasma pistol with 1 high-capacity battery (40 charges)

SPECIAL ABILITIES

Defiant Faith (Ex) Whenever a creature casts an offensive spell that targets a jinsul sergeant or its allies, the jinsul sergeant can attempt a Mysticism check in response as a reaction. If the jinsul's result equals or exceeds a DC equal to 20 + the spell's level, the spell fails. If the jinsul's result exceeds the DC by 5 or more, the creature casting the spell gains the shaken condition until the end of its next turn.

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

JINSUL GURU   CR 11

CE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +20

DEFENSE   **HP** 180

EAC 24; **KAC** 26

Fort +13; **Ref** +15; **Will** +13; +4 vs. fear
Defensive Abilities unflankable, unshakable belief

OFFENSE

Speed 50 ft., fly 70 ft. (*forcepack*; average)
Melee bite +24 (3d6+19 P) or
leg blades +24 (4d6+19 S; critical bleed 2d4)
Ranged decimator disintegrator pistol +21 (1d20+11 A)
Spell-Like Abilities (CL 11th)
1/day–*fear* (4th level, DC 18), *resistant armor*
3/day–*bestow curse* (DC 17), *haste*, *mind thrust* (3rd level; DC 17), *mystic cure* (3rd level)
At will– *hold person* (DC 16), *see invisibility*

STATISTICS

Str +8; **Dex** +2; **Con** +5; **Int** +2; **Wis** +2; **Cha** +3
Skills Acrobatics +20, Athletics +25, Bluff +25, Mysticism +20
Languages Jinsul
Other Abilities powerful leap
Gear specialist defiance series (*forcepack*), decimator disintegrator pistol^AR with 2 batteries (20 charges each), *viridian balbis aeon stone*^AR

SPECIAL ABILITIES

Powerful Leap (Ex) As jinsul high priest (see below).
Unshakable Belief (Ex) Whenever a jinsul champion is the target of a trick attack, the jinsul can attempt a Bluff or Sense Motive check as a reaction. If the jinsul's result equals or exceeds that of the trick attack skill roll, the trick attack is unsuccessful. If the jinsul's result exceeds the trick attack result by 5 or more, the creature performing the trick attack gains the off-target condition until the end of its next turn.

JINSUL HIGH PRIEST   CR 11

Jinsul mystic
LE Medium monstrous humanoid
Init +0; **Senses** darkvision 60 ft.; **Perception** +25
DEFENSE   **HP** 155 **RP** 5
EAC 24; **KAC** 26
Fort +10; **Ref** +12; **Will** +16; +4 vs. fear
Defensive Abilities divine radiance (DC 20), share pain (DC 20), unflankable

OFFENSE

Speed 30 ft.
Melee unarmed strike +18 (2d6+16 P)
Ranged inferno flame pistol +20 (2d8+11 F; critical burn 1d8)
Space 10 ft.; **Reach** 10 ft.
Offensive Abilities backlash, mental anguish (DC 20), sow doubt (DC 20)
Armor Spell-Like Abilities (CL 11th)
1/day–*dimension door*
Mystic Spells Known (CL 11th; melee +18, ranged +20)
4th (3/day)–*fear* (4th level, DC 22), *mind thrust* (4th level, DC 22)
3rd (6/day)–*bestow curse* (DC 21), *dispel magic*, *mystic cure* (3rd level), *synaptic pulse* (DC 21)

2nd (at will)–*hurl forcedisk*, *inflict pain* (DC 20)
Connection mindbreaker

STATISTICS

Str +5; **Dex** +0; **Con** +5; **Int** +0; **Wis** +8; **Cha** +3
Skills Athletics +20, Bluff +20, Intimidate +25, Mysticism +25
Languages Common, Infernal, Jinsul
Other Abilities mindlink, powerful leap, telepathic bond
Gear *Kadrical's embrace* (as *stag-step suit*^AR; inferno flame pistol^AR with 20 petrol)

SPECIAL ABILITIES

Divine Radiance (Ex) A jinsul high priest's violent fervor shines into a glowing aura around it. Each creature within 10 feet of the jinsul must succeed at a DC 20 Will save every round or be blinded until the end of its next turn.
Powerful Leap (Ex) A jinsul treats any Athletics check to jump as if it had a running start.

JINSUL HONORGUARD   CR 11

Jinsul soldier
CE Medium monstrous humanoid
Init +9; **Senses** darkvision 60 ft.; **Perception** +20
DEFENSE   **HP** 180 **RP** 5
EAC 24; **KAC** 27
Fort +13; **Ref** +13; **Will** +14; +4 vs. fear
Defensive Abilities rapid recovery, unflankable

OFFENSE

Speed 40 ft.
Melee white star nova lance +24 (7d4+19 E & F; critical severe wound) or
bite +24 (2d6+19 P) or
leg blades +24 (4d6+19 S; critical bleed 2d4)
Ranged medium machine gun +21 (3d10+11 P) or
cryo grenade II +21 (explode [15 ft., 2d8 C plus staggered, DC 18])
Space 5 ft.; **Reach** 5 ft. (10 ft. with nova lance)
Offensive Abilities fighting styles (blitz, guard), gear boosts (armored advantage, plasma immolation), guard's protection, soldier's onslaught

STATISTICS

Str +8; **Dex** +5; **Con** +3; **Int** +0; **Wis** +0; **Cha** +0
Skills Acrobatics +20, Athletics +25, Intimidate +20
Feats Improved Stand Still
Languages Jinsul
Other Abilities powerful leap
Gear specialist defiance series (white force field), medium machine gun with 60 rounds, white star nova lance^AR with 1 battery (20 charges), cryo grenades II (2)

SPECIAL ABILITIES

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

JINSUL MYRMIDON   CR 9

Jinsul soldier

CE Medium monstrous humanoid
Init +8; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE   **HP** 145

EAC 22; **KAC** 25
Fort +11; **Ref** +11; **Will** +12; +4 vs. fear
Defensive Abilities keep fighting, unflankable

OFFENSE

Speed 50 ft.
Melee advanced meteor glaive +22 (3d8+15 F & S; critical wound) or
bite +22 (2d8+15 P) or
leg blades +22 (2d10+15 S; critical bleed 1d6)
Ranged advanced X-gen gun +19 (2d12+9 P) or
screamer grenade II +19 (explode [20 ft., 2d10 So plus deafened for 1d4 minutes, DC 16])
Space 5 ft.; **Reach** 5 ft. (10 ft. with meteor glaive)
Offensive Abilities charge attack, fighting styles (arcane assailant, blitz), gear boosts (armored advantage, deflecting smash[AR]), rune of the eldritch knight (meteor glaive)

STATISTICS

Str +6; **Dex** +4; **Con** +3; **Int** +0; **Wis** +0; **Cha** +0
Skills Acrobatics +17, Athletics +22, Intimidate +17
Feats Mobility
Languages Jinsul
Other Abilities powerful leap
Gear white carbon skin, advanced X-gen gun with 100 rounds, advanced meteor glaive[AR] with 1 high-capacity battery (40 charges), screamer grenades II (2)

SPECIAL ABILITIES

Deflecting Smash (Ex) When a jinsul myrmidon makes an attack with a melee weapon that has the powered weapon special property, it gains a +1 insight bonus to its EAC until the beginning of its next turn. If the attack is a critical hit, the insight bonus increases to +2.
Powerful Leap (Ex) A jinsul treats any Athletics check to jump as if it had a running start.

JINSUL SCOUT BEASTMASTER   CR 8

Jinsul operative
CE Medium monstrous humanoid
Init +9; **Senses** darkvision 60 ft.; **Perception** +22

DEFENSE   **HP** 115

EAC 20; **KAC** 21
Fort +7; **Ref** +9; **Will** +11; +4 vs. fear
Defensive Abilities evasion, uncanny agility, unflankable

OFFENSE

Speed 50 ft.
Melee bite +16 (1d8+12 P) or
leg blades +16 (2d6+12 S; critical bleed 1d6)
Ranged fighter handcoil +18 (1d10+8 E; critical arc 1d10) or
survival flare gun +18 (1d3+8 F; critical burn 1d6)
Offensive Abilities debilitating trick, trick attack +4d8, triple attack

STATISTICS

Str +4; **Dex** +6; **Con** +2; **Int** +0; **Wis** +0; **Cha** −1
Skills Acrobatics +22, Athletics +22, Culture +22, Sense Motive +17, Stealth +17, Survival +22
Languages Jinsul
Other Abilities operative exploits (ever vigilant, hampering shot), powerful leap, specialization (explorer)
Gear advanced lashunta tempweave armor, fighter handcoil[AR] with 2 batteries (20 charges each), survival flare gun with 1 flare, comm unit

SPECIAL ABILITIES

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

NIHILI COMMANDANT   CR 11

Variant nihili (*Starfinder Alien Archive* 82)
CE Medium undead
Init +5; **Senses** darkvision 60 ft.; **Perception** +20
Aura gravity well (5 ft., DC 20)

DEFENSE   **HP** 190

EAC 24; **KAC** 26
Fort +13; **Ref** +13; **Will** +12
Defensive Abilities undead immunities

OFFENSE

Speed 30 ft., climb 20 ft.
Melee slam +23 (4d6+19 B)
Offensive Abilities decompression gaze (15 ft., DC 20, 3d6+9 B)

STATISTICS

Str +8; **Dex** +5; **Con** —; **Int** +3; **Wis** +0; **Cha** +0
Skills Athletics +25 (+33 to climb), Stealth +20
Other Abilities unliving

SPECIAL ABILITIES

Decompression Gaze (Su) The dead stare of a nihili makes those around the undead feel like their own lungs are starting to violently collapse, mimicking the nihili's demise. A living creature that can see and breathe that begins its turn within 15 feet of a nihili must succeed at a DC 20 Fortitude save or take 3d6+9 bludgeoning damage.
Gravity Well (Su) A nihili generates a field of gravity that functions in a 5-foot aura around itself (including 5 feet above the nihili), exerting a downward force toward the nihili's feet. This allows the nihili to function as if constantly under the effect of *spider climb*. Any creature entering this aura from an area of zero-g must succeed at a DC 20 Reflex saving throw or be knocked prone.

TSIMTSARA   CR 13

Female nelentu solarian
CE Medium monstrous humanoid
Init +4; **Senses** blindsense (echolocation) 30 ft., darkvision 60 ft.; **Perception** +28

DEFENSE   **HP** 225

EAC 27; **KAC** 29
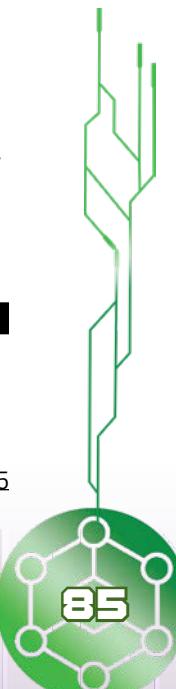
Fort +15; **Ref** +15; **Will** +16
Defensive Abilities brain fungus; **Resistances** electricity 10
OFFENSE
Speed 30 ft., fly 30 ft. (average)
Melee solar weapon +27 (3d12+21 S plus 2d8 F; critical irradiate[AR] [DC 19])
Ranged tenebrous shadow pistol +24 (2d10+13 C; critical blind[AR] [DC 19])
Offensive Abilities flashing strikes, solarian's onslaught, stellar revelations (black hole [35-ft. radius, pull 25 ft., DC 19], debris field[AR], soul furnace, supernova [15-ft. radius, 14d6 F, DC 19]), zenith revelations (solar acceleration)
STATISTICS
Str +8; **Dex** +4; **Con** +0; **Int** +0; **Wis** +0; **Cha** +6
Skills Athletics +23, Diplomacy +23, Medicine +28, Mysticism +23
Feats Penetrating Attack
Languages Common, Jinsul, Nelentu; limited telepathy 30 ft.
Other Abilities solar manifestation (solar weapon), stellar alignment
Gear d-suit IV, tenebrous shadow pistol[AR] with 1 high-capacity battery (40 charges), *minor positron crystal*[AR]; **Augmentations** mk 5 resistant hide[AR]
SPECIAL ABILITIES
Brain Fungus (Ex) A nelentu's symbiotic fungus takes the brunt of mental attacks first, leaving the physical body functional but cognitively impaired. This ability functions like the neural shunt mechanic trick, except that throughout the effect's duration the nelentu takes a –2 penalty to all saves and cannot communicate or attempt Intelligence-, Wisdom-, or Charisma-based checks. This ability can be used only once per day, as a reaction.
Debris Field (Su) As a standard action, Tsimtsara can cause a cloud of debris, microscopic particles, and small items to orbit them, trapped in their personal gravitational field. This grants Tsimtsara 50% concealment (but not total concealment) against ranged attacks so long as Tsimtsara is attuned via their stellar alignment.

UNHOLY NIHILI   CR 9
Variant nihili (*Starfinder Alien Archive* 82)
CE Medium undead
Init +4; **Senses** darkvision 60 ft.; **Perception** +17
Aura gravity well (5 ft., DC 18)
DEFENSE   HP 150
EAC 22; **KAC** 24
Fort +11; **Ref** +11; **Will** +10
Defensive Abilities undead immunities
OFFENSE
Speed 30 ft., climb 20 ft.
Melee slam +21 (2d10+15 B)
Offensive Abilities decompression gaze (15 ft., DC 18, 2d6+7 B)
STATISTICS
Str +6; **Dex** +4; **Con** —; **Int** +3; **Wis** +0; **Cha** +0

Skills Athletics +22 (+30 to climb), Stealth +17
Other Abilities unliving
SPECIAL ABILITIES
Decompression Gaze (Su) See page 85.
Gravity Well (Su) See page 85.

WARMONGER DEVIL (LEVALOCH)   CR 7
Starfinder Alien Archive 2 36
LE Large outsider (devil, evil, extraplanar, lawful)
Init +3; **Senses** darkvision 60 ft., see in darkness; **Perception** +19
DEFENSE   HP 105
EAC 19; **KAC** 22
Fort +11; **Ref** +9; **Will** +6
Defensive Abilities construct form; **DR** 5/good; **Immunities** fire, poison; **Resistances** acid 10, cold 10; **SR** 12
OFFENSE
Speed 40 ft., climb 40 ft.
Melee sintered trident +17 (2d8+12 P) or claw +17 (1d6+12 S)
Ranged corona laser rifle +15 (2d6+7 F; critical burn 1d6) or nyfiber net +15 (entangle)
Space 10 ft.; **Reach** 10 ft.
Offensive Abilities merciless blow
Spell-Like Abilities (CL 7th)
   1/day—*summon allies* (1 levaloch 35%)
   At will—*teleport* (self plus 5 bulk of gear only)
STATISTICS
Str +5; **Dex** +3; **Con** +4; **Int** +2; **Wis** +3; **Cha** +2
Skills Acrobatics +14, Athletics +14 (+22 to climb), Engineering +14, Intimidate +14, Mysticism +14, Stealth +14
Languages Celestial, Draconic, Infernal; telepathy 100 ft.
Other Abilities hellstrider, phalanx
Gear sintered trident with integrated corona laser rifle with 2 high-capacity batteries (40 charges each), nyfiber net
SPECIAL ABILITIES
Construct Form (Ex) Despite being true devils, levalochs have a number of immunities common to constructs. They are immune to ability damage, ability drain, death effects, energy drain, exhaustion, fatigue, necromancy effects, negative levels, nonlethal damage, paralysis, sleep, and stunning.
Hellstrider (Su) Difficult terrain doesn't hamper a levaloch's speed.
Merciless Blow (Su) If a levaloch hits an entangled foe with an attack, the target takes 2d6 extra damage of the same type.
Phalanx (Ex) Devils gain a +1 morale bonus to attack rolls and AC while adjacent to a levaloch.

SUBTIER 11–12 STARSHIPS

JINSUL ASSAULT CRAFT   TIER 12
Medium transport
Speed 10; **Maneuverability** average (turn 2); **Drift** 1
AC 30; **TL** 30
HP 115; **DT** —; **CT** 23
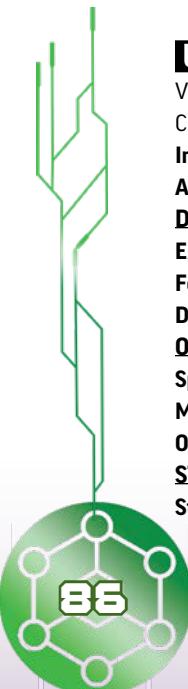
Shields medium 200 (forward 50, starboard 50, port 50, aft 50)
Attack (forward) linked grasers (14d10; 5 hexes), vandal rocket (4d8 plus drones; 20 hexes)
Attack (port) light EMP cannon (EMP; 5 hexes)
Attack (starboard) light EMP cannon (EMP; 5 hexes)
Attack (aft) gyrolaser (1d8; 5 hexes)
Attack (turret) linked twin lasers (10d8; 20 hexes)
Power Core Pulse Prismatic (300 PCU); **Drift Engine** Signal Basic; **Systems** basic medium-range sensors, mk 2 trinode computer, mk 8 armor, mk 9 defenses, self-destruct system; **Expansion Bays** cargo holds (5)
Modifiers +2 to any three checks per round, +2 Computers (sensors only), reversible; **Complement** 6

CREW

Captain Computers +22 (12 ranks), Diplomacy +16 (6 ranks), Engineering +22 (12 ranks), gunnery +14 (12th level), Intimidate +22 (12 ranks)
Engineer Engineering +27 (12 ranks)
Gunners (2) gunnery +18 (12th level)
Pilot Piloting +27 (12 ranks)
Science Officer Computers +22 (12 ranks)

SPECIAL

Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.
Vandal Rocket This 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 ship 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.

JINSUL SCOUT CRAFT   TIER 11

Medium explorer
Speed 10; **Maneuverability** good (turn 2); **Drift** 1
AC 31; **TL** 29
HP 75; **DT** —; **CT** 15
Shields heavy 420 (forward 110, starboard 100, port 100, aft 110)
Attack (forward) light EMP cannon (EMP; 5 hexes)
Attack (port) linked gyrolasers (2d8; 5 hexes)
Attack (starboard) linked gyrolasers (2d8; 5 hexes)
Attack (aft) twin laser (5d8; 20 hexes), vandal rocket (4d8 plus drones; 20 hexes)
Attack (turret) railgun (8d4; 20 hexes), heavy laser net (5d6; 5 hexes)

Power Core Pulse Prismatic (300 PCU); **Drift Engine** Signal Basic; **Systems** advanced long-range sensors, mk 2 tetranode computer, mk 10 armor, mk 10 defenses; **Expansion Bays** cargo holds (4)
Modifiers +2 to any four checks per round, +4 Computers (sensors only), +1 Piloting, reversible; **Complement** 6

CREW

Captain Diplomacy +15 (11 ranks), Intimidate +20 (11 ranks)
Engineer Engineering +20 (11 ranks)
Gunners (2) gunnery +17 (11th level)
Pilot Piloting +25 (11 ranks)
Science Officer Computers +20 (11 ranks)

SPECIAL

Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.
Vandal Rocket This 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 ship 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.

JINSUL TRIUMPH   TIER 10

Large destroyer
Speed 8; **Maneuverability** average (turn 2); **Drift** 1
AC 26; **TL** 26
HP 190; **DT** —; **CT** 38
Shields medium 200 (forward 50, starboard 50, port 50, aft 50)
Attack (forward) persistent particle beam cannon (10d6; 20 hexes), stealth hydrobomb missile launcher (10d8; 20 hexes)
Attack (port) coilgun (4d4; 20 hexes)
Attack (starboard) coilgun (4d4; 20 hexes)
Attack (aft) vandal rocket (4d8 plus drones; 20 hexes)
Attack (turret) persistent particle beam cannon (10d6; 20 hexes)
Power Core Pulse Prismatic (300 PCU); **Drift Engine** Signal Basic; **Systems** basic medium-range sensors, mk 2 trinode computer, mk 6 armor, mk 7 defenses, self-destruct system; **Expansion Bays** cargo holds (4)
Modifiers +2 to any three checks per round, +2 Computers (sensors only), reversible; **Complement** 20

CREW

Captain Computers +19 (10 ranks), Diplomacy +14 (5 ranks), Engineering +19 (10 ranks), gunnery +12 (10th level), Intimidate +19 (10 ranks)
Engineers (1 officer, 5 crew) Engineering +24 (10 ranks)
Gunners (2 officers, 2 crew each) gunnery +15 (10th level)

Pilots (1 officer, 2 crew) Piloting +24 (10 ranks)
Science Officers (1 officer, 3 crew) Computers +24 (10 ranks)

SPECIAL

Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.

Stealth Hydrobomb Missile Launcher This weapon functions as a heavy nuclear missile launcher, but the ammunition is invisible and hard to dodge, allowing it to ignore the point weapon ability and any bonuses granted by a successful evade stunt.

Vandal Rocket This 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 ship 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.

JINSUL WARGOD   TIER 12
Huge cruiser
Speed 6; **Maneuverability** average (turn 2); **Drift** 1
AC 29; **TL** 29
HP 255; **DT** 5; **CT** 51
Shields heavy 280 (forward 70, starboard 70, port 70, aft 70)
Attack (forward) supermaser (2d8×10; 20 hexes)
Attack (port) vandal rocket (4d8 plus drones; 20 hexes)
Attack (starboard) vandal rocket (4d8 plus drones; 20 hexes)
Attack (turret) heathen torment (5d12; 10 hexes), maser (6d10; 20 hexes)
Power Core Gateway Heavy (400 PCU); **Drift Engine** Signal Basic; **Systems** basic medium-range sensors, mk 2 trinode computer, mk 7 armor, mk 8 defenses; **Expansion Bays** cargo holds (6)

Modifiers +2 to any three checks per round, +2 Computers (sensors only), +1 Piloting, reversible; **Complement** 100

CREW

Captain Computers +22 (12 ranks), Diplomacy +16 (6 ranks), Engineering +22 (12 ranks), gunnery +12 (12th level), Intimidate +22 (12 ranks)
Engineers (3 officers, 10 crew each) Engineering +27 (12 ranks)
Gunners (5 officers, 10 crew each) gunnery +17 (12th level)
Pilot (1 officer, 4 crew) Piloting +27 (12 ranks)
Science Officers (1 officer, 5 crew) Computers +27 (12 ranks)

SPECIAL

Heathen Torment The prow of the *Wargod* bears the impaled bodies of the jinsuls' immortal god-heroes. Dhurus adorned its flagship with these writhing forms as a show of intimidation to those jinsuls who remained unconvinced. This weapon creates a devastating blast by painfully harnessing divine power from the former jinsul god-heroes strapped inside the weapon's energy core. It functions as a plasma cannon that has the vortex weapon quality. The god-heroes' life force must regenerate for 1 round after this weapon is fired in order to fire again.

Reversible Jinsul ships' overall shape and the positioning of their thrusters make it very easy for them to reverse their headings. The ship grants a +2 bonus to Piloting checks to perform the flip and burn stunt.

Vandal Rocket This 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 ship 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 #2-00: Fate of the Scoured God

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 _____
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Character # _____ ☐ Fame ☐ Faction Boons

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

		A.K.A.		- 7	
Player Name		**Character Name**	**Organized Play #**	**Character #**	**Faction**

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**
SUBTIER	☐ Normal
9–10	**14,410**
SUBTIER	☐ Normal
11–12	**29,167**

MAX CREDITS

Items Found During This Scenario

Kadrical Rises (Slotless): With the jinsul threat disbanded, a new power wakes from within the Scoured Stars. Kadrical the Preserver stirs from his torpor and has begun to attract new followers. From this point on, any new characters you create can choose Kadrical as a patron deity. This can be selected as part of the priest character theme or as part of a mystic's connection choice.

   If you are a priest or mystic, upon receiving this boon, you can begin worshipping Kadrical instead of your current deity. If you are a mystic and choose to do this, you can change your current mystic connection to match any one of the connections listed in Kadrical's portfolio (see below). If you are a mystic who does so, you can also immediately reassign any skill ranks applied to your previous connection's associated skills.

KADRICAL

The Covetous Protector
LN god of collections, order, and preservation
Centers of Worship: The Scoured Stars
Symbol: A gold prism on a black field
Associated Mystic Connections: mindbreaker, overlord, star shaman

   Overcome the Past (Slotless; Limited-Use): You have returned to the Scoured Stars, beat back the jinsuls, and spiritually conquered the star system that nearly doomed the Starfinder Society. You gain 4 Fame. Alternatively, if you advanced to 2nd level as a result of the Scoured Stars Veteran boon, you can instead gain 3 XP, 5 Fame, and 5 Reputation for the faction whose champion boon you have slotted. Apply this XP 1 point at a time, each time earning additional credits based on the subtier most appropriate to your level.

   Savior of the Scoured Stars (Social Boon): You took part in the Starfinder Society's momentous victory in the Scoured Stars. Whether for good or for ill, people know you were a part of this endeavor. While you have this boon slotted, once per session, you can reroll any skill check made to present a positive view of the Starfinder Society to an NPC. This boon might have repercussions in future scenarios, which you will be told prior to slotting your boons.

   Slayer of Godspawn (Slotless; Limited-Use; Subtiers 9–10 and 11–12 only): You took part in directly confronting the divine herald, Dhurus. By a combination of luck, skill, and the determination of other Starfinders, you managed to survive the encounter. It's clear that greater deeds await you, and that the hand of destiny rests upon your shoulder. Anytime you would be slain, you can immediately cross this boon off this Chronicle sheet to gain the immediate effects of a 5th-level *mystic cure*, with a caster level equal to your total level. If you did not complete this scenario in Subtiers 9–10 or 11–12, then your GM should cross this boon off your Chronicle sheet.

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	

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #