YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-23, TIER 5-8

STARFINDER SOCIETY

RETURN TO SENDER

BY NATALIE KERTZNER

Author • Natalie Kertzner
Development Lead • Thurston Hillman
Contributing Artists • Graey Erb and Sebastian Rodriguez
Cartographer• Robert Lazzaretti

Creative Directors • James Jacobs, Robert G. McCreary, and Sarah E. Robinson
Director of Game Design • Jason Bulmahn
Managing Developers • Adam Daigle and Amanda Hamon Kunz
Organized Play Lead Developer • John Compton
Developers • Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Joe Pasini, Michael Sayre, Chris Sims, and Linda Zayas-Palmer
Starfinder Design Lead • Owen K.C. Stephens
Starfinder Society Developer • Thurston Hillman
Senior Designer • Stephen Radney-MacFarland
Designers • Logan Bonner and Mark Seifter
Managing Editor • Judy Bauer
Senior Editor • Christopher Carey
Editors • James Case, Leo Glass, Lyz Liddell, Adrian Ng, Lacy Pellazar, and Jason Tondro
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HOW TO PLAY

Starfinder Society Scenario #1-23: Return to Sender is a Starfinder Society Scenario designed for 5th- through 8th-level characters (Tier 5–8; Subtiers 5–6 and 7–8). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at **StarfinderSociety.club**.

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GM Resources

Return to Sender makes use of the *Starfinder Core Rulebook* and *Starfinder Alien Archive*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at **sfrd. info**, and the relevant rules from the *Alien Archive* 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*.

Faction (Acquisitives) **Faction (Dataphiles)**

Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

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RETURN TO SENDER

BY NATALIE KERTZNER

The Starfinder Society lost nearly 80 percent of its membership in a disastrous mission into the region of space known as the Scoured Stars. This terrible loss occurred over a year ago, when then First Seeker Jadnura brought the Society together for the momentous mission. When the Starfinder Society recently returned to the Scoured Stars—events detailed in *Starfinder Society Scenario #1-99: The Scoured Stars Invasion*—they recovered hundreds of previously missing agents. An alien species declaring itself as the "jinsuls" interrupted of the ongoing evacuation efforts and forced the Society to once again abandon the Scoured Stars. Only a few months have passed since the incident, and the Society has spent its time interviewing rescued agents and reintegrating those who wish to return.

During the course of the second incursion into the Scoured Stars, the Starfinder Society managed to salvage the remnants of a single jinsul starship. Radaszam, leader of the Acquisitives faction, has tirelessly worked to repair the jinsul vessel and learn what he can about these mysterious aggressors and their origins. To breach the encrypted computer servers onboard the jinsul starship, Radaszam recruited the services of the Dataphiles faction leader, Historia-7. The Dataphiles leader has found new purpose in throwing herself into the project of learning everything she can about the jinsuls. This mission has distracted Historia-7 from the reappearance of her predecessor, Historia-6, and the former faction leader's apparent decision to distance himself from current Society affairs.

Historia-7 and Radaszam have learned very little about the jinsuls and their technology. The captured jinsul starship was hardened against the type of data breaches that Historia-7 has worked toward. In fact, the only reason the Society's learned what it has about the jinsuls is because the starship's self-destruct mechanism malfunctioned during the course of the recent Scoured Stars battle—the primary reason why Radaszam salvaged the vessel before the Society exited the Scoured Stars. While any useful information on the jinsuls' motivations, organization, or technology remains obscured to the Society, Historia-7 has uncovered a set of orders that indicate where the vessel was to go in the aftermath of the Scoured Stars battle: a starbase that would be deployed at the outer edge of the Scoured Stars following the jinsuls' reclamation of the trinary star system.

With the remainder of the Society's leadership busy regrouping from the recent Scoured Stars mission, the jinsul appearance and the return of the missing First Seeker, the organization has yet to decide on how to proceed in the face of the jinsul threat. Radaszam recognizes that inaction may be perceived as weakness and invite future jinsul aggression, and Historia-7 agrees. The two have recently come up with a daring plan to strike into the jinsuls' hold on the Scoured Stars and, in the process, learn about these mysterious alien aggressors.

Where in the Universe?

Return to Sender takes place at the edge of the Scoured Stars, a trinary solar system in the Vast. Eight civilizations once lived in this system but departed into other parts of the Vast sometime before the Gap. More information on the history of the Scoured Stars and some of its former 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*, and *#1-99: The Scoured Stars Invasion*.

ADVENTURE SUMMARY

Radaszam and Historia-7 bring the PCs to a secret starbase out at the edge of Near Space to receive a clandestine, off-the-books mission briefing. After the Society's recent encounter with the jinsuls, the two faction leaders have secured a jinsul spaceship that is scheduled to return to an enemy starbase for scheduled maintenance. Radaszam and Historia-7 brief the PCs on their mission: to use the ruse of the returning starship to explore a "restricted access" section of the starbase, gather intelligence about the jinsul threat, and ultimately plant a bomb with a remote detonator inside the reactor of the starbase—all while trying to avoid detection from the jinsuls.

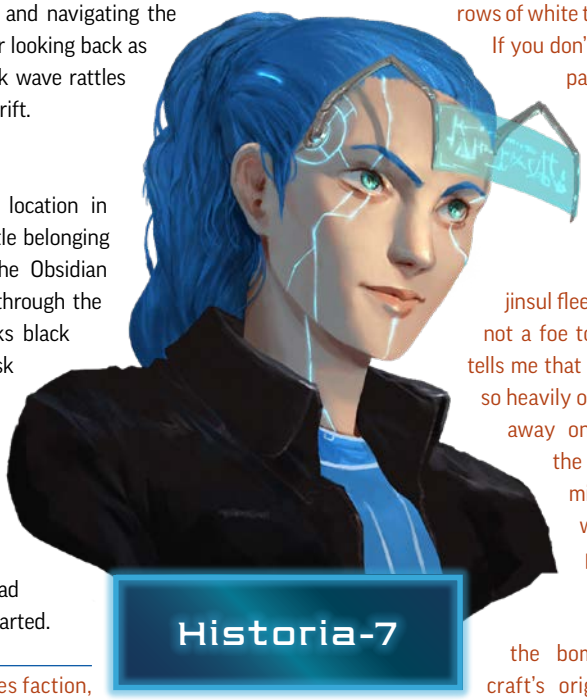
To accomplish their missions and reach the reactor, the PCs must deal with jinsul weapons technicians, biochemical threats, and the jinsul base commander who resides in the reactor room. Along the way, the PCs have the opportunity to learn about jinsul stealth technology, uncover a covert jinsul mission to attack

another civilization in the Vast, and learn where the rest of the jinsul fleet is. Once the PCs defeat the jinsul threats and ensure a safe route to the reactor, they call Radaszam and Historia-7, who have remained behind on the ship to ready the bomb. After placing the bomb and fleeing the facility, the adventure closes with Radaszam pulling down his shades and navigating the stolen craft back into the Drift, never looking back as the starbase explodes and the shock wave rattles them just as the ship slips into the Drift.

GETTING STARTED

The PCs begin at an undisclosed location in Near Space. They arrived on a shuttle belonging to Radaszam's mercenary outfit, the Obsidian Spiders, after a few days of travel through the Drift. The facility is an off-the-books black site that **Radaszam** (N male vesk operative), faction leader of the Acquisitives, maintains for the Obsidian Spiders. The Dataphiles faction leader, **Historia-7** (LN female android mechanic), piloted the ship to this remote location.

Once the PCs reach the facility, read or paraphrase the following to get started.



Historia-7

Radaszam, leader of the Acquisitives faction, stands before a large window in this briefing room, observing small ships come and go through a diminutive blue portal in the distance. As he watches, a hunk of ice emerges from the portal and travels directly toward the base. At the table in the center of the room sits Historia-7, staring at a hologram of a purple starship that does not appear to be of Pact Worlds design. Radaszam turns from the view and addresses the new arrivals.

"Greetings, Starfinders. I trust your journey here was relatively peaceful and that the portal did not give you much trouble when docking."

Historia-7 makes a motion with her hand, and the small purple starship disappears and is replaced by a larger hologram depicting a trinary star system. "Let's get started," she says, "As you know, over a year ago, a large number of Starfinders were trapped in a trinary star system called the Scoured Stars. However, thanks to diligent work and keen investigation by the Society over the past year, we recently discovered a device that let us take down the barrier and we were able to send in a rescue mission." She flicks her wrist, and the purple ship reappears, replacing the star system. "However, our rescue mission was interrupted by the arrival of a fleet of alien ships piloted by a race calling themselves the jinsuls. We were not prepared for the overwhelming force of these aggressors.

"During the incident, we recovered a jinsul starship, and our technicians have spent the last weeks going over the ship from top to bottom. Last week, we finally made a breakthrough: we discovered that this particular ship is programmed to return to an outer shipyard within the Scoured Stars system for prescheduled maintenance."

Radaszam spreads his arms and grins, revealing long rows of white teeth. "This is where the fun begins. If you don't mind, Historia, this is my favorite part." He turns to the table, shifting the hologram to an alien starbase with a busy maintenance dock. "This is the station where our jinsul craft is scheduled to dock. We'll use this opportunity to send a message to the rest of the jinsul fleet: the Starfinders and our allies are not a foe to be taken lightly. Now, Historia-7 tells me that since the jinsuls' technology relies so heavily on automation, we'll be able to stow away on the returning craft and board the station without detection. Our mission—yes, Historia and I are going with you—is to clear a path to the primary reactor deep within the base and rig it with explosives."

Historia-7 continues, "Starfinders, the bomb we are bringing—the jinsul craft's original self-destruct unit—requires onsite modifications to correctly interface with the jinsuls' power reactor. Radaszam and I will remain behind on the spacecraft while you scout a path to the reactor and clear any obstacles. This is an opportunity to investigate jinsul technology firsthand, and whatever you discover could be invaluable on our mission planning regarding the jinsuls. Once you secure safe passage, contact us communicators and we'll bring the bomb and set the charges. I imagine we'll need to depart fairly quickly after that to avoid detection. Do you have any questions about your mission?"

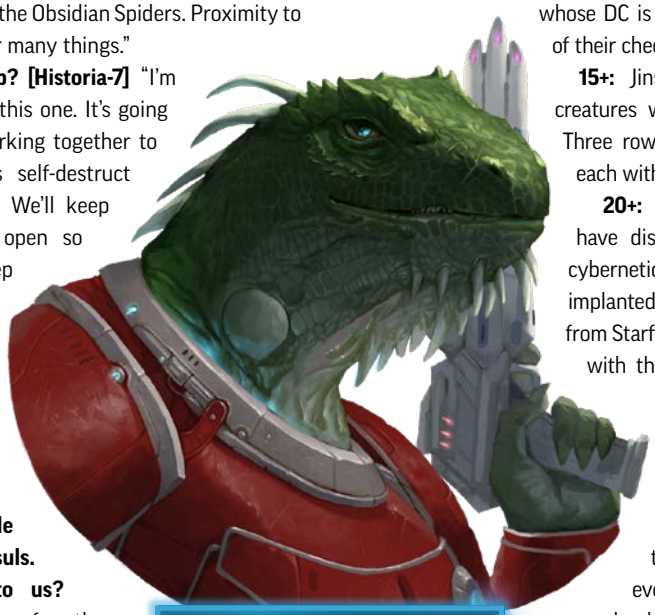
What can we expect to find in the starbase? [Historia-7] "Unfortunately, we're not sure. Based on preliminary long-range sensors, it looks like it's a depot for servicing jinsul craft for routine maintenance and preparing them for specialty missions."

How did you get this jinsul ship? [Radaszam] "During our escape from the Scoured Stars, I came across this wounded little ship. The jinsul crew aboard the spacecraft resisted all attempts at negotiation on our part and chose death over surrender. They went so far as to try to board our flagship and commandeer it. Can you believe that?! I couldn't, but it sure meant that we were left with a minimally damaged jinsul craft."

What do we know about the jinsul? [Historia-7] "Very little. We first became aware of them when they ambushed a Starfinder vessel that was en route to the star system where we eventually found the device that allowed us access to the Scoured Stars. "

Why so much secrecy? What is this place? [Radaszam] Radaszam gives a knowing smile. "I find this asteroid—formed from shards of ice that come from the portal outside—to be a valuable base of operations for the Obsidian Spiders. Proximity to the Plane of Water is useful for many things."

What if we need your help? [Historia-7] "I'm afraid you're on your own for this one. It's going to take me and Radaszam working together to correctly interface the ship's self-destruct with the station's mainframe. We'll keep the lines of communication open so you can hear us, but we'll keep you on mute unless you specifically call for us. You're experienced, which means we don't just trust you with tougher jobs, but also that we trust you to keep on-the-job banter confidential."



Radaszam

I feel a little uncomfortable just killing all of these jinsuls. What did they ever do to us? [Radaszam] "They greeted us for the first time with fire and death. They talk and negotiate by murdering our people without mercy. When defeated and offered peace, they "surrendered" by launching a suicidal attack meant to destroy our flagship. They're fanatics totally dedicated to wiping our society from the galaxy, and they are the closest thing to pure evil that you will encounter outside of the Abyss. If the Devourer of Hope had avatars on this plane, they'd be jinsuls.

Will we be able to fly the ship away from the station after we've planted the bomb? [Historia-7] "Yes. Once we're safely docked, we'll disable the autopilot program that brought us there. Once we're done, we'll leave as fast as we can. We've been doing some long-distance reconnaissance of the starbase, and I feel confident that we can accurately mimic the flight path of the ships coming in and out of the dock for maintenance."

Historia-7 concludes the briefing by informing the PCs that for security purposes, they'll keep basic communication channels open during the mission. The PCs can hear Historia-7 and Radaszam in case the two are confronted as they prepare the explosive, and the PCs can signal for the two busy leaders' attention to converse. However, she encourages the PCs to only check in when they accomplish key objectives or are in need.

Once the PCs finish their briefing, they can slot their boons for this adventure. This scenario doesn't reference any specific types of boons, so encourage the players to select whatever boons they think would be appropriate based on the briefing. This scenario is important to the Acquisitives and Dataphiles factions; encourage the PCs to slot one of these factions' champion boons to take advantage of this.

LIFE SCIENCE (RECALL KNOWLEDGE)

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

15+: Jinsuls are chitinous, six-legged creatures with a set of robust forelimbs. Three rows of pincers line their mouths, each with tiny hooks to grasp their prey.

20+: Many recovered jinsul bodies have displayed the same basic set of cybernetic augmentations: long sabers implanted in the first set of legs. Reports from Starfinders who battled hand to hand with the jinsuls indicate the creatures use them with incredible precision and can cause severe bleeding.

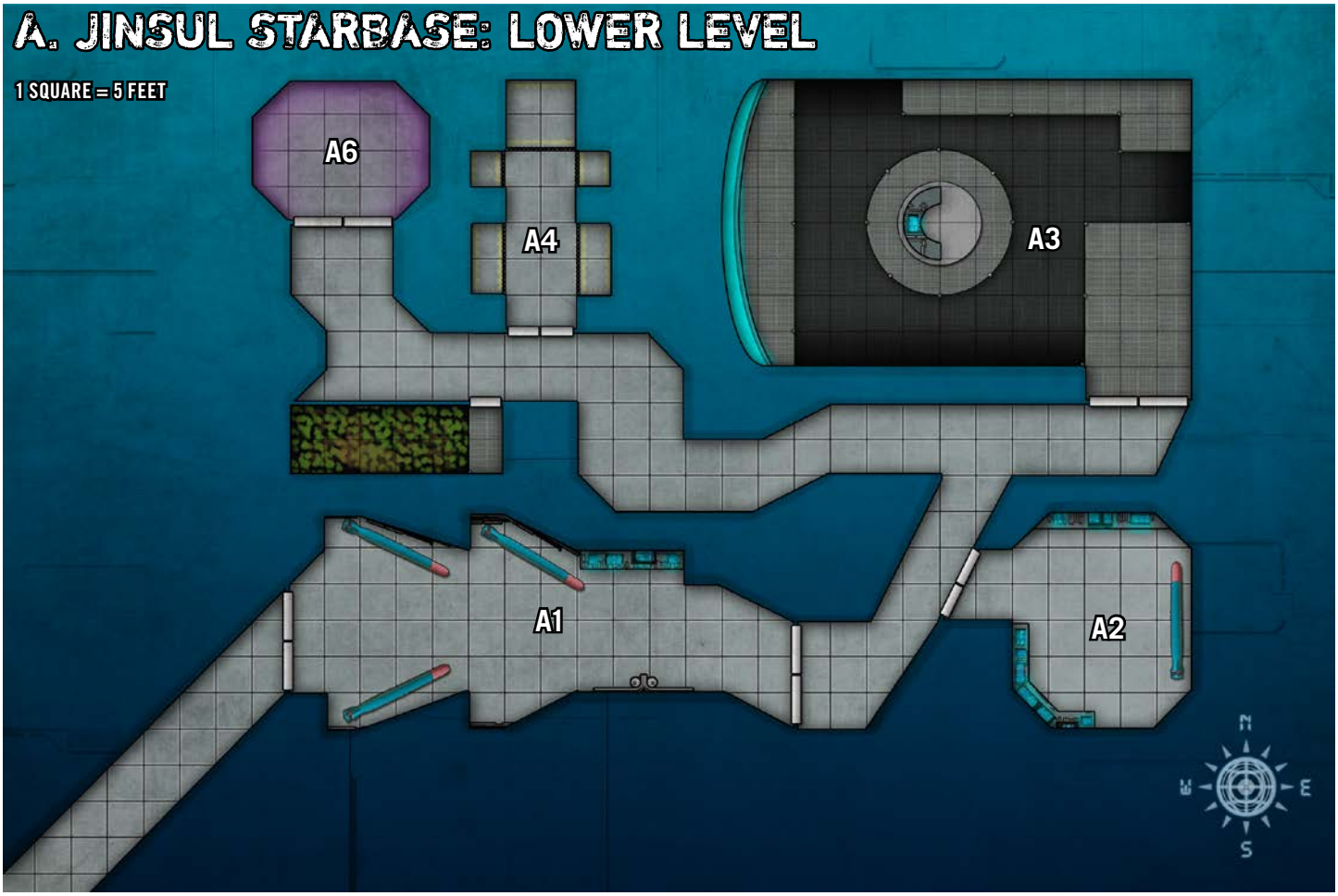
25+: With rows of eyes covering the jinsuls' bodies, they seem to be able to see everywhere at once. Starfinders who battled hand to hand indicated that the only way to tell which way the "front" of the jinsul was because that was the side that was biting them.

JOURNEY TO THE SCOURED STARS

Following the briefing, Radaszam and Historia-7 inform the PCs that should they need to make any purchases in advance of the mission, they have the opportunity to do from the small canteen within the base. PCs can purchase items following the normal roleplaying guild rules from the Obsidian Spider marketplace onboard the unnamed station.

Once they make all desired preparations, the PCs, along with Radaszam and Historia-7, can board the recovered jinsul starship. The journey is less-than-comfortable for all involved; everything aboard the cramped ship was designed to meet the needs of jinsul physiology. The dark-blue interior of the ship is dimly lit with glowing purple lights that run in lines along the corridors, which cut away at strange angles through the mazelike interior of the ship.

From the moment Radaszam brings the ship online, the autopilot engages. Without further prompting by the pilot, the ship effortless leaves the docking bay and moves off. With a brief shudder, the ship engages its Drift engine, and the blackness of the world outside is replaced with the aurora of the Drift. After 2 days of travel, the stolen jinsul starship disengages the Drift engine and emerges on the outskirts of the Scoured Stars system. Approaching what briefly appears to be a planetoid, the PCs see that it's not a stellar object—it's a bustling spherical starbase hundreds of miles across. Jinsul starships, some the size of the one captured by the Starfinders, and some many times that size, busily move in and



around through the many maintenance and loading docks that dot the outside of the base.

As the starship nears the base, a blinding flash of purple light emerges from a docking bay on one of the base's upper quadrants and locks on to the jinsul ship. The ship quakes and trembles for a moment as the autopilot disengages and the starbase's tractor beam slowly brings the starship down toward the docking bay.

FACTION LEADER TALK

Radaszam and Historia-7 elect to keep their communication lines open to the PCs during this adventure. The PCs can hear Historia-7 and Radaszam, who can hear the PCs in return. This is partly to keep the PCs on alert should any jinsuls come to inspect the stolen ship while the PCs are exploring the base, but it also allows for the PCs to learn more about the two faction leaders as they work together to modify the explosive charges.

Feel free to intersperse rather mundane moments (or exciting ones, for added humor) of exploration with snippets of conversation from Radaszam and Historia-7.

Vacation: Radaszam and Historia-7 discuss some upcoming time off that Radaszam has and how he's going to use it. Radaszam tells Historia-7 that he's going to spend the time doing volunteer work in the Veskarium mentoring juvenile vesk who have lost their way.

War Games: Radaszam speaks about his last assignment: coordinating allies to run some war games to showcase that the Society is ready to meet any new threat. Historia-7 mentions that he's well known for running excellent war-game scenarios. Radaszam references that he prefers real combat situations to the vidgames that the Forum has saddled him with running. He then compliments Historia-7's drive in joining him on this mission.

The Return of Historia-6: Historia-7 brings up some of Historia-6's teachings as she and Radaszam work on the bomb. Radaszam inquires as to how it's going since Historia-6 returned. Historia-7 is relieved that her predecessor hasn't retaken control of the faction, but she's also surprised that he's not done so yet. She remains somewhat concerned on what the future holds for the faction as a result of Historia-6's distance.

Social Life: Historia-7 continues discussing her issues following her predecessor's return, but that she's glad to have found comfort and companionship with Zigvigix, the Exo-Guardians faction leader. Radaszam inquires on how their dates away from the Lorespire Complex have been going. Historia-7 goes into detail about a lovely hike they did through Jatembe Park. When Radaszam reminds Historia-7 that the PCs are on the comms and listening, the Dataphiles faction leader brushes it off by indicating the PCs are experienced and trusted agents who are also adults.

Maintenance Check: This event should occur once the PCs reach the station's second level. The PCs hear Radaszam react to an approaching jinsul technician. Historia-7 requires precise dedication to this stage of arming the bomb, so Radaszam is forced to handle the approaching jinsul. Whether this scene plays out as comedic or ramping up tension depends on your specific group, but it should fit the ongoing mood of the scenario. Regardless of the scene's tone, Radaszam manages to incapacitate the jinsul and follows up by requesting the PCs pick up their pace.

A. JINSUL STARBASE: LOWER LEVEL

Mechanical arms reach out and grab the starship from the space just outside of the maintenance dock, and the tractor beam disengages. The starship is ferried through a long, rectangular room, past dozens of other identical starships and placed on the ground by doors that seem to lead farther inside. Fully automated robots busily attend to the other starships in the dock, some of which show damage from heavy firefights.

As the jinsuls rely heavily on automated processes, the starbase has a loose complement of fewer than 100 jinsuls onboard. Many are simply there to service the many robotic implements that run the starbase and repair the ships that come in for maintenance.

Other than the reactor room (area **B2**), whose domed ceiling stretches 50 feet high, all the rooms in the starbase are 10 feet high. Although this is an active facility, jinsuls have darkvision, and all rooms are corridors are dimly lit due to active energy sources rather than any need for the jinsuls to see. All doors within the facility, except for that to the weapons storage room (area **A2**) are made of ceramic polymer (hardness 10, HP 60, break DC 30, Engineering DC 28 to open). A misplaced key card in area **A5** can also bypass this door and access other parts of the complex.

Into the Station: After landing their salvaged jinsul ship, the PCs can make their way along a corridor until they reach a door with a clear glass pane in the middle. A PC who succeeds at a DC 15 Perception check (DC 18 in Subtier 7–8) can see through the pane and spot a jinsul mechanics working on a torpedo in area **A1**.

A1. Loading Dock (CR 7 or CR 9)

Four mechanical bays line the north and south walls of this room. Three of the bays contain long metallic cylinders with exposed access panels. These panels reveal the interiors of the devices partially filled with a luminescent payload. Various mechanical tools lie scattered about the room, and sparking wires hang from the ceiling above each device. A computer terminal displaying various rotating diagrams sits in the northeast corner. Automated doors exit to the east and west.

This room contains torpedoes that the jinsuls intend to load onto their ships for an upcoming attack on an unsuspecting target. A PC who succeeds at a DC 20 Engineering check recognizes the devices as starship torpedoes, albeit jinsul in origin. Exceeding this DC by 4 or more reveals that the payload in each of the weapons isn't enough to cause problems if the outer casing or exposed panels are damaged. To the PCs, it might first appear that there are only three torpedoes in the bay, but any PC who succeeds at a DC 22 Perception check (DC 25 in Subtier 7–8) or who can see invisible objects notes a fourth device in the empty alcove that has a hybrid device installed that imparts a permanent *invisibility* effect on it.

Creatures: Two jinsul mechanics work on the nearby torpedoes. If the PCs successfully sneak into the area (a DC 18 Stealth check in Subtier 5–6 or DC 21 in Subtier 7–8), the jinsuls are surprised when the door is opened.

Scaling Encounter A1

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

Subtier 5–6: One of the technicians mishandled a vial of bioweapon and was infected. That technician gains the sickened condition.

Subtier 7–8: One of the technicians mishandled a vial of bioweapon and infected both themself and their colleague. Both jinsuls gain the sickened condition.

SUBTIER 5–6 (CR 7)

TORPEDO TECHNICIANS (2) **CR 5**

Jinsul mechanic
CE Medium monstrous humanoid
Init +3; **Senses** darkvision 60 ft; **Perception** +13

DEFENSE **HP** 65 EACH

EAC 17; **KAC** 18
Fort +6; **Ref** +8; **Will** +8
Defensive Abilities unflankable

OFFENSE

Speed 40 ft.
Melee industrial welder +13 (2d4+5 E & F) or
bite +13 (1d6+5 P) or
leg blades +13 (2d4+5 P; critical bleed 2d4)
Ranged corona laser pistol +11 (2d4+5 F; critical burn 1d4)
Offensive Abilities overload (DC 15), target tracking

TACTICS

Before Combat If aware of the PCs, the technicians hide behind the furthest torpedoes and wait to fire a ranged attack with their overcharge ability when the PCs enter the area.
During Combat The technicians prefer to use melee attacks to incapacitate the intruders. They use their target tracking ability on the closest PC and close to attack with their leg blades. If possible, the two technicians select different targets but try to stay close to one another.
Morale The technicians fight to the death.

STATISTICS

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

Skills Acrobatics +16, Athletics +13, Computers +16, Engineering +16, Life Science +16, Medicine +13, Physical Science +13, Stealth +13

Languages Jinsul

Other Abilities artificial intelligence (exocortex), custom rig, mechanic tricks (overcharge, neural shunt), powerful leap, remote hack (DC 15), wireless hack

Gear freebooter armor II, industrial welder[AR] with 1 battery (20 charges), corona laser pistol with 1 battery (20 charges), comm unit (system-wide)

SPECIAL ABILITIES

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

SUBTIER 7–8 (CR 9)

VETERAN TORPEDO TECHNICIANS (2) CR 7

Jinsul mechanic

CE Medium monstrous humanoid

Init +4; Senses Darkvision 60 ft; **Perception** +16

DEFENSE **HP** 100 EACH

EAC 19; **KAC** 20

Fort +8; **Ref** +10; **Will** +10

Defensive Abilities unflankable; **Resistances** cold 5, fire 5

OFFENSE

Speed 40 ft.

Melee industrial welder +16 (2d4+7 E & F) or
bite +16 (1d6+7 P) or
leg blades +16 (2d4+7 P; critical bleed 2d4)

Ranged red star plasma pistol +14 (1d8+7 E&F; critical burn 1d8)

Offensive Abilities overload (DC 17), target tracking

TACTICS

Use the tactics from Subtier 5–6.

STATISTICS

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

Skills Acrobatics +19, Athletics +16, Computers +19, Engineering +19, Life Science +19, Medicine +16, Physical Science +16, Stealth +16

Languages Jinsul

Other Abilities artificial intelligence (exocortex), expert rig, mechanic tricks (overcharge, neural shunt), miracle worker (1/day), powerful leap, remote hack (DC 15), wireless hack

Gear preserver's mantle II[AR] (mk 1 thermal capacitor), industrial welder[AR] with 1 battery (20 charges), red star plasma pistol with 1 battery (20 charges), comm unit (system-wide)

SPECIAL ABILITIES

Powerful Leap (Ex) See Subtier 5–6.

Development: After PCs defeat the technicians, they can study the torpedoes to learn more about the jinsuls' stealth technology and attempt to access the computer to download a mission briefing. A PC who studies the three visible torpedoes and succeeds at two DC 20 Engineering checks (DC 22 in Subtier 7–8) learns how to turn the stealth technology on and off and make the previously invisible but corporeal torpedo visible again—this fulfills one of the secondary success conditions.

Hacking the computer requires a successful DC 26 Computers check (DC 28 in Subtier 7–8). Accessing the computer via a successful hack grants the PCs access to uncover the combat mission briefing for the ship that the torpedoes are destined to be loaded on. A PC must succeed at a DC 20 Culture or Physical Science check (DC 23 in Subtier 7–8) to decipher the coordinates of the target planet using the star chart provided in the briefing. If a PC succeeds, she learns that the jinsul are planning to attack an uncharted solar system far out in the Vast—this fulfills one of the objectives for the secondary success conditions.

The door to the east is unlocked and connects to an arterial hallway throughout this section of the station.

Treasure: Caches of unused UPBs—1,800 credits worth in total—lie scattered beside the torpedoes.

Rewards: If the PCs fail defeat the jinsul technicians, reduce each PC's credits earned by the following amount.

Subtier 5–6: Reduce each PC's credits earned by 703.

Out of Subtier: Reduce each PC's credits earned by 840.

Subtier 7–8: Reduce each PC's credits earned by 977.

A2. Weapons Storage (CR 7 or CR 9)

The door to area **A2** is made of a stronger material than the other doors on this floor. Access to this room requires the PCs to both use a station access card retrieved from the refuse in area **A4** and succeed at a DC 20 (DC 22 in Subtier 7–8) Engineering check.

The temperature in this sterile-looking room is noticeably cooler than the corridor to the west. A 12-foot long cylindrical object with an open exposure rests along the eastern wall. To the north, a large glass case spans from floor to ceiling, with hundreds of vials lining slots along the interior. A computer terminal sits dormant in the southwest corner.

The jinsuls use this room to store biochemical warfare weapons, given its close proximity to the loading dock and shuttle bays. Biochemical weapons can easily be loaded onto the jinsul ships and the air vented in case of contamination. A PC who uses *detect magic* can see a magic aura coming from the faint white lights in the ceiling—this is a clue to the irradiation containment, which the jinsuls intended as a standard device and not a trap for outsiders.

A PC making a successful DC 28 Computers check (DC 30 in Subtier 7–8) can access the computer terminal. PCs who access the terminal in this manner can learn that the torpedo in the room has just been loaded with a new type of biochemical weapon and is destined for the loading dock. The associated ship is destined for a system uncharted by the Pact Worlds within the Vast. Learning this counts as fulfilling the same secondary success condition that is discoverable in area **A1**.

Hazard: A PC can attempt to extract samples of the biochemical weapon from either the torpedo or the refrigerated containment unit. PCs opening the refrigeration risk releasing a vial jinsul had stored precariously—the vial starts falling to the floor and crashes, unless an adjacent PC succeeds at a DC 18 Reflex save (DC 19 in Subtier 7–8) to catch the vial mid-fall. Alternatively, two PCs working together can remove a sample from the torpedo, which requires a successful DC 20 Medicine check (DC 23 in Subtier 7–8) to avoid mishandling the contagion. Failing either the save or check above exposes that PC to the virus, and failing by 5 or more releases the virus into the air and affects all creatures in the area. Success allows the PC to properly store the virus in one of the vials, which the PC can recover for later study back at the Lorespire Complex; this fulfills one of the secondary success conditions.

Trap: Safeguards activate if they detect the virus has become airborne, closing and sealing the entrance to the room and exposing the PCs to a magical microwave directed energy weapon—the jinsuls clearly intended to irradiate anyone or anything exposed to these biochemical weapons. This unique radiation effect bypasses any armor protections or magical spells such as *life bubble*. A PC within 10 feet of the doors can attempt a DC 17 Reflex save to dive to safety in the hallway. Once the safeguards activate, have the PCs roll initiative and begin combat rounds—the disease and radiation act at the top of the order. After the first round, the radiation cooks off the virus in the air, though infected PCs remain infected.

In order to escape the radiation, PCs need to succeed two separate DC 28 Computers checks (DC 30 in Subtier 7–8), each taking a standard action, to access the computer terminal and find the controls to deactivate the containment systems. Alternatively, the PCs can attempt to breach the sealed door (hardness 10; HP 60; break DC 30; Engineering DC 28 to open). If the door is opened, then the irradiation system immediately deactivates.

SUBTIER 5–6 (CR 7)

JINSUL SYNTHESIZED PLAGUE

Type disease (inhaled); **Save** DC 17
Track physical; **Frequency** 1/day
Cure 2 consecutive saves

MAGICAL IRRADIATION SYSTEM CR 7

Type hybrid; **Perception** none; **Disable** two consecutive DC 28 Computers checks
Trigger contagion detection; **Reset** none
Effect 1 Con damage per round (DC 17 Fort negates) for 10 rounds

SUBTIER 7–8 (CR 9)

ADVANCED JINSUL SYNTHESIZED PLAGUE

Type disease (inhaled); **Save** DC 19
Track physical; **Frequency** 1/day
Cure 2 consecutive saves

Scaling Encounter A3

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

Subtier 5–6: Reduce the HP of the robots by 10.
Subtier 7–8: Reduce the HP of the robots by 20.

ADVANCED MAGICAL IRRADIATION SYSTEM CR 9

Type hybrid; **Perception** none; **Disable** two consecutive DC 30 Computers checks
Trigger contagion detection; **Reset** none
Effect 2 Con damage per round (DC 19 Fort negates) for 10 rounds

Development: Once the threat is neutralized, the PCs can hack the computer to retrieve information, if they haven't done so already. Unless the PCs managed to secure at least one sealed vial of the synthesized plague prior to the activation of the irradiation system, they miss out on the opportunity to retrieve a sample for the Starfinder Society to analyze.

Treasure: Dozens of unique compounds rest alongside the dangerous vials of synthesized jinsul plague. A PC who succeeds at a DC 15 Physical Science check notes the relative worth of these chemicals at around 3,750 credits in value (4,500 credits in Subtier 7–8). The particularly valuable chemicals weigh 1 bulk.

Rewards: If the PCs don't retrieve any of the valuable chemicals, reduce each PC's credits earned by the following amount.

Subtier 5–6: Reduce each PC's credits earned by 625.
Out of Subtier: Reduce each PC's credits earned by 687.
Subtier 7–8: Reduce each PC's credits earned by 750.

A3. Navigation Room (CR 6 or CR 8)

This room contains four walkways that rise twenty feet above the dark floor below. A platform rests to the west, while two computer terminals reside on its the north and south sides. A walkway along the northern wall accesses a single computer terminal. A raised circular platform in the center of the room hosts another semicircular terminal that rises from the floor.

The jinsuls use mystical means of navigation to coordinate ship maintenance and fleet placement across the galaxy. This navigation center allows the jinsuls to see starship movement in real time, no matter the distance, though communication remains delayed. When the PCs arrive, the navigation system is offline. The PCs must activate all three computer terminals at the same time to activate the system, for which the jinsuls have set up sequenced commands. A PC who succeeds at a DC 20 Computers check (DC 22 in Subtier 7–8) can perform this, but requires at least three assistants to simultaneously succeed at DC 15 Perception checks.

Creatures: 30 seconds after a non-jinsul enters the area, a safeguard unleashes two robotic sentries from hidden alcoves in the floor: one by the western platform and the other by the center console. These robots resemble lithe mechanical crustaceans, with two forward-facing pincers poised to stab and crush intruders.

SUBTIER 5–6 (CR 6)

JINSUL NAVIGATION DEFENSE ROBOTS (2) CR 4

CN Medium construct (technological)
Init +3; **Senses** darkvision 60ft., low-light vision; **Perception** +15

DEFENSE **HP** 50 EACH

EAC 16; **KAC** 18
Fort +4; **Ref** +4; **Will** +1
Defensive Abilities integrated weapons; **Immunities** construct immunities

OFFENSE

Speed 30 ft., climb 20 ft.
Melee pincer + 13 (1d6+9 P, critical biobot injection)
Ranged integrated thunderstrike sonic rifle +10 (1d10+4 So; critical deafen)
Offensive Abilities biobot injection, create darkness

TACTICS

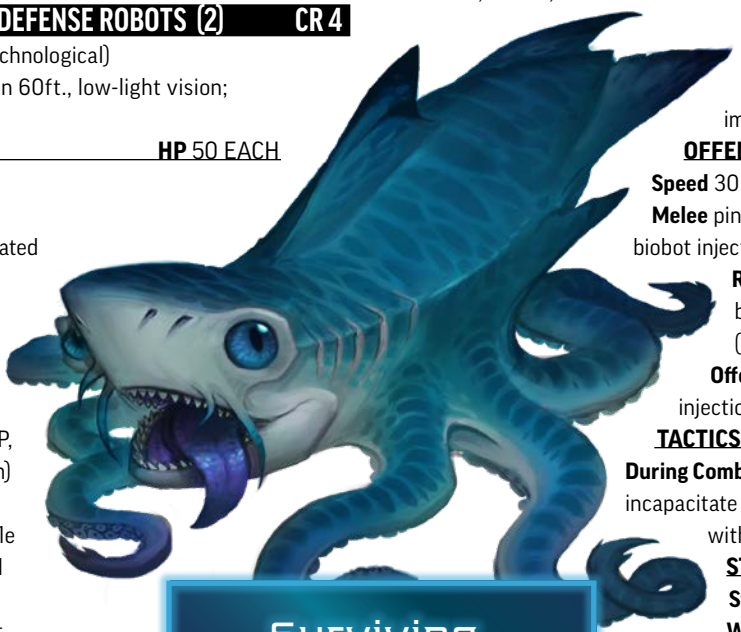
During Combat The robots attempt to incapacitate all PCs and inject them with biobots.

STATISTICS

Str +5; **Dex** +3; **Con** –; **Int** –; **Wis** +1; **Cha** +0
Skills Acrobatics +10, Athletics +10
Languages Jinsul
Other Abilities mindless, unliving
Gear thunderstrike sonic rifle with 2 high-capacity batteries (40 charges each)

SPECIAL ABILITIES

Biobot Injection (Sp) When a jinsul navigation defense robot scores a critical hit against a living creature with its biobot injection attack, the robot successfully implants jinsul nanobots into the target that begin to create a mystical connection to the jinsul base commander in area **B2**. Following successful injection, creatures have a 20% chance of gaining the confused condition for 1 round if the base commander speaks to them in Jinsul. The nanobots can be removed with a successful DC 25 Medicine check; otherwise they dissolve in the bloodstream after 24 hours.
Integrated Weapons (Ex) The robot's weapons are integrated into its frame and can't be disarmed.



SUBTIER 7–8 (CR 8)

JINSUL NAVIGATION DEFENSE ROBOTS (2) CR 6

CN Medium construct (technological)
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +18

DEFENSE **HP** 90 EACH

EAC 18; **KAC** 20
Fort +6; **Ref** +6; **Will** +3
Defensive Abilities integrated weapons; **Immunities** construct immunities

OFFENSE

Speed 30 ft., climb 20 ft.
Melee pincer + 17 (1d6+11 P, critical biobot injection)
Ranged integrated LFD blindmark rifle +14 (2d8+6 So)
Offensive Abilities biobot injection, create darkness

TACTICS

During Combat The robots attempt to incapacitate all PCs and inject them with biobots.

STATISTICS

Str +5; **Dex** +3; **Con** –; **Int** –; **Wis** +2; **Cha** +0
Skills Acrobatics +13, Athletics +13
Languages Jinsul
Other Abilities mindless, unliving
Gear LFD blindmark rifle[AR] with 2 high-capacity batteries (40 charges each)

SPECIAL ABILITIES

Biobot Injection (Sp) See Subtier 5–6.
Integrated Weapons (Ex) The robot's weapons are integrated into its frame and can't be disarmed.

Development: Once the PCs neutralize the robots, they can attempt to access the jinsul navigation system. A PC who succeeds at a DC 28 Computers or Piloting check (DC 30 in Subtier 7–8) learns the location of a newly constructed jinsul fleet that's currently moving through the Drift to a staging area somewhere in the Vast—this fulfills one of the secondary success conditions.

Treasure: Along with recovering the integrated weapons used by the robots, a PC who succeeds at a DC 20 Engineering check can salvage remains of the jinsuls defenders—additional materials worth 3,000 credits (3,200 credits in Subtier 7–8).

Rewards: If the PCs fail to defeat the robots and salvage the remains, reduce each PC's credits earned by the following amount.
Subtier 5–6: Reduce each PC's credits earned by 613.
Out of Subtier: Reduce each PC's credits earned by 737.
Subtier 7–8: Reduce each PC's credits earned by 860.

A4. Animal Experiment Lab

This room is locked and has a handwritten sign in Jinsul taped to the door. A PC who can read Jinsul or who succeeds at a DC 20 Culture check can deduce that the sign is indicating some sort of danger or threat.

When the PCs open the door, read or paraphrase the following.

Flickering lights line the ceiling of this small, cramped room. Dark and dirty gated alcoves line the walls, and the fetid smell of rot fills the air.

To perfect their biochemical weapons, the jinsuls experimented on various animals with physiology akin to Pact Worlds species. PCs investigating the cages on the left and right find deceased animals in each. If the PCs investigated area **A2**, succeeding at a DC 20 Medicine Check reveals that all these creatures died from the jinsuls' synthesized plague. One animal somehow survived the deadly virus and inhabits the cage farthest from the door.

Creatures: A small creature with big eyes, a round body, and multiple protruding tentacles sits in the last cage. Mentally and physically scarred by the biological testing, the creature wiggles its tentacles in an aggressive posture at any approaching creature. PCs can try to calm the strange creature by succeeding at a DC 18 Survival check (DC 20 in Subtier 7–8). Succeeding at this check allows the PCs to approach the creature, while a subsequent success with an additional check results in the creature happily wiggling toward the PC and applying a sloppy lick on their face.

Development: It's important to read the mood of your table: if the players enjoy the spectacle of a little alien critter breaking up their mission in the heart of an otherwise terrifying alien starbase, then have the creature follow the PCs around for the rest of the scenario. The PCs can have a fun time trying to keep it out of trouble. Feel free to play up the puppylike antics of the creature: sniffing boots, climbing the PCs, swinging from their guns on its tentacles, and similar antics. However, if the PCs seem disinterested, the creature can wriggle out of the room and back toward the hangar bay, to reappear later in the scenario. Feel free to encourage interactions with the creature during the remainder of the scenario, allowing the creature to apply conditions to enemies during combat with its antics.

Infamy: A stat block is not included for this creature: PCs of this tier can easily destroy the creature with a single attack. If a PC kills this tormented creature, that PC gains 1 Infamy.

A5. Cleaning Pit (CR 6 or CR 7)

The rank smell of mildew and an earthy decay fill the hot, humid air of this confined space. A five-foot wide catwalk comes off the eastern door, spanning the width of the room and resting five feet above black, opaque liquid that glows with green and purple hues in the soft light. To the west, a funnel descends from the ceiling and periodically grinds before releasing viscous material into the water, landing with a slight splash.

Jinsuls use a unique mechanism for recycling biological waste on their starbases: a plant-like ooze that consumes food scraps, deceased experimental animals, biological waste from the jinsuls, and whatever else gets thrown into the pit. A PC who succeeds at a DC 20 Life Science check (DC 23 in Subtier 7–8) can identify the ooze's basic properties and that this type of ooze isn't animate, but it does have a defensive response when it's harmed or when interacted with by living creatures.

Trap: When a PC touches the ooze (such as attempting to collect a sample), the ooze releases a noxious cloud of gas. PCs within the area must attempt a Fortitude save to avoid infection as detailed below.

SUBTIER 5–6 (CR 6)

JINSUL OOZE GAS TRAP **CR 6**

Type analog; **Perception** DC 30 (notice reaction on approach to touch); **Disable** Life Science DC 25 (introduce a stabilizing element)

Trigger touch; **Reset** 1 minute

Effect debilitating gas (–4 penalty to Dexterity and Strength-based ability checks, skill checks, and Reflex saving throws for 1d4 hours); Fortitude DC 18 negates; multiple targets (all targets within area **A5** and 10 feet surrounding the doorway).

SUBTIER 7–8 (CR 7)

JINSUL OOZE GAS TRAP **CR 7**

Type analog; **Perception** DC 35 (notice reaction on approach to touch); **Disable** Life Science DC 30 (introduce a stabilizing element)

Trigger touch; **Reset** 1 minute

Effect debilitating gas (–4 penalty to Dexterity and Strength-based ability checks, skill checks, and Reflex saving throws for 1d4 hours); Fortitude DC 20 negates; multiple targets (all targets within area **A5** and 10 feet surrounding the doorway).

Treasure: A hook knife (*Starfinder Armory* 8) and set of elite defiance series armor rest over the decomposing skeleton of a previous invader within the pool. In Subtier 7–8, the armor is a specialist defiance series and the weapon is an elite semi-auto pistol. There's also a credstick with 3,000 credits attached to the side of the armor.

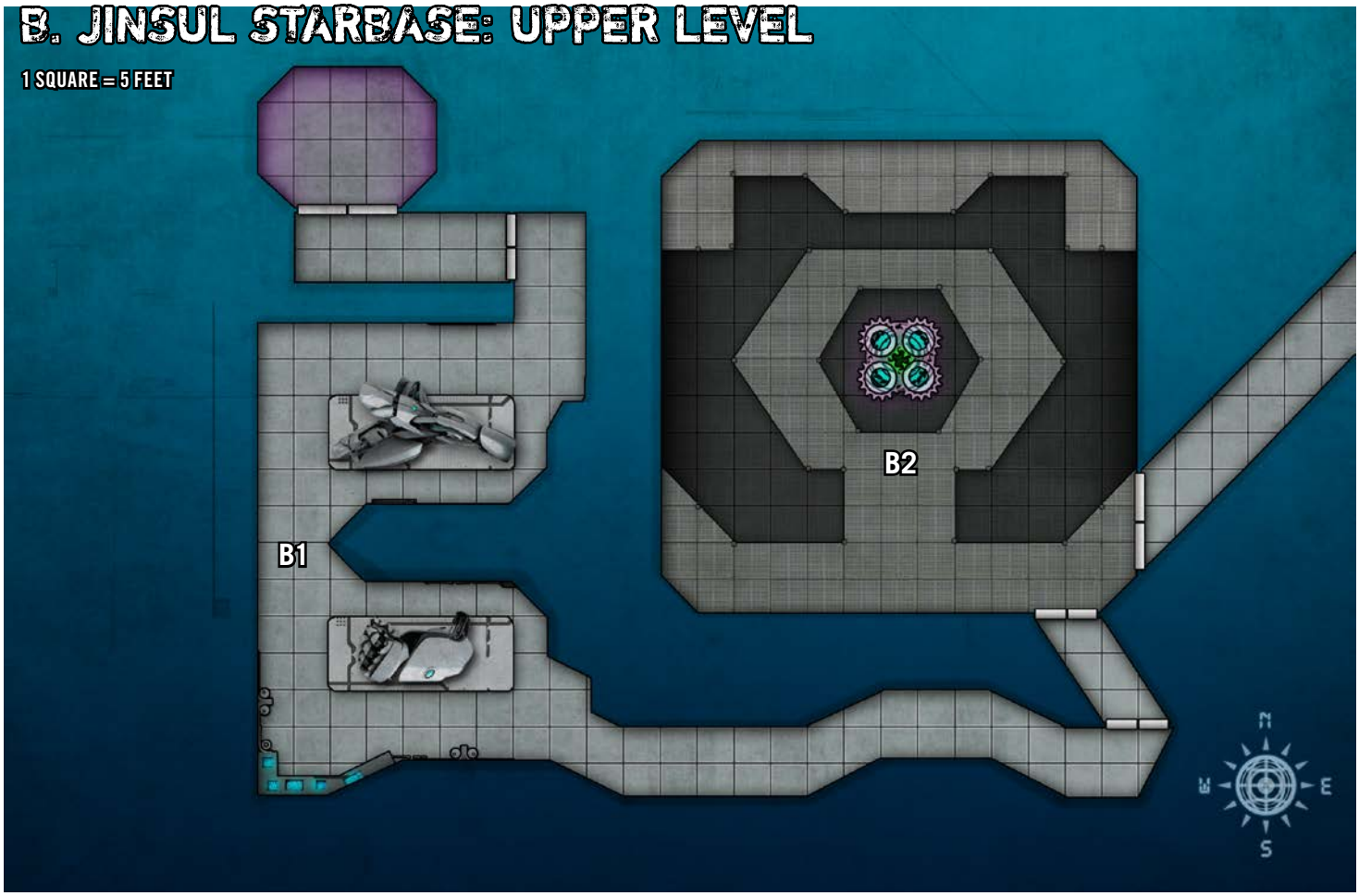
A jinsul key card rests just under the corpse, visible once the skeleton is removed from the sludge. The key card can access several areas within the complex, as noted in those areas.

Rewards: If the PCs fail to recover the lost equipment in the pool, reduce each PC's credits earned by the following amount.

Subtier 5–6: Reduce each PC's credits earned by 710.

Out of Subtier: Reduce each PC's credits earned by 898.

Subtier 7–8: Reduce each PC's credits earned by 1,086.



A6. Elevator

Dim violet light bathes this small elongated octagonal chamber. A single door to the south allows access to the room, flanked by a single computer terminal built into the wall.

This elevator allows access from this floor of the station to the upper levels where the reactor core resides. The PCs require the access key card from area **A5** or must use the computer terminals in area **A3** to unlock the security constraints on this lift. Alternatively, a PC can attempt a DC 28 Computers or Engineering check (DC 31 in Subtier 7–8) to try to override the elevator from the terminal within. Succeeding either check allows the PCs to take the lift to area **B**.

B. Jinsul Starbase: Upper Level

The elevator in area **A6** connects to the northern end of this section of the jinsul starbase. This area is only a fraction of a floor of the station, and the elevator emerges into a back-access section to the station's primary reactor core. Upon reaching the floor, Historia-7 contacts the PCs and alerts them that the reactor is close by and that the PCs need only to secure the route to it and not to explore beyond. Otherwise, this floor of the station is similar to area **A**.

B1. Repair Room

The acrid smell of hot metal fills the air of this U-shaped workshop. Thick power cables line the ceiling, funneling visibly bright energy from out an outlet in the eastern section of the room. A table rests in the center of each leg of the room and each of the two tables hold fifteen-foot-long metallic parts that show signs of damage. Dozens of small robotic arms mounted above the tables, on tracks affixed to the ceiling, make various repairs to the machinery below. An embedded computer terminal covered in fine dust and metal filings rests on the southern wall.

A PC inspecting the pieces of metal on the tables easily understands that these pieces are simply single parts of a larger robot. Investigating the damage to the robot parts, which requires a successful DC 20 Engineering check (DC 22 in Subtier 7–8), reveals evidence of shearing damage—like the pieces had been tested for strength under pressure. Accessing the computer requires both the use of the key card from area **A5** as well as a successful DC 20 Computers check (DC 22 in Subtier 7–8); increase the DC by 10 if the PCs lack the key card. On the computer, the PCs find references to a large fleet of robots as well as schematics for a new weapon that is being retrofitted onto older models of an aquatic robot.

Development: If the PCs uncover the work on an aquatic robot, then they can warn the Society that the jinsuls are preparing for some kind of aquatic mission or assault into an aquatic environment–this fulfills one of the objectives for the secondary success conditions.

Treasure: Along with the equipment on the tables are several modified pieces that could serve as augmentations. There's enough components to put together three wide-spectrum ocular implants, two mk 2 dermal plating, a cardiac accelerator and 1,200 credits worth of miscellaneous parts that take up 2 bulk. In Subtier 7–8, instead of the miscellaneous parts, there's two accelerated datajacks and one standard speed suspension upgrade.

Rewards: If the PCs fail to recover augmentations and equipment in this room, reduce each PC's credits earned by the following amount.

Subtier 5–6: Reduce each PC's credits earned by 634.

Out of Subtier: Reduce each PC's credits earned by 749.

Subtier 7–8: Reduce each PC's credits earned by 865.

B2. Reactor Room (CR 9 or CR 11)

The doors slide open with a hiss as a rush of air flows out of this pressurized room. A ten-foot walkway lines the southern portion of the room. The eastern wall contains an open door with a visible computer terminal beside it. Fifteen feet above the entrance southern level, catwalks outline the northern part of the room. In the center lies a hexagonal catwalk surrounding four reactor spires that stretch fifty feet up to the ceiling above. The air crackles as large sparks of energy roil on the reactor spires.

The floor drops 50 feet below the entrance walkway where the PCs enter the room, making the height of the room from top to bottom 100 feet. PCs without the ability to fly who fall can climb back out using the ladders on the eastern and western sides of the entry-level platform. A PC who succeeds at a DC 20 Engineering check notes that powerful shielding protects the reactor spire from all but the most extreme damage, meaning the PCs don't need to worry about damaging it with their weapon.

Creatures: The base commander, who also acts as the station's high priest, resides high up in the middle of the platform on the northern wall. Several crazed station zealots surround the proselytizing commander. When the PCs enter the room, they interrupt what was clearly a rousing sermon in Jinsul; the station zealots are practically foaming at the mouth in rapture. All jinsuls eyes, dozens of them, turn to the PCs, and the station priest begins chittering furiously, waving their legs around. From down the hall, the PCs can hear furious chittering and the scrabbling of many feet as more jinsul reinforcements approach from the eastern doorway!

Hazard: Another station zealot (two in Subtier 7–8) appears every 1d4 rounds through the corridor. Closing the door and activating its containment seal requires two successful DC 22 Computers or Engineering checks while operating the computer terminal; the jinsul base commander might further complicate this with their *logic bomb*, as indicated in the Tactics entry below. Alternatively, a PC can force the doors closed with two DC 24 Athletics checks (DC 27 in Subtier 7–8) as standard actions. If the PCs are struggling, other solutions might keep the jinsuls at bay long enough to plant the explosive.

Scaling Encounter B2

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

Subtier 5–6: Remove one station zealot from the encounter, and decrease the frequency of another zealot entering from every 1d4 rounds to 2d3.

Subtier 7–8: Remove one station zealot from the encounter, and only one zealot arrives

Subtier 5–6 (CR 9)

JINSUL STATION ZEALOTS (3) **CR 4**

CE Medium monstrous humanoid

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

DEFENSE **HP** 50 EACH

EAC 16; **KAC** 18

Fort +6; **Ref** +8; **Will** +5

Defensive Abilities unflankable, unshakable belief

OFFENSE

Speed 40 ft.

Melee bite +13 (1d6+9 P) or
leg blades +13 (1d6+9 P; critical 1d6 bleed)

Ranged caliginous shadow pistol +10 (1d4+4 C; critical blind)

TACTICS

During Combat The zealots prefer to lash out with their leg blades against does, and only use their pistols if they cannot move into melee range. They make full attack actions whenever able, preferring to unleash multiple attacks rather than single strikes.

Morale completely devoted to their priest, the station zealots fight to the death.

STATISTICS

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

Skills Acrobatics +10, Athletics +15, Bluff + 15, Mysticism +10

Languages Jinsul

Other Abilities powerful leap

Gear basic lashunta tempweave, caliginous shadow pistol[AR] with 1 high-capacity battery (40 charges)

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 station zealot is the target of a trick attack, the jinsul can roll 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 check by 5 or more, the creature performing the trick attack gains the off-target condition until the end of their next turn.

JINSUL BASE COMMANDER CR 7

Jinsul technomancer
CE Medium monstrous humanoid
Init +4; **Senses** darkvision 60 ft.; **Perception** +14

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

EAC 18; **KAC** 19
Fort +6; **Ref** +8; **Will** +12
Defensive Abilities unflankable, unshakable belief

OFFENSE

Speed 40 ft.
Melee bite +12 (1d12+7 P) or
leg blades +12 (2d6+7 S; critical bleed 2d6)
Ranged sable shadow pistol +14 (1d10+7 C; critical blind)
Technomancer Spells Known (CL 7th; ranged +14)
3rd (3/day)—*explosive blast* (DC 20), *irradiate* (DC 20)
2nd (6/day)—*microbot assault*, *mirror image* (DC 19), *security seal*, *spider climb* (DC 19)
1st (at will)—*comprehend languages* (DC 18), *magic missile*

TACTICS

Before Combat If the base commander is aware of the PCs' approach, such as via the biobots from area **A3**, and then they cast *mirror image* and *spider climb* beforehand.
During Combat The base commander casts *explosive blast* to begin the encounter, and then they directs their zealots to close with the PCs. They spend their next action moving toward the eastern door and casting *logic bomb* from their spell amp on the computer terminal the PCs must use to reseal the door. They then remain away from combat alternating between using the most opportune spells and firing their pistol.
Morale The jinsul base commander fights to the death in defense of their station. They die screaming invectives at the PCs, promising the Society and the Pact Worlds a slow death at the hands of the Jinsul Hierocracy.

STATISTICS

Str +0; **Dex** +4; **Con** +0; **Int** +5; **Wis** +2; **Cha** +0
Skills Computers +19, Diplomacy +19, Intimidate + 19, Life Science +19, Mysticism +19, Sense Motive +14
Languages Jinsul
Other Abilities cache capacitor 1 (*unseen servant*), magic hacks (charging jolt, selective targeting), powerful leap, spell cache (headpiece)
Gear estex suit III (purple force field [5 HP]), sable shadow pistol with 2 high-capacity batteries (40 charges each), *spell gem of logic bomb*, elegant jinsul attire (worth 1,500 credits)

SPECIAL ABILITIES

Powerful Leap (Ex) A jinsul treats any Athletics check to jump as if it had a running start.
Unshakable Belief (Ex) Whenever the jinsul base commander 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 check by 5 or more, the creature performing the trick attack gains the off-target condition until the end of their next turn.

Jinsul Base Commander

SUBTIER 7–8 (CR 11)

JINSUL STATION ZEALOTS (5) CR 4

HP 60 each (see page 13)

TACTICS

Use the tactics from Subtier 5–6.

JINSUL BASE COMMANDER **CR 9**

Jinsul technomancer
CE Medium monstrous humanoid
Init +4; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE **HP** 120 **RP** 4

EAC 21; **KAC** 22
Fort +8; **Ref** +10; **Will** +14
Defensive Abilities unflankable, unshakable belief

OFFENSE

Speed 40 ft.
Melee bite +16 (2d6+9 P) or
leg blades +16 (2d8+9 S; critical bleed 2d6)
Ranged sable shadow pistol +18 (1d10+9 C; critical blind)
Technomancer Spells Known (CL 9th; ranged +18)
3rd (3/day)—*explosive blast* (DC 20), *irradiate* (DC 20)
2nd (6/day)—*microbot assault*, *mirror image* (DC 19), *security seal*, *spider climb* (DC 19)
1st (at will)—*comprehend languages* (DC 18), *magic missile*

TACTICS

Use the tactics from Subtier 5–6.

STATISTICS

Str +0; **Dex** +4; **Con** +0; **Int** +6; **Wis** +3; **Cha** +0
Skills Bluff +22, Computers +22, Diplomacy +22, Intimidate +22, Mysticism +22, Sense Motive +17
Languages Jinsul
Other Abilities cache capacitor 1 (*unseen servant*), magic hacks (charging jolt, flash teleport), powerful leap, spell cache (headpiece)
Gear white carbon carbon skin (*haste circuit*, purple force field [HP]), sable shadow pistol with 2 high-capacity batteries (40 charges each), *spell gem of arcing surge*, *spell gem of logic bomb*, elegant jinsul attire (worth 1,500 credits)

SPECIAL ABILITIES

Powerful Leap (Ex) A jinsul treats any Athletics check to jump as if it had a running start.
Unshakable Belief (Ex) Whenever the jinsul base commander is the target of a trick attack, the jinsul can roll 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 check by 5 or more, the creature performing the trick attack gains the off-target condition until the end of their next turn.

Development: With the base commander defeated, the biolock containment doors sealed, and the path to the reactor secured, the PCs are free to contact Radaszam and Historia-7 to inform them it's time to bring the explosives. However, there is no time to waste—the PCs can hear the mad chittering of infuriated jinsuls as they pound on the other side of the containment doors, frantically searching for a way in. Luckily for the PCs, with the base commander dead and the doors sealed from the reactor room side, there's no concern about additional reinforcements making their way inside. Historia-7 ensures the lockout on the door controls continues to cycle, preventing other jinsuls onboard the station from taking control before the PCs finish their evacuation.

Rewards: If the PCs fail to defeat the commander and secure the reactor, reduce each PC's credits earned by the following amount.

Subtier 5–6: Reduce each PC's credits earned by 740.
Out of Subtier: Reduce each PC's credits earned by 1,011.
Subtier 7–8: Reduce each PC's credits earned by 1,281.

CONCLUSION

Within a few minutes of the PCs alerting Historia-7 and Radaszam that the path to the inner reactor is safe and secure, the faction leaders come jogging up the corridor, each holding one handle of a large, circular metallic object. Historia-7 and Radaszam secure the device to the base of the reactor, Radaszam muttering under his breath about how he's "getting too old for this kind of work."

If the tiny creature from **A4** has been with the PCs the entire time, it immediately takes a shine to Radaszam and quickly climbs up his leg and back to perch on his shoulder. Radaszam, known among Starfinders as an animal lover, allows the creature to accompany them out of the base, even reaching up to lay a securing hand upon it as the hurry down the corridors. If the PCs let the creature go its own way, it reappears as the PCs and faction leaders begin to board the stolen jinsul starship for their return voyage. Radaszam instantly kneels down upon seeing the creature, pulling some half-squashed rations from a back pocket and tentatively offering them to the whimpering creature. In either case, the creatures curls up into a little ball in Radaszam's lap as he sits down at the piloting console of the jinsul ship.

As the jinsul starship pulls away from the starbase, dozens of small drones deploy from docking bays all over the giant base, frantically chasing after PCs and their escaping ship. Historia-7 turns, gives the base one final look, and presses the button on a small transponder she held in her hand. After a moment there is a blinding flash of light and the starbase disintegrates into an explosive purple disk. Not looking back, Radaszam engages the Drift engine, and the stolen ship slips into the Drift just as the first shock wave is about to engulf them. He only turns to the PCs once the ship enters the Drift, his toothy grin wider than they've ever seen it before. "Starfinders," he laughs, "that... is how it is done."

From here, the PCs return to Radaszam's base for a quick debriefing. The two faction leaders thank the PCs for their assistance and remark on how the Society's Forum may not have directly approved the mission, but the outcome was a victory the Society sorely needed. Historia-7 intends on analyzing all the data that the PCs retrieved during their mission, while Radaszam comments on preparing the Society for future encounters with the jinsuls. For now, the PCs get a chance to relax before their next—hopefully less strenuous and intense—mission.

Each of the PCs gains the Jinsul Linguist boon on their Chronicle sheets. If the PCs saved the alien specimen from area **A4** and it survived to the end of the adventure, each of the PCs also earns the Surviving Companion boon on their Chronicle sheets.

REPORTING NOTES

If the PCs saved the specimen from area **A4** and the creature made it off the station, check box A.

PRIMARY SUCCESS CONDITIONS

If the PCs defeat the station commander and blow up the jinsul starbase, they succeed at their mission and each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon.

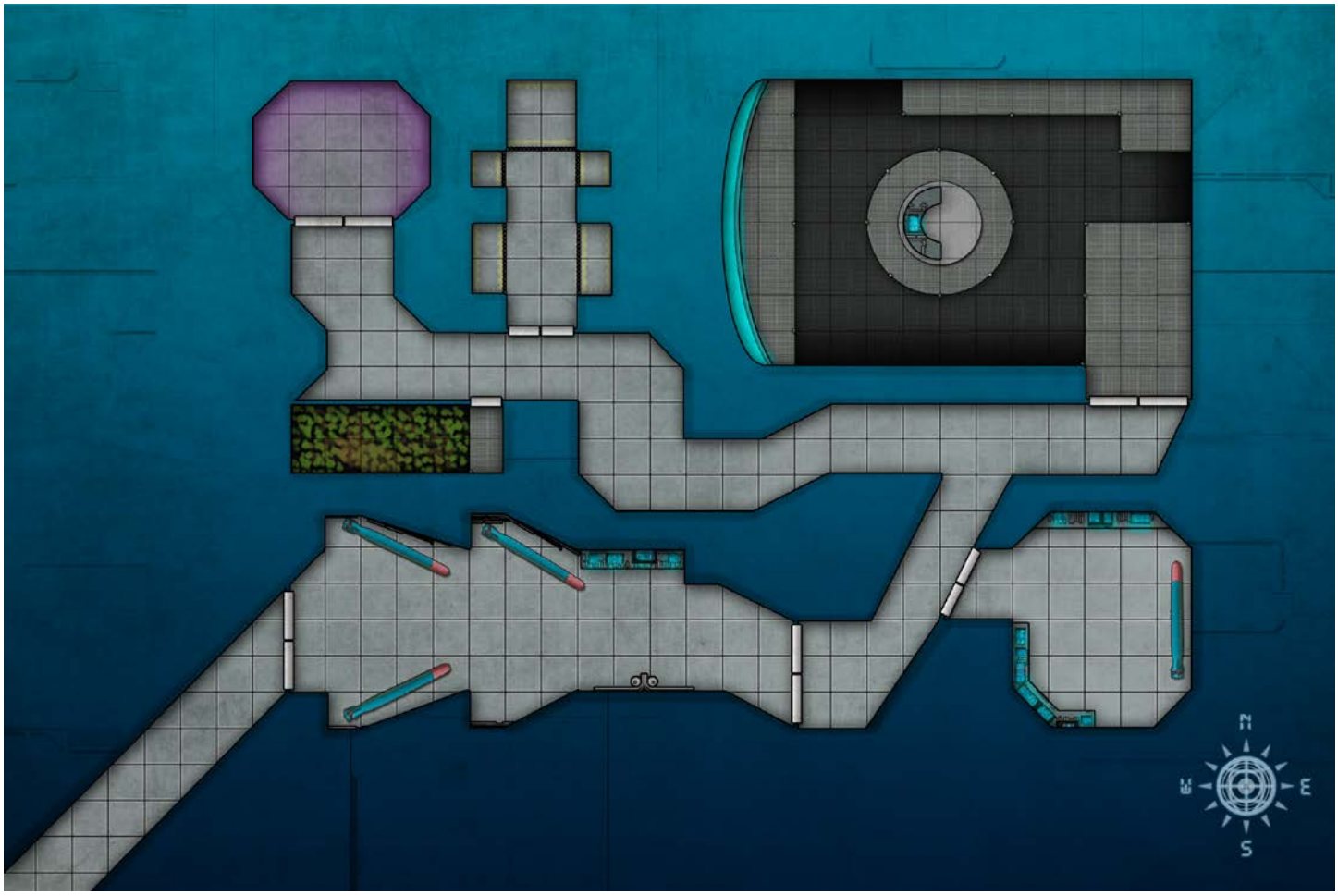
SECONDARY SUCCESS CONDITIONS

If the PCs find three of the following pieces of information, they each earn 1 additional Fame and 1 Reputation for any factions associated with their current faction boon: learn about the jinsul stealth technology (area **A1**), learn where the jinsuls plan on striking next (area **A1** or **A2**), take a sample of the bioweapon that the jinsuls intend to use in their attack (area **A2**), record the location of the newly constructed jinsul warfleet (area **A3**), or learn about the aquatic robot testing (area **B1)**.

FACTION NOTES

If the PCs manage to rescue the alien specimen from area **A4** and bring it to Radaszam at the end of the scenario, they impress the Acquisitives faction leader. Each PC earns 1 additional Reputation with the Acquisitives faction, in addition to any other Reputation earned as a result of completing this scenario.

If the PCs manage to complete learn four or more of the secondary success conditions, they impress Historia-7 and the Dataphiles. Each PC earns 1 additional Reputation with the Dataphiles faction, in addition to any other Reputation earned as a result of completing this scenario.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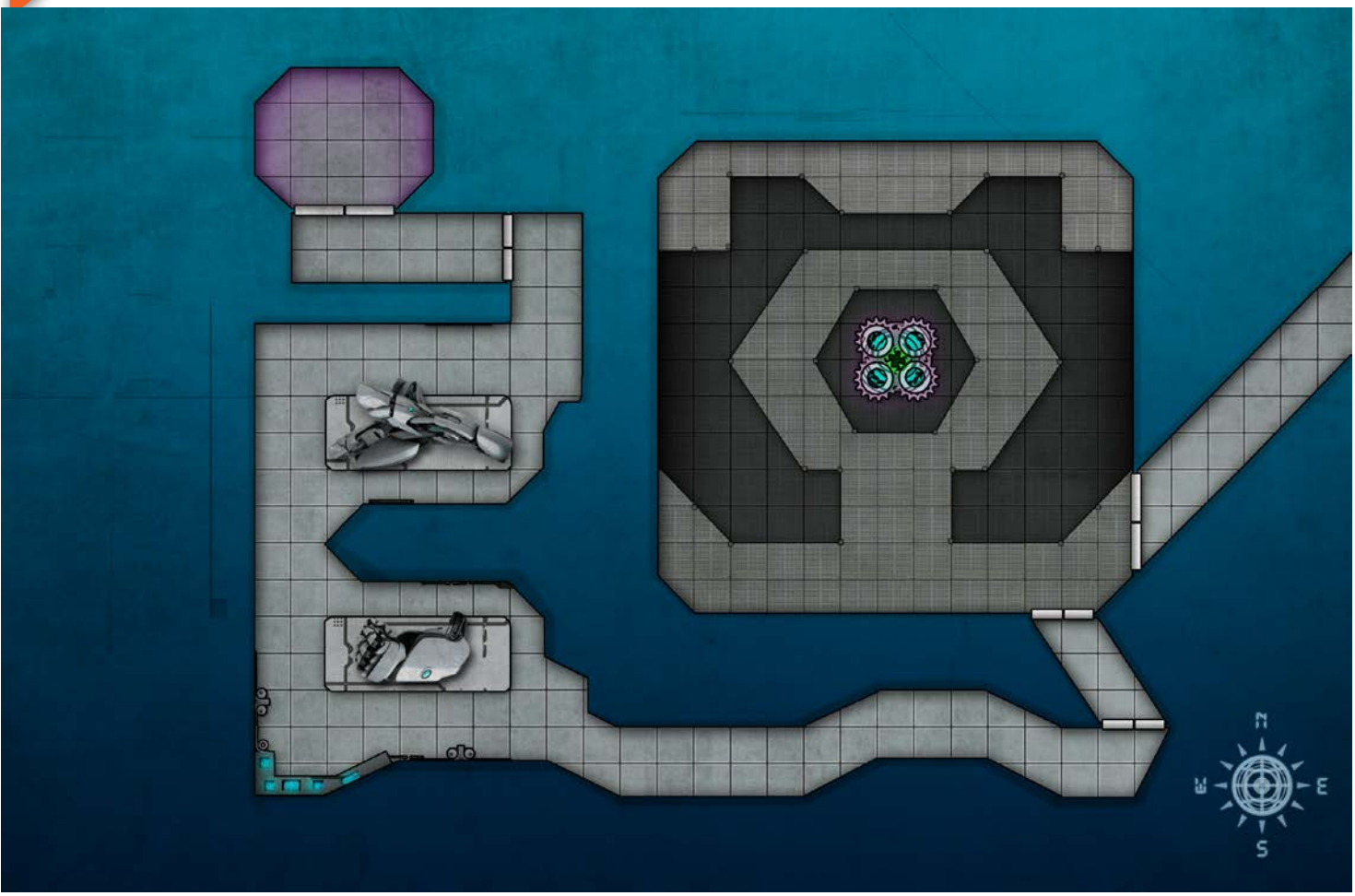
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Starfinder Society Scenario #1-23
Return to Sender

Event _____ **Date** _____

GM # _____ **GM Character #** _____

GM Name _____ **GM Fame Earned** _____

☐ **Acquisitives** ☐ **Exo-Guardians** ☐ **Dataphiles**
☐ **Second Seekers (** **)** ☐ **Faction** _____ ☐ **Wayfinders**
☐ **A** ☐ **B** ☐ **C** ☐ **D**

Character # _____ **Fame** ☐ **Faction Boons** ☐

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

Character # _____ **Fame** ☐ **Faction Boons** ☐

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

Character # _____ **Fame** ☐ **Faction Boons** ☐

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

Character # _____ **Fame** ☐ **Faction Boons** ☐

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

Character # _____ **Fame** ☐ **Faction Boons** ☐

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

Character # _____ **Fame** ☐ **Faction Boons** ☐

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

Character # _____ **Fame** ☐ **Faction Boons** ☐

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

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Starfinder Society Scenario #1–23: Return to Sender

Character Chronicle #

Player Name	A.K.A.	Character Name	Organized Play #	Character #	Faction
				7	

This Chronicle sheet grants access to the following:

Jinsul Linguist (Slotless Boon): By having access to a Jinsul Hierocracy facility, you recovered enough data to give the Society a solid grasp of the Jinsul language. So long as you have this boon, all of your Starfinder Society Roleplaying Guild characters have access to the Jinsul language and can select it anytime they would learn a new language.

Surviving Companion (Slotless Boon; Vanity): You managed to save a previously unknown alien creature from its captivity within a jinsul weapons-research facility. Since its salvation, the alien has taken a shine to you and often accompanies you on missions as a sort of mascot. Oddly, this alien seems capable of rapid self-cloning, and even if a single specimen made it off the station, the creature has replicated itself enough times so everyone on the mission has their own version of the creature. While the creature provides no special benefits, save where it is called out in a specific scenario, it's a loyal and affectionate pet that's willing to follow you on your adventures.

All Subtiers

basic lashunta tempweave (1,950; item level 4)
caliginous shadow pistol (2,100; item level 4; *Starfinder Armory* 13)
cardiac accelerator (3,850; item level 6)
corona laser pistol (4,270; item level 6)
elite defiance series armor (6,300; item level 7)
estex suit III (5,550; item level 7)
freebooter armor II (4,720; item level 6)
hook knife (6,300; item level 7; *Armory* 8)
industrial welder (3,100; item level 5; *Armory* 10)
mk 2 dermal plating (6,950; item level 7)
purple force field armor upgrade (4,550; item level 6)
sable shadow pistol (6,750; item level 7; *Armory* 13)
spell gem of logic bomb (450; item level 5; limit 1)
thunderstrike sonic rifle (3,400; item level 5)
wide-spectrum ocular implant (2,825; item level 5)

Subtier 7–8

accelerated datajack (8,525; item level 8)
elite semi-auto pistol (18,200; item level 10)
haste circuit armor upgrade (9,250; item level 8)
LFD blindmark rifle (9,800; item level 8; *Armory* 21)
mk 1 thermal capacitor armor upgrade (3,600; item level 5)
preserver's mantle II (6,400; item level 7; *Armory* 69)
red star plasma pistol (7,200; item level 7)
specialist defiance series armor (16,950; item level 10)
spell gem of arcing surge (1,400; item level 8; limit 1)
standard speed suspension (8,800; item level 8)
white carbon carbon skin (19,650; item level 10)

Reputation

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

MAX CREDITS

SUBTIER	Normal Max Credits
5–6	4,025
SUBTIER	**Normal**
Out of Subtier	4,922
SUBTIER	**Normal**
7–8	5,819
SUBTIER	**Normal**
–	–

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

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #