

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-29, TIER 7-10



HONORBOUND EMISSARIES

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HOW TO PLAY

Starfinder Society Scenario #1-29: Honorbound emissaries is a Starfinder Society Scenario designed for 7th- through 10th-level characters (Tier 7-10; Subtiers 7-8 and 9-10). 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

Honorbound Emissaries makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive*, *Starfinder Alien Archive 2*, and *Starfinder Armory*. 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 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 (SECOND SEEKERS [LUWAZI ELSEBO])

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HONORBOUND EMISSARIES

BY JENNY JARZABSKI



Long ago, eight disparate groups of aliens departed the region of space known as the Scoured Stars. The Starfinder Society has so far encountered two of these groups—the xenophobic jinsuls and the peaceful izalguuns. The Kreiholm Freehold descends from a third civilization that traces its roots to the Scoured Stars, consisting of several diverse species that settled an idyllic solar system in the Vast. Named after the leader who brought them to their new home, the Kreiholm Freehold has spread across five planets within the binary star system Saaruq-Ruaan.

The Kreiholm Freehold has done little in terms of exploring beyond Saaruq's orbiting bodies, as these fertile planets fulfill all their resource needs. Further, since their arrival in system, the freehold's founders instilled laws to dissuade exploration and trade. Originally, these laws protected the people from other groups fleeing the Scoured Stars, and they kept the freehold hidden from the ancient deity, Kadrical, that ruled from their distant home system. Today, most Kreiholm citizens accept this isolationist policy without truly understanding its roots, and the freehold's origins in distant space are merely a historic footnote.

Elsewhere, the Jinsul Hierocracy continues to delve into this shared history. In the months since the fanatical jinsuls reclaimed the Scoured Stars as their home (detailed in *Starfinder Society Scenario #1-99: The Scoured Stars Invasion*), they've sent out expeditions in search of other groups known to have departed from the Scoured Stars in the distant past. The jinsuls believe they're tasked with a divine mandate to reunite these groups and create an interstellar empire with their priests at the helm. New intelligence alerted jinsul leaders to Kreiholm Freehold's location, and they dispatched demagogues to convince the Kreiholm Freehold's leadership to return to the Scoured Stars. The freehold rebuked these jinsul agitators and believed their dealings with their old neighbors to be finished.

The jinsul hierarchs have other plans. They've since completed construction on the first of several war fleets, having converted the Scoured Stars into a massive factory for war materiel. Prior to the start of this adventure, the jinsuls launched this war fleet with the goal of forcibly conquering the Kreiholm Freehold, starting with Saaruq's outermost planetoids.

Right before the jinsuls' first major incursion into Kreiholm space, a series of events transpired to bring the Freehold's location to the attention of the Starfinder Society. The Veskarium

Where in the Universe?

The bulk of this adventure takes place in a previously uncharted binary system in the Vast composed of two stars, Saaruq and Ruaan. Saaruq is a yellow dwarf star orbited by eight planets. A multiplanetary federation known as the Kreiholm Freehold settled on several of these worlds centuries ago, where they have maintained an isolated and peaceful society to the present day. The system's outermost habitable planet, Saaruq 5, is the site of an ongoing jinsul invasion.

SAARUQ 5

Kreiholm Freehold outpost

Diameter: ×1/2; **Mass:** ×1/2; **Gravity:** ×1/2

Atmosphere: Normal; **Day:** 36 hours; **Year:** 482 days

Saaruq 5 is a lush planet characterized by massive bodies of water, tropical climates, and long days. A day measured from first sunrise to second sunset varies but generally lasts about 36 hours, with 12 hours of twilight after the dominant sun sets. Saaruq 5's population is made up of 46% syngnathrixes, an amphibious species of monstrous humanoids indigenous to this world. Several hundred years ago, a federation of alien species known as the Kreiholm Freehold landed on this world seeking sanctuary. The syngnathrixes joined the freehold, and today nelentus (39%), thyrs (2%), and other species (13%) coexist on this world. The Saaruq-Ruaan system is governed by a democratically elected council, with planetary representatives regularly meeting in a space station that orbits their primary sun.

salvage vessel *Honorbound* stumbled upon the wreckage of a Kreiholm ship ambushed in the Drift by the new jinsul fleet. The *Honorbound*'s crew recovered what they could and returned to Absalom Station, where one of the *Honorbound*'s crew sold an odd statue from the salvaged goods to a notorious vesk pawn broker, Julzakama.



Julzakama maintains a list of parties interested in alien artifacts and notified them about the statue. Iteration-177, an android associated with the Aspis Consortium who has assisted the Starfinder Society in the past, was the first to answer Julzakama's inquiries. The mysterious android recognized the object as being related to the Kreiholm Freehold's culture and immediately contacted nominated First Seeker Luwazi Elsebo about the discovery. Iteration-177 called in previous favors with the Starfinder Society, requesting the most experienced Starfinder field agents undertake a scouting mission to the Freehold system. Cognizant of the android's invaluable help in getting the Society onto the library world of Athaeum, Luwazi agreed and has assembled a group to tackle this oddly urgent, but otherwise straightforward, request.



**Luwazi
Elsebo**

SUMMARY

The PCs meet with Luwazi Elsebo, Iteration-177, and Captain Yuluzak of the *Honorbound* in the Lorespire Complex for a briefing about their upcoming mission to investigate the origins of an art piece claimed by the *Honorbound*'s crew. Though Iteration-177 is reticent to reveal the source of their information, they point the PCs to a lost civilization in a previously uncharted star system. Luwazi asks the PCs to travel to the system as passengers on the *Honorbound*, contact any inhabitants, and ascertain what they know of the aggressive jinsuls.

During their journey into the Vast, the PCs have an opportunity to develop their relationship with Captain Yuluzak and the *Honorbound*'s other crew members, for better or worse. Once the *Honorbound* pinpoints the new star system's location, the ship emerges into a full-blown jinsul invasion. Amid the chaos, the *Honorbound* picks up a distress signal coming from a hospital on the nearest planet.

The PCs explore the partially demolished hospital where they're tasked with an important choice: render immediate aid to a trapped group of survivors or retrieve valuable medical technology. Regardless of their decision, the PCs must contend with an elite jinsul ground patrol and rescue as many survivors as possible.

Back on the *Honorbound*, first contact with members of the Kreiholm Freehold is cut short by a second development. Another signal, this time from the nearby space battle, alerts the PCs to the presence of a disabled ship carrying a council member of the Kreiholm Freehold's governing body. The PCs must board the craft, fight their way through a jinsul boarding party, then locate and evacuate the crew and their important passenger. Just as the PCs are poised to save the civilians, hordes of jinsuls erupt from every corner of the overrun ship. If the PCs triumph over this new wave of enemies, they are met with gratitude on the part of the council member, who, depending upon the PCs' actions throughout the scenario, extends an invitation to Starfinder Society leaders to meet with the Kreiholm Freehold Council.

GETTING STARTED

The PCs begin on Absalom Station, where they receive a message requesting they join Luwazi Elsebo for a briefing within the Lorespire Complex. This private conference room is devoid of furnishings aside from a set of blue leather chairs surrounding a glass round table at the center of the room. Nominated First Seeker Luwazi Elsebo rises from her seat and smiles at her guests. A male vesk clad in military equipment sits to her right, while an android with silvery skin dressed impeccably in a suit occupies the place to her left. Read or paraphrase the following to get the adventure underway.

"You've arrived just in time for the briefing. Please, join us," Luwazi says, indicating the unoccupied chairs across from her. "I'm pleased you could make it on such short notice. With agents and resources diverted to other endeavors, I feared it would be difficult to get a team together. Still, it worked out that you were



my first choices for this mission." Luwazi gestures first to the vesk on her right. "This is Captain Yuluzak, of the Veskarium salvage vessel *Honorbound*." She turns to indicate the android sitting to her left and continues, "I'm sure you remember Iteration-177. They've been indispensable to the Society, especially in helping with our return to the Scoured Stars. It's time for us to return the favor."

Luwazi taps the screen of her datapad, and a hologram of a demolished ship appears suspended above the center of the table. "Let's get you up to speed. Recently, Captain Yuluzak stumbled upon some unusual flotsam in the Drift. Captain?"

"The unidentified vessel was completely destroyed," Yuluzak begins, taking his lead from Luwazi. "But my crew found a strange object within the wreckage." The holographic image at the center of the table morphs into an egg-shaped obsidian sculpture ringed by interlinked disks of various metals. "My contact, a local pawn broker named Julzakama, said it was a piece of alien art. He assured us his buyers would pay top dollar for the piece. We logged the location of the wreckage, sold what we could, and called it a day. But it wasn't that simple. I think Iteration-177 can explain this part better." Yuluzak waves a claw toward the android.

"Thank you, Yuluzak," Iteration-177 begins. "When Julzakama reached out to me, I instantly recognized this piece of artwork as unique to the Kreiholm Freehold, a federation of several races that once occupied several worlds in the Scoured Stars system. There are no extant records of the freehold since their mass exodus from that system centuries ago. Discovering evidence of the Kreiholm Freehold is certainly cause for excitement, but the fact that Yuluzak found the piece on a destroyed vessel concerns me. Sadly, I can't see to this urgent matter myself, so I contacted my friend Luwazi, and here we are." Iteration-177 folds their hands on the table in front of them and smiles.

Luwazi nods. "Here we are, indeed. If Iteration-177 is correct, the Kreiholm Freehold could provide us with valuable information about the Scoured Stars, and perhaps the jinsuls. Of course, as Starfinders we always jump at the chance to explore a new system. You'll leave Absalom Station as passengers on the *Honorbound* with Captain Yuluzak. He'll retrace his steps back to the Drift wreckage and confirm the ship's origins, then transport you to that system to investigate." As Luwazi speaks, the holographic projection cycles through an image of a three-dimensional star chart. "We may be dealing with an unknown alien civilization, so please be diplomatic."

"To recap: travel to this system, establish contact with their leaders, and find out what intelligence they have to share about the Scoured Stars or jinsuls. Any questions, Starfinders?"

Luwazi, like many of the Starfinder Society's leaders, is concerned about the jinsul threat following the Society's recent rescue mission to the Scoured Stars. Though she isn't sure how a piece of flotsam in the Drift could be relevant, she's committed to fulfilling her promise to Iteration-177 and has a gut feeling that this mission is important. Yuluzak joined the briefing alongside Iteration-177 at Luwazi's request. Some possible questions the PCs might have for Luwazi, Iteration-177, and Yuluzak are provided below, along with their answers.

Do we have to travel with Captain Yuluzak?

Why don't we get our own ship? Luwazi smiles patiently. "I've chartered the *Honorbound* to aid you in this mission. There's no point in expending extra resources at a time when an aggressive alien species is threatening our organization. I'm confident that as our most experienced field agents, you will represent the Society favorably to both our existing and potential allies."

What else do we know about the Kreiholm Freehold? Iteration-177 and Luwazi exchange a look. "Precious little," Iteration-177 explains. "I found no records of contact—military or otherwise—in several centuries of data. Their current location is unknown but is likely an uncharted system somewhere in the Vast. The freehold has no known allies or trade partners." Yuluzak lets out a hearty chuckle and interjects, "I think what they're trying to say is, be ready for anything."

How does Iteration-177 know about the Kreiholm Freehold?

The android's normally genuine smile turns cold. "I've been reading up on the Scoured Stars in light of the Society's recent activities and came across it in a footnote. It's a long shot, but the two may in fact be related." (A PC who succeeds at a DC 26 Sense Motive check suspects that Iteration-177 is omitting information, but the android refuses to explain further, and Luwazi rebukes any attempts to interrogate her guest.)

Yuluzak, will you fight alongside us? The vesk responds, "My contract specifies transport and protective services in space. If enemy ships threaten us, I have your back. Planetside, I'll keep the engines running for you. But you have full use of my ship's amenities for the journey. Treat my crew with respect, and they'll do the same. On the *Honorbound*, we are family."

What are the Society's first contact protocols? Luwazi sighs. "Sadly, this is an area we've overlooked in our exuberance to interact with other cultures. We're not a military or government organization, after all. We don't have any official rules, but in general, my personal policy is to treat each alien species as a group of potential allies. They had a saying on ancient Golarion: explore, report... and get along. I think that applies here."

This mission is especially important to the Second Seekers, and Luwazi Elsebo has a personal interest in repaying Iteration-177's previous kindness to the Society; encourage the PCs to



slot that faction's champion boon at this time. The GM should also encourage any PCs with the Honorbound Allies boon (see *Starfinder Society Scenario #1-04: Cries from the Drift*) to slot it as an Ally boon for this adventure. Yuluzak instructs the PCs to meet him at his ship as soon as they are ready to leave.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture or Diplomacy check, the PCs might know more about Captain Yuluzak and the *Honorbound*. They learn all of the information whose DC is equal to or less than the result of their check.

10+: Yuluzak is the captain of the Veskarium salvage vessel *Honorbound*, and he is known for his exemplary degree of professionalism, loyalty, and persistence.

15+: Yuluzak observes ancient Veskarium codes of battle with unshakeable resolve, including the custom of the honor duel. A few months back, Yuluzak challenged a group of Starfinders to such a duel. The results greatly shaped his impression of the Society. PCs who have a Chronicle sheet from *Starfinder Society Scenario #1-04: Cries from the Drift* remember the result of this duel.

20+: He respects strength but does not believe might makes right. Above all else, he values honor and loyalty. The Veskarium, family, and his allies are of the utmost importance to him, and he sees those who would betray such bonds as beneath vermin.

25+: As knowledge of the looming yet still mysterious jinsul threat spreads, Yuluzak reportedly has a dim view on these aggressive beings. He views the jinsuls as opportunistic, dirty fighters with no honor. Yuluzak makes no secret of his desire to fight the jinsuls and triumph.

30+: Yuluzak doesn't like to talk about it, but he's estranged from his own biological family after a feud with his sister Karinazak. The core crew of the *Honorbound* have been a lifeline for him. Yuluzak adopts family wherever he goes, seeing weaker friends as younger clutchmates to be protected, and more capable allies as friendly sibling rivals. Becoming a member of Yuluzak's extended family is easy for anyone who acts with respect for rules, either planetary laws or a personal moral code.

LIFE SCIENCE (RECALL KNOWLEDGE)

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

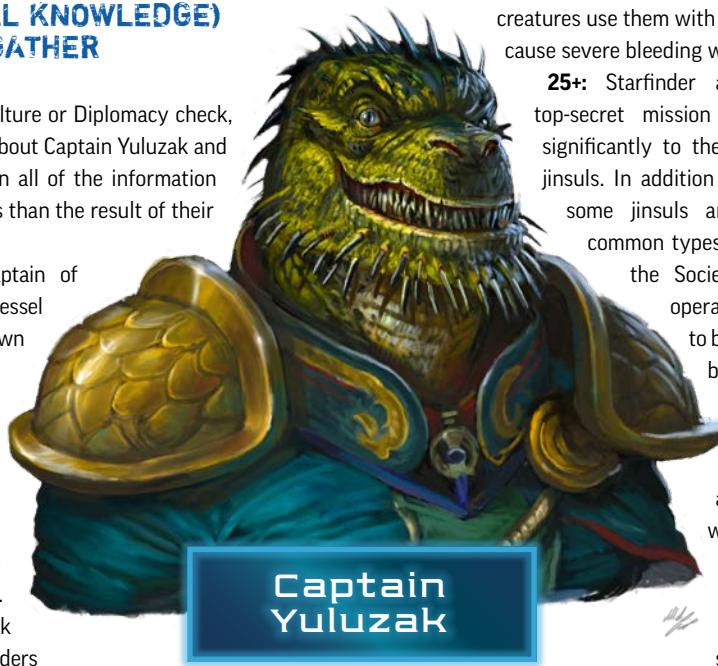
15+: Jinsuls are chitinous, six-legged creatures with a set of robust forelimbs. Three rows of pincers line their mouths, each with tiny hooks to grasp their prey.

20+: Starfinders who battled jinsuls hand-to-hand report that most of the creatures bear a peculiar cybernetic augmentation:

long sabers implanted into their first set of legs. The creatures use them with incredible precision and can cause severe bleeding with these blades.

25+: Starfinder agents returning from a top-secret mission into jinsul space added significantly to the Society's data concerning jinsuls. In addition to their deadly leg blades, some jinsuls are specialized to counter common types of combat training. So far, the Society has encountered anti-operative zealots and has reason to believe that other jinsuls may be skilled in fighting mystics and technomancers.

30+: The Jinsul Hierocracy is a religious and militaristic society that worships an old god from the Scoured Stars system. Their leaders are priests who often command dangerous supernatural or magical abilities. Jinsuls are evil fanatics who cannot be reasoned with.



A LONG JAUNT

It takes 5d6 days to make the journey through the Drift to the wreck of the *Ardent Seeker*. The *Honorbound*'s crew treats the PCs as guests. The *Honorbound* is a medium Veskarium transport ship with three cargo holds, a medical bay, and a recreation suite housing a gym. The *Honorbound* is further detailed further in *Starfinder Society Scenario #1-04: Cries from the Drift*, though it has received some significant upgrades since its last encounter.

Bonding Time: The PCs have a chance to interact with the crew of the *Honorbound* during their long journey through space in close quarters. All crew members have a starting attitude of friendly toward PCs who've slotted the Honorbound Allies boon, greeting them with cheers and granting a +2 bonus on checks to bond with the crew. The crew members have a starting attitude of indifferent to PCs they haven't met, but they respond eagerly to attempts at conversation. They are less friendly toward PCs who have a Chronicle sheet for *Cries from the Drift* but did not slot the Honorbound Allies boon, acting standoffish without being outright hostile, and they are slow to warm up to these PCs, if at all.

Crew members of the *Honorbound* include the following.

Yuluzak (LN male vesk envoy): The *Honorbound*'s captain greets PCs with the Honorbound Allies boon with a bear hug, exclaiming, "Welcome aboard, comrades!" He grudgingly shakes the hand of

those PCs who fought him dishonorably and coldly invites them onto his ship. Otherwise, Yuluzak is a jovial vesk who recognizes that his occupation as a salvager, though not particularly glorious, serves the greater cause of keeping the Veskarium well-armed. He's excited to hear about the PCs' adventures since they last met. If the PCs regale Yuluzak with a story of an honorable battle, he gives the party a black force field armor upgrade (white force field armor upgrade in Subtier 9-10).

Joyozalva (*LN female vesk soldier*): A proud, stoic soldier who is secretly obsessed with her pet kiziikii, a diminutive animal native to the Veskarium that resembles a rainbow-colored moth. Joyozalva is suspicious of non-vesk PCs unless they impress her by surviving her workout routine in the ship's gym. Enduring the workout requires a PC to succeed at three consecutive DC 24 Acrobatics or Athletics checks (DC 27 in Subtier 9-10) and a subsequent DC 16 Fortitude save. If a PC succeeds at least two of these three checks, Joyozalva rewards the group with a yellow star plasma rifle (white star plasma caster in Subtier 9-10), and she warms up to anyone who attempts her "tail day" routine.

Shaakar (*N male pahtra^{AA2} mechanic*): The ship's highly intelligent engineer and cook enjoys competitive vidgames and cooking. Shaakar challenges PCs to play Farley's Crossing. During the match, Shaakar engages in good-natured banter with anyone who accepts his challenge. A PC who succeeds at a DC 28 Profession (vidgamer) or Piloting check (DC 31 in Subtier 9-10) defeats Shaakar. Shaakar prepares a delicious meal of the winning PC's choice as a prize. Any PC who consumes Shaakar's meal gains a temporary +1 bonus to their Strength and Constitution scores that lasts until the end of the scenario.

Suwalnazka (*LN female skittermander^{AA} mystic*): This hard-drinking skittermander is the ship's unofficial chaplain. Suwalnazka enjoys philosophical debate and, while she reveres Damaritosh, respectfully listens to PCs talk about their religious beliefs. If the PCs politely debate Suwalnazka, she pours a shot of gol (a grain-based liquor distilled on Vesk Prime) for the PCs and herself whenever someone makes a cogent point. She gifts each participant with a veracity serum^{AR} and presents the party with a *spell ampoule of mystic cure* (3rd level) (two spell ampoules in Subtier 9-10).

Study the Wreckage: At any point during Drift travel, PCs can spend time inspecting the salvage from the wrecked Ardent Seeker, located in one of the *Honorbound*'s cargo holds. A PC who spends 3 days cross-referencing Society documents and succeeds at a DC 30 Culture or Engineering check (DC 34 in Subtier 9-10), they recognize that a jinsul starship caused the damage. A PC gains a +2 bonus to this check if she has Chronicle sheets for *Starfinder*

Society Scenario #1-13: On the Trail of History, *Starfinder Society Scenario #1-99: The Scoured Stars Invasion*, or *Starfinder Society Scenario #1-23: Return to Sender*. These bonuses are cumulative.

Rewards: If the PCs fail to bond with at least three of the *Honorbound*'s crew, reduce each PC's credits earned by the following amount.

Subtier 7-8: Reduce each PC's credits earned by 550.

Out of Subtier: Reduce each PC's credits earned by 923.

Subtier 9-10: Reduce each PC's credits earned by 1,296.

WRECK OF ARDENT SEEKER

Following its long journey through the Drift, the *Honorbound* approaches the scattered wreckage of a ship of unidentified origins. Yuluzak confirms that this is the ship he and his crew recently salvaged, though the main hull was left behind, and only major pieces of technological relevance were secured. It takes a full day (reduced to 6 hours if the PCs assist) for the crew to penetrate the wreckage field and extract coordinates from the ship's damaged computer—an impossible task had Iteration-177 not provided Yuluzak with decryption codes. The recovered files reveal that Ardent Seeker was a military scouting vessel returning from a routine patrol of the nearby region. The ship's destination coordinates point to the nearby Saaruq-Ruaan system.



INTO THE FRAY

It takes another 2 days to reach Saaruq-Ruaan from this part of the Drift. The *Honorbound* exits the Drift and comes face to face with an armada of diverse ships locked in a desperate battle with a jinsul war fleet. Read or paraphrase the following text to set the scene.

The *Honorbound* exits the swirl of colors and half-formed images that is the Drift and emerges into open space above a blue-green planet. Numerous ships with designs completely unknown in the Pact Worlds form a protective grid around the world below. Around them, hundreds of sleek fighters wheel in tight formations. Three massive rhomboid battleships position their guns to lock on to their targets while smaller black-and-purple ships with triangular frames dart among them, firing mercilessly at their foes.

It's initially difficult to tell which side has the upper hand, or even how many sides exist, in the chaotic battle. A Drift portal opens near *Honorbound*'s starboard side, and dozens more of the dark, triangular ships pour through, ignoring *Honorbound* in favor of other targets closer to the surface. These ships appear to be outnumbered but not outgunned as a flash of light signals a crippling explosion in the side of one of the battleships.

Captain Yuluzak's attempts to hail nearby combatants meet with radio silence until a loud burst of static signals an incoming transmission. On the bridge, Captain Yuluzak flips a switch and a frantic message filters through the ship's intercom. The brief message repeats twice in an unfamiliar language, before playing a third time in perfect Vesk: "Hospital bombed. Ground troops overwhelming our position. Request for immediate aid!"

"Starfinders!" Yuluzak barks, addressing his passengers. "I don't know what this battle is about, but you want to meet this system's inhabitants, yes? Someone down there speaks our language, and they need help. If the Veskarium has allies here, it's our duty to intervene. Honor demands it."

The *Honorbound*'s sensors pick up a distress signal from Saaruq 5. Captain Yuluzak has no desire to rush headlong into a war he knows nothing about, but he quickly identifies the distress signal as a problem he can help resolve. He orders his crew to prepare for landing on the nearby planet. If the PCs protest, Captain Yuluzak reprimands them for their cowardice, but otherwise refuses to get involved in the growing space battle.

If no PC has not done so already, they can identify the triangular ships as jinsul craft with a successful DC 29 (DC 32 in Subtier 9-10) Engineering or Life Science check. A PC with a Chronicle sheet for *Starfinder Society Scenario #1-13: On the Trail of History*, *Starfinder Society Scenario #1-99: The Scoured Stars Invasion*, or *Starfinder Society Scenario #1-23: Return to Sender* immediately identifies the ships as jinsul in origin.

Landing on Saaruq 5: With the planetary defense force distracted by jinsul ships, the *Honorbound* enters Saaruq 5's atmosphere uncontested. Shaakar locks onto the message's exact origin: a hospital on the outskirts of a large city that appears to

have endured a recent bombing. A few jinsul dropships patrol the skies above the area but do not engage the *Honorbound*. Captain Yuluzak directs his ship to safely land west of the ruined hospital. He requests the PCs head out to investigate while his crew keeps the ship ready in case the jinsuls get any ideas and attack the ship.

The ship lands only a 5-minute walk away from the hospital.

A. HOSPITAL

In the chaotic hours since the jinsul invasion of Saaruq 5 began, civilians and wounded combatants alike were evacuated to this hospital for treatment. Unfortunately, indiscriminate bombing destroyed most of the facility's southern wing (areas **A9-A12**). The patient rooms in area **A3** have been converted into a makeshift triage unit, and survivors barricaded the doors there against the ongoing jinsul invasion. The operating theater in area **A6** is undamaged.

Other than the operating theater (area **A6**), whose domed ceiling stretches 30 feet high, all the rooms in the hospital are 15 feet high. The recent bombardment damaged the building's power generators, and all rooms and corridors are dimly lit from malfunctioning lights. All doors within the hospital are made of commercial nanocarbon (hardness 35, HP 60, break DC 35) and are currently unlocked due to the generator malfunction.

Strategic Entrance: While landing near the hospital, each PC who succeeds at a DC 20 Perception check notices jinsul patrols surrounding the building. The only visible uncontested entrances are the door to area **A1** and the ruined southern wing of the hospital (areas **A9-A12**).

A1. WAITING ROOM

An eerie silence bathes this banal waiting room, a reprieve from the cacophonous sounds of gunfire and distant shouting beyond. A table and three chairs stand at the center of the room. The floor is constructed of ivory-colored tiles that feel strangely soft underfoot, and spherical light fixtures hang from the ceiling but are shut off and provide no illumination. A door to the east leads further into the structure.

This small waiting area is deserted, save for one occupant.

Creatures: Dr. Yuuqa (LN female syngnathrix; see page 10) sent a distress signal and took cover beneath the table at the center of this room after the explosion. She speaks fluent Vesk and tries to communicate with the PCs in that language once she realizes they aren't jinsuls. Dr. Yuuqa is worried about both her wounded patients in area **A3** and her datapad in area **A6**, which she fears the jinsuls will either destroy or steal. She informs the PCs that the hospital's life support equipment is down, and some of the survivors may die without it. She also tells them about cutting-edge medical tech schematics on her datapad in the operating theater and gives the PCs directions to both locations.

Development: Dr. Yuuqa is on the verge of panic and cuts off attempts at further conversation unless the PCs promise to handle



one or both of her concerns. A PC succeeding at a DC 27 Diplomacy check (DC 30 in Subtier 9-10) can calm Dr. Yuuqa enough that she can relate information on the jinsuls' recent attack on the hospital. Success on this check also provides the doctor with a moment of clarity, in which she can describe the presence of jinsul soldiers within the hospital and how they seem well armed, citing both heavy weapons and what appears to be a solarian leader.

A2. GREENHOUSE

Radiant light from the yellow star Saarug cascades through the domed glass ceiling. Tiers of ceramic shelves filled with gravel and other substrate contain an array of unusual plant life. The room is uncomfortably warm, and water droplets drip like sweat off the glass walls of the room.

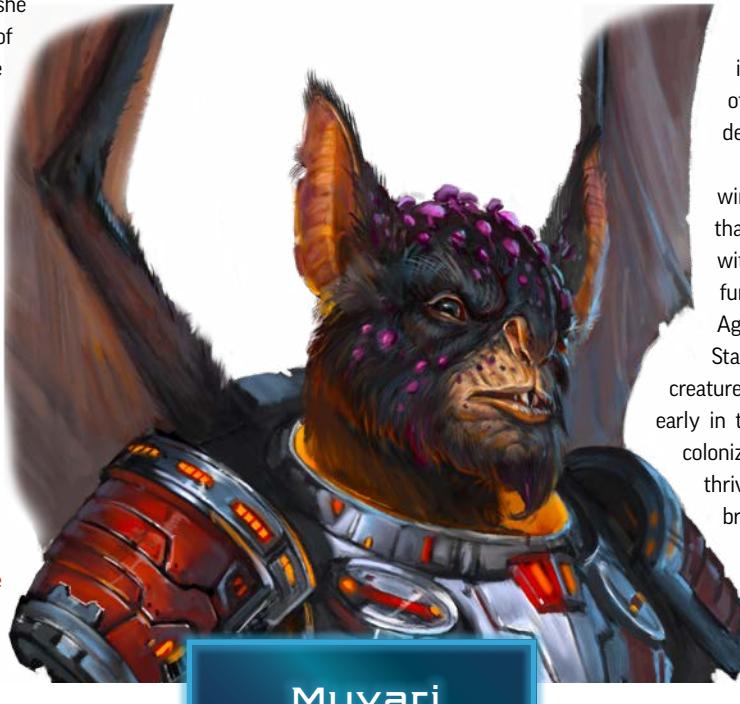
This short hallway opens to a greenhouse with fungal incubator tanks used in treating nelentus (see the species description to the right). In addition to housing this special fungus, the greenhouse contains hydroponically grown plants cultivated for medicinal purposes.

Hazard: The greenhouse contains samples of the symbiotic fungus that makes up half of the dualistic nelentus species. Any PC who enters the greenhouse without environmental protection must succeed at a DC 15 Fortitude save (DC 18 in Subtier 9-10) or become confused for 1d4 rounds. The intelligent fungus quickly recognizes that the PCs are not appropriate hosts, and the effects subside as afflicted PCs harmlessly exhale the spores. A creature can be affected by these spores only once in a 24-hour period.

A3. EMERGENCY TRIAGE

Beyond a barricade of furniture and bulky medical equipment, first aid supplies are strewn throughout a narrow hallway between a dozen single-bed patient rooms. Wounded survivors slump in the doorways, wide-eyed and fearful of intruders.

This block of 12 rooms comfortably houses patients. The identical rooms each contain a hospital bed and automated medical equipment built into the walls. The two rooms to the west contain tanks for the comfort of wounded syngnathrixes.



Muyari

Creatures: Two dozen creatures inhabit these rooms, some stretched out in beds while the others stand guard over their companions. **Muyari** (LG male nelentu soldier) stands guard in the hallway and attempts to communicate with the PCs in Vesk when they enter the area. All the individuals in this area are members of three new alien species, detailed below.

Nelentu: Nelentus are winged, bat-like humanoids that coexist in symbiosis with a species of telepathic fungus. Originally from Agillae-2 in the Scoured Stars, these unintelligent creatures encountered the fungus early in their evolution. The fungi colonized their new hosts and thrived in the creatures' brains rather than killing them, creating new brain structures. As a result, both species attained a higher level of consciousness and consensually formed

a society based on this symbiosis. In modern times, nelentus consider themselves to be a singular species. A nelentu can be male or female, but always refers to herself and other nelentus using plural pronouns in deference to the species' dual nature.

Syngnathrix: This amphibious species of monstrous humanoids native to Saarug 5 joined the Freehold centuries ago. Syngnathrixes resemble a cross between a chameleon and seahorse, with coral-like growths sprouting from their heads. Syngnathrixes have hundreds of cilia that allow them to move on land, as well as prehensile tails that they use to manipulate tools. No two sets of syngnathrix growths are exactly alike, though the females' coral tends to be larger. Male syngnathrixes carry young to term during gestation.

Thyr: A species of gaseous, intelligent ooze that have no set forms of their own, thyrs rely on encounter suits to make other species more comfortable. Thyrs communicate telepathically and are not hampered by language barriers. Thyrs are indigenous to the gas giant Bastiar-7, having left that distant planet in times long past. They feed on thermal energy, live for centuries, reproduce asexually, and have no concept of gender. Their long memories make them ideal advisors and lore keepers for the shorter-lived species of the Kreiholm Freehold. Only one of the creatures in this area is a thyr.

Development: The survivors, a mixture of soldiers and civilians, retreated to this room after the explosion. The area's

healthier occupants barricaded the doors to the west and south against possible jinsul ground patrols. Breaking through either door requires 4 rounds of breaking down barricades or 1 round and a successful DC 25 Athletics check. Breaking through these barricades alerts the jinsuls in area **A5** if the PCs have not already encountered them.

Several of the survivors sustained grievous wounds and are at risk of bleeding to death without life support equipment. If the PCs immediately investigate this room, they have a chance to save these patients. A PC who succeeds at a DC 20 Medicine check identifies three individuals, two nelentu soldiers and a syngnathrix civilian, in dire need of care. Expending a healing item or spell, or succeeding an additional DC 26 Medicine check (DC 29 in Subtier 9-10), for each of the afflicted prevents them from succumbing to their wounds. These three individuals have already perished if the PCs investigate area **A6** first.

If the PCs save the wounded survivors, Muyari thanks the PCs for their efforts and offers to help escort the others to safety aboard the *Honorbound* if the PCs suggest it. Otherwise, Captain Yuluzak manages to contact Muyari and invites the survivors onboard himself. If the PCs have not already explored area **A6**, a deafening boom signals a secondary blast to the south. Muyari comments that it sounds like it came from the operating theater.

A4. DELIVERY WARD

This room houses 10-foot-tall glass tanks filled with water utilized in delivering syngnathrix young. Though they can breathe and move on land, syngnathrixes feel more comfortable in water, and they require it to give birth. This room serves as a delivery and neonatal unit. A PC who succeeds at a DC 26 Medicine or Culture check (DC 29 in Subtier 9-10) can learn this information by examining the area and putting clues together based on their investigation of previous areas and the location's position within the hospital.

Treasure: The delivery ward contains a basic physician drone^{AR} (elite physician drone^{AR} in Subtier 9-10), a dermal stapler^{AR} (two in Subtier 9-10), and two *mk 3 serums of healing* (four in Subtier 9-10). In Subtier 9-10, this room also contains an advanced medkit and a credstick with 1,300 credits.

Rewards: If the PCs do not search the delivery ward, reduce each PC's credits earned by the following amount.

Subtier 7-8: Reduce each PC's credits earned by 118.

Out of Subtier: Reduce each PC's credits earned by 424.

Subtier 9-10: Reduce each PC's credits earned by 731.

A5. MAIN HALLWAY (CR 9 OR CR 11)

This main hallway bisects the hospital. The rooms to the north and west are unaffected by the recent explosions. Most of the areas to the south were destroyed by the jinsul-ordered bombing.

Creatures: A jinsul ground squad patrols the hospital, using this hallway to move from the ruined southern wing toward the populated rooms to the north. Their orders are to search the area for any survivors and kill them. The patrol consists of two jinsul

SCALING ENCOUNTER A1

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

Both Subtiers: The jinsul commander takes an additional round to become fully attuned, and the jinsul soldiers have the sickened condition after breathing in toxic fumes from the burnt wreckage

soldiers led by a powerful jinsul solarian. The jinsuls have been employing merciless scorched-earth tactics, first bombing large population centers and then systematically killing any survivors. The squad here acts as mop-up duty to clear out any survivors. They believe this display of cruelty and power should persuade Kreiholm Freehold leaders to surrender quickly.

SUBTIER 7-8 (CR 9)

JINSUL RADIANT COMMANDER

CR 7

Jinsul solarian

CE monstrous humanoid

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

DEFENSE

HP 105 **RP** 4

EAC 19; **KAC** 21

Fort +9; **Ref** +9; **Will** +10

Defensive Abilities unflankable, defiant faith; **Resistances** cold 5, fire 5; **SR** 18

OFFENSE

Speed 40 ft.

Melee solar weapon +18 (2d8+12 F) or

bite +18 (2d6+12 P) or

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

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

Offensive Abilities flashing strikes, stellar revelations (black hole [25-ft. radius, pull 15 ft., DC 15,], blazing orbit [2d6 F], plasma sheath, supernova [10-ft. radius, 7d6 F; DC 15])

TACTICS

During Combat The jinsul radiant commander closes to melee range, using its blazing orbit and supernova abilities to affect the greatest number of PCs possible. Once fully attuned, the jinsul commander activates its plasma sheath ability for extra damage.

Morale The jinsul commander fights until slain.

STATISTICS

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

Skills Athletics +19, Intimidate +14, Mysticism +14

Languages Jinsul

Other Abilities powerful leap, solar manifestation (weapon; already incorporated into stat block), stellar alignment (photon)

Gear d-suit III, red star plasma pistol with 2 batteries (20 charges each), minor photon crystal, *mk 3 ring of resistance, mk 1 travel treads*^{AR}

SPECIAL ABILITIES

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

Defiant Faith (Su) A jinsul radiant commander and its squad are trained to combat enemy spellcasters and gain spell resistance. In addition, whenever a creature casts an offensive spell that targets a radiant commander or its allies, the jinsul can attempt a Mysticism check in response. If the jinsul's result equals or exceeds a DC equal to 20 + the spell's level, the creature casting the spell gains the shaken condition until the end of their next turn.

JINSUL GROUND PATROLS (2)

CR 5

Jinsul soldier

CE monstrous humanoid

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



Jinsul Ground Patrol

DEFENSE

HP 70 EACH

EAC 17; **KAC** 20

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

Defensive Abilities unflankable, defiant faith; **SR** 10

OFFENSE

Speed 40 ft.

Melee tactical skyfire sword +12 (2d4+10 F) or bite +12 (1d6+10 P) or leg blades +12 (2d4+10 S; critical bleed 1d4)

Ranged squad machine gun +15 (1d10+7 P) or screamer grenade I +15 [explode [15 ft., 1d10 So plus deafened 1d4 minutes, DC 13]]

Offensive Abilities grenade expert (45 ft.)

TACTICS

Before Combat The jinsul ground patrol moves into cover and attempts to set up a tactical advantage in combat.

During Combat The jinsul ground patrols prefer to take single shots with their machine guns or to throw grenades against clustered foes. If they're overwhelmed in a specific area, they make a full automatic attack and switch to melee attacks.

Morale The jinsul ground patrol fights to the death.

STATISTICS

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

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

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) See Jinsul Radiant Commander above.

Defiant Faith (Ex) See Jinsul Radiant Commander above.

SUBTIER 9-10 (CR 11)

JINSUL BLAZING COMMANDER

CR 9

Jinsul solarian

CE monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE

HP 145 RP 5

EAC 22; **KAC** 24

Fort +11; **Ref** +11; **Will** +12

Defensive Abilities unflankable, defiant faith;

Resistances cold 5, fire 5; **SR** 18

OFFENSE

Speed 40 ft.

Melee solar weapon +22 (2d10+15 F) or bite +22 (2d8+15 P) or leg blades +22 (2d8+15 S; critical bleed 2d4)

Ranged aphelion laser pistol +19 (3d4 F; critical burn 1d4)

Offensive Abilities flashing strikes,

stellar revelations (black hole [30-ft. radius, pull 20 ft., DC 16], blazing orbit [2d6 F], glow of life [21 HP], supernova [15-ft. radius, 9d6 F; DC 16]), zenith revelations (solar acceleration)

TACTICS

During Combat The jinsul blazing commander closes into melee range, using its blazing orbit and supernova abilities to affect the greatest number of PCs possible. Once fully attuned, the jinsul commander activates its solar acceleration ability if its soldiers still live. When reduced to half its maximum HP, the jinsul activates glow of life to heal itself.

Morale The jinsul blazing commander fights to the death.

STATISTICS

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

Skills Athletics +22, Intimidate +17, Mysticism +17

Languages Jinsul

Other Abilities powerful leap, solar manifestation (weapon; already incorporated into stat block), stellar alignment

Gear kasatha microcord IV, aphelion laser pistol with high-capacity battery (40 charges), lesser photon crystal, *dark blue rhomboid aeon stone*, *mk 2 travel treads*^{AR}, *ring of cosmic alignment*

SPECIAL ABILITIES

Powerful Leap (Ex) See Jinsul Radiant Commander in Subtier 7-8.

Defiant Faith (Su) See Jinsul Radiant Commander in Subtier 7-8.

JINSUL GROUND PATROLS (2)

CR 7

Jinsul soldier

CE monstrous humanoid

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

DEFENSE HP 105 EACH

EAC 19; KAC 22

Fort +9; Ref +11; Will +8

Defensive Abilities unflankable, defiant faith; SR 15

OFFENSE

Speed 40 ft.

Melee tactical skyfire sword +15 (2d4+12 F) or

bite +15 (2d6+12 P) or

leg blades +15 (2d4+12 S; critical bleed 1d4)

Ranged tactical reaction cannon +18 (2d10+9 P) or screamer grenade II +18 (explode [20 ft., 2d10 So plus deafened 1d4 minutes, DC 15])

Offensive Abilities grenade expert (45 ft.)

TACTICS

Use the tactics from Subtier 7-8.

STATISTICS

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

Skills Acrobatics +19, Athletics +14, Intimidate +14

Languages Jinsul

Other Abilities powerful leap

Gear estex suit III, tactical reaction cannon with 40 rounds, tactical skyfire sword, screamer grenades II (2)

SPECIAL ABILITIES

Powerful Leap (Ex) See Jinsul Radiant Commander in Subtier 7-8.

Defiant Faith (Ex) See Jinsul Radiant Commander in Subtier 7-8.

Treasure: In Subtier 9-10, rubies embedded in the hilts of the jinsuls' skyfire swords are worth 2,000 credits.

Development: The jinsul patrol enters the hospital as soon as the PCs arrive. They cross the rubble in area **A12** and head north to the main hallway (area **A5**). The PCs most likely encounter the patrol here. The patrol waits outside the doors to area **A6** if they hear the explosion in that area. If uncontested by the PCs, they try to break through the barricade to the makeshift triage unit in area **A3**, a process that takes them 2 minutes.

Rewards: If the PCs do not defeat the jinsul ground patrol squad, reduce each PC's credits earned by the following amount.

Subtier 7-8: Reduce each PC's credits earned by 1,264.

Out of Subtier: Reduce each PC's credits earned by 1962.

Subtier 9-10: Reduce each PC's credits earned by 2,660

A6. OPERATING THEATER

This operating theater is where the hospital staff perform delicate procedures too complex to be carried out entirely by machines. Dr. Yuuqa and her colleagues presided over surgeries here, and the room contains advanced medical technology unique to the Kreiholm Freehold.

Tiered seating around the room allows for observation by medical students, while a table at the center of the room provides a space for the patient. With a successful DC 20 Medicine, Profession (lab technician), or Profession (professor) check, a PC can identify various equipment stations around the room as medical in nature and specifically intended for complex surgeries but intrinsically different from Pact Worlds technology.

Development: If the PCs spend time in area **A3** before searching the operating theater, a secondary blast triggered by a damaged generator destroys the delicate equipment housed here, and the PCs find nothing of value. The explosion alerts the jinsul patrol in area **A5**, who move toward the eastern doors to investigate. If the PCs explore this area first and recover the datapad, Dr. Yuuqa rewards the PCs with UPBs worth 2,000 credits (4,000 in Subtier 9-10).

Treasure: A cabinet to the southwest contains a white nanite hypopen^{AR} (or a green nanite hypopen^{AR}, a *mk 2 null-space chamber*, and an x-ray visor in Subtier 9-10). A datapad plugged into a holoprojector to the west stores schematics and notes detailing highly advanced medical equipment and procedures not known to the Pact Worlds. This datapad belongs to Dr. Yuuqa (see area **A1**).

Rewards: If the PCs do not investigate the operating theater before the explosion, reduce each PC's credits earned by the following amount.

Subtier 7-8: Reduce each PC's credits earned by 380.

Out of Subtier: Reduce each PC's credits earned by 802.

Subtier 9-10: Reduce each PC's credits earned by 1,223.

A7. RESTROOM

This cramped restroom contains two wash basins and three privacy stalls.

A8. OFFICE

The orderly office workstation that occupies the northern half of this room stands in stark contrast to the wreckage to the south, where the partially collapsed ceiling crumbles to meet a mountain of smoking debris outside.

The ceiling in the southern part of this office caved in after sustaining structural damage in the bombing, giving way to the wider destruction in the hospital's lower wing.

A9–A13. DEMOLISHED ROOMS

This area bears little resemblance to the functional hospital ward that stood here only an hour ago. Fires smolder throughout the heaps of twisted metal and chunks of building material. Tangled wires spark and writhe like snakes amid the rubble. The acrid smell of burning plastic fills the air as plumes of inky black smoke curl up toward the exposed sky.

Jinsul bombing runs destroyed most of the southern wing of this hospital, and what once served as additional patient rooms (**A9** and **A10**), a lobby (**A11**), and a small recreation area (**A12**) are demolished beyond recognition. This area is difficult terrain, and successfully traversing the ruined building's hazards requires several skill checks.

Clear a Path: Moving through the debris to or from the office in area **A7** requires a successful DC 27 (DC 30 in Subtier 9–10) Strength or Engineering check to break through the partially caved-in ceiling.

Climb Through the Rubble: The rooms and halls of this part of the building are demolished. A PC must succeed at a DC 25 Athletics or Acrobatics check to scale the piles of rubble. A creature failing this check by 5 or more takes 4d6 bludgeoning or piercing damage (determined randomly) from collapsing debris.

Live Wires: The ungrounded electrical lines through the area pose a hazard. PCs moving through the area must succeed at a DC 18 Reflex save (DC 22 in Subtier 9–10) to avoid stepping on live wires. A PC who fails this save takes 2d6 electricity damage.

EVACUATING THE SURVIVORS

After the PCs explore the ruined hospital and defeat the jinsul patrol, they can evacuate any survivors to the *Honorbound*. If the PCs didn't think to offer the survivors shelter onboard the vesk ship, Captain Yuluzak steps in and makes the offer via comm channels. Once everyone is safely onboard, the *Honorbound* takes off to avoid jinsul reprisals. As the ship reenters Saaruq 5's atmosphere, the PCs have a chance to rest and get to know the nelentus, syngnathrixes, and thyr they rescued. During this time,

the PCs can take several actions as Captain Yuluzak attempts to hail nearby Kreiholm ships still engaged in the conflict.

Cultural Exchange: A PC can attempt a DC 26 Culture or Diplomacy check (DC 29 in Subtier 9–10), on a success learning more about the Kreiholm Freehold's inhabitants and culture. Encourage the players to roleplay through this encounter with the NPCs, who are equally curious about their saviors. Dr. Yuuqa eagerly compares notes with scientifically inclined PCs and politely asks questions about the physiology of Pact Worlds species while sharing information about the species of her home world. She explains that she treated a wounded vesk who stumbled into the system and passed away several years ago, which is why she has the Vesk language in her hospital's database. Muyari is especially interested in PCs with a military background. He explains that his civilization's military focuses exclusively on defense and hasn't fought an actual war in centuries. **Vrinn** (N male syngnathrix) is worried about his partner, a pilot currently fighting the jinsuls, and looks forward to the birth of the children he carries. Vrinn is happy to swap stories about domestic life on Saaruq 5 and shares pictures of his partner Quara and the pair's first brood.

Follow-Up Care: A PC can attempt a Medicine check or expend healing items to provide additional care to the injured refugees. If any of the PCs failed the Culture or Diplomacy checks to learn about the Kreiholm Freehold refugees, taking the time to provide medical care convinces these individuals to relax their guard enough to converse.

Gather Intel: The PCs may wish to question the survivors about the jinsuls and the Kreiholm Freehold's connection to the Scoured Stars. Most of the survivors have no real knowledge of these topics and can only describe the terrifying and unexpected invasion. **Treads the Clouds** (NG agender thyr mystic) is a historian who can reveal any information about the Kreiholm Freehold and jinsuls from the background at the beginning of this scenario. They describe a powerful jinsul priest at the helm of the invasion, referring to this mysterious figure as "one of the Hierarchs."

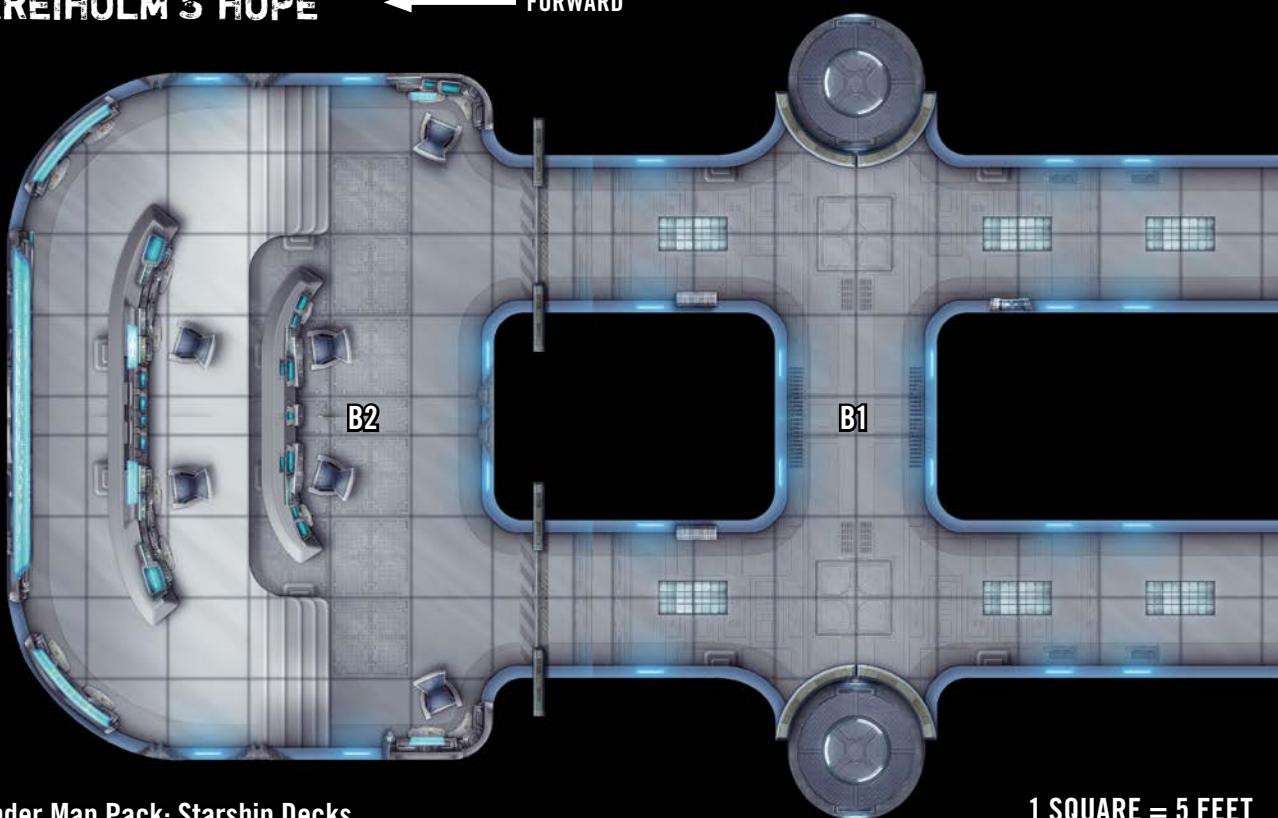
B. KREIHLOM'S HOPE (CR 9 OR CR 11)

An incoming signal cuts the pleasantries short, and Treads the Clouds helps translate the message. The distress signal is from a nearby Kreiholm command ship named *Kreiholm's Hope*. *Kreiholm's Hope* was critically damaged in the battle, and jinsuls are preparing to board and kill any surviving crew. Furthermore, this ship carries an important passenger, the thyr council member Speaks Forgotten Words. Yuluzak orders his crew to change course to intercept *Kreiholm's Hope* so the PCs can attempt a final rescue mission.

Acting as pilot, Joyozalva maneuvers the *Honorbound* and lowers the hatch to allow the PCs direct access to the upper airlock doors of the *Kreiholm's Hope*. The PCs arrive on the disabled ship to find its systems failing and in need of repair. The PCs get deposited in a fortunate spot close to the ship's command deck and luckily avoid any jinsul patrols between them and the bridge.

A. KREIHLOM'S HOPE

← FORWARD



Pathfinder Map Pack: Starship Decks

1 SQUARE = 5 FEET

B1. UPPER DECK CORRIDORS (CR 9 OR CR 11)

Once aboard Kreiholm's Hope, it's clear that the ship's systems are failing. Lights flicker overhead, and an insistent, high-pitched tone trumps through the chilly air. A set of twin corridors with lifts on either side lead toward a set of double doors.

These corridors stretch from the upper airlock to the bridge (area B2). Lifts to the east and west provide access to the spacecraft's lower bays. Once aboard the disabled ship, a PC can attempt a DC 20 Engineering check, on a success recognizing that critical damage dealt to the craft means that support systems such as lighting, temperature controls, atmosphere, and artificial gravity are in danger of failing.

Hazard: On initiative count 10 of the second round of the combat encounter with the arriving jinsuls (see below), a portion of the ship's life support systems responsible for maintaining artificial gravity goes haywire. For the next 1d3 rounds, the entire chamber subject to extreme gravity, which deals 1d6 nonlethal bludgeoning damage per round and otherwise functions as high gravity (Starfinder Core Rulebook 402.)

Creatures: As soon as the PCs enter area B1, a jinsul boarding party exits the twin lifts to the east and west of the corridors. Two jinsul crusaders burst through each door and immediately engage in combat.

SUBTIER 7-8 (CR 9)

JINSUL CRUSADERS (4)

CR 5

CE Medium monstrous humanoid

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

DEFENSE

HP 70 EACH

EAC 17; KAC 19

Fort +7; Ref +9; Will +6

Defensive Abilities unflankable, unshakable belief

OFFENSE

Speed 50 ft.

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

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

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*

TACTICS

Before Combat Each jinsul crusader casts *reflecting armor* and *supercharge weapon* before initiating combat.

During Combat The jinsul crusaders cast their offensive spells before closing into melee, taking advantage of the close

SCALING ENCOUNTER

B1

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

Both Subtiers: The jinsuls don't have time to cast their spells in preparation for combat.



quarters to keep the PCs from attacking at range. A jinsul crusader makes a guarded step and casts *mystic cure* on itself if reduced to half its Hit Points or fewer.

Morale The jinsul crusaders fight to the death.

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

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.

SUBTIER 9-10 (CR 11)

JINSUL CHAMPIONS (4)

CR 7

CE Medium monstrous humanoid

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

Perception +14

DEFENSE **HP 105 EACH**

EAC 19; **KAC** 21

Fort +9; **Ref** +11; **Will** +8

Defensive Abilities unflankable, unshakable belief; **DR** 5/–

OFFENSE

Speed 50 ft.

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

Ranged hailstorm-class zero pistol +15 (2d6+7 C; critical staggered DC 15])

Spell-Like Abilities (CL 7th)

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

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

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

TACTICS

Before Combat One jinsul champion casts *haste* on the group.

Each jinsul crusader casts *lesser resistant armor*, *reflecting armor*, and *supercharge weapon* before initiating combat.

During Combat See the Jinsul Crusader tactics in Subtier 7-8.

Morale The jinsul champion fight to the death.

Base Statistics Without *lesser resistant armor*, the jinsul champion loses its DR.

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** 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 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 check exceeds the trick attack skill check result by 5 or more, the creature performing the trick attack gains the off-target condition until the end of their next turn.**Treasure:** A locker in the hallway contains two *mk 2 serums of healing* (two *mk 3 serums of healing* and a *thundering fusion seal* [9th] in Subtier 9-10).**Development:** The doors to area **B2** remain closed until the PCs deal with the jinsul threat. Once the PCs defeat the jinsuls, they can converse with the survivors in area **B2**, as detailed below.**Rewards:** If the PCs do not defeat the jinsul boarding party, reduce each PC's credits earned by the following amount.*Subtier 7-8:* Reduce each PC's credits earned by 1,403.*Out of Subtier:* Reduce each PC's credits earned by 2,382.*Subtier 9-10:* Reduce each PC's credits earned by 3,362.**B2. THE BRIDGE**

The doors to area **B2** are steel (hardness 20, HP 60, break DC 30). If the PCs attempt to break down the doors, the crew within believes they're under attack from a jinsul boarding party. If the PCs announce their presence and intent to render aid, the crew opens the doors. In order to successfully convince the bridge crew that their intentions are peaceful, the PCs must communicate in a language the bridge crew understands, likely calling one of the *Honorbound* survivors to act a translator via comm unit or by casting a spell.

The damaged computer on the bridge can be repaired with a successful DC 28 Engineering check (DC 31 in Subtier 9-10). Repairing the equipment takes 10 minutes and restores artificial gravity to the ship, preventing future gravitational fluxes.

Creatures: A complement of six nelantu and syngnathrix officers barricaded themselves and their single passenger within the bridge after losing their fight with a jinsul craft. The ship's passenger, **Speaks Forgotten Words** (LG agender thyr mystic) is a member of Kreiholm Freehold's governing council. Their starting attitude begins as indifferent unless the PCs are specific about their opposition to the jinsuls, in which case they begin as friendly.

Development: It's easy for the PCs to convince the crew to escape onto the *Honorbound* with them—particularly because **Speaks Forgotten Words** can translate telepathically. As the group prepares to leave the bridge, an urgent communication from the *Honorbound* interrupts their progress. Read the following text aloud once the PCs accept the comm message:

Shaakar's worried face appears on the comm unit's display screen. "Starfinders, we have a problem. I've been scanning your current position, and you've got company. More jinsul boarding tubes just made contact with your ship, and boarders are heading toward the bridge. Damaritosh's doshko! They're everywhere!" The sound of loudly clicking keys accompanies the science officer's words. He furrows his scaly brow in concentration for a moment, then looks up from his workstation for the first time.

"I hate to tell you this, but the boarders have overrun all viable escape options."

Allow each PC to attempt a DC 20 Engineering or Intelligence check. On a success, they realize that a nearby hole in the disabled ship's hull close to their current location is the only exit available. If the PCs fail these checks or don't come up with this idea on their own, Yuluzak takes over the comm channel and suggests this solution.

Meanwhile, Yuluzak orders his ship to come alongside the *Kreiholm's Hope* and has his gunners fire at nearby jinsul troop transports to ease some of the burden. The ship shakes as resounding booms signals an opening for the PCs to pursue. Yuluzak cautions the PCs to keep their comm units active as he prepares for a tricky rescue on the ship's exterior.

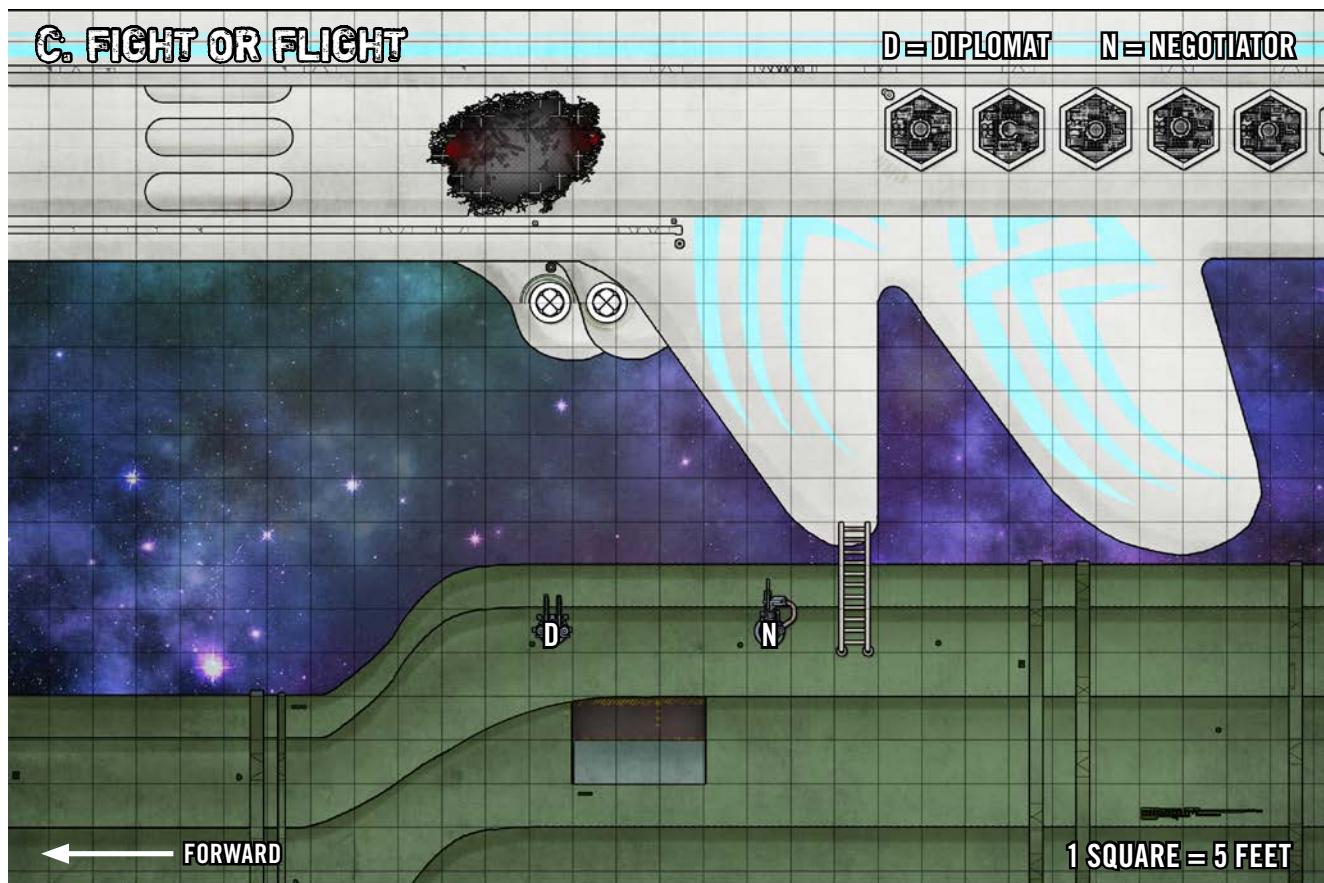
C. FIGHT OR FLIGHT (CR 11 OR CR 13)

Once the PCs are ready to evacuate the *Kreiholm's Hope*, read or paraphrase the following.

Open space looms through the jagged hole in the side of the disabled ship. The doshko-like protrusions of the *Honorbound*'s engines bathe the exterior hull in an angry red glare as the salvage vessel turns to slide into position alongside the disabled craft. Suddenly, a pair of triangular ships race past, and sparks fly as twin laser beams smash into *Honorbound*'s aft shields.

All along the exterior hull of *Kreiholm's Hope*, hatches burst open and chitinous, six-legged creatures that seem to be all eyes and teeth skitter through, though many of them remain too distant to engage. The jinsuls closest to the breach swarm over the hull, cutting off access to the safety of the ship's interior.

Jubilant laughter crackles through a comm unit, and the familiar voice of Yuluzak rings out over the channel. "This is what I've been waiting for! We're going to blow them out of the stars! Stay strong, comrades, and hold the boarders off for as long as you can. We'll pull up alongside you as soon as we get these vermin off our tails."



After Yuluzak orders his gunner to attack the jinsul boarding craft that linger near the command ship, Joyozalva maneuvers the *Honorbound* alongside the disabled *Kreiholm's Hope*. Before she can do so, two nearby jinsul craft engage the *Honorbound*. Joyozalva, distracted by trying to evade incoming fire, takes 8 rounds to get the *Honorbound* into position. If any of the PCs slotted the *Honorbound* Allies boon, Yuluzak's crew is willing to attempt riskier rescue maneuvers. In this case, reduce the time it takes Joyozalva to get into position to 4 rounds.

For effect, you can obscure the bottom portion of the map, revealing the *Honorbound* only when the ship arrives. Once it's in position, the PCs can cross to the *Honorbound*—either by the extended ladder or by pushing off toward the starship. A PC adjacent to one of the antipersonnel weapons (see below) can operate them normally. Each is fully loaded.

As this combat takes place on the outer hull of a starship, the fight takes place in zero gravity and vacuum.

Superior Firepower: Two antipersonnel weapons are mounted to the exterior hatch of *Honorbound*: the Diplomat (medium machine gun in Subtier 7-8; elite x-gen gun in Subtier 9-10) and the Negotiator (salamander-class flamethrower in Subtier 7-8; hellhound-class flamethrower in Subtier 9-10, both with double their standard range). A PC adjacent to one of these weapons can direct its fire and attack with the weapon on her action using her ranged attack modifier.

Creatures: Just as the PCs escort the survivors from the *Kreiholm's Hope* onto the exterior hull, swarms of jinsuls break into the chamber they just exited. The creatures begin pouring through airlocks and hatches onto the exposed hull in pursuit of the PCs and their charges. A group of two jinsul solarians and their honor guard engage the PCs in combat. An additional 1d3 crusaders arrive from the northern or western edge of the map at the beginning of the 6th round and every even-numbered round after that.

The survivors escaping alongside the PCs are all equipped with sufficient armor to protect themselves against the vacuum. The group takes up a 10-foot-by-10-foot area on the map and should be placed as a cinematic terrain element. To keep the encounter simple, it's assumed the surviving crew spend their actions protecting Speaks Forgotten Words and firing their weapons against approaching threats off the map. The squares remain impassable terrain for the PCs, though the group moves up to 20 feet at initiative count 0 if the PCs need them to. Once the *Honorbound* arrives, the survivors move 20 feet per round toward the Veskarium ship.

SUBTIER 7-8 (CR 11)

JINSUL RADIANT COMMANDERS (2)

HP 105 each (see page 11)

CR 7

TACTICS

During Combat The commanders rush into combat against the PCs, recognizing them as the greater threat. They spend a move action in the first round directions its attending crusaders to focus on the PCs and then advances.

Morale The radiant commanders fight to the death.

JINSUL CRUSADERS (4) CR 5

HP 70 each (see page 15)

TACTICS

During Combat The crusaders spread around the outer hull and make ranged attacks. They use their spells to enhance their abilities while focusing on taking out the PCs.

Morale The jinsul crusaders fight to the death.

SUBTIER 9-10 (CR 13)**JINSUL BLAZING COMMANDERS (2) CR 9**

HP 145 each (see page 12)

TACTICS

Use the jinsul radiant commander tactics from Subtier 7-8.

JINSUL CHAMPIONS (4) CR 7

HP 105 each (see page 16)

TACTICS

Use the jinsul crusader tactics from Subtier 7-8.

Development: Once the PCs and survivors make it onboard the *Honorbound*'s outer hull, the Veskarium salvage ship breaks off. It moves away at a slow enough speed to not rip apart any of those standing atop the hull, but swiftly enough that the jinsuls can't jump to follow. Yuluzak has the ship slowly ease away long enough for the PCs and survivors to get inside the *Honorbound* before the ship picks up speed.

As the PCs board the bridge, they find Yuluzak cheering as the *Honorbound*'s gunners deal a final blow to the last pursuing jinsul ship. All around, the tide of battle seems to be turning, with the majority of jinsul ships blown to smithereens by the battle-scarred Freehold Armada. Speaks Forgotten Words eagerly wishes to converse with the PCs and the Veskarium captain.

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

Subtier 7-8: Reduce each PC's credits earned by 2,236.

Out of Subtier: Reduce each PC's credits earned by 3,600.

Subtier 9-10: Reduce each PC's credits earned by 4,963.

CONCLUSION

After the PCs evacuate the crew of Kreiholm's *Hope* and the remaining jinsul ships move off, Captain Yuluzak safely directs the *Honorbound* out of the fighting zone. The PCs' actions leading up to this point affect Speaks Forgotten Words' opinion of them, and the Starfinder Society by association. As long as the PCs prioritized saving lives over technology in the hospital and

SCALING ENCOUNTER C

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

Both Subtiers: Remove one jinsul crusader.

took time to render medical aid and interact with the survivors, Speaks Forgotten Words extends an invitation to meet with the Kreiholm Freehold's governing council. If the PCs do not meet these qualifications, Speaks Forgotten Words instead extends their invitation to Captain Yuluzak and the Veskarium. This invitation takes the form of a tiny, egg-shaped chunk of polished sapphire with an appearance similar to the artifact recovered from Ardent Seeker, and it functions as a datapad.

Once Speaks Forgotten Words is safely dropped off on another Kreiholm command ship, the PCs can return to Absalom Station report back. The party meets with Luwazi in the same conference room they used at the start of the adventure, where the nominated First Seeker listens with growing concern as the PCs recount their mission. Iteration-177 is conspicuously absent from this debriefing, and Luwazi begins her statements by remarking on this. Luwazi questions the PCs about the Kreiholm Freehold's inhabitants and asks if they had a chance to meet with any leaders. If the PCs present her with Speaks Forgotten Words' invitation, she grins and exclaims "Starfinders, you soared above and beyond my expectations. This invitation could be the start of a bright new era for the Society. I'm certain that today you've made history. I'm so very proud of you."

If the PCs didn't earn Speaks Forgotten Words' invitation, Captain Yuluzak explains that since he has no clout within the Veskarium government, he wants the Society to accept the invitation in his stead. Captain Yuluzak also expresses his fervent hope that the Veskarium will have a part to play in the coming war and asks Luwazi to call on him if she ever needs the help of an old salvager.

REPORTING NOTES

If the PCs successfully saved all the survivors in the hospital, check box A. If they recovered the datapad from area **A6**, check box B. If the Starfinders directly received the invitation to meet with the Kreiholm Freehold, check box C. If Captain Yuluzak and the Veskarium received the invitation, check box D.

PRIMARY SUCCESS CONDITIONS

If the PCs successfully evacuated Speaks Forgotten Words onto the *Honorbound*, they succeed at their mission and each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon. PCs who complete this mission also gain the Journey to the Scoured Stars: Segment 5 boon on their Chronicle sheets.



SECONDARY SUCCESS CONDITIONS

If the PCs complete at least three of the following five tasks, they each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon.

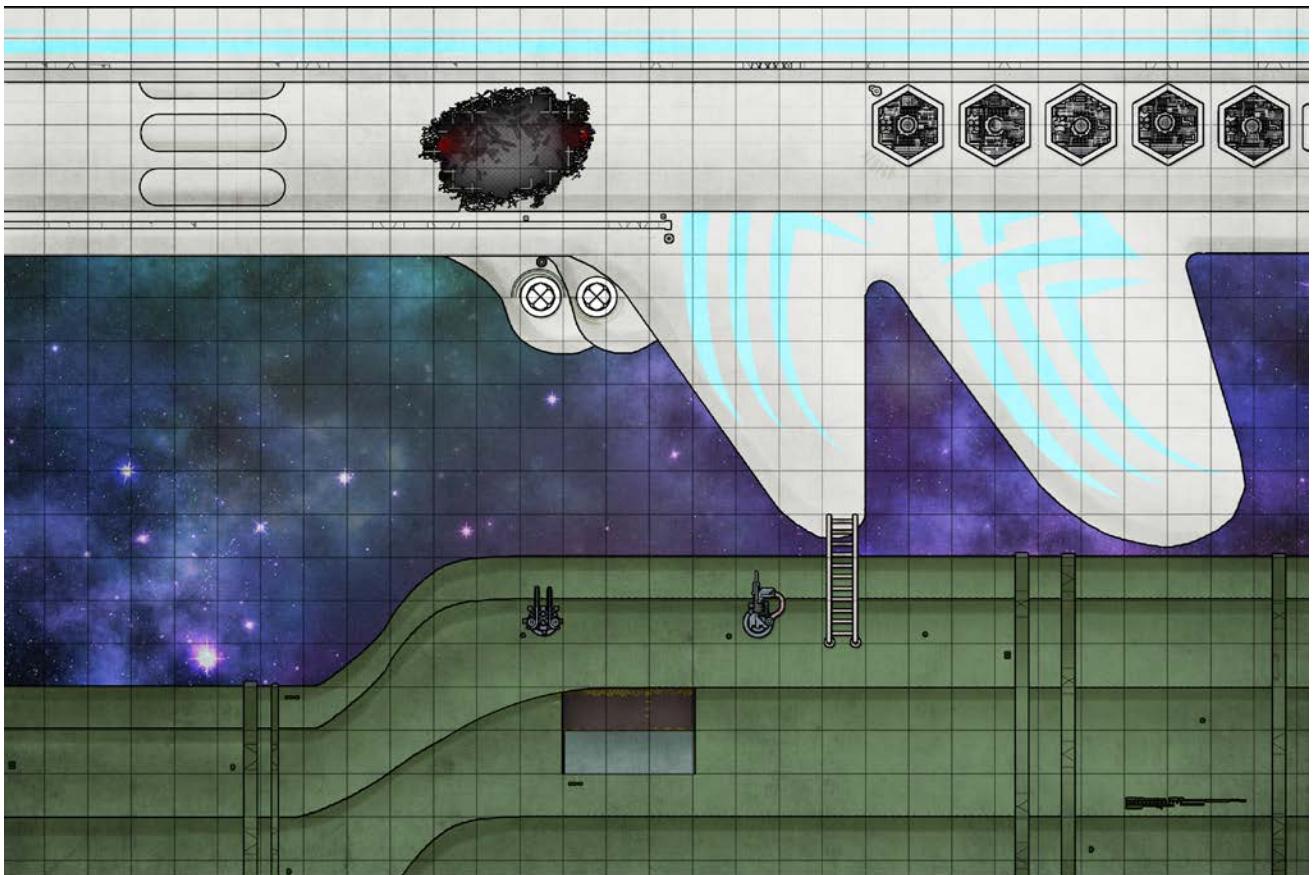
- Recovered the datapad from the hospital
- Saved all the survivors in the hospital
- Learned about the Kreiholm Freehold's culture and history
- Defeated the entire jinsul boarding party in area B
- Earned Speaks Forgotten Words' invitation

FACTION NOTES

If the PCs manage to earn Speaks Forgotten Words' invitation, they earn further prestige for their faction. Each PC earns 1 additional Reputation with the Second Seekers (Luwazi Elsebo) faction, in addition to any other Reputation earned as a result of completing this scenario.



HONORBOUND EMISSARIES



Starfinder Society Scenario #1-29: Honorable Emissaries

Event	Date	
GM #	GM Character #	
GM Name	GM Fame Earned	
<input type="checkbox"/> Acquisitives <input type="checkbox"/> Second Seekers () <input type="checkbox"/> A <input type="checkbox"/> B	<input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Faction _____ <input type="checkbox"/> C <input type="checkbox"/> D	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders
Character #	Fame	Faction Boons
Character Name		
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Character #	Fame	Faction Boons
Character Name		
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Starfinder Society Scenario #1-29: Honorable Emissaries 2018, Paizo Inc.; Author: Jenny Jarzabski.



Starfinder Society

Scenario #1-29: Honorboud Emissaries

Character Chronicle #

A.K.A.		7		MAX CREDITS <input type="checkbox"/> Normal Max Credits SUBTIER 7-8 7-8 5,951 SUBTIER Out of Subtier Out of Subtier 10,093 SUBTIER 9-10 9-10 14,235 SUBTIER - - -
Player Name	Character Name	Organized Play #	Character #	
Items Found During This Scenario				
<p>Journey to the Scoured Stars: Segment 5 (Unidentified Boon): You've saved a vital member of the Kreiholm Freehold's leadership and contacted a group of peaceful descendants from the Scoured Stars. This boon represents your character's involvement in this critical step toward solving the Scoured Stars mystery. Other boons representing future steps toward unraveling the mystery of the Scoured Stars will appear in future scenarios, and collecting these boons will result in a unique bonus to be detailed on a future Chronicle sheet.</p>				
All Subtiers black force field armor upgrade (10,500; item level 8) d-suit III (13,300; item level 9) elite defiance series armor (6,300; item level 7) <i>minor photon crystal</i> (9,300; item level 8) <i>mk 1 travel treads</i> (2,750; item level 5; <i>Starfinder Armory</i> 117) <i>mk 3 ring of resistance</i> (18,100; item level 10) <i>mk 3 serum of healing</i> (1,950; item level 9; limit 4) <i>red star plasma pistol</i> (7,200; item level 7) <i>sonic dampener armor upgrade</i> (7,150; item level 7) <i>spell ampoule of mystic cure</i> (3rd level; 3,000; item level 10; limit 2) <i>tactical skyfire sword</i> (6,120; item level 7) <i>white nanite hypopen</i> (2,300; item level 9; <i>Starfinder Armory</i> 106) <i>yellow star plasma rifle</i> (16,800; item level 10)		Subtier 9-10 aphelion laser pistol (14,820; item level 9) <i>dark blue rhomboid aeon stone</i> (18,000; item level 10) elite domestic drone (physician drone; 18,000; item level 10; <i>Starfinder Armory</i> 101) <i>forcepack armor upgrade</i> (13,100; item level 9) <i>green nanite hypopen</i> (5,600; item level 12; <i>Starfinder Armory</i> 106) <i>hailstorm-class zero pistol</i> (16,900; item level 10) <i>kasatha microcord IV</i> (23,800; item level 11) <i>lesser photon crystal</i> (25,100; item level 11) <i>mk 2 null-space chamber</i> (12,250; item level 9) <i>mk 2 travel treads</i> (12,000; item level 9; <i>Starfinder Armory</i> 117) <i>pinion skyfire armor</i> (14,200; item level 9) <i>ring of cosmic alignment</i> (25,000; item level 11) <i>thundering fusion seal</i> (2,860; item level 9) <i>white force field armor upgrade</i> (10,000; item level 10) <i>white star plasma caster</i> (49,100; item level 13) <i>x-ray visor</i> (15,000; item level 9)		
Reputation Faction _____ Reputation _____ Faction _____ Reputation _____ Faction _____ Reputation _____ Infamy _____				
EXPERIENCE Starting XP + XP Gained (GM ONLY) = Final XP Total				
FAME Initial Fame + Fame Gained (GM ONLY) - Fame Spent				
CREDITS Final Fame Starting Credits + Credits Garnered (GM ONLY) + Day Job (GM ONLY) - Credits Spent = Total				

For GM Only