

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-34, TIER 3-6

STARFINDER[®]

SOCIETY

HEART OF THE FOE

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HOW TO PLAY

Starfinder Society Scenario #1-34: Heart of the Foe is a Starfinder Society Scenario designed for 3rd- through 6th-level characters (Tier 3-6; Subtiers 3-4 and 5-6). 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.



Table of Contents

Heart of the Foe	3
Map	20
Chronicle Sheet	22

GM RESOURCES

Heart of the Foe makes use of *Starfinder Core Rulebook*, *Starfinder Alien Archive*, 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 [JADNURA])

FACTION (SECOND SEEKERS [LUWAZI ELSEBO])

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HEART OF THE FOE

BY NICHOLAS WASKO



The jinsuls—a race of chitinous, xenophobic creatures who have repeatedly attacked Starfinder ships—have become a threat the Pact Worlds can no longer afford to ignore. Their history is inexorably linked with the Scoured Stars, a trinary star system that the jinsuls and many other species once called home. Natives of several planets within the system worshiped Kadrical the Preserver, the ancient isolationist deity of the Scoured Stars. During their time within the Scoured Stars, the jinsuls became the most devout of Kadrical's servants. In ages past, Kadrical used his divine power to keep the Scoured Stars cut off from the rest of the universe, hoping to keep the species within the Scoured Stars safe. Over time, Kadrical's influence among the jinsuls and their neighbors waned as the Scoured Stars species developed more and more advanced technology.

When Kadrical eventually fell into a state of torpor and lowered his divinely-powered barrier, the jinsuls and seven other civilizations struck off into the Vast to make new lives for themselves. To date, the Starfinder Society has interacted with a handful of these civilizations: the mentrasi, who colonized a new planet but died off when a geological event destroyed their civilization; the izalguuns, who adopted a pastoral life on the planet of Izalraan; and the Kreiholm Freehold, who attempted to lie low and integrate with natives of their new home.

The Starfinder Society first came to witness the horrific military might of the jinsuls during their rescue mission to the Scoured Stars (*Starfinder Society Scenario #1-99: The Scoured Stars Invasion*). The jinsuls took advantage of the Society opening a way into the Scoured Stars by launching a full-scale attack to reclaim their lost home system. Though the Starfinder Society managed to extricate most of its trapped agents from the Scoured Stars, the jinsuls firmly reclaimed the system and have been fortifying it since.

To confront the jinsul threat, nominated First Seeker Luwazi Elsebo and the recently returned First Seeker Jadnura have agreed to work together as joint First Seekers to investigate the jinsuls' place in the Scoured Stars' history. The two began by communing with two different Tears, artifacts that emerged from the Scoured Stars and made their way to former natives of the system. The process resulted in Jadnura receiving visions of a strange region in the Vast. Jadnura still does not know where the visions came from, but when scouts reported jinsul starships in that region, the two First Seekers deemed further investigation necessary.

Where in the Universe?

Heart of the Foe takes place on Rax, the jinsuls' adopted homeworld following their first departure from the Scoured Stars. Rax orbits a star near a vast nebula that periodically spits out cosmic horrors and deadening radiation that make life particularly difficult. Although the Starfinder Society only recently located Rax, the jinsuls have lived here for many generations and stripped the surface of most of its natural resources. More information about the jinsuls can be found in #1-23: *Return to Sender* and #1-99: *The Scoured Stars Invasion*.

RAX

Adopted jinsul homeworld

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

Atmosphere: Normal; **Day:** 1 day; **Year:** 5 years

ADVENTURE SUMMARY

First Seekers Luwazi Elsebo and Jadnura join the PCs on a mission to a semi-hospitable planet linked to the jinsuls, an alien species that attacked the Starfinder Society during a rescue mission to the Scoured Stars. When the Starfinder fleet arrives at the mysterious planet, scans locate what appears to be an abandoned city. Jadnura sends three teams—including the PCs—to investigate the city ruins, but a freak storm causes the PCs' landing shuttle to crash and disrupts all remote communications. The storm forces the PCs to approach the city on foot. The PCs find clues about the history of the jinsul race throughout the journey, but when the PCs enter the city limits, they find the ruins ablaze and teeming with jinsul fanatics dedicated to the most apocalyptic facets of jinsul belief. The PCs must escape a growing horde of jinsuls and eventually find shelter with Ekkerah, a rogue jinsul opposed to his people's current leadership.

While recovering from their encounter with the jinsul horde, Jadnura re-establishes communications and informs the PCs that one of the other teams was captured while exploring the ruins. To

rescue their companions, the PCs must defeat a storm-wielding demon overseeing the destroyed city, drive off the jinsuls bent on sacrificing the captive Starfinders, and coordinate an evacuation with Jadnura before the jinsul horde overruns their position.

GETTING STARTED

The PCs meet in a conference room onboard First Seeker Jadnura's personal flagship, the *Perfect Silence*, currently orbiting Absalom Station. There, Luwazi Elsebo and Jadnura review their respective datapads. Once the PCs arrive, read or paraphrase the following to get started.

Inside the conference room, nominated First Seeker Luwazi Elsebo uploads a holographic map of a sparse region of the Vast. First Seeker Jadnura stares out a window at the opposite side of the room, his four arms folded behind his back as he gazes into the blackness of space surrounding Absalom Station.

"Thank you for joining us," Luwazi says as she finishes positioning the map above the table. "We know there have been some hiccups in getting everyone on the same page now that the agents trapped in the Scoured Stars have returned. To keep any unnecessary schisms from forming, Jadnura and I decided to cooperate as joint First Seekers for the time being and focus on missions the entire Society can get behind. And nothing unites disparate factions like a common enemy." She brings up a flickering holograph of an alien with numerous eyes covering an ovoid body atop six chitinous legs. "These aliens call themselves jinsuls, and you may have already met them. A fleet of their starships ambushed us once we returned to the Scoured Stars, and we were lucky to make it out alive. They've interfered with our missions more than once now, but we can't mount effective counterattacks because no one knows a damn thing about them."

Jadnura glares at the jinsul holograph. "The only common thread between their attacks is the Scoured Stars," he grumbles. "The jinsuls used everything they had to drive us away from the Scoured Stars, and the other civilizations they've sought out in the Vast all seem to have some ancestral connection to the worlds within that system. Luckily, we still have two helpful artifacts; they're known as Tears, which emerged from the Scoured Stars and sought out its former inhabitants. I probed the energies within the Tears again, and whatever force is powering them revealed coordinates to a new region in the Vast. Our scouts have confirmed jinsul starships occasionally visit one planet within the area. It's not much, but we need to start somewhere."



"We suspect the jinsuls inhabited this planet before relocating to the Scoured Stars," Luwazi adds, "which means it may hold troves of information about their technology, leadership, culture, you name it. We're planning to travel there, scan the planet from orbit, and send a few ground teams—including you—to conduct reconnaissance on sites of interest. With any luck we'll get in, learn what we can, and get out before the jinsul commanders ever know we're there. If you have any questions, now is the time to ask."

After the briefing the PCs may have some questions, which Jadnura and Luwazi will do their best to answer.

What are we looking for? [Jadnura] "Clues that may reveal the jinsuls' motives and capabilities: who commands them, what they want, where they came from, what their society is like, anything that might give us an edge in future encounters. Learn what you can about their leadership and social hierarchies, so we know how to incapacitate their military

command when we cross blades with them again."

What do we know about the jinsuls? [Luwazi] "We know little, which this mission aims to rectify. Biologically we know they have 360-degree vision and insect-like chitin plating. As a civilization, they're hell-bent on bringing the other Scoured Stars species back to their ancestral homeland, and they're more than willing to use violence whenever something gets in their way."

What threats should we anticipate? [Jadnura] "Preliminary scans indicate the planet is barely habitable; its atmosphere is breathable but polluted, and its surface is mostly barren. The climate is prone to harsh winters, and there's a constant danger of lightning storms, so prepare for difficult overland travel. As for enemies, there's no telling what lives on the surface, so bring plenty of ammo and whatever you need to get around unnoticed in case they outnumber you. Most signs of life are clustered in a few discrete sites, so we'll be searching those first."

What should we do if we get in trouble? [Luwazi] "We'll oversee the mission from this ship, which has a few gunboats among its shuttles that we can use to cover you if things go unexpectedly. If you lose contact with us, just keep following your primary objectives; we'll fix communications from orbit and adjust the plan as needed."

Once the PCs complete their briefing with the joint First Seekers, 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. Both First Seekers will be overseeing this mission in person, so GMs should encourage the PCs to slot the Second

Seekers (Luwazi Elsebo) or Second Seekers (Jadnura) champion boons to further earn standing with either First Seeker.

ARRIVAL AT RAX

When the meeting concludes, Jadnura advises the PCs to purchase any gear they expect to need for the mission. The PCs join three other Starfinder teams and both First Seekers aboard the *Perfect Silence*, where they spend 5d6 days travelling through the Drift before reaching the planet of interest. Though the journey is mostly uneventful, PCs with the Second Seekers (Jadnura) faction boon slotted can choose to spend time sparring with Jadnura and recounting their exploits with the recently returned First Seeker. Meanwhile, PCs with the Second Seekers (Luwazi Elsebo) faction boon can assist Luwazi in reviewing diplomatic documentation pertaining to upcoming negotiations with the Kreiholm Freehold, set to take place in only a few months.

Once the *Perfect Silence* and its escorts emerge from the Drift, the ship performs a scanning sweep of the system. After long-range sensors find no jinsul starships in the area, Luwazi Elsebo directs the crew members to maneuver the ship into orbit and begin scanning the surface. Jadnura soon identifies a prominent site of interest: a warm spot in the frozen wasteland, which appears to be ruins of a city. Jadnura prepares personnel shuttles for the PCs and two other Starfinder teams, with orders to land around the city and investigate from different angles. The fourth team remains with Luwazi aboard the main ship to oversee operations and communicate with the teams on the ground.

CRASH LANDING

The PCs' descent through the atmosphere goes smoothly until they pass through the cloud line, at which point electricity starts to flash around their shuttle, and all comm units begin to transmit nothing but sputtering static. Suddenly, a bolt of lightning strikes the shuttle, causing key systems to fail and forcing the PCs to crash land on the surface.

We're Crashing! Unless the PCs intervene, the crash deals 5d8 B damage to each PC (8d8 B damage in Subtier 5–6). Each PC can attempt a single skill check or aid another action during the crash to help minimize the total damage. The DC to succeed at one of these checks is DC 20 (DC 23 in Subtier 5–6).

A PC who succeeds at a Piloting check reduces the severity of the shuttle's impact, while a PC who succeeds at a Medicine check safely secures the passengers. Succeeding at one or more of these checks reduces the damage taken by the PCs by 1d8 per successful check (to a minimum of 0 damage).

While crashing, a PC can instead attempt a Computers check to extract data from the doomed starship systems or a Physical Science check to evaluate the bizarre storm and determine that the lightning had unnatural qualities (it bypassed the starship's Faraday cage and seemed to selectively fry key circuits). Each PC who succeeds at either of these checks grants the group with a +1 bonus per successful check to all Survival checks and EAC against additional lightning strikes on the planet's surface (see page 6).

Scaling The Crash

To accommodate a group of four PCs in either Subtier, the first two successful Medicine or Piloting checks made to reduce the crash damage each reduce the damage taken by 2d8 instead of 1d8.



FROM STORM TO CITY

Regardless of how smoothly the PCs manage to land their crashing shuttle, they remain several miles out from the ruined city Jadrnura sent them to explore. With the storm scrambling long-distance communications and the wrecked shuttle rapidly vanishing beneath a snow drift, the PCs must make their way on foot towards the location of interest.

The city skyline is an obvious landmark, and the PCs automatically reach the city limits after 8 hours of travel. Additionally, once per hour a single PC may attempt to navigate more efficiently with a successful DC 21 Survival check (DC 24 in Subtier 5-6). Succeeding at this check allows the PCs to cover twice as much distance, reducing the total travel time by 1 hour (to a minimum of 4 hours to reach their destination). Succeeding at least one of these Survival checks also reveals the flecks of pollution suspended in the desolate atmosphere, and that much of the snow is frozen ash.

Hazards: Traveling overland across Rax exposes the PCs to cold weather and meddlesome snow drifts. If the PCs are not wearing armor or have the environmental protections on their armor lowered, then every 10 minutes each PC must succeed at a Fortitude save (DC = 15 + 1 per previous check) or take 1d6 nonlethal cold damage. PCs can attempt Survival skill checks to gain a bonus to this saving throw and might be able to apply this bonus to other characters as per the Survival skill. Environmental protections from armor prevent the cold damage, but using them causes the ashen snow to cling to the armor's helmet, obscuring vision. In this case, every hour each PC must succeed at a Survival check (DC = 15 + 1 per previous check) or take a cumulative -1 penalty to all Perception checks. If the penalty reaches -3 or worse, the PC treats all targets as if they had concealment. Removing a helmet or lowering its visor eliminates these penalties, but exposes the PC to the bitter cold as described above. All senses other than vision are unaffected by the accumulating snow.

Additionally, once per hour a bolt of lightning streaks from the sky towards a random PC. Treat these lightning bolts as a ranged attack that targets EAC with a +13 attack bonus and deals 1d8+7 E damage (Ranged +16, 2d8+9 E in Subtier 5-6). No amount of wilderness savvy protects against these lightning strikes; the storm seems to target the PCs specifically, regardless of prevailing weather conditions. PCs who succeed at a DC 27 Perception check during a lightning strike notice a scrying sensor, as per the scrying spell descriptor (Starfinder Core Rulebook 270), that forms from the swirling snow shortly before each of these lightning strikes.

PCs can rest during this travel, but only if they have not taken any nonlethal cold damage. Resting in the storm requires 20 minutes instead of 10, since PCs must seek out or set up temporary shelter in order to relax. Excessive resting may increase travel time and expose the PCs to the hazards of the environment more frequently (see above).

INVESTIGATING THE ENEMY

As the PCs travel towards their destination and avoid the overland hazards, they can learn more about the jinsuls and these aliens' adopted homeworld by making various skill checks to investigate their surroundings. The PCs may attempt each of the three types of check once per hour, though they may assist each other with the aid another action. Each check starts with a DC of 22 (25 in Subtier 5-6), and the DC increases by 2 for each attempt the PCs previously made. For each success, the PCs find a single clue, with multiple successes providing additional benefits. Failing the check by 5 or more is a severe failure, causing a specific setback depending on the skill used.

Culture: PCs can investigate the remnants of jinsul culture, including architecture, artwork, city planning, propaganda, and other trappings of civilization. On a severe failure, the PCs find a crown-like headpiece. They misinterpret the headpiece as a mark of status that jinsuls will refuse to attack, but it is actually a mark of insult; any jinsuls the PCs encounter focus all their attacks on any PC wearing this garment. Two or more successes reveal cultural values intrinsic to jinsul society, providing a +4 bonus on Bluff, Diplomacy, and Intimidate checks when meeting Ekkerah (see page 14). Three or more successes allow PCs to understand city layout shortcuts and cultural taboos that can aid the PCs when fleeing the jinsul horde later (see The Jinsul Frenzy on page 13). In addition, each success reveals one of the following clues, in order:

- The limited ornamentation is religious in nature, indicating jinsuls viewed their hostile new homeland, called Rax, as a sacred trial to endure for forsaking Kadrical, the patron god of the Scoured Stars, in exchange for their own freedom.
- A few statues and public portraits depict six jinsul warlords, with historical plaques indicating that when Kadrical's beacon (resembling the Tears the Society recovered from the mentrasi and the izalguuns) arrived here, their most prominent warlords refused the call back to the Scoured Stars and instead took the beacon, broke it open, and consumed the sliver of divine energy it held. This transformed the warlords into a group of semi-divine beings who brought the disparate jinsul factions together and formed them back into a cohesive civilization.
- Many depictions of the warlords are defaced and desecrated, for when the "prophet of Kadrical" (called Dhurus in some records) arrived to bring the jinsuls back to the Scoured Stars, he riled the jinsuls into overthrowing their current lords, whose semi-divine energies kept them alive despite the coup d'état.
- Rather than study a means of permanently ending the apostate warlords, Dhurus had each of the toppled jinsul leaders affixed to the prow of an immense flagship that would serve to lead the newly re-formed Jinsul Hierocracy. Now ritualized sacrifice of heretics, or effigies representing them, is an integral part of the jinsuls' renewed pursuit of salvation in the eyes of Kadrical.

Engineering or Physical Science: PCs can examine inoperative, derelict vehicles by the side of the road that were once used in everyday life. Severe failure results in an explosion like an incendiary grenade II (DC 13) affecting all PCs who attempted the skill check or an aid another action on the check. Two or more successes reveal telltale sounds and odors produced by jinsul vehicles, providing a +4 bonus to Perception checks to act in the surprise round in area B. Three or more successes allow the PCs to learn how to pilot vehicles designed for jinsul anatomy (see The Jinsul Frenzy on page 13). Each success reveals one of the following clues, in order:

- The patchwork technology, made with low-quality steel and bits of jinsul chitin and utilizing low-yield but common combustibles as fuel sources, suggests the jinsuls occupied a region of the Vast that was particularly inhospitable and devoid of resources.
- A few items contain chemical alloys foreign to this planet's makeup but more common in neighboring worlds, suggesting the jinsuls slowly expanded and conquered a handful of worlds in the region to extract resources necessary for their continued survival.
- Different markings that resemble license plates indicate numerous divergent forms of identification, suggesting the race splintered into hundreds of smaller warbands, each attempting to eke out an existence within the inhospitable territory where they'd settled.
- Most vehicles have small effigies lashed to their prows. These represent the semi-divine warlords overthrown by Dhurus, which the PCs can only identify if they learned about the warlords in a previous check (see Culture clues on page 6).

Mysticism: PCs can examine the religious and mystical iconography built into the jinsuls' society. Severe failure results in an additional lightning strike against the PC attempting the check, as the malign entity controlling the storm becomes more aware of the PCs' movements. Two or more successes reveal the lightning—and the storm itself—are manifestations of a kohkleim, a demon formed from souls of those who ravaged their neighbor's environment for personal gain. This type of demon often offers climate-based protection to mortals in exchange for living sacrifices, and it can remotely monitor creatures caught in its storms. This information allows PCs to hide from the kohkleim's surveillance, providing all PCs cover against future lightning strikes. Three or more successes allow the PCs to identify three pieces of useful information about the kohkleim (see page 18), as if they had succeeded on a Mysticism check to identify the creature. Each success reveals one of the following clues, in order:

- Cairn-like monuments and tombs honoring jinsul warriors indicate that for thousands of years, the jinsuls viewed survival and conquest as evidence of divine favor. Each victory represented Kadrical's acknowledgement of the jinsul's superiority (or his becoming obsolete as a deity, depending on more secular interpretations).

Scaling The Investigation

To accommodate a group of four PCs in either subtier, reduce the DC of all skill checks by 2.

- Scraps of religious text state that when Kadrical's beacon (the Tear) arrived from the Scoured Stars, several warlords saw it as a divine tribute from a failed god. The warlords consumed the relic, achieving the divinity they believed they had earned for leading the jinsul race through perdition.
- One of Kadrical's divine heralds, named Dhurus, appears frequently in the more recent religious iconography, and his likeness bears mystical signatures far stronger than those of the demigod warlords. He came to the jinsuls after they desecrated the Tear, and his horror at what the jinsuls had done to his master's gift was boundless. He sought to punish these apostates for eternity while bringing the rest of the jinsul flock back into Kadrical's fold.
- Evidence of ritualized sacrifices, cannibalism, and self-flagellation reveal that jinsuls who seek Dhurus' forgiveness routinely seek out opportunities to sacrifice heretics to representatives of Kadrical's "true" faith. In this case, a kohkleim demon that offers protection similar to Kadrical's divine barrier serves as a suitable recipient of the jinsuls' depraved offerings.

Development: As the PCs approach their destination, they see signs of life in the frigid wasteland. The PCs spot other tracks in the snow, along with remnants of campsites among the ruins that provide shelter from the storm. PCs who choose to follow these tracks add an extra hour to their travel time, but they receive a +8 bonus to the Perception check to notice the jinsuls and their jeskraal ally wandering through the snow (see area A).

A. ROAMING HUNTERS (CR 5 OR CR 7)

After three hours of travel, the PCs can spot a small group of jinsuls by succeeding at a DC 21 Perception check (DC 24 in Subtier 5–6). Failure means the PCs stumble into the jinsuls' line of vision, letting the jinsuls gain a surprise round on the PCs. Success allows the PCs to observe the group from afar by succeeding at a DC 19 Stealth check (DC 22 in Subtier 5–6), with failure leading to the jinsuls immediately attacking the PCs. If the PCs successfully avoid detection, they can gain a surprise round in combat.

Creatures: A group of jinsuls trek through the cold towards the city on the horizon, accompanied by a shaggy-furred creature with a toothy snout and long, double-jointed legs emerging from its back like a spider's. Its tail sports a collection of manufactured plates resembling a contorted suit of armor, curled up over the creature's spine like a shell. A PC succeeding at a DC 16 Life Science check



PATHFINDER FLIP-MAT: FROZEN SITES

1 SQUARE = 5 FEET

identifies this creature as a jeskraal, a scavenger species native to neighboring planets that inhabit abandoned armor, carapaces, or other shell-like homes, migrating between them like hermit crabs when they become damaged. Jinsuls train these creatures to serve as attack beasts, bodyguards, or pets. The jinsuls and their jeskraal ally attack any non-jinsuls they encounter.

SUBTIER 3-4 (CR 5)

JESKRAAL

CR 1

N Medium animal

Init +1; **Senses** low-light vision; **Perception** +5**DEFENSE**

HP 24

EAC 13; **KAC** 14**Fort** +5; **Ref** +5; **Will** +1**Defensive Abilities** inhabit armor**OFFENSE****Speed** 30 ft.**Melee** bite +8 (1d6+5 P)**TACTICS**

During Combat The jeskraal positions itself between its jinsul allies and the largest enemies, attempting to protect its masters using its Bodyguard feat.

Morale The jeskraal fights to the death.**STATISTICS****Str** +4; **Dex** +1; **Con** +2; **Int** -4; **Wis** +0; **Cha** +0**Skills** Athletics +10, Survival +5**Feats** Bodyguard**Gear** freebooter armor I**SPECIAL ABILITIES**

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

JINSUL SURVIVALISTS (2)

CR 2

Jinsul soldier

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +12**DEFENSE**

HP 25 EACH

EAC 13; **KAC** 15**Fort** +6; **Ref** +4; **Will** +3; +4 vs. fear**Defensive Abilities** unflankable

OFFENSE**Speed** 40 ft.**Melee** bite +8 (1d6+4 P)**Ranged** hunting rifle +11 (1d8+2 P)**Offensive Abilities** fighting style (hit-and-run), gear boost (bullet barrage)**TACTICS**

During Combat The jinsul survivalist stays behind its jeskraal ally as best as it can, providing ranged support with its rifle. If it struggles to hit its target, it provides harrying fire to assist its allies instead.

Morale The jinsul flees when reduced to 10 hit points or fewer.**STATISTICS****Str +2; Dex +4; Con +1; Int +0; Wis +0; Cha -1****Skills** Athletics +7, Piloting +7, Survival +12**Feats** Opening Volley**Languages** Jinsul**Other Abilities** powerful leap**Gear** second skin, hunting rifle with 12 rounds**SPECIAL ABILITIES**

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

SUBTIER 5-6 (CR 7)**ADVANCED JESKRAAL****CR 3**

N Medium animal

Init +1; Senses low-light vision; **Perception** +8**DEFENSE****HP 45****EAC 15; KAC 17****Fort +7; Ref +7; Will +2****Defensive Abilities** inhabit armor**OFFENSE****Speed** 30 ft.**Melee** bite +11 (1d6+7 P)**TACTICS**

During Combat The jeskraal positions itself between its jinsul allies and the largest enemies, attempting to protect its masters using its Bodyguard and In Harm's Way feats.

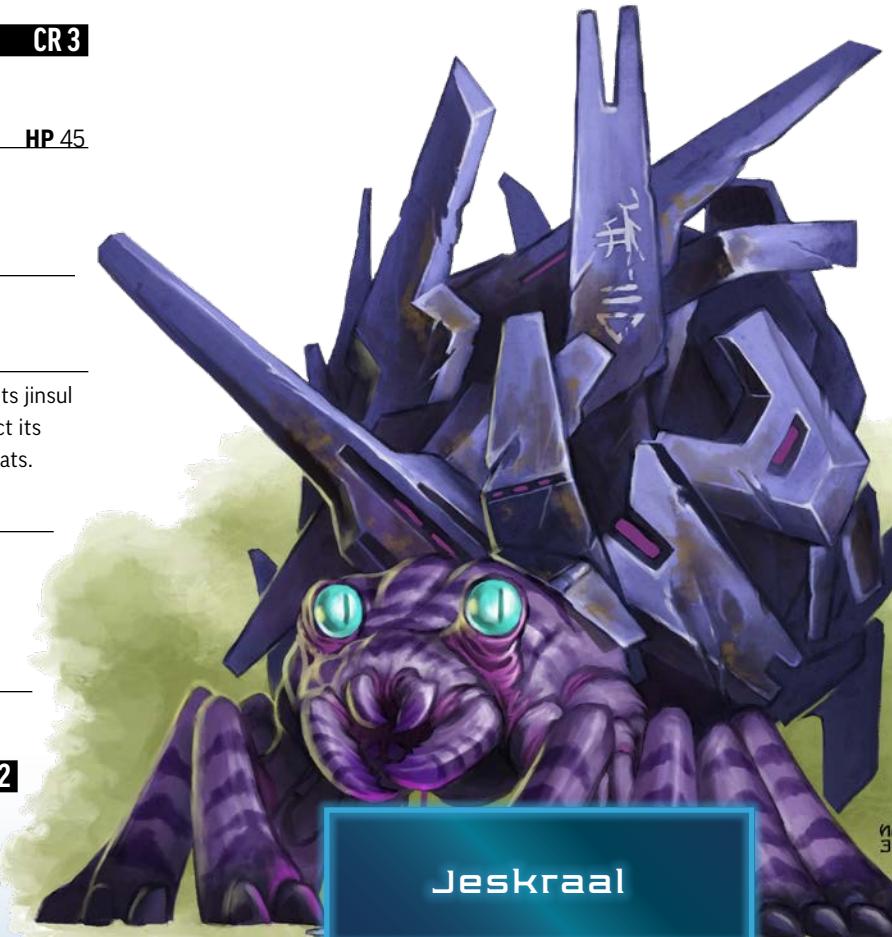
Morale The jeskraal fights to the death.**STATISTICS****Str +4; Dex +1; Con +2; Int -4; Wis +0; Cha +0****Skills** Athletics +13, Survival +8**Feats** Bodyguard, In Harm's Way**Gear** thinplate**SPECIAL ABILITIES****Inhabit Armor (Ex)** See Subtier 3-4.**JINSUL SURVIVALIST (4)****CR 2****HP** 25 each (see Subtier 3-4)**TACTICS**

Use the Tactics from Subtier 3-4.

Scaling Encounter A

To accommodate a group of four PCs in either subtier, all enemies have already taken 8 damage from frostbite.

Treasure: The jinsuls carry pieces of scavenged armor once worn by jinsul commanders and decorated with military medals. A PC who succeeds at a DC 16 Culture check (DC 19 in Subtier 5-6) recognizes that the military regalia could be worth up to 1,200 credits to Society scholars studying the jinsul hierarchy. With a successful DC 16 Engineering check (DC 19 in Subtier 5-6), a PC notices that the pieces could be reassembled into functional freebooter armor II (vesk brigandine III [Starfinder Armory 69] with a removable deflective reinforcement upgrade in Subtier 5-6). PCs who observe but do not engage the jinsuls instead see them find similar equipment among some rubble, squabble over it, then “compromise” by separating the armor into equal pieces for each to keep before departing. The jinsuls discard the



assorted pieces they currently carry, which the PCs can recover and reassemble afterward.

Development: For every 5 by which the result of the PCs' Perception check exceeds the DC to notice the jinsuls, or for their Stealth check to observe them, the PCs glean one clue listed below about the jinsuls' behavior patterns. Even if the PCs fail these checks, the encounter indicates additional jinsul activity closer to their destination. The PCs can attempt Perception and Stealth checks to learn about the jinsuls as described in the Investigating the Enemy section on page 6, with no additional penalty for failure. If the PCs succeed at two or more of these checks, they realize that a disciplined jinsul, missing a leg and wearing a scarf-like wrapping of animal fur, is watching them. This jinsul is Ekkerah, an exile hiding on Rax, who confronts the PCs later in the adventure. Noticing Ekkerah provides the PCs with a recognizable figure to turn to when trying to escape the upcoming jinsul attack. Three

or more successes allow the PCs to exploit jinsul psychology once they reach their destination (see The Jinsul Frenzy on page 13). Each success reveals one of the following clues, in order:

- These jinsuls lack the leg blade augmentations used by their Scoured Stars kin and use less refined tactics compared to the well-disciplined and well-equipped jinsul military that the Society has previously encountered. Their wild behavior suggests that they may not care about catching their allies in friendly fire.
- The jinsuls fervently seek out various objects that may have sentimental value (such as photographs or writings) and immediately set them on fire. Based on their behavior, it appears those left behind by the main jinsul force desperately seek to prove themselves by purging their cities of reminders of any former heresies.
- The jinsuls decorate themselves with tokens that resemble military regalia, squabbling over preferred medals and bits of armor. Their focus on such tokens suggests Dhurus brought the jinsuls' strongest fighters to engage the trespassers (i.e. the Starfinder Society) when they re-opened the path into the Scoured Stars, and those still on Rax seek out validation for their own combat prowess.
- The jinsuls do not seem to be bothered by the storm to the same degree as the PCs. The supernatural force that is causing the environment to actively hinder the PCs appears to be protecting the jinsuls from harmful cold and lightning.

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

Subtier 3-4: Reduce each PC's credits earned by 309.

Out of Subtier: Reduce each PC's credits earned by 417.

Subtier 5-6: Reduce each PC's credits earned by 524.

B. AMBUSH IN THE PYRE CITY (CR 6 OR CR 8)

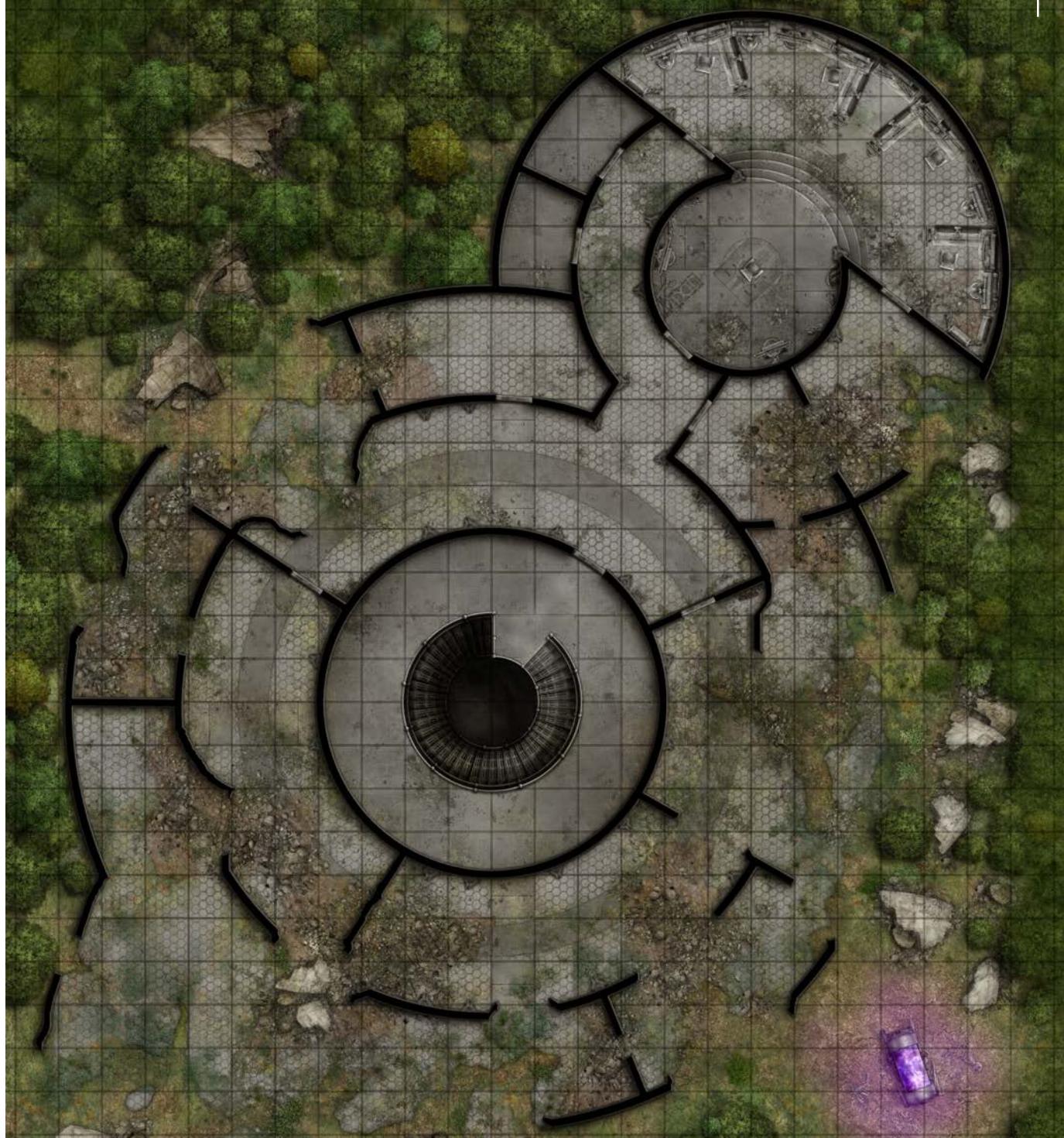
Columns of smoke rise from a blasted cityscape. Scorched skeletal frames of circular structures loom over the rubble-choked streets, their contents stripped or burned away. A chorus of distant keening wails, punctuated by the occasional crash of a collapsing building, replace the bustling urban sounds that one would expect from a city.

As the PCs arrive at their destination, they find a blazing settlement before them—the home of the jinsuls left behind by Dhurus after his military set fire to the last remaining jinsul city on Rax in an effort to demonstrate their loyalty and commitment to

Jinsul Trooper

B. AMBUSH IN THE PYRE CITY

N



PATHFINDER FLIP-MAT: TECH DUNGEON

1 SQUARE = 5 FEET

Scaling Encounter B

To accommodate a group of four PCs in either subtier, remove two jinsuls.

returning to the Scoured Stars. Jinsul fanatics perform debased blood rituals throughout the streets and structures, most of them too engrossed in their violent rites to notice the PCs.

Creatures: As the PCs take in all the horrific activity taking place around them, a group of jinsuls and their jeskraal pets drive a vehicle called a street crawler behind the party. The street crawler is little more than an elongated frame made of steel rods and jinsul chitin mounted on six wheels and powered by a dirty petrol engine, its occupants clinging to the sides and jumping off when it comes to a stop. PCs who succeed at a DC 18 Perception check (DC 21 in Subtier 5-6) can act in the surprise round as the jinsuls attempt to ram an unsuspecting target (as detailed in the Before Combat tactics below). Whether successful or not, the jinsul attackers leap off their vehicle and attack the PCs in a frenzied rage.

SUBTIER 3-4 (CR 6)

FANATIC JINSULS (4)

CR 1

CE Medium monstrous humanoid

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

DEFENSE

HP 20 EACH

EAC 11; **KAC** 13

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

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +6 (1d6+5 P)

Ranged flame rifle +9 (1d6 F plus line, unwieldy; critical burn 1d6)

TACTICS

Before Combat The fanatic jinsuls attempt to ram their street crawler into a PC who fails to act in the surprise round, taking a -4 penalty to a Piloting check (DC 12) to ram their target (5d4 B, Reflex DC 11 negates).

During Combat The fanatic jinsuls maneuver to get as many targets in the line of their flame rifles as possible, even if that means hitting allies with friendly fire.

Morale The fanatic jinsuls fight to the death.

STATISTICS

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

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

Languages Jinsul

Other Abilities powerful leap

Gear flame rifle with 20 petrol

SPECIAL ABILITIES

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

JESKRAALS (2)

CR 1

HP 24 each (see page 8)

TACTICS

Use the tactics from page 8.

SUBTIER 5-6 (CR 8)

BLOODTHIRSTY JINSULS (4)

CR 3

CE Medium monstrous humanoid

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

DEFENSE

HP 40 EACH

EAC 14; **KAC** 16

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

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +9 (1d6+7 P)

Ranged flame rifle +12 (1d6+2 F plus line, unwieldy; critical burn 1d6 or flash grenade I +12 [explode [5 ft., blinded 1d4 rounds, DC 12]])

TACTICS

Before Combat Use the Tactics from Subtier 3-4.

During Combat The jinsuls blind groups of targets with flash grenades before maneuvering to strike multiple targets with their flame rifles, even if that means hitting allies, too.

Morale The bloodthirsty jinsuls fight to the death.

STATISTICS

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

Skills Athletics +8, Piloting +8, Survival +8

Languages Jinsul

Other Abilities powerful leap

Gear flame rifle with 20 petrol, flash grenade I

SPECIAL ABILITIES

Powerful Leap (Ex) See Subtier 3-4.

ADVANCED JESKRAALS (2)

CR 3

HP 45 each (see page 9)

TACTICS

Use the tactics from page 9.

Hazards: A PC who succeeds at a DC 20 Engineering check notes that the walls of the ruined structure are unstable. Any attack against a 5-foot section of wall that overcomes its hardness 15 causes the wall to collapse, functioning similar to a frag grenade (5 ft., 1d6 P, DC 12) and turning all squares in the area of effect into difficult terrain.

Treasure: Both armors inhabited by the jeskraals have improperly attached removable armor upgrades, which are immediately noticeable due to the upgrades emitting sparks throughout combat. The PCs can grab the upgrade without delaying

their escape from the jinsul horde. In Subtier 3–4, the upgrades are two mk 1 electrostatic shields. In Subtier 5–6, the upgrades are two black force fields.

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

Subtier 3–4: Reduce each PC's credits earned by 162.

Out of Subtier: Reduce each PC's credits earned by 300.

Subtier 5–6: Reduce each PC's credits earned by 438.

THE JINSUL FRENZY

Once the PCs defeat the attacking jinsul party, they quickly realize a host of blood-drunk jinsuls have begun to emerge from other distant buildings and from various tunnels beneath the city. The battle drew these jinsuls' attention to the foreigners in their midst, and within moments hundreds of screaming jinsuls descend upon the PCs, forcing them to flee.

Escaping the jinsul horde functions as a modified version of the vehicle chase rules (*Starfinder Core Rulebook* 282). Each round the PCs must pick a leader to perform Leader actions, which function as Pilot actions but require a specific skill for each zone. The PCs are considered to have a vehicle item level equal to their average party level for the purposes of Leader action DCs. The leader's decisions direct the PCs' course while escaping their pursuer, which represents the entire horde of jinsuls closing in on them. Each PC must spend a move action to follow the leader's commands, unless the PCs are using the street crawler (see below); otherwise, PCs can use standard actions to attack the incoming

jinsuls or otherwise assist in the escape, including retrying a failed Leader action with a -4 penalty. The PCs and the jinsul horde both start in the battleground zone, and the PCs automatically act first. All active hazards have the same attack bonus and damage output (+10 and 5d4 damage in Subtier 3–4, +14 and 6d8 damage in Subtier 5–6). An active hazard targets a random PC involved in the chase, or the PCs' vehicle if they repaired and are piloting one. The PCs' level of success in their earlier travels may provide them with additional options during the chase:

- If the PCs succeeded at three or more Culture checks during their earlier investigation, they can exploit the jinsuls' cultural taboos to automatically keep pace in a blood ritual zone even if the Leader action fails. The PCs can also double the bonuses of the narrow gap route in the tunnels zone, thanks to their understanding of jinsul subterranean infrastructure.
- If the PCs succeeded at three or more Engineering or Physical Science checks during their investigation, they can commandeer the street crawler from the jinsuls they just defeated. This functions as a level 2 vehicle with EAC 14, KAC 15, HP 24 (12), and a +0 modifier to Piloting checks. It also allows the PCs to treat the encounter as a conventional vehicle chase, with one PC using the Piloting skill to make Pilot actions instead of any listed Leader actions, while passenger PCs can take full actions during the chase. Driving the street crawler won't allow the PCs to automatically flee (the jinsul swarm is cropping up everywhere, so added speed doesn't ensure escape).

ZONE	LEADER SKILL	EFFECTS
Battleground	Athletics	Altered Movement: collapsed buildings (-1 to Athletics)
Bonfire	Survival	Altered Attacks: smoke (concealment); New Trick: plunge through blaze (Failure results in hazard damage, New Active Hazard: -2 to Survival and must evade or take fire hazard damage)
Blood Ritual	Stealth	Altered Movement: -1 to skills for PCs, +1 to skills for jinsul horde
Stormy Field	Athletics	Active Hazard: lightning strikes
Tunnels	Stealth	Split Routes: sneak through narrow gap (shortcut: +2 to Stealth to keep pace or speed up, or +2 to trick attempt), traverse jeskraal breeding pit (heals jinsul horde 5d4 damage)
Alleyway	Acrobatics	Active Hazard: jinsuls with rocket-propelled grenades on rooftops
Charnel Pit	Survival	Altered Attacks: stray accelerant (double all fire damage)
Hideout	Stealth	Active Hazard: surge of jinsuls

Scaling The Chase

To accommodate a group of four PCs in either Subtier, the PCs begin the chase in the bonfire zone while the jinsul horde begins in the battleground zone. Reduce the amount of damage required to stop the horde by 20.

- If the PCs succeeded at three or more Mysticism checks during their investigation, they can predict incoming lightning strikes in the stormy field zone, allowing the PCs to redirect the lightning strike hazard to attack the jinsul horde instead of the PCs as a new Trick Leader/Pilot action.
- If the PCs succeeded at three or more Perception or Stealth checks after encountering the jinsuls in area **A**, they can predict the horde's behavior, providing a +2 bonus to KAC against engaging and a +2 bonus on any trick Leader/Pilot action.

Creatures: The jinsul horde chasing the PCs functions as a single entity for the purpose of the chase. Each round the horde attempts to keep pace with a Leader skill check (+7 bonus to all checks in Subtier 3-4, +10 in Subtier 5-6) or speed up if it is one or more zones behind the PCs. If the horde is in the same zone as the PCs, it attempts to engage with a random PC. To engage in this modified chase, the jinsuls must make an attack roll (+8 in Subtier 3-4, +11 in Subtier 5-6) to overcome the target PC's KAC, after which the PCs have one round to deal enough damage to drive off the attackers (15 in Subtier 3-4, 30 in Subtier 5-6) or succeed at a Break Free check. If unsuccessful, the PC who was engaged becomes captured, and the remaining PCs automatically advance 1 zone ahead of the horde as the jinsuls converge on the fallen PC. The street crawler's lack of siding means the jinsuls can still attempt to engage a target PC within the vehicle, albeit with a -2 penalty. The PCs can

overcome the encounter by leaving the hideout zone, getting two zones ahead of the horde, or dealing a total of 100 damage to the horde (130 damage in Subtier 5-6), which causes the jinsuls to descend on their fallen allies with cannibalistic glee while the PCs escape.

Development: As the PCs exit the hideout zone or pull away from the growing horde, a five-legged jinsul appears out of a hidden crevasse and calls out to the PCs in halting Common, beckoning the PCs into a hidden shelter that leads into a collapsed structure. PCs who succeeded at two or more Perception or Stealth checks after encountering the jinsuls in area **A** recognize this figure as the jinsul who watched the PCs from afar without interfering. Even if the PCs don't trust his intentions, the GM should make it clear that the PCs are unlikely to escape on their own, and the mysterious jinsul is acting calmly and decisively, unlike the frenzied horde currently chasing the party.

Any PCs whom the jinsuls captured are subdued and added to the other Starfinder prisoners destined for sacrifice (see area **C**). If all the PCs get captured, Ekkerah rescues the PCs, but the effort compromises his willingness to help the PCs further (see below).

THE DISSIDENT'S BUNKER

Ekkerah, the five-legged jinsul, conceals the entrance to the crevasse and waits for the sound of pursuit to fade away before leading the PCs into an underground bunker. Read or paraphrase the following to set the scene.

Bare dirt peeks out between the steel and chitin panels that form the walls of this cramped bunker. Machine parts and scraps of food cover a battered workbench, above which hangs a city map roughly sketched on a large swatch of canvas. A haphazard pile of animal hides forms a makeshift bed next to a sputtering fire.

The jinsul clammers onto the bed and sheds his scarf-like wrapping, speaking unpracticed Common in a harsh staccato: "Ekkerah expected Pact Worlds vermin two-legs to find rock to hide under on their own. But vermin two-legs could not do that correctly. Ekkerah did not expect much from vermin two-legs. But not many other options, yes?"



Ekkerah

Creatures: Ekkerah—a disciple, confidant, and adherent of one of the semi-divine warlords who ruled the jinsuls prior to Dhurus' arrival—has spent time learning the languages of the jinsuls' enemies (mainly Common, though he also knows some Vesk) in hopes of encountering visitors who might impede Dhurus in his quest to return to the Scoured Stars. Despite his truncated speech, gloomy demeanor, and palpable contempt for Pact Worlds species, Ekkerah is quite knowledgeable and readily converses with the PCs. He can provide any clues the PCs failed to learn earlier in the adventure (although not the benefits derived from skill checks to learn those clues), as well as answering other questions as best he can. Some possible PC questions are provided below.

Who are you? “Ekkerah. Was adviser to Arkhatak, deathless leader of jinsuls on Rax and greatest of the six who drank divine power from Kadrical’s Tear. We led jinsuls to become a great empire, then Dhurus threw down Arkhatak and strapped our six deathless leaders to his ship. Jinsuls now worship Dhurus, call him great redeemer, but Ekkerah knew Dhurus would pave road back to Otorak with jinsul corpses.”

What is Otorak? “Ancient home of jinsuls, one of many planets in Pact World gibberish called Scoured Stars. Native god Kadrical kept Otorak and other homes free of void vermin like you, but jinsuls and others wanted to leave. Many went when Kadrical’s shield fell—jinsuls found Rax, a harsh planet, but made jinsuls strong. Ekkerah and Arkhatak saw value of hardening on Rax, but Dhurus tempted masses away with promises of paradise on rebuilt Otorak.”

Who is Dhurus? “Herald of Kadrical. When Kadrical’s Tear failed to tempt jinsuls back to Otorak, Dhurus clawed way out of Scoured Stars to find those who ran from Kadrical’s grip. Saw deathless leaders drink divine energies from the Tear, called it blasphemy, rallied jinsuls against the true leaders to chase empty glory of our ancestral home. Joke is on Dhurus, though; Ekkerah learned Dhurus’ attempts to commune with Kadrical failed over and over. Dhurus now thinks more worshippers needed to restore Kadrical’s power. He hoped to find disciples among other peoples who fled the Scoured Stars.”

Why did you help us? “Ekkerah and Arkhatak built a great house for jinsul empire, and Dhurus kicked us out. Why should Ekkerah stop Pact World vermin two-legs from chewing up a house that Dhurus stole? Sooner Dhurus falls, sooner jinsuls return to correct path under deathless leaders.”

When the PCs are wrapping up their conversation with Ekkerah, they receive a transmission from Jadrura:

Comm units buzz with an incoming transmission from First Seeker Jadrura, who shouts in triumph, “We’ve got a live one! Apologies for going dark—some kind of supernatural signal blocker from the storm kept disrupting our transmissions. It took us hours to modify our frequencies so we could reach you.

“Unfortunately, it looks like you were the only ones to get out of that hornet’s nest; one of the other teams aborted the mission and returned to the ship, but the jinsuls overwhelmed

our third team. Our scans indicate that the Starfinders are alive, but they’ve been collected in a central location and stripped of their gear. I don’t know what the jinsuls are planning to do to them, but I won’t wait to find out. I’ve modified the gunboat so it can weather the storm, and I’m flying down for an emergency evac at dawn. I need you there on the ground if we’re going to have any chance of getting everyone home in one piece.”

Ekkerah explains that the captives are likely to be sacrificed to the kohkleim demon in Dhurus’ name at dawn, but doesn’t offer aid beyond letting the PCs rest in his bunker overnight. Persuasive PCs might convince the jinsul to provide other forms of assistance.

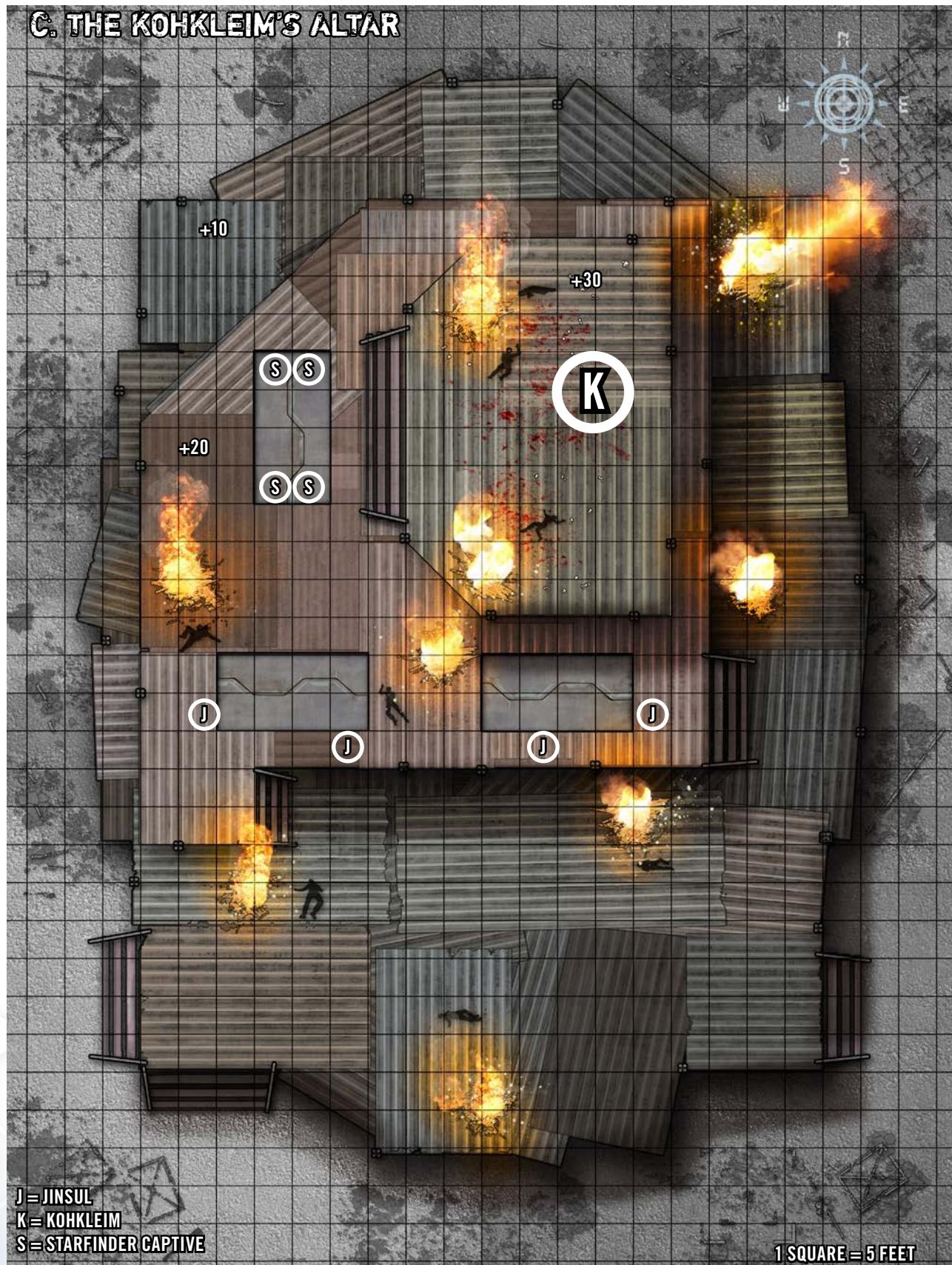
Ekkerah’s initial attitude is unfriendly, but PCs can improve his attitude with a successful DC 24 Diplomacy check (DC 27 in Subtier 5–6). The PCs can automatically improve his attitude one step by offering him 2,000 credits worth of items (6,000 credits in Subtier 5–6). If at least one PC speaks Jinsul (accessible from some scenarios’ Chronicle sheets), Ekkerah begins with a starting attitude of indifferent. Once Ekkerah’s attitude is indifferent, the PCs can request his aid using DC 24 Bluff, Diplomacy, or Intimidate checks to influence Ekkerah (DC 27 in Subtier 5–6). Each skill can be used only once to request aid, though PCs can aid another on the checks. Convincing arguments or effective roleplaying can provide PCs with up to a +4 bonus to a check at the GM’s discretion. If Ekkerah is unfriendly, a success convinces him to provide one form of minor aid, while any failure causes him to refuse. If Ekkerah is indifferent or friendly, a success convinces him to provide one form of major aid, a failure by less than 5 convinces him to provide one form of minor aid, and a failure by 5 or more causes him to refuse. The PCs can choose which forms of aid they prefer.

Minor Aid Options:

- Giving items to the PCs (see Treasure below).
- Bringing one PC to a sniper’s perch overlooking area C from 400 feet away. The jinsuls never realize the PC is firing from this perch, and the elevated position allows Jadrura to easily evacuate the PC after combat ends.
- Allowing PCs to recharge all batteries from his bunker’s generator.
- Providing an automatic aid another on Medicine checks to treat deadly wounds.
- Using secret tunnels beneath the kohkleim’s altar to provide harrying fire against a random enemy once every 1d4 rounds.

Major Aid Options:

- Causing diversions that distract the kohkleim’s supplicants, increasing the time between each wave of jinsul reinforcements to 2d4 rounds.
- Untying all Starfinder captives and providing them each with weapons (see Treasure below).
- Locating all captured PCs’ weapons and gear and returning it (or delivering new gear provided by Ekkerah) to the captured PCs before combat in area C begins.
- Smuggling one previously captured PC out of captivity.



Treasure: Ekkerah has gear available for the PCs if they convince him to provide minor aid. In Subtier 3-4 this includes a cold iron jinsul leg blade that functions as a hook sword (*Starfinder Armory 11*), a heavy seismic pick (*Armory 13*), 2 tactical rotating pistols (*Armory 15*), a thunderstrike sonic rifle, 2 screamer grenades I, 60 cartridges of cold iron small arm rounds, 50 cartridges of cold iron longarm rounds, 20 cartridges of cold iron heavy weapon rounds, a *mk 2 ring of resistance*, and 4 *mk 1 serums of healing*. In Subtier 5-6 this also includes an estex suit III, 2 advanced semi-auto pistols, a tactical magnetar rifle, an LFD screamer, a phantom assassin rifle (*Armory 24*), a *spell gem of lesser resistant armor*, and a *spell gem of ray of exhaustion*. Ekkerah also has 4 jinsul leg blades that function as hook swords and 4 flame rifles with 20 petrol each, which he provides to the captive Starfinders if the PCs convince Ekkerah to arm them. PCs can force Ekkerah to give up his gear with a successful DC 20 *Intimidate* check (DC 24 in Subtier 5-6), but doing so prevents him providing any other aid.

Development: The PCs have a chance to rest for 8 hours before Jadnura sends them coordinates for the site of the rescue mission. Captured PCs still gain the benefits of an 8-hour rest.

Rewards: If the PCs fail to persuade or intimidate Ekkerah into providing them gear, reduce each PC's credits earned by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 320.

Out of Subtier: Reduce each PC's credits earned by 820.

Subtier 5-6: Reduce each PC's credits earned by 1,320.

C. THE KOHKLEIM'S ALTAR (CR 7 OR CR 9)

A multi-tiered platform of corrugated steel stands at the center of an arena, its metal panels stained with the blood of countless victims. Charred corpses peer out from the wood scraps burning in bonfires on each tier. Fragments of bone, chitin, and other trophies decorate the top tier, arranged to resemble a sacrificial altar.

Jadnura informs the PCs that the captive Starfinders are somewhere below the main altar. Once the PCs have a chance to prepare for combat, a trapdoor opens just below the altar's highest tier, revealing a rising platform on which the Starfinder prisoners await their doom. If any PCs were captured while fleeing the jinsul horde earlier, they are stripped of their weapons and gear (excluding armor), bound, and placed among the prisoners here.

Creatures: The kohkleim demon, a towering beast made of living smoke in the form of a jinsul with eyes and claws of crackling lightning, materializes at the highest point on the altar, hungry for new sacrifices. It looms over the captive Starfinders in an effort to terrify its prey, but turns its ire towards free PCs as soon as they attack. In Subtier 5-6, four bloodthirsty jinsuls stand guard on the altar to ensure no one disrupts the sacrifice. The four captive

Starfinders are bound, helpless, and unarmed unless the PCs convinced Ekkerah to free them and provide weapons.

Every 2 rounds after combat begins, 2 more jinsuls arrive at either the southeast or southwest corner of the map and attack the PCs. The round after the first of these reinforcements appear, a loud roar fills the arena as First Seeker Jadnura arrives in the gunboat to evacuate his teams. Jadnura provides aerial support, targeting one jinsul every round and automatically dealing 20 damage with the gunboat's mounted laser cannons. Jadnura targets jinsuls that have not yet taken any damage first, and if no jinsuls remain he turns his guns on the kohkleim. Jadnura's attacks against the kohkleim only deal 10 damage due to the demon's resistances. The PCs must successfully defeat the demon and all remaining jinsuls before Jadnura can evacuate everyone.



Kohkleim
Demon

Scaling Encounter C

To accommodate a group of four PCs in either subtier, Jadrnura arrives on the first round of combat. Every round there is a 20% chance that the kohkleim makes a futile attempt to destroy the gunboat, ignoring the PCs.

SUBTIER 3-4 (CR 7)

KOHKLEIM

CR 7

CE Large outsider (air, chaotic, demon, evil, extraplanar)
Init +2; **Senses** blindsight (fog cloud) 300 ft., darkvision 60 ft.;
Perception +14

DEFENSE

HP 90

EAC 18; **KAC** 19**Fort** +6; **Ref** +8; **Will** +10**DR** 5/cold iron; **Immunities** disease, electricity, poison;
Resistances acid 10, cold 10, fire 10; **SR** 18**OFFENSE****Speed** 30 ft., fly 40 ft. (Su, perfect)**Melee** claw +11 (1d8+9 E & S)**Ranged** lightning strike +13 (1d8+7 E, unwieldy; critical arc 1d8)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** stormsight**Spell-Like Abilities** (CL 7th)1/day—*summon allies* (1 kohkleim, 35%), *synaptic pulse* (DC 17)3/day—*arcing surge* (DC 17)At will—*fog cloud*, *teleport* (self plus 5 bulk of gear only)**TACTICS**

During Combat The kohkleim cloaks itself with a *fog cloud* before attempting to summon an ally. It then uses lightning strikes to attack enemies, conjuring more *fog clouds* to hit multiple targets if possible. It casts *arcing surge* on groups of foes and casts *synaptic pulse* if surrounded.

STATISTICS**Str** +2; **Dex** +4; **Con** +2; **Int** +1; **Wis** +0; **Cha** +5**Skills** Acrobatics +19, Bluff +14, Intimidate +14, Mysticism +14, Stealth +19**Languages** Abyssal, Celestial, Common, Jinsul; telepathy 100 ft.**Other Abilities** control climate**SPECIAL ABILITIES**

Control Climate (Su) A kohkleim can alter the climate in a 7-mile radius for one week by meditating for an hour, making the area colder, warmer, or more or less prone to storms. For each successive week in which the kohkleim controls the climate in an area, the effect's radius increases by another 7 miles. The kohkleim automatically senses any large disturbances in the weather it controls, such as a powerful magical effect or a starship moving through the area.

Stormsight (Su) A kohkleim gains blindsight against all creatures inside any *fog clouds* it created within 300 feet. When a kohkleim uses *arcing surge* or its lightning strike attack against any creature inside a fog cloud it created, all other creatures within that cloud also take 8 electricity damage (Reflex DC 17 half). Once per hour, the kohkleim can instead use this ability to create a scrying sensor anywhere within the area of its control climate ability. This effect lasts for 7 minutes or until the kohkleim uses its lightning strike attack against any creature it sees through its scrying sensor.

STARFINDER CAPTIVES (4)

CR 2

Human soldier

LN Medium humanoid (human)

Init +6; **Perception** +7**DEFENSE**

HP 28 EACH

EAC 13; **KAC** 16**Fort** +4; **Ref** +4; **Will** +3**Defensive Abilities** gear boost (armored advantage)**OFFENSE****Speed** 40 ft.**Melee** hook sword +10 (1d8+6 S; critical bleed 1d4)**Ranged** flame rifle +7 (1d6+2 F plus line, unwieldy; critical burn 1d6)**Offensive Abilities** fighting style (blitz)**TACTICS**

During Combat The Starfinder captives avoid combat as best they can unless they are armed, in which case they focus their attacks on the nearest enemy. PCs can direct the Starfinders to behave differently with a successful DC 18 *Intimidate* check.

Morale The Starfinders know this evacuation is their only shot at surviving, and fight to the death.

STATISTICS**Str** +4; **Dex** +2; **Con** +1; **Int** +0; **Wis** +1; **Cha** +0**Skills** Athletics +12, Intimidate +7, Piloting +7**Feats** Mobility**Languages** Common**Other Abilities** rapid response**Gear** kasatha microcord I, flame rifle with 20 petrol, hook sword^{AR}

FANATIC JINSUL REINFORCEMENTS

CR 1

HP 20 each (see page 12)**TACTICS**

Use the Tactics from page (12).

SUBTIER 5-6 (CR 9)

BLOODTHIRSTY JINSULS (4)

CR 3

HP 40 each (see page 12)**TACTICS**

Use the Tactics from page (12).

KOHKLEIM
HP 90 (See Subtier 3-4)

CR 7

STARFINDER CAPTIVES (4)
HP 28 each (See Subtier 3-4)

CR 2

BLOODTHIRSTY JINSUL REINFORCEMENTS
HP 40 each (see page 12)

CR 3

TACTICS
Use the Tactics from page 12.

Hazards: The bonfires deal 1d6 fire damage per round to any adjacent creature and 4d6 fire damage per round to any creature within the blaze. Creatures inside the bonfire must succeed at a DC 15 Reflex save each round or gain the burning condition (*Starfinder Core Rulebook* 273). Stairs and bonfire squares function as difficult terrain (*Core Rulebook* 257).

Traps: The trapdoors on the stage were originally used for dramatic entrances when this arena served as an entertainment complex (the one on which the captive Starfinders were displayed for the kohkleim still serves this function). However, two trapdoors not used to offer up captives have been repurposed into simple pit traps to capture anyone attempting to disrupt the sacrifice. Any PC who falls into a trap can flip a switch inside the pit to raise the floor back up to the level of the trapdoor. This rising platform takes one full round to return occupants to their original elevation.

PIT TRAP (2)
CR 1/2

Type analog; **Perception** DC 17; **Disable** Engineering DC 12 (open trap door) or DC 18 (jam trap door shut)

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); Reflex DC 11 avoids; multiple targets (all targets in 10-by-20-ft. area)

Treasure: The Starfinders intended to be sacrificed are surrounded by valuables left by the jinsuls as an offering to the kohkleim, including gems, jewelry, religious art, and trophies taken from conquered worlds. Altogether these items are 5 Bulk and worth 3,000 (or 9,000 credits in Subtier 5-6).

Development: Once the PCs defeat the kohkleim and all jinsuls at the altar, Jadrnura lands the gunboat and ushers everyone on board before more reinforcements arrive. The kohkleim's death causes the unnatural weather to dissipate, allowing Jadrnura to easily pilot the gunboat back to the main ship, where Luwazi Elsebo and the dispatch team prepare to escape into the Drift before the jinsul military returns from the Scoured Stars and catches wind of what happened.

Rewards: If the PCs fail to defeat the demon and save their fellow Starfinders, reduce each PC's credits earned by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 662.

Out of Subtier: Reduce each PC's credits earned by 1,189.

Subtier 5-6: Reduce each PC's credits earned by 1,717.

CONCLUSION

With the Starfinders successfully evacuated, the PCs relay what they've learned about the jinsuls to the joint First Seekers. Luwazi and Jadrnura document everything the PCs tell them about the jinsuls, the Tear they received from the Scoured Stars, and the "deathless leaders" who broke it open to steal the divine energies inside. The First Seekers take particular interest in the PCs' reports about Kadrical's herald, Dhurus, who Jadrnura realizes was responsible for organizing the jinsul military and whipping the jinsuls into their fervor over returning to the Scoured Stars. The Starfinder Society inadvertently opened the route for the jinsuls to reclaim their lost world, and now Luwazi fears that Dhurus is planning to forcibly relocate the other Scoured Stars natives back to their ancestral homelands.

PRIMARY SUCCESS CONDITIONS

If the PCs successfully evacuate the Starfinders from the jinsul planet and debrief with the First Seekers about what they learned, 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 7 boon on their Chronicle sheets.

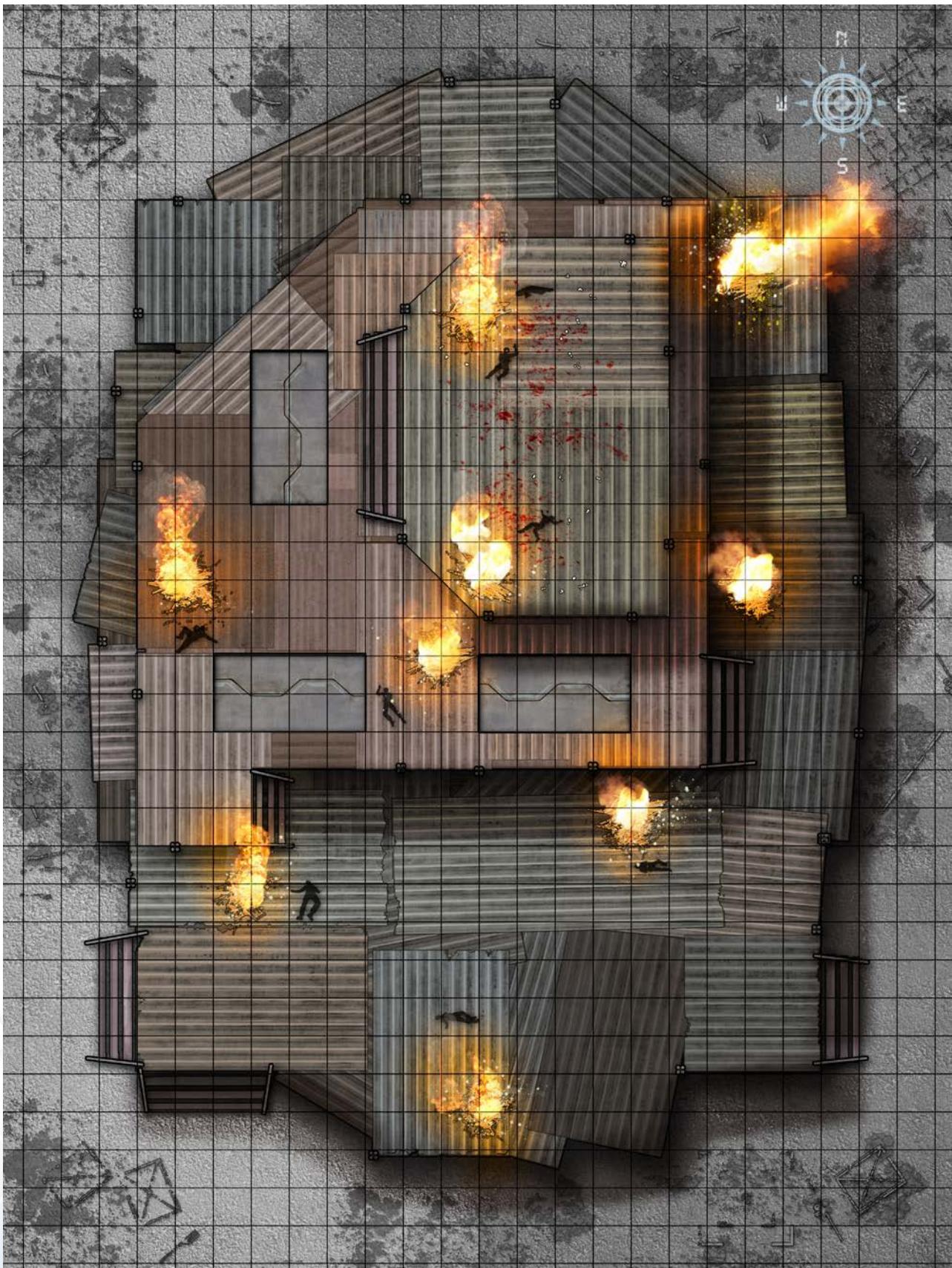
SECONDARY SUCCESS CONDITIONS

If the PCs accomplish three of the following tasks, they each earn an additional 1 Fame and 1 Reputation for any factions associated with their current faction boon: learn at least two clues associated with every skill used to investigated the jinsuls, learn all four clues associated with one or more skills used to investigated the jinsuls, escape the jinsul horde without any PCs being captured, earn at least two forms of assistance from Ekkerah, or ensure all captive Starfinders survive the evacuation. PCs who complete this mission also gain the Jinsul Witness boon on their Chronicle sheets.

FACTION NOTES

Second Seekers (Jadrnura): If the PCs escape the jinsul horde without a single PC being captured, they impress First Seeker Jadrnura with their ability to improvise in the field. Each PC earns 1 additional Reputation with the Second Seekers (Jadrnura), in addition to any other Reputation earned as a result of completing this scenario.

Second Seekers (Luwazi Elsebo): If the PCs improve Ekkerah's attitude to Indifferent or better, they impress First Seeker Luwazi with their proficiency interacting with the otherwise hostile jinsuls. Each PC earns 1 additional Reputation with the Second Seekers (Luwazi Elsebo), in addition to any other Reputation earned as a result of completing this scenario.



Starfinder Society Scenario #1-34: Heart of the Foe

Event	Date	
GM #	GM Character #	
GM Name	GM Fame Earned	
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Starfinder Society Scenario

#1-34: Heart of the Foe

Character Chronicle #

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Items Found During This Scenario																																										
<p>Jinsul Witness (Personal Boon): You travelled to the jinsul's adopted homeworld, Rax, and uncovered much about jinsul history. You've learned about the divine herald Dhurus, who now leads the jinsuls, and the former warlords who the jinsuls once served. You can slot this boon in your Personal boon slot if that slot is available. You gain a +1 bonus to all saves made to resist the effects of abilities or spells used by jinsuls or the divine herald, Dhurus. In addition, if you ever fail a save against one of these effects while this boon is slotted, you can permanently cross this boon off this Chronicle sheet to treat your saving throw result as though you had rolled a natural 20 instead.</p> <p>Journey to the Scoured Stars: Segment 7 (Unidentified Boon): You learned about the jinsuls, the species who invaded the Scoured Stars during the Society's rescue mission, by traveling to the adopted jinsul homeworld, Rax. During this journey, you learned more about the jinsuls' history, as well as more about their leader, the divine herald Dhurus. 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>																																										
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