

RECON MISSION 1: PLANET OF THE DINOSAURS

MAXILLASAUR CR 7

N Large animal

Init +2; **Senses** low-light vision; **Perception** +14

DEFENSE

HP 105

EAC 19; **KAC** 21

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

OFFENSE

Speed 50 ft.

Melee bite +17 (2d10+12 P plus swallow whole)

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

Offensive Abilities intimidating roar, swallow whole (2d10+12 A, EAC 19, KAC 17, 26 HP)

STATISTICS

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

Skills Athletics +19, Intimidate +19

SPECIAL ABILITIES

Intimidating Roar (Ex) As a standard action, a maxillasaur can bellow ferociously, causing all enemies within 60 feet to become shaken for 1d4+1 rounds (Will DC 15 negates). This is a mind-affecting, sense-dependent fear effect.

RECON MISSION 2: STARSHIP GRAVEYARD

STARFINDER GUARD (2) CR 1

Human soldier, LN Medium humanoid (human)

Init +2; **Perception** +5

DEFENSE

HP 23

EAC 11; **KAC** 13

Fort +4; **Ref** +2; **Will** +4

OFFENSE

Speed 30 ft.

Melee tactical baton +8 (1d4+5 B) or standard taclash +8 (1d4+5 S nonlethal)

Ranged pulsecaster pistol +5 (1d4+1 E nonlethal) or

flash grenade I +5 (explode [5 ft., blinded 1d4 rounds, DC 12]) or

stickybomb grenade I +5 (explode [15 ft., entangled 2d4 rounds, DC 12])

Offensive Abilities fighting style (guard)

STATISTICS

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

Skills Athletics +10, Intimidate +5, Piloting +5, Sense Motive +5

Feats Improved Combat Maneuver (grapple)

Languages Common

Other Abilities armor training

Gear flight suit stationwear, pulsecaster pistol with 2 batteries (20 charges each), standard taclash, tactical baton, flash grenade I, stickybomb grenade I, binders (4), flashlight, personal comm unit

STARFINDER OPERATIVE CR 5

Shirren operative, LN Medium humanoid (shirren)

Init +7; **Senses** blindsense (vibration) 30 ft., **Perception** +17

DEFENSE HP 65 **RP** 4

EAC 17; **KAC** 18

Fort +4; **Ref** +7; **Will** +8

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee tactical baton +10 (1d4+6 B)

Ranged frostbite-class zero pistol +12 (1d6+8 C; critical staggered [DC 15])

Offensive Abilities debilitating trick, trick attack +3d8

STATISTICS

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

Skills Computers +12, Culture +17, Diplomacy +12, Piloting +12, Sense Motive +17

Languages Common, Shirren; limited telepathy 30 ft.

Other Abilities communalism, exploits: (glimpse truth, uncanny mobility, uncanny pilot), specialisation (detective)

Gear business stationwear, frostbite-class zero pistol with 2 batteries (20 charges each), tactical baton, flashlight, laser microphone, manacles, personal comm unit, tool kit (hacking)

STARFINDER SCHOLAR CR 3

Android technomancer, LN Medium humanoid (android)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE

HP 32

EAC 13; **KAC** 14

Fort +2; **Ref** +2; **Will** +6 +2 vs. disease, mind-affecting effects, poison, and sleep

OFFENSE

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

Melee tactical baton +5 (1d4+4 B)

Ranged static arc pistol +7 (1d6+3 E; critical arc 2)

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

1st (3/day)—*magic missile*, *supercharge weapon*

0 (at will)—*daze* (DC 15), *energy ray*

STATISTICS

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

Skills Computer +13, Intimidate +8, Mysticism +8, Sense Motive +13

Feats Amplified Glitch

Languages Castrovelian, Common, Kasatha, Shirren, Vesk, Ysoki

Other Abilities constructed, flat affect, magic hacks (empowered weapon), spell cache (badge), slot (jump jets)

Gear casual stationwear, static arc pistol with 2 batteries (20 charges each), manacles, personal comm unit, tool kit (hacking)

RECON MISSION 3: LIFELESS SPACES

HUSKBORN DRONE (4) CR 3

CE Medium aberration

Init +2; **Senses** blindsense (scent) 30 ft., darkvision 60 ft.; **Perception** +8

DEFENSE

HP 35

EAC 14; **KAC** 16

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

OFFENSE

Speed 40 ft., climb 40 ft., swim 40 ft.

Melee claw +11 (1d6+7 S)

Offensive Abilities rolling scythe pounce

STATISTICS

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

Skills Acrobatics +13, Athletics +13

Other Abilities tracking (scent)

SPECIAL ABILITIES

Rolling Scythe Pounce (Ex) A huskborn drone takes no penalties for making a charge attack, and at the end of its charge, it can make a full attack with its scythe-like claws (though it still takes the -4 penalty for making a full attack in this manner.)

HUNTER-KILLER BOTS (4) CR 3

N Medium construct (technological)

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

DEFENSE

HP 40

EAC 15; **KAC** 16

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

Immunities construct immunities

OFFENSE

Speed 40 ft.

Melee spike +12 (1d8+7 P plus trip)

STATISTICS

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

Skills Acrobatics +8, Athletics +8

Languages Izalguun (can't speak any language)

Other Abilities unliving

SPECIAL ABILITIES

Trip (Ex) If the spike attack hits, the hunter-killer bot can attempt a trip combat maneuver against the target as a free action, gaining a +4 bonus to perform the maneuver.

Combat Maneuver

As a standard action, you can attempt one of the following combat maneuvers. For each maneuver, choose an opponent within your reach (including your weapon's reach, if applicable) and then make a melee attack roll against the opponent's KAC + 8. The effects of success vary depending on the maneuver, as described below.

EVACUATION MISSION 1: THE LAST OUTPOST

BLUETHORN RAVAGER CR 7

N Huge plant

Init +4; **Senses** blindsense (vibration) 60 ft., low-light vision; **Perception** +14

DEFENSE

HP 105

EAC 19; **KAC** 21

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

Defensive Abilities regeneration 5 (cold); **Immunities** plant immunities

OFFENSE

Speed 30 ft.

Melee slam +17 (2d6+12 B & P)

Space 15 ft.; **Reach** 10 ft.

Offensive Abilities trample (2d6+12 B & P, DC 15)

STATISTICS

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

Skills Acrobatics +14, Athletics +14, Survival +19

TRAMPLE (EX)

As a full action, the creature can move up to its speed and through the space of any creatures that are at least one size smaller than itself. The creature does not need to make an attack roll; each creature whose space it moves through takes damage. A target of a trample can attempt a Reflex save with the listed DC to take half damage; if it attempts the save, it can't make an attack of opportunity against the trampling creature due to the creature's movement. A creature can deal trample damage to a given target only once per round.

BLUETHORN DEVOURER CR 4

N Large plant

Init +3; **Senses** blindsense (vibration) 60 ft., low-light vision; **Perception** +10

DEFENSE

HP 50

EAC 16; **KAC** 18

Fort +8; **Ref** +6; **Will** +3

Defensive Abilities regeneration 5 (cold); **Immunities** plant immunities

OFFENSE

Speed 30 ft.

Melee claw +12 (1d6+9 P plus grab)

STATISTICS

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

Skills Acrobatics +10, Athletics +10, Survival +15

BLUETHORN PREDATOR CR 1

N Medium plant

Init +2; **Senses** blindsense (vibration) 60 ft., low-light vision; **Perception** +5

DEFENSE

HP 20

EAC 11; **KAC** 13

Fort +5; **Ref** +3; **Will** +1

Immunities plant immunities

OFFENSE

Speed 30 ft.

Melee tentacle +8 (1d6+5 P plus grab)

Ranged needles +5 (1d6+1 P)

STATISTICS

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

Skills Acrobatics +5, Athletics +5, Survival +10

SPECIAL ABILITIES

Needles (Ex) This ranged attack has a range increment of 30 feet.

EVACUATION MISSION 2: CRACKED MIRROR

HUGE ELEMENTAL CR 7

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N Huge outsider (elemental, extraplanar)

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

DEFENSE

HP 105

EAC 19; **KAC** 21

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

DR 5/—; **Immunities** elemental immunities

OFFENSE

Speed 20 ft.

Melee slam +18 (2d6+12 B)

Space 15 ft.; **Reach** 15 ft.

STATISTICS

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

Skills Acrobatics +14, Athletics +14

ANGEL

Type: Outsider (angel, extraplanar, good).

Alignment: Change to NG.

Traits: Low-light vision; base speed increases to 30 ft.; supernatural fly speed of 30 ft. (perfect) or if CR 7 or greater, supernatural fly speed of 60 ft. (perfect); +4 to saving throws against poison; immunity to petrification; resistance equal to creature's CR to acid, cold, electricity, and fire; if base stat block has DR, change to DR/evil.

Skills: Add Diplomacy and Mysticism.

Languages: Common and Celestial.

Attack: Change melee attack to sword of light (slashing damage), which acts as a natural weapon.

DAEMON

Type: Outsider (daemon, evil, extraplanar).

Alignment: Change to NE.

Traits: Base speed increases to 30 ft.; immunity to acid, death effects, disease, and poison; resistance equal to creature's CR to cold, electricity, and fire; if base stat block has DR, change to DR/good.

Skills: Add Intimidate and Mysticism.

Languages: Abyssal, Common, and Infernal.

Attack: The summoned creature gains a spike ranged attack, which has a range of 30 ft..

CR 7: Add **Ranged** spike +15 (2d8+7 P).

DEMON

Type: Outsider (chaotic, demon, evil, extraplanar).

Alignment: Change to CE.

Traits: Base speed increases to 30 ft.; supernatural fly speed of 30 ft. (average), or if CR 7 or greater, supernatural fly speed of 60 ft. (average); immunity to electricity and poison; resistance equal to creature's CR to acid, cold, and fire; if base stat block has DR, change to DR/good.

Skills: Add Bluff and Intimidate.

Languages: Abyssal and Common.

Attack: Change melee attack to bite (piercing damage).

FIRST WORLD BEAST

Type: Magical beast (extraplanar).

Traits: Low-light vision, blindsense (scent) 30 ft.; base speed increases to 30 ft.; climb speed of 30 ft.; if base stat block has DR, change to DR/cold iron.

Skills: Add Perception, Stealth, and Survival.

Languages: Common and Gnome.

Attack: Change melee attack to bite (piercing damage) with the grab special ability.

ROBOT

Type: Construct (extraplanar, technological).

Traits: Low-light vision; base speed increases to 30 ft.; construct immunities; unliving; vulnerable to electricity.

Skills: Add Computers.

Languages: Common.

Attack: The summoned creature gains a sonic gun ranged attack, which has a range increment of 40 ft. and acts as a natural weapon.

CR 7: Change melee attack bonus to +15 and add **Ranged** sonic gun +18 (2d6+7 So).

EVACUATION MISSION 3: GOD'S HOME

LARGE SUMMONED DEMONS (2) CR 5

CE Large Outsider (chaotic, demon, evil, extraplanar).

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

DEFENSE

HP 70

EAC 17; **KAC** 19

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

DR 5/good; **resistance** acid 5, cold 5, fire 5 **Immunities** electricity and poison

OFFENSE

Speed 30 ft, fly 60 ft (average)

Melee bite +15 (1d6+10 P)

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

STATISTICS

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

Skills Acrobatics +11, Athletics +11, Bluff +11, Intimidate +11

Languages: Abyssal and Common.

EVACUATION MISSION 4: LAVA RIVER RESCUE

HUGE ELEMENTAL CR 7

N Huge outsider (elemental, extraplanar, earth)

Init +4; **Senses** darkvision 60 ft.; **Perception** +14, blindsense (vibration) 60 feet

DEFENSE

HP 105

EAC 19; **KAC** 21

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

DR 5/—; **Immunities** elemental immunities

OFFENSE

Speed 20 ft., burrow 20 ft.

Melee slam +18 (2d6+12 B)

Space 15 ft.; **Reach** 15 ft.

STATISTICS

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

Skills Acrobatics +14, Athletics +14

SPECIAL ABILITIES

EARTH GLIDE (Ex) When the creature burrows, it can pass through dirt, stone, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Earth Mastery (Ex): An earth elemental gains a +1 bonus to attack and damage rolls if both it and its foe are touching the solid surface of a planet or an asteroid. If an opponent is airborne or waterborne, the elemental takes a -2 penalty to attack and damage rolls. These modifiers apply to initiating or resisting bull rush combat maneuvers.

LARGE ELEMENTAL CR 5

N Large Outsider (elemental, extraplanar, fire)

Init +7; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE

HP 70

EAC 17; **KAC** 19

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

DR 5/—; **Immunities** elemental immunities, fire **vulnerable** cold

OFFENSE

Speed 50 ft.

Melee slam +15 (1d6+10 B)

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

STATISTICS

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

Skills Acrobatics +11, Athletics +11

SPECIAL ABILITIES

Burning Strikes (Ex): A fire elemental's slams deal half fire damage and half bludgeoning damage. In addition, on a critical hit, the fire elemental's strikes deal 1d4 burn damage.

EVACUATION MISSION ADJUSTMENTS

JINSUL ASSAULT LEADER CR 5

CE Medium monstrous humanoid

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

DEFENSE

HP 70

EAC 17; **KAC** 19

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

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +12 (1d4+10 P) or

leg blades +12 (1d6+10 S; critical bleed 1d8)

Ranged red star plasma rifle +15 (1d10+5 E & F; critical burn 1d4) or

cryo grenade I +15 (explode [10 ft., 1d8 C plus staggered, DC 13])

STATISTICS

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

Skills Athletics +11, Piloting +11, Survival +11

Languages Jinsul

Other Abilities powerful leap

Gear leader caste armor (as freebooter armor II), red star plasma rifle with 2 high-capacity batteries (40 charges each), cryo grenade I

SPECIAL ABILITIES

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

JINSUL TERMINATORS (2) CR 3

CE Medium monstrous humanoid

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

DEFENSE

HP 40

EAC 15; **KAC** 17

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

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +9 (1d4+3 P) or

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

Ranged ifrit-class flamethrower +12 (1d6 F; critical burn 1d6)

STATISTICS

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

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

Languages Jinsul

Other Abilities powerful leap

Gear warrior caste armor (as freebooter armor I), ifrit-class flamethrower with 20 petrol

SPECIAL ABILITIES

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

MISSION: ALL HANDS ON DECK

K: Transport:

JINSUL ASSAULT LEADER (4) CR 5

CE Medium monstrous humanoid

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

DEFENSE

HP 70

EAC 17; **KAC** 19

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

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +12 (1d4+10 P) or leg blades +12 (1d6+10 S; critical bleed 1d8)

Ranged red star plasma rifle +15 (1d10+5 E & F; critical burn 1d4) or
cryo grenade I +15 (explode [10 ft., 1d8 C plus staggered, DC 13)

STATISTICS

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

Skills Athletics +11, Piloting +11, Survival +11

Languages Jinsul

Other Abilities powerful leap

Gear leader caste armor (as freebooter armor II), red star plasma rifle with 2 high-capacity batteries (40 charges each), cryo grenade I

SPECIAL ABILITIES

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

L. CARRIER, DECK 13

JINSUL ASSAULT LEADER CR 5

DARK APPRENTICE CR 4

Jinsul solarian

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; **Perception** +15

DEFENSE

HP 50

EAC 17; **KAC** 19

Fort +6; **Ref** +8; **Will** +5; +4 vs. fear

Defensive Abilities dark matter, solar manifestation (armor), unflankable; **Resistance** cold or fire 5

OFFENSE

Speed 40 ft.

Melee bite +12 (1d6+9 P) or leg blades +12 (1d6+9 S; critical bleed 1d6)

Ranged shock grenades I +7 (explode [15 ft., 1d8 E, DC 13)

Offensive Abilities black hole, supernova

STATISTICS

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

Skills Athletics +10, Mysticism +10, Survival +10

Languages Jinsul

Other Abilities gravity boost, stellar alignment (graviton)

Gear leader caste armor (as freebooter armor II), shock grenades I (2)

JINSUL MAGE CR 1

Jinsul technomancer

CE Medium monstrous humanoid

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

DEFENSE

HP 16

EAC 10; **KAC** 11

Fort +1; **Ref** +3; **Will** +5; +4 vs. fear

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +5 (1d4+2 P)

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

Technomancer Spells Known (CL 1st; melee +5, ranged +3)

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

0 (at will)—*daze* (DC 13), *detect magic*

STATISTICS

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

Skills Athletics +5, Computers +5, Mysticism +10

Languages Izalguun, Jinsul

Other Abilities powerful leap, spell cache (gem embedded in body)

Gear static arc pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

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

DARK ASCENDANT CR 8

Jinsul solarian

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +21

DEFENSE

HP 125

EAC 21; **KAC** 23

Fort +10; **Ref** +8; **Will** +9; +4 vs. fear

Defensive Abilities reflection, solar manifestation (armor), unflankable; **Resistance** cold or fire 5

OFFENSE

Speed 40 ft.

Melee bite +19 (1d6+14 P) or

leg blades +19 (3d4+14 S; critical bleed 2d6)

Ranged red star plasma cannon +16 (2d10+8 E & F; critical burn 1d8)

Offensive Abilities black hole, crush, flashing strikes, supernova

STATISTICS

Str +6; **Dex** +4; **Con** +1; **Int** +0; **Wis** +0; **Cha** +2

Skills Athletics +16, Mysticism +16, Survival +16

Feats Step Up

Languages Jinsul

Other Abilities stellar alignment (graviton)

Gear leader caste armor (as freebooter armor II), red star plasma cannon with 2 high-capacity batteries (40 charges each)

SPECIAL ABILITIES

Black Hole (Su) When you're fully graviton-attuned, as a standard action, you can pull any number of creatures within 20 feet of you closer. You choose which creatures are affected and which ones aren't. Each target must succeed at a Fortitude save or be pulled 10 feet toward you. The range of this revelation and the distance pulled increase by 5 feet at 5th level and every 4 levels thereafter. Solid objects do not block this ability, but any creature that runs into a solid object ceases moving closer to you. Creatures moved by this ability do not provoke attacks of opportunity from this movement. After you use this revelation, you immediately become unattuned. Black hole functions as a zenith revelation for the purposes of abilities that reference them.

Crush (Su) As a standard action, you can increase the effects of gravity on the internal organs or workings of a target within 30 feet, causing it to have difficulty maintaining its normal functionality. The target must succeed at a Fortitude save or become staggered for 1 round. This revelation also affects constructs. You can maintain this effect as a move action each round, but the target can attempt a new saving throw each round to end the effect. Once a creature succeeds at this save or the effect ends, you can't target that creature with crush again for 24 hours.

When you are attuned or fully attuned, you can spend 1 Resolve Point to also stun the target for 1 round. Maintaining crush on subsequent rounds extends the staggered effect, but not the stunned effect

FLASHING STRIKES (EX) (7th lvl ability)

Your mastery of melee combat allows you to make multiple attacks more accurately. When making a full attack entirely with melee weapons, you take a -3 penalty to each attack roll instead of the normal -4 penalty.

Supernova (Su) When you're fully photon-attuned, as a standard action, you can deal 1d6 fire damage plus 1d6 additional fire damage per solarian level to all creatures within 10 feet of you. A creature that succeeds at a Reflex save takes half damage