

STARFINDER SOCIETY



YEAR OF EXPLORATION'S EDGE

SCENARIO #3-17

LEVELS 1-4

CLONE BATCH CATASTROPHE

BY CHRISTOPHER WASKO





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HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 1–4



PLAYERS: 3–6



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CLONE BATCH CATASTROPHE

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GM RESOURCES

Campaign Home Page: starfindersociety.club

Books: *Starfinder Core Rulebook*, *Starfinder Alien Archive* (AA), *Starfinder Armory* (AR), *Starfinder Character Operations Manual* (COM), *Starfinder Pact Worlds* (PW)

Maps: *Starfinder Flip-Mat: Cantina*, *Starfinder Flip-Mat: Hospital*, and *Starfinder Flip-Mat: Undercity*

Online Resource: Starfinder Reference Document at paizo.com/sfrd

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see Chapter 1 of the *Guide to Organized Play: Starfinder Society*. This scenario has no tags.

SUMMARY

The PCs explore a newly opened vault within *Salvation's End* and discover it inhabited by hundreds of clones of the same human that have repurposed the vault according to specific interests. The PCs' investigation introduces them to a few clones of other creatures chafing under the cultural pressures of their unique community. This tension boils over as purists from the majority seek to abduct any clones with different ideologies and intend to reprocess these dissidents' biomass into new clones. The PCs subsequently get pulled into conflict with clone commandos in a bar, along with the clones' robotic minions. The PCs ultimately investigate a faulty clone production complex, where they confront the clone ringleader behind the takeover.

CLONE BATCH CATASTROPHE

BY CHRISTOPHER WASKO



Ever since the Starfinder Society first established a presence on the false moon of *Salvation's End*, its agents have continued to slowly but surely uncover new information about the megacomplex's internal machinations. After stumbling upon an erroneous recreation of the legendary Quest for Sky on Lost Golarion (*Starfinder Society Scenario #1-09: Live Exploration Extreme!*), an artificial swamp biome populated by gnolls, yetis, and one cantankerous unicorn (*Starfinder Society Scenario #1-20: Duskmire Accord 9*), and a simulation of the Pact Worlds overrun by an emboldened Veskarium (*Starfinder Society Scenario #2-04: Future's Fall*), the Society has determined that the vaults of *Salvation's End* are simulated environments devised and maintained by an enigmatic guiding intelligence. Understanding this mysterious intelligence has become a priority for Starfinder leadership, resulting in the construction of a new lodge on the false moon's surface; from here, a dedicated venture-captain could monitor the seemingly random, sporadic openings of new vaults and glimpses of the intelligence's protocols.

Around the time the Starfinders infiltrated their first vault, the guiding intelligence of *Salvation's End* initiated Community Test Vault 341. This vault was intended to test the cohabitation behaviors of 72 different sentient species in a single location, providing test subjects in the form of adult clones. The vault's initiation process, however, experienced a malfunction that set one of its production units into a repeated loop, funneling biomass intended to create hundreds of diverse clones into a single program. Although a handful of clones of varying species and identities emerged early in the process, several hundred clones of a single individual consumed all the remaining biomass.

Thus arose Joro the human. In a short time, hundreds of Joro clones reconfigured Vault 341 into their personal paradise, while the other species cloned before the malfunction became overwhelmed by the humans' numbers. Whether the guiding intelligence remained unaware of the situation or was curious to see how the error would play out, it allowed the Joro community to blossom into a bustling, self-contained civilization while the non-Joro clones eked out an awkward existence on the fringes. Even this modest non-Joro presence has proven too disruptive for a militant Joro sect. A clone known as the "First Joro" has launched a secret campaign to reprocess all of the non-Joro clones into new Joros and finally realize the vault's true potential as an all-Joro utopia.

WHERE IN THE UNIVERSE?

This adventure takes place on *Salvation's End*, a moon-sized satellite filled with innumerable sealed simulation chambers run by a mysterious intelligence. For more information about *Salvation's End*, see *Starfinder Society Scenario #1-00: Claim to Salvation*, *Starfinder Society Scenario #1-09: Live Exploration Extreme!*, *Starfinder Society Scenario #1-20: Duskmire Accord 9*, *Starfinder Society Scenario #2-04: Future's Fall*, and *Starfinder Society Scenario #3-06: Rise of the Vault Lord*, which are available online at paizo.com.

GETTING STARTED

The PCs begin their mission at the lodge on the surface of *Salvation's End*. Read or paraphrase the following to get the adventure underway.

A cheer erupts from a tightly packed group of gnolls and yetis huddled around a vidscreen airing a recording of a brutaris match. The abrupt noise settles into a persistent murmur of backseat coaching and boasting before being disrupted once more by the piercing sound of a voice over the loudspeaker: "Break's over in ten! If you tell me what happened before I get to watch it, I'll eject you into space."

The amplified voice belongs to Venture-Captain Kunoris Vex, who flashes a playful smile as he switches off the loudspeaker microphone. He leaves the workers to their break and leads the way to his personal office, a compact but tidy room with walls covered in annotated paper maps of the false moon's vault networks. "Welcome! Nice to see a new batch of explorers. It's been a while since the vaults opened up, and I was starting to worry Ehu might forget about us." Vex traces a line on one of the maps, starting at a box labeled "lodge" before going through a

short tunnel network to a circle of blue ink outside an unmarked vault. "This is where a ceiling hatch unlocked a couple days ago. We haven't tried getting inside yet, and the signals coming from the outer computer interface were corrupted. Not encrypted like the rest of the signals we've intercepted from this place's guiding intelligence, mind you. Corrupted. I had to restart my computer when I tried to run diagnostics because it kept opening duplicate windows."

"We're no closer to figuring out why this intelligence does what it does. This latest vault opening might be a fluke or by design. Either way, it's a shot at some new intel. My assistant, Kashtee, can take you to the unlocked hatch. Your job is to explore the vault, take data on its residents, and try to ascertain its purpose. Every vault that our agents have entered so far has been some sort of simulated social experiment, whether historical, speculative, or just plain weird. I have no reason to think this one will be any different. Keep your wits about you, and play nice with whatever's in there until you can get a read on things. Feel free to hit up the commissary before you leave if you need anything. Any questions for me?"

Vex assumes the PCs already know the essentials about *Salvation's End* but gladly answers any questions they have.

What is this place? "Wow, you're so green I almost mistook you for a khizar. But seriously, this is *Salvation's End*, a false moon filled with countless vaults that runs inscrutable tests on the vaults' inhabitants. We Starfinders have exclusive exploration rights to this place, but all we've found thus far is that some kind of guiding intelligence directs all the vault experiments. Still no luck making contact with it. Believe me, we've tried."

What was in the previous vaults? "One had a bunch of dwarves reliving the Quest for Sky on Lost Golarion, albeit with more robots and space goblins than the histories describe. Another was filled with gnolls and yetis jockeying for control of a swamp biome; most of them work here now. One contained a fictional future of the Pact Worlds, but that simulation was attacked by another vault inhabitant that apparently went rogue. A more senior team dealt with those hostiles a couple months back, and *Salvation's End* went quiet ever since. Until now, anyway."

What should we expect in this vault? "That's the fun of it—there's no telling what you'll encounter. Whatever odd situation you walk into, you need to play along until you can gather more information or ascertain any threats. All I know is that the vault dwellers usually don't know they're in a simulation, so tread lightly and be ready for anything."

HAVE WE MET BEFORE?

Once the PCs are ready, Vex's assistant **Kashtee** (NG female gnoll) loads them into a hovercraft and whisks them down a tunnel of interlocking metal pipes, wires, and screens. She stops at a dead end where a foot-wide screen flashes and repeatedly runs the same processing code. She reaches up to a ceiling cover fitted with a twist-open handle, and cranks it until it swings open, revealing a narrow vent with a metal ladder set into the side. The PCs can climb the ladder until they reach a six-way intersection with two accessible portals: the one they climbed through and a maintenance corridor with its door stuck open. All other doors are locked and sealed, requiring a DC 25 Engineering check to disable the locks, and lead to dead end passages. The open corridor ends in short stairway that leads up to a hatch emitting muffled music from the other

side. Read or paraphrase the following as the PCs enter the vault.

A three-bulb brass chandelier illuminates the room beyond the hatch, its light amplifying the tint of the yellow checkered wallpaper covering the walls. The room features several pieces of faux wood furniture: bookcases haphazardly packed with comic compilations, board games, and sports almanacs; a desk strewn with sketches of roof shingle designs and an incomplete jigsaw puzzle; a workbench displaying action figures surrounded by painting and craft supplies. The sound of an a cappella choir singing a retro, up-tempo tune emanates from a corridor opposite the entrance.

Everything about this room aligns with modern Pact Worlds-level technological amenities. Shortly after the PCs enter, a human wearing a short-sleeved collared shirt, pastel shorts, and white socks with sandals enters the room from the opposite entryway, sipping a mug of tea. They startle when they spot the PCs, spilling their tea in surprise, but then enthusiastically greet their visitors.

"Well hey, strangers! I wasn't expecting company in the basement today. I'm guessing you're here to sell me something? Since you came in through the cellar door, am I right?" The human cracks a wide smile, then calls over their shoulder. "Hey, roomie! We got visitors in the basement, came up from the hallway past the hatch! They must be a new batch. Bring some more tea, would ya? I'm guessing they're all thirs-tea!"



KUNORIS VEX

The human introduces themselves as **Roofer Joro** (LG nonbinary human) and immediately launches into questions about the PCs, taking particular interest in non-human PCs. A PC who succeeds at a DC 12 Sense Motive check discerns that Joro is genuinely curious and sees non-humans as novel aliens, no matter how common they are in Pact Worlds space. Joro doesn't pick up on any Pact Worlds cultural references, clearly having spent their whole life inside this vault, but they're familiar with most modern technologies.

Joro is friendly and enjoys making goofy puns. They speak adoringly of the vault—recognizing it as an artificial structure the same way a Pact Worlds native would recognize their home planet's climate—and enthusiastically gush about their various interests. They share extensive knowledge of the nutritional foods they prepare and eat, show off recordings of their community choir music (their ensemble is called “Jig is Up”), and provide effusive analysis of whizdisk—a local sport that entails formations of players passing an aerodynamic disk across a stadium field while opposing players slow their advance by pulling off flags attached to their uniforms, signifying a “knock out.” Joro intimately knows the idiosyncrasies of the deceptively complex sport as well as the latest drama surrounding a twisted ankle taking out the star player on their favorite team, the “Thumbs-Up.”

During the conversation, Roofer Joro's roommate enters with a tray of assorted mugs steeping various healthy teas along with some homemade, high-nutrition pretzels fresh out of the oven (the Joros call them “tasty twisties”). The newcomer is a human who appears identical to Roofer Joro, except wearing a light blue blouse spotted with yellow flowers and sleek, khaki pants. They introduce themselves as **Baker Joro** (LG nonbinary human), clearly recognizing that they're the same person save for a few differences. Baker Joro backs the “Bunny Ears” whizdisk team (a source of playful rivalry between the two roommates), prefers puzzles and drawing cartoons to singing, and bakes professionally while Roofer Joro builds and repairs roofs. Baker Joro asks all the same questions and uses all the same kinds of jokes to welcome the PCs, creating a palpable sense of déjà vu.

If the PCs go upstairs and look out into the rest of the vault, they see an entire suburban neighborhood populated by copies of the same human distinguishable only by surface-level differences in hair and clothing. All the homes, stores, advertisements, and other details share the same aesthetics,

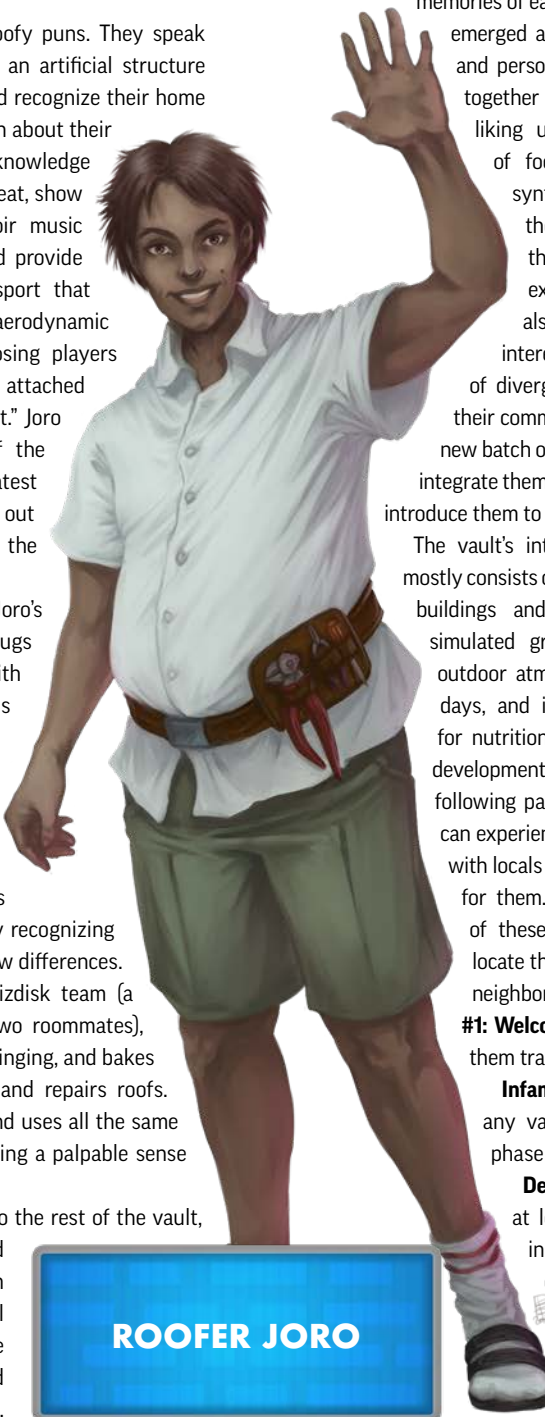
tacky fashion, positive attitudes, and corny humor. The entire neighborhood appears like a utopia for this singular personality: food markets and restaurants all feature overtly healthy offerings, sports coverage of whizdisk dominates the media, jigsaw puzzle motifs decorate all the windows and many business signs, and most domestic drones look like cartoony whizdisk team mascots.

The Joros are forthcoming about the fact that they're clones. They have only fuzzy memories of their creation, like an adult's memories of early childhood, but they know they emerged as adults with fully formed tastes and personalities and that they all worked together to build this community to their liking using materials from a network of food, water, metal, and chemical synthesizers located throughout the vault. The Joros encourage the PCs to explore the area and experience the Joro lifestyle. They also mention that the PCs might be interested in speaking to the handful of divergent clones scattered throughout their community. They assume the PCs are a new batch of clones and hope that if they can't integrate them into the Joro community, they can introduce them to the other clones.

The vault's interior covers 1 square mile and mostly consists of residences with a few communal buildings and sports fields, surrounded by simulated greenery. The vault emulates an outdoor atmosphere with normal passage of days, and it largely provides the materials for nutrition, construction, and technological development at various production sites. On the following page are some sites where the PCs can experience the vault's culture and interact with locals who might have more information for them. They can get directions to any of these locations from a Joro clone or locate them with a quick walk through the neighborhood. Give the players **Handout #1: Welcome to the Neighborhood** to help them track the locations they've visited.

Infamy: Any PC who bullies or harms any vault local during the exploration phase of this adventure gains 1 Infamy.

Development: The PCs must visit at least four of the major locations in the vault as part of their exploration. They can explore them in any order, but the sports bar BoThumbs Up doesn't open until they've visited the other locations.



BEG, BORROW, AND STEEL

Located at the southern edge of the vault's perimeter, the metalworks is a source of building and crafting materials provided by the vault's guiding intelligence. A complex set of spigots and apertures jutting from a wall produces fountains of molten metal that several Metalworker Joros use to forge their various supplies. The clones don't question the machine's source of ore or how it works, instinctively understanding that the vault provides for them the same way that a generational farmer understands their land.

Metalworker Joros are just as chatty and quirky as the other Joros, but they tend to leave the metalworks' scrapyard to **Relton** (NG female shobhad). Though the Joros initially welcomed her into their community, her size and physical prowess led them to stop inviting her to compete in whizdisk games. Relton is lonely and has taken to crafting small dioramas of the vault out of scrap metal in between outings with other non-Joros. PCs can open her up to conversation with a successful DC 14 Engineering check to craft an interesting metal sculpture of their own or a DC 14 Athletics check to help organize some of the scattered scrap. A PC who then succeeds at a DC 15 Diplomacy check convinces the soft-spoken shobhad of their kindness, prompting her to invite them to the non-Joros' routine gathering at the whizdisk sports bar BoThumbs Up after working hours. For Levels 3–4, these DCs all increase by 2.

Treasure: If the PCs get on Relton's good side, she gifts them a pair of discarded magnegloves (*Starfinder Armory* 105) that don't fit her massive hands.

BOARD MEETING

This wooden building functions as a public library, except that instead of books, the Joros share board games, card games, puzzles, and similar hobbies. The aisles are quiet to allow for concentration, but conversations commonly occur in the central area, where Joros staff play games and discuss strategies. The community is abuzz about the upcoming imperial conquest match between Gamemaster Joro and Assistant Editor Joro that will decide if the latter can dethrone the former and earn the title of Gamemaster.

The Joros eagerly invite PCs who express interest in their hobbies into the conversation and offer to demo new games for them. Asking the Joros about non-Joro residents prompts a shift in tone, as the Joros express concern that the others don't fit in because "they don't have much in common." The Joros mention that most of the non-Joros gather after working hours at the BoThumbs Up sports bar.

Treasure: Any PC who agrees to demo a game can gain the benefit of a basic strategy game (*Armory* 108). Up to three PCs can also participate in a demo of the imperial conquest strategy game (*Armory* 108), earning the staff's respect if they succeed at the game's DC 20 Intelligence check.

IN-CHOIR-ING MINDS

This small performing arts studio is richly decorated with inspirational music posters, five-line whiteboards, and tiered choir risers encircling an analog upright piano. A handful of community

singers gather here for rehearsals, avidly practicing choreography and harmonized parts in a cappella covers of the Joros' favorite tunes. The ensembles that rehearse here are longtime rivals of the ensembles who rehearse at a nearby studio, the Hi Note.

The current ensemble, Joros Choros, intently focuses on their rehearsal and pay the PCs little notice. A PC who succeeds at a DC 15 Profession check involving any music- or dance-related performing art can quickly earn the musicians' attention and respect with some groundbreaking coaching. Doing so prompts the Joros to recommend that the PCs form their own ensemble with the other non-Joros and explains that the non-Joros' favorite watering hole, BoThumbs Up sports bar, has a performance stage that hasn't seen use in months. The singers can also direct PCs to the workplaces or preferred hangouts of the four high-profile non-Joros clones (Relton in the Beg, Borrow, and Steel metalworks; Annalise in the Sketch That Kitsch art studio; Finbar in the Whizdisk Stadium; Kenro in the restaurant Yo Gurt to Try This!).

SKETCH THAT KITSCH

This glass-walled building is a community art studio, where Artist Joro leads classes in various media. Caricatures and cartoon animal drawings fill most of the wall space, each one labeled with pun titles. A PC who succeeds at a DC 14 Profession check (DC 16 for Levels 3–4) related to a visual art can wow the Joros students with a novel technique or idea, earning praise and a request to teach a class.

A remote corner of the studio serves as the workspace of **Annalise** (N female nuar), a petite nuar who wears a floppy hat between her horns and surrounds herself with a mishmash of works-in-progress. She currently focuses on her artwork, a portfolio of abstract paintings and absurdist sketches that are daring and provocative when compared to the tacky, commercialistic Joro art. If the PCs display their artistic prowess by succeeding at a DC 15 Profession (artist) check or meaningfully engage with the introverted nuar about her art by succeeding at a DC 15 Diplomacy check (DC 17 for both checks for Levels 3–4), Annalise invites them to gather with the other non-Joros at BoThumbs Up later.

WHIZDISK STADIUM

The largest facility in the vault, this giant athletic stadium has courts and fields for all manner of sports, but the architecture centers around the main playing field for the Joros' most popular sport: whizdisk. Today is an off-day for games, so one of the main teams—the Thumbs-Up—are preparing a backup player to sub in for Jersey 17 Joro, who twisted their ankle two days ago. The team is laser-focused on preparing for their match against the Bunny Ears and ignores the newcomers unless the PCs demonstrate impressive athletic prowess in their drills with a successful DC 18 Athletics check (DC 20 for Levels 3–4). Doing so earns some nods of admiration and some wistful commentary about wanting the PCs to join the team; however, the Joros acknowledge that doing so would likely violate whizdisk league regulations since they already know that all-Joros teams are evenly matched.

The myriad training equipment and the large scope of the stadium make it a common hangout for **Finbar** (CG nonbinary summerborn rhyphorian, art on page 25), a hyperactive non-Joro infamous in the community for daredevil stunts and acrobatics through neighborhoods. Finbar craves attention and excitement, which the largely quaint Joros community is woefully unequipped to provide them, so they zipline along the camera cables over the whizdisk field, slide down bleacher railings using stray rebar as a mobile platform, and parkour across gym equipment while the Joros athletes use it. PCs can grab the rhyphorian's attention with a successful DC 15 Acrobatics check to keep pace with them followed by a DC 15 Bluff or Diplomacy check to boost their ego. Alternatively, a PC can substitute the Acrobatics check with a Sleight of Hand check to surreptitiously trip Finbar as they fly by and then knock the headstrong rhyphorian down a peg with the subsequent Bluff check. For Levels 3–4, the DCs for all these checks increase to 17. If the PCs successfully boost (or deflate) their attitude, Finbar invites the PCs to join them with their buddies over at BoThumbs Up once everyone gets off work.

YO GURT TO TRY THIS!

This frozen yogurt, smoothie, and healthy beverage restaurant is a social hub among the Joros. About a dozen Joros gossip about local happenings. These tidbits of information include complaints about the delays in shipments of new board games to Board Meeting after Forklift Joro sprained their wrist at the factory, and the drama spurred by Electrician Joro putting up a garish animatronic Bunny Ears display on their front lawn in a neighborhood of mostly Thumbs-Up fans. The Joros immediately identify the PCs as newcomers and rush them with the same initial curiosity and enthusiasm demonstrated by Roofer Joro but quickly tire of the conversation unless the PCs can furnish rumors about other Joros.

Kenro (CN male korasha lashunta) stands out from the rest of the staff. If approached, he offers the advertised free samples using a scripted greeting. He's bored with his job and frustrated with Joro culture. He doesn't engage the PCs in conversation unless they speak negatively about the Joros' hobbies. If so, he invites them to continue venting tonight at BoThumbs Up.

A. BOTHUMBS UP (CR 3 OR CR 5)

By the time the PCs have finished going around town, they've almost certainly received an invitation to join non-Joro residents at BoThumbs Up in the evening. Even if not, the PCs eventually notice crowds heading toward the building. BoThumbs Up is a tacky whizdisk sports bar that supports one of the local teams. Read or paraphrase the following as the PCs enter the establishment.

Six ceiling-mounted vidscreens illuminate an otherwise dim bar, each screen flashing between whizdisk highlights, competitive board game analyses, and spots of outdoor exercise groups all being covered by nearly-identical Joro commentators. Posters and signs espousing support for the Thumbs-Up clutter

the walls and decorate the diner-style menus placed on the numerous empty tables. A stage conspicuously large enough to support a small community choir overlooks the spacious room, the karaoke prompter screens dark with whizdisk screensavers bouncing slowly around the frames.

All four of the non-Joros described in the sites above gather in one of the booths. Their collective energy can be summed up by anxiety combined with frustration with the dominant culture of their community. Previously earning the respect or support of a non-Joro affords the PCs a warm welcome, but the group share their concerns regardless of their attitude toward the newcomers. Like Roofer Joro, they assume the PCs come from a new batch of clones and are surprised if apprised of the PCs' true origins. Anyone in this disgruntled group can explain that they're all clones wired with self-awareness and a desire to form a community, but the overwhelming presence of Joros quickly drowned out other voices. At first, outsiders lived peacefully on the fringes, but recently, non-Joro clones started disappearing. The only lead they have is that another clone—a draelik named Centek—was taken to the hospital earlier today by a crowd of concerned Joros after suffering numerous traumatic injuries.

Creatures: During this conversation, a group of unfamiliar Joros enters the bar and surrounds the booth. These Joros have all the same mannerisms and speech patterns as the other clones, but they wear armor and weapons holstered at their hips. The Joros refer to themselves as "CommanJoros" and state cheerfully that the newcomers and malcontents need to immediately surrender their equipment and be taken to First Joro for evaluation and processing. The CommanJoros don't hesitate to become violent if PCs resist. If more than half of the CommanJoros fall, the survivors try to escape back to their hideout. The non-Joros flee or take cover once violence breaks out.

LEVELS 1-2 (CR 3)

COMMANJOROS (4)

CR 1/2

Page 16

LEVELS 3-4 (CR 5)

COMMANJOROS (4)

CR 1

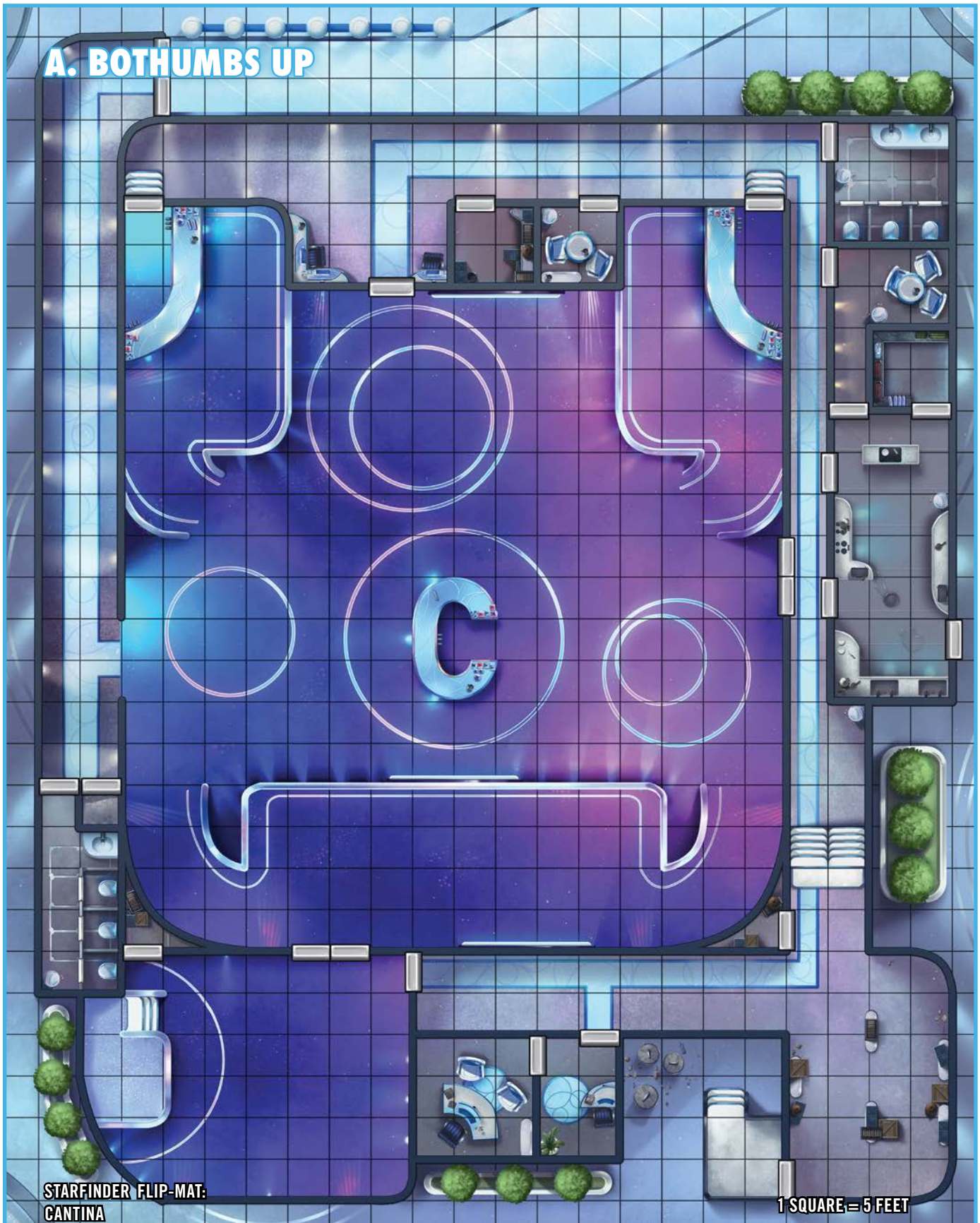
Page 20

Development: Any surviving CommanJoros reappear in area **C3**, ready to continue their battle in service to First Joro.

B. OUROJOROS HOSPITAL (CR 3 OR CR 5)

The PCs' next lead points them to **Centek** (CN male draelik), who's presently recovering from a run-in with CommanJoro abductors at OuroJoros Hospital, the vault's only major healthcare center. Read or paraphrase the following when the PCs arrive at the hospital.

A. BOTHUMBS UP



B. OUROJOROS HOSPITAL

PCS START HERE

ROBOT

ROBOT

STARFINDER FLIP-MAT:
HOSPITAL

1 SQUARE = 5 FEET

Fluorescent overhead lights keep this sterile building brightly illuminated, and cartoonish images of Joros sporting bandages with smiling faces decorate the pale blue walls. Vidscreens suspended from the ceiling corners relay hospital information, while the main screen shows a whizdisk analysis discussion by three Joros wearing pastel blazers. Several patient cells appear empty, while others maintain their privacy via purple holographic curtains.

Different permutations of Nurse Joro and Doctor Joro work on staff, and they do their best to fill the hospital with positive vibes by decorating the facility with custom stickers, commissioning frequent visits by whizdisk mascot robots, and referring to maladies by goofy names (concussions are “thinky-thunkys,” finger lacerations are “handy-bandys,” and nausea is “crummy-tummy”). About a dozen other Joro patients receive treatment for minor injuries from accidents at home, attended by a comparable number of Joro hospital staff and a small handful of robotic mascots that wander the waiting room. Any Joro staff can direct PCs to Centek’s bed.

Although sincere in their desire to practice medicine, the Joros are woefully unequipped to treat any non-human patient. Currently, Centek lies unconscious on a painkiller drip too potent for his injuries. A PC who succeeds at a DC 14 Medicine check (DC 17 for Levels 3–4) recognizes that the sedative is too strong and can reduce the drip to an appropriate amount, allowing Centek to regain consciousness. Once awake, Centek recounts being ambushed by a gang of armored Joros who hit him with saps; he played at falling unconscious until his attackers tried to pick up his limp body, then lashed out and escaped into a crowd of passersby who took him to the hospital. Each PC who interacts with Centek can attempt a DC 16 Diplomacy check (DC 18 for Levels 3–4) to change his attitude from indifferent to friendly.

Creatures: Two of the whizdisk mascot robots entertaining the patients are controlled by First Joro, who took interest in the PCs after they defeated the CommanJoros. The robots’ remote feeds alert First Joro of the PCs’ arrival shortly after they locate Centek. The robots begin by directly attacking the PCs, using Joro bystanders and hospital walls for cover; if reduced to half their Hit Points, the robots target the lights to harm as many PCs as possible (see Hazard on page 11). For Levels 1–2, the attackers are observer-class security robots that resemble flying whizdisks with large googly eyes, toothy grins, and prosthetic hands fixed in a thumbs up position that they use to strike adjacent targets. For Levels 3–4, the attackers are humanoid incapacitator robots resembling giant anthropomorphic cartoon bunnies that put two-finger “bunny ears” on any creature locked in their grasp.

If the PCs improved Centek’s attitude to friendly, he activates his *wisp ally* spell-like ability (CL 2nd) and uses it to harry the robots for 2 rounds.

Hazard: The various Joros in the hospital have never witnessed armed conflict and react strangely to combat; some think it’s a whizdisk promotional stunt and try to get closer to take pictures,

while others get frightened and retreat from the action. Include four Large-sized groups of Joro bystanders that move up to 20 feet per round on initiative count 0 to follow the action. These groups provide soft cover, constitute difficult terrain unless a creature moving through the Joros’ space succeeds at a DC 18 Acrobatics or Intimidate check, and render any creature attacking from within the Joros’ space off-target for that round. Each group of Joros has AC 9, a +0 modifier for all saves, and 4 Hit Points; any amount of damage causes a Joro to cry in pain while being feebly assisted by the other Joros in their group, which stops the group from moving for 1 round per Hit Point lost. If a group is reduced to 0 Hit Points, most of the Joros in that group scatter and flee the hospital while one falls unconscious, dying the following round unless they receive healing or first aid with a successful Medicine check.

The purple holographic curtains provide concealment against creatures on the opposite side. Any purple or white intersection on the map of the hospital floor has a vidscreen or fluorescent light suspended over it from the 20-foot high ceiling. An attack that hits EAC or KAC 12 and deals at least 2 kinetic damage or 4 energy damage causes the device to fall, which shatters in the intersection and deals 1d6 Piercing damage to all creatures within 15 feet (Reflex DC 10 negates). If four lights or screens are destroyed, the hospital becomes dark. All doors are locked but can be opened with a successful DC 24 Strength check (hardness 8, 30 Hit Points).

LEVELS 1-2 (CR 3)

WHIZDISK MASCOTS (2)

CR 1

Page 17, art on page 25

LEVELS 3-4 (CR 5)

WHIZDISK BUNNY MASCOTS (2)

CR 3

Page 21, art on page 25

Treasure: If the PCs defeat the robots without any Joro casualties, the hospital staff applauds their heroic display and gifts each PC a tier 2 sedative (*Starfinder Core Rulebook* 232) and a purple nanite hypopen (*Armory* 106). For Levels 3–4, they also offer the PCs a dermal stapler (*Armory* 100).

Development: If the PCs defeat the robots, they can attempt again to rouse Centek to consciousness if they haven’t done so already. The draelik concludes his story by recalling that his ambush happened in the alley between the choir rehearsal studio and the Weight Don’t Tell Me gym, a pathway to an uninhabited part of the vault that most Joros avoid because of its unfinished appearance. PCs who don’t rouse Centek can learn the same information by succeeding at a DC 14 Computers or Engineering check (DC 17 for Levels 3–4) to examine the defeated robots and pinpoint the source of their controlling signal.

Infamy: Any PC who deliberately endangers a Joro bystander or purposefully neglects an injured Joro gains 1 Infamy.

C. CLONE PRODUCTION COMPLEX

Whether the PCs get their information from Centek or the robots, the trail leads to an out-of-the-way juncture on the border of the vault beyond the holographic border. Here, the Joros' community aesthetic fades, revealing a complex network of metal pipes, circuitry, and scaffolding akin to the rest of *Salvation's End*.

Use the map on page 12 for this area. Unless otherwise noted, all ceilings are 12 feet high, all doors are automated sliding steel doors that open when a Small or larger creature stands in front of it for 1 round (unless locked by the computer in area **C4**, in which case a PC can hack the door open with a successful DC 20 Computers or Engineering check), and all rooms are fully lit unless the lights are turned off via the computer in area **C4**.

Hazard: First Joro can observe and interact with this entire facility from their hiding place in area **C4**. Each purple light on the map represents a ceiling-mounted security camera (AC 5, all saves +1, hardness 6, 6 Hit Points; Computers or Engineering DC 12 to disable). Each room equipped with a camera is also fitted with an intercom speaker and an injection apparatus. First Joro monitors the facility while using the injection apparatuses and their stealth drone to harass the PCs before confronting the intruders directly (see area **C4** for more details).

C1. BIOMASS PROCESSOR (CR 3 OR CR 5)

Gallons of reddish fluid swirl within a giant vat dotted with small dials and computer screens. A large tube protrudes from the vat and extends into a collecting chamber beneath a steel grate to the west. A second vat filled with a light green gas stands between two starship-grade sealed containers, the thick glass barriers rimmed with black-and-yellow striped motifs to indicate caution. Tubes from each vat enter each of the two secured chambers, where they combine into a dark green semi-gaseous gel. A vacuum tube pulls the gel into a vent at the back of each chamber.

The machines in this room shape new clones by mixing malleable biomass distilled from deceased organisms deposited into the western device and then piping in neural programming gas from area **C2** to the finished biomass. The small monitors on the western tank display gene sequences, target vital signs, and monitor the proportions of organic compounds contained inside the vat, while the eastern vat's monitors rapidly filter through artificially-generated neural codes for memories, skills, temperaments, and other cognitive imprints contained within the stored gas. A PC who succeeds at a DC 15 Computers or Life Science check determines that the target organic compound proportions in the western vat are all identical and indicative of an adult human, while the neural codes in the eastern tank are all nearly identical.

Creatures: A conglomerate of faulty Joro-coded biomass resides in this room, instinctively guarding the machine that granted it some

semblance of autonomy. This blob of dark green biomass adopts an approximate humanoid shape. It resembles melted wax sculptures of Joros smashed together and lacks any distinctive identity. It relentlessly attacks any non-Joros that enter, concentrating on any creatures already afflicted with Joro morphogens (area **C2**). For Levels 3–4, two such creatures guard the room.

LEVELS 1–2 (CR 3)

UNFINISHED JORO

CR 3

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LEVELS 3–4 (CR 5)

UNFINISHED JOROS (2)

CR 3

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Treasure: The malleable biomass contains regenerative cellular properties that can heal wounds. If a PC succeeds at a Life Science or Medicine check as a standard action to inject the proper proportions of biomass into a creature, that creature immediately recovers 5 Hit Points and can spend a Resolve Point to recover Stamina Points without needing to take a 10-minute rest. The DC for this check is 15 on a human subject, or 25 on a non-human subject. Failure by 5 or more exposes the subject to the Joro morphogen (see area **C2**). Each unfinished Joro contains enough biomass for two doses.

C2. NEURAL PROGRAMMING CENTER (CR 3 OR CR 5)

A massive, complex device comprised of interconnected tubes filled with blue-green gas and numerous small computer monitors running rapidly with changing lines of code occupies the eastern wall of this room. Two pipes funnel the gas into hemispherical turbine filters with pipes connecting to the ceiling. Two large containers of a different gas flank the western doors, along with a large multi-monitor computer interface set into the northern corner. Glass windows set into pairs of sliding doors to the north and south reveal separate chambers with cylindrical pods and drainage grates in the floors.

This room synthesizes the consciousness of the vault's clones, a process that integrates mixtures of vaporized neurotransmitters with fantastically complex computer code made accessible to bioengineered neurons via rare ssarlithine gas. The small monitors on the eastern processing device relay the lines of code being linked into the gaseous compound at that juncture, but the interface in the northwest corner displays all the codes being programmed into the clones. A PC who succeeds at a DC 18 Computers check to access the system recognizes an error. The automated artificial personality development displayed on the interface programmed its "End > Start New" concluding sequence into an "End > Copy

C. CLONE PRODUCTION COMPLEX



> Paste > Repeat” concluding sequence, creating hundreds of duplicate clone personalities that in turn initiate duplicate biological structure protocols. This interface doesn’t appear to have a point of connection for hacking the system, and its language resembles the code found on interfaces throughout all the *Salvation’s End* vaults. The two separate cells to the north and south (area **C2a**) contain the cloning pods that combine the biomass and the generated personality into a finished clone. Both are currently empty.

Trap: The northwest interface and the eastern processing device are rigged with injection apparatuses loaded with some of the machine’s synthetic consciousness and traces of malleable biomass, a cocktail First Joro calls “Joro morphogen.” This genetic poison causes victims to increasingly look and act like Joro. Touching either device triggers the injection protocol. First Joro replicated this design in all the major rooms of the facility and hardwired them to their computer in area **C4**, but these two are the only independently-automated apparatuses with their own attack bonuses. They trigger without any influence from First Joro, although First Joro can still remotely commandeer the devices.

LEVELS 1-2 (CR 3)

JORO MORPHOGEN TRAPS (2) CR 1

Type technological; **Perception** DC 21; **Disable** Engineering DC 16 (jam injection mechanism)

Trigger touch; **Reset** manual (Engineering DC 16)

Effect dart +11 ranged (3d6 P plus Joro morphogen; critical injection DC +2)

JORO MORPHOGEN

Type poison (injury); **Save** Fortitude DC 12

Track Charisma (special); **Frequency** 1/round for 4 rounds

Effect progression track is Healthy–Weakened–Impaired–Pliable (end state)

Special Hit Point damage inflicted by Joro morphogen is nonlethal damage. If progression on the Joro morphogen track causes a Charisma-based spellcaster to lose their ability to cast 1st-level spells, they gain proficiency with all disk-shaped weapons and shields and uses their unaltered Charisma modifier instead of her Strength modifier for attack rolls with such items until they regain their ability to cast 1st-level spells. Joros are immune to this poison.

LEVELS 3-4 (CR 5)

JOROS MORPHOGEN TRAPS (2) CR 3

Type technological; **Perception** DC 24; **Disable** Engineering DC 19 (jam injection mechanism)

Trigger touch; **Reset** manual (Engineering DC 19)

Effect dart +13 ranged (6d6 P plus Joro morphogen; critical injection DC +2)

JORO MORPHOGEN

As Levels 1-2, except **Save** Fortitude DC 14

C3. PLANNING ROOMS

Analog maps of the vault hang from the walls in this network of rooms, several sites marked with photographs of the premises pinned over the blueprints. Certain areas on the maps are circled in red with small frowny faces drawn underneath them. Disassembled weapons and other gear lie scattered across the various workbenches.

The CommanJoros used these rooms to plan their ambushes, build their equipment, and socialize. The markings on the maps indicate regular hangouts of non-Joros and possible avenues for clandestine attacks.

Treasure: A keycard that unlocks the doors to area **C4** lies on one table’s surface. An adjacent workbench holds the Joros’ ongoing efforts to turn whizdisks into weapons and armor: two soprano singing disks (*Armory* 51), a basic tactical shield (*Starfinder Character Operations Manual* 126), and two mk 2 frag grenades (*Starfinder Core Rulebook* 172). For Levels 3-4, the assembled gear include the following: two returning soprano singing disks (*Armory* 51), a field tactical shield (*Character Operations Manual* 125), and a spell gem of *hurl forcedisk*.

C4. CENTRAL COMMAND (CR 4 OR CR 6)

This octagonal room displays neatly organized posters that show detailed technical breakdowns of cloning technology and procedures. A single computer interface stands in the corner, its wide screen peppered with square security camera feeds and minimized tabs of machine command sequences.

First Joro masterminds their vision for the vault from this room. The doors are locked (break DC 28), but a PC can open them either by hacking the outside card reader with a successful DC 20 Computers or Engineering check or by using the keycard found in area **C3**.

Computer: The computer in this room is a tier 3 computer with several modules connected to operating the facility. Accessing it without First Joro’s password requires a successful DC 25 Computers check to hack the system. The computer has control modules for the lights, security cameras, door locks, and intercoms in each room and hallway as well as the clone production system, the traps in area **C2**, and a newly constructed system of injection apparatuses First Joro installed throughout the facility. As a standard action, a creature trained in Computers can use this module to attempt a ranged attack with this injection apparatus against any creature in a room or hallway that has a security camera, using their ranged attack bonus. This attack has a 30-foot range increment, and any purple security camera can serve as the attack’s point of origin. A successful attack affects the target as per the Joro morphogen trap detailed in area **C2**. Once fired, the

apparatus in that room or hallway can't fire again until it's manually reset with a successful Engineering check. These apparatuses can be spotted and disarmed just like the automated traps in area **C2**, although any creature attempting such a check must be able to reach the 12-foot-high ceiling where the apparatus is mounted. First Joro's control over this pervasive hazard increases this encounter's CR by 1. The computer also contains a large secure data module with all of First Joro's understanding and development of the clone production system, including undeciphered code ostensibly obtained from *Salvation's End*'s guiding intelligence.

Creatures: First Joro remotely observes and harasses the PCs

from this room, locking them inside the facility and taunting them with hokey Joro humor while vowing to convert all the PCs' biomass into new Joros to bolster their utopia (specifically to balance the whizdisk teams, rectify the board game shipping delays during Forklift Joro's medical leave, and to add a few more tenors to the Joros Choros community choir). First Joro uses their stealth drone—Joro Junior—to discretely rearm the injection apparatuses as PCs navigate the facility, commanding the drone from the safety of this room. If the PCs unlock the doors or disarm enough cameras or apparatuses to render the computer useless for harming them, First Joro emerges and attacks.

Development: If PCs defeat First Joro, they can gather enough data from the computer and First Joro's datapad to confirm the nature and scope of a plot to repurpose the nonhuman clones' biomass. They also find evidence that First Joro succeeded in "remaking" several individuals already, meaning that some of the Joros they met probably were originally other types of clones.

LEVELS 1-2 (CR 4)

FIRST JORO CR 3

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JORO JUNIOR CR -

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LEVELS 3-4 (CR 6)

FIRST JORO CR 5

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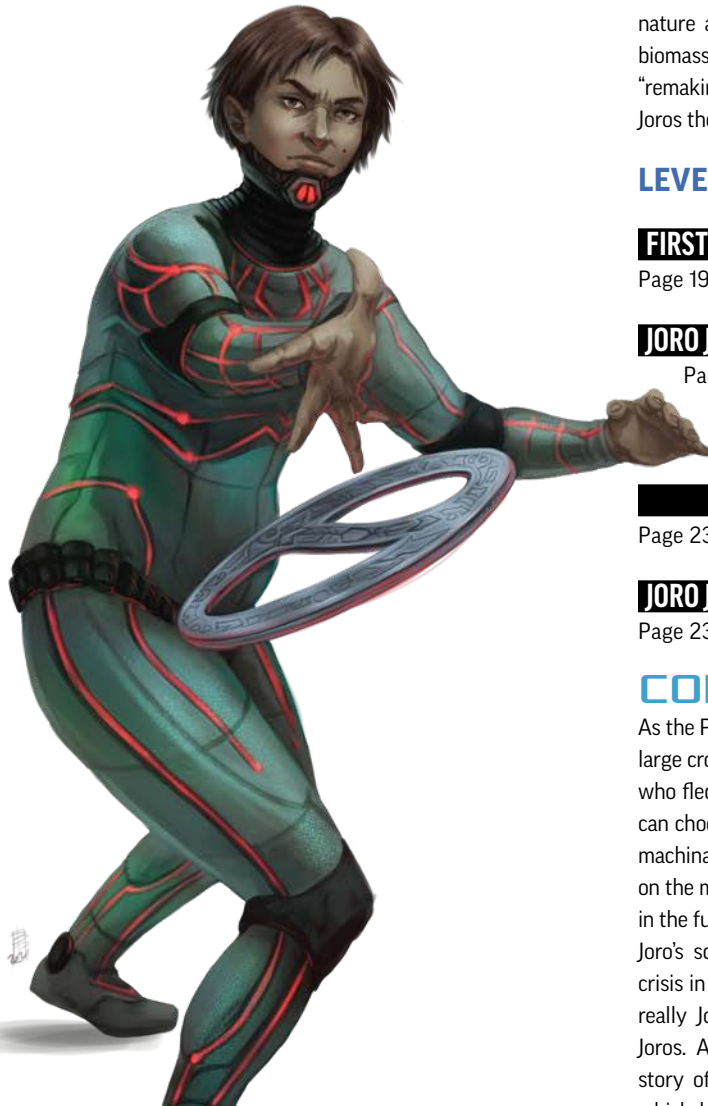
JORO JUNIOR CR -

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CONCLUSION

As the PCs emerge from the clone production complex, they find a large crowd of concerned Joros assembled alongside the non-Joros who fled the sports bar during the CommanJoros attack. The PCs can choose whether to reveal the existence of First Joro and their machinations to the vault's inhabitants. This choice has no effect on the mission's success but might have unforeseen repercussions in the future. If the PCs tell the truth and present evidence of First Joro's scheme, the clones are mortified, sparking an existential crisis in a handful of Joro clones as they question whether they're really Joros at all or were originally non-Joros repurposed into Joros. Alternatively, the PCs can weave a compelling alternate story of their encounters with a successful DC 18 Bluff check, which has different effects on the population depending on the invented details.

Regardless of the story the PCs share, the Joros agree that the clone production complex is a site too powerful for any one Joro to possess. This statement prompts a massive flicker of the lights from the holographic environment, and a robotic voice echoes



FIRST JORO

throughout the vault: "Community vault test 341 completed. Sterilization and reset protocols commencing in 24 hours." This announcement prompts a shutdown of the vault's baseline material production, preventing the community from any further development.

The vault's residents all worriedly look to the PCs for guidance, affording the latter an opportunity to return to Venture-Captain Kunoris Vex for further instruction. Kunoris expresses a strange mixture of bemusement and confusion upon hearing about the PCs' expedition and promises to help evacuate all the clones before the vault performs its reset. He congratulates the PCs on learning whatever they could and comments that clearly there's something wrong with the guiding intelligence if it's performing tests of this nature.

Any PCs afflicted by the Joro morphogen find themselves drawn to jigsaw puzzles, board games, and choral music even after they physically recover.

REPORTING NOTES

If the PCs reveal the truth about First Joro, check box A. If they instead tell vault residents a comforting lie, check box B.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they defeat First Joro and end the attacks on the other clones. Doing so earns each PC 1 Fame and 1 Reputation for their selected faction.

SECONDARY OBJECTIVES

If the PCs complete at least three of the following five tasks, they complete their secondary objective and earn 1 additional Fame and 1 Reputation with their current faction: visit all named vault locations, make a positive impression on at least one of the non-Joro clones prior to the meeting at BoThumbs Up, refrain from killing any Joro bystanders in the hospital, treat Centek in the hospital, or make a cheesy pun or joke that earns them the respect of a Joro.

APPENDIX 1: LEVEL 1–2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 1st level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

ENCOUNTER A (LEVELS 1–2)

COMMANJOROS (4)

CR 1/2

Nonbinary human operatives

LN Medium humanoid (human)

Init +4; **Perception** +10

DEFENSE

HP 12

EAC 10; **KAC** 11

Fort +2; **Ref** +3; **Will** +3

OFFENSE

Speed 30 ft.

Melee light sap +2 (1d4+2 B nonlethal)

Ranged pulsecaster pistol +4 (1d4 E nonlethal)

Offensive Abilities awful humor, trick attack +1d4

STATISTICS

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

Skills Acrobatics +5, Athletics +5, Culture +10, Diplomacy +5, Sense Motive +10

Languages Common

Other Abilities specialization (detective)

Gear flight suit stationwear, light sap^{AR}, pulsecaster pistol with 1 standard battery (20 charges)

SPECIAL ABILITIES

Awful Humor (Ex) When making a trick attack, a CommanJoro can attempt a Culture check instead of a Stealth check. Any creature trained in Bluff or Diplomacy can attempt either skill as a reaction; if the creature's result surpasses the CommanJoro's Culture check result, the creature delivers a verbal riposte that negates the maneuver and renders the CommanJoro off-target until their next turn. The associated attack is resolved as normal.

SCALING FINDERS KEEPERS

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

Remove one CommanJoro from the encounter.

ENCOUNTER B (LEVELS 1–2)

WHIZDISK MASCOTS (2)

CR 1

Observer-Class Security Robots (*Starfinder Alien Archive* 94)
N Small construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE **HP** 17

EAC 14; **KAC** 15

Fort +1; **Ref** +1; **Will** –1

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

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

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

Melee slam +6 (1d6+3 B)

Ranged integrated pulsecaster pistol +9 (1d4+1 E nonlethal),
or stickybomb grenade I +9 (explode [10 ft., entangled 2d4
rounds, DC 10])

STATISTICS

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

Skills Acrobatics +10, Athletics +5, Computers +5

Languages Common

Other Abilities unliving

Gear pulsecaster pistol with 2 batteries (20 charges each),
stickybomb grenades I (2)

SPECIAL ABILITIES

Exigency (Ex) An observer-class security robot can expend a large store of energy to temporarily increase its processing power and attempt to avoid an attack. Once per day, it can reroll a failed Reflex saving throw with a +10 circumstance bonus.

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

SCALING ENCOUNTER B

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

The mascot robots aren't built for combat and gain the flat-footed and off-target conditions.

ENCOUNTER C1 (LEVELS 1–2)

UNFINISHED JORO

CR 3

N Medium ooze

Init +1; **Senses** blindsight (scent) 60 ft., sightless; **Perception** +8

DEFENSE **HP** 44

EAC 14; **KAC** 16

Fort +7; **Ref** +3; **Will** +0

Immunities ooze immunities

OFFENSE

Speed 20 ft.

Melee slam +11 (1d6+5 B plus biomass assemblage)

Offensive Abilities biomass assemblage, morphogen synthesis

STATISTICS

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

Skills Athletics +8

Other Abilities mindless

SPECIAL ABILITIES

Biomass Assemblage (Ex) An unfinished Joro can absorb some of its target's biomass to approach a more complete form. Any creature struck by an unfinished Joro's slam must succeed at a DC 12 Fortitude save or be sickened for 1d6 rounds (plus 3 rounds on a critical hit). As long as the target is sickened, the unfinished Joro takes on the appearance of an amalgam of Joro and the target. While in this form, the unfinished Joro loses its blindsense, mindless, and sightless abilities and gains the target's size, reach, Strength modifier to damage (if higher than its own), and move speeds as well as an Intelligence modifier equal to that of the creature struck minus 2. The unfinished Joro can also speak and understand Common and gains all of the target's skills, using the target's total skill bonus with a –5 penalty. This ability otherwise functions as change shape. An unfinished Joro can only emulate one creature at a time.

Morphogen Synthesis (Ex) If a creature struck by an unfinished Joro is afflicted with a Joro morphogen, the unfinished Joro gains 5 temporary Hit Points each time that target fails its Fortitude save against the ooze's biomass assemblage ability. Striking such an afflicted creature also modifies the biomass assemblage to grant the unfinished Joro the ability to conjure hardened, disk-shaped projectiles from its body, allowing it to make ranged slam attacks with a 30-foot range increment. These ranged attacks do not trigger the biomass assemblage ability.

SCALING ENCOUNTER C1

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

The unfinished Joro is structurally unstable, reducing its Hit Points by 15 and imposing a –1 penalty on its ability DCs, EAC, KAC, attack rolls, damage rolls, skill checks, and saving throws.

ENCOUNTER C4 (LEVELS 1–2)

FIRST JORO

CR 3

Nonbinary human mechanic
LE Medium humanoid (human)

Init +4; **Perception** +8

DEFENSE

HP 35

EAC 14; **KAC** 15

Fort +4; **Ref** +6; **Will** +4

OFFENSE

Speed 30 ft.

Melee *returning soprano singing disk* +9 (1d4+5 So; critical confuse^{AR})

Ranged *returning soprano singing disk* +9 (1d4+5 So; critical confuse^{AR}), or stickybomb grenade I +7 (explode [10 ft., entangled 2d4 rounds, DC 14])

Offensive Abilities command Joros, overload (DC 14)

STATISTICS

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

Skills Computers +13, Diplomacy +8, Engineering +13, Life Science +13, Stealth +8

Languages Common

Other Abilities artificial intelligence (Joro Junior drone), custom rig (upgrade), mechanic trick (distracting hack)

Gear graphite carbon skin (custom rig), *returning soprano singing disk*^{AR}, stickybomb grenades I (2), datapad

SPECIAL ABILITIES

Command Joros (Ex) First Joro is a master at manipulating Joros-minded individuals. First Joro can use *command* as a spell-like ability (DC 14) at will against any creature afflicted by Joro morphogen poison. Creatures at the pliable state are affected by *greater command* instead.

SCALING ENCOUNTER C4

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

First Joro cannot use their command Joros or overload abilities.

JORO JUNIOR

CR –

N Small construct (technological)

Senses darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE

HP 17

EAC 11; **KAC** 12

Fort –1; **Ref** –1; **Will** +2

Immunities construct immunities

OFFENSE

Speed 40 ft., climb 20 ft.

Melee slam +5 (1d4+3 B)

Ranged flash compliance ray +7 (1d6+1 F nonlethal; critical blind^{AR})

STATISTICS

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

Skills Athletics +5, Engineering +10, Stealth +10

Languages Common

Other Abilities mods (reactive camouflage, tool arm [engineering kit]), reduced actions, unliving

Gear flash compliance ray^{AR} with 2 standard batteries (20 charges each)

APPENDIX 2: LEVEL 3–4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 3rd level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

ENCOUNTER A (LEVELS 3–4)

COMMANJOROS (4) CR 1

Nonbinary human operatives

LN Medium humanoid (human)

Init +5; **Perception** +11

DEFENSE **HP** 17

EAC 10; **KAC** 11

Fort +3; **Ref** +4; **Will** +4

OFFENSE

Speed 30 ft.

Melee light sap +4 (1d4+23 B nonlethal)

Ranged pulsecaster pistol +6 (1d4+1 E nonlethal), or

Offensive Abilities awful humor, trick attack +1d4

STATISTICS

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

Skills Acrobatics +6, Athletics +6, Culture +11, Diplomacy +6,

Sense Motive +11

Languages Common

Other Abilities specialization (detective)

Gear flight suit stationwear, light sap^{AR}, pulsecaster pistol with 1 standard battery (20 charges)

SPECIAL ABILITIES

Awful Humor (Ex) When making a trick attack, a CommanJoro can attempt a Culture check instead of a Stealth check. Any creature trained in Bluff or Diplomacy can attempt either skill as a reaction; if the creature's result surpasses the CommanJoro's Culture check result, the creature delivers a verbal riposte that negates the maneuver and renders the CommanJoro off-target until their next turn. The associated attack is resolved as normal.

SCALING ENCOUNTER A

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

Remove one CommanJoros.

ENCOUNTER B (LEVELS 3–4)

WHIZDISK BUNNY MASCOTS(2)**CR 3**

Incapitator robots (*Starfinder Adventure Path #25: The Chimera Mystery* 61)

N Medium construct (technological)

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

DEFENSE **HP** 40

EAC 14; **KAC** 16

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

Defensive Abilities integrated weapons, unflankable;

Immunities construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +12 (1d6+7 B nonlethal plus grab)

Ranged integrated voltaic anchor pistol +10 (1d6+3 E nonlethal; critical bind^{AR}), or stickybomb grenade I +10 (explode [10 ft., entangled 2d4 rounds, DC 12])

Offensive Abilities exploit advantage

STATISTICS

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

Skills Acrobatics +8, Athletics +13, Intimidate +8

Languages Common

Other Abilities unliving

Gear voltaic anchor pistol^{AR} with 2 high-capacity batteries (40 charges each), stickybomb grenades I (2)

SPECIAL ABILITIES

Exploit Advantage (Ex) When an incapacitator robot hits an entangled creature, it deals that target extra nonlethal damage equal to its CR (3 extra damage for most incapacitator robots).

SCALING ENCOUNTER B

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

The mascot robots aren't built for combat, and gain the flat-footed and off-target conditions.

ENCOUNTER C1 (LEVELS 3–4)

UNFINISHED JOROS (2)

CR 3

N Medium ooze

Init +1; **Senses** blindsight (scent) 60 ft., sightless; **Perception** +8

DEFENSE **HP** 44

EAC 14; **KAC** 16

Fort +7; **Ref** +3; **Will** +0

Immunities ooze immunities

OFFENSE

Speed 20 ft.

Melee slam +11 (1d6+5 B plus biomass assemblage)

Offensive Abilities biomass assemblage, morphogen synthesis

STATISTICS

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

Skills Athletics +8

Other Abilities mindless

SPECIAL ABILITIES

Biomass Assemblage (Ex) An unfinished Joro can absorb some of its target's biomass to approach a more complete form. Any creature struck by an unfinished Joro's slam must succeed at a DC 12 Fortitude save or be sickened for 1d6 rounds (plus 3 rounds on a critical hit). As long as the target is sickened, the unfinished Joro takes on the appearance of an amalgam of Joro and the target. While in this form, the unfinished Joros loses its blindsense, mindless, and sightless abilities and gains the target's size, reach, Strength modifier to damage (if higher than its own), and move speeds, as well as an Intelligence modifier equal to that of the creature struck minus 2. The unfinished Joro can also speak and understand Common, and gains all of the target's skills, using the target's total skill bonus with a –5 penalty. This ability otherwise functions as change shape. An unfinished Joro can only emulate one creature at a time.

Morphogen Synthesis (Ex) If a creature struck by an unfinished Joros is afflicted with a Joros morphigen, the unfinished Joros gains 5 temporary Hit Points each time that target fails its Fortitude save against the ooze's biomass assemblage ability. Striking such an afflicted creature also modifies the biomass assemblage to grant the unfinished Joro the ability to conjure hardened, disk-shaped projectiles from its body, allowing it to make ranged slam attacks with a 30-foot range increment. These ranged attacks don't activate the biomass assemblage ability.

SCALING ENCOUNTER C1

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

Each unfinished Joro is structurally unstable, reducing its Hit Points by 15 and imposing a –1 penalty on its ability DCs, EAC, KAC, attack rolls, damage rolls, skill checks, and saving throws.

ENCOUNTER C4 (LEVELS 3–4)

FIRST JORO

CR 5

Nonbinary human mechanic
LE Medium humanoid (human)

Init +4; **Perception** +11

DEFENSE

HP 65

EAC 17; **KAC** 18

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

OFFENSE

Speed 30 ft.

Melee *returning soprano singing disk* +12 (1d4+7 So; critical confuse^{AR})

Ranged *returning soprano singing disk* +12 (1d4+7 So; critical confuse^{AR}), or *stickybomb grenade II* +10 (explode [15 ft., entangled 2d4 rounds, DC 15])

Offensive Abilities command Joros, overload (DC 15)

STATISTICS

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

Skills Computers +16, Diplomacy +11, Engineering +16, Life Science +16, Stealth +11

Languages Common

Other Abilities artificial intelligence (Joro Junior drone), custom rig (upgrade), distracting hack, energy shield (10 HP, 5 minutes), remote hack (DC 15)

Gear *estex suit II* (custom rig), *returning soprano singing disk*^{AR}, *stickybomb grenades II* (2), *datapad*^{AR}

SPECIAL ABILITIES

Command Joros (Ex) First Joro is a master at manipulating Joros-minded individuals. First Joro can use *command* as a spell-like ability (DC 15) at will against any creature afflicted by Joro morphogen poison. Creatures at the pliable state are affected with *greater command* instead.

SCALING ENCOUNTER C4

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

First Joro cannot use their command Joros or energy shield abilities.

JORO JUNIOR

CR –

N Small construct (technological)

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

DEFENSE

HP 35

EAC 14; **KAC** 15

Fort +0; **Ref** +0; **Will** +4

Immunities construct immunities

OFFENSE

Speed 40 ft., climb 20 ft.

Melee *slam* +8 (1d4+5 B)

Ranged *flash compliance ray* +10 (1d6+3 F nonlethal; critical blind^{AR}), or *sheet lightning pistol* +10 (1d6+3 E nonlethal)

STATISTICS

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

Skills Athletics +8, Engineering +13, Stealth +13

Languages Common

Other Abilities *mods* (reactive camouflage, tool arm [engineering kit]), reduced actions, unliving

Gear *flash compliance ray*^{AR} with 2 standard batteries (20 charges each), *sheet lightning pistol*^{AR} with 1 high-capacity battery (40 charges)

APPENDIX 3: GAME AIDS



KUNORIS VEX



ROOFER JORO

FIRST JORO



WHIZDISK MASCOT



APPENDIX 3: GAME AIDS



**WHIZDISK BUNNY
MASCOT**



FINBAR

HANDOUT #1: WELCOME TO THE NEIGHBORHOOD

Vault 341 consists of about one square mile of suburban-style neighborhood surrounded by a holographic perimeter disguised as greenery. The following are major locations the PCs can explore inside the vault.

Board Meeting: This communal building located at the center of the neighborhood operates as a library and play space for various analog games.

BoThumbs Up: A small whizdisk-themed sports bar a few blocks away from the metalworks. This popular local hangout doesn't open for business until early evening.

In-Choir-Ing Minds: This small musical performance studio is located in the eastern part of the vault.

OuroJoros Hospital: A hospital equipped for minor emergencies located to the north, near the Whizdisk Stadium.

Beg, Borrow, and Steel Metalworks: Located along the vault's southern perimeter, this scrapyard and outdoor workspace surrounds a set of spigots and valves that pump out molten metals used for construction and manufacturing.

Sketch That Kitsch: A glass-walled art gallery to the west displays and sells artwork created by vault residents.

Whizdisk Stadium: This massive stadium complex houses sports fields and serves as a bustling daytime hangout for whizdisk players.

Yo Gurt to Try This: This health-focused smoothie bar located on a residential street to the west currently offers free samples.

ORGANIZED PLAY

REWARDS TABLE

ENCOUNTER	LEVEL 1-2 REWARD	OUT OF LEVEL REWARD	LEVEL 3-4 REWARD
A	180 credits	273 credits	365 credits
B	180 credits	273 credits	365 credits
C1	45 credits	68 credits	91 credits
C3	90 credits	136 credits	183 credits
C4	225 credits	340 credits	456 credits

REWARD CONDITIONS

The PCs earn the rewards for each area if they meet the conditions listed below.

A: The PCs keep these rewards if they defeat the CommanJoros.

B: The PCs keep these rewards if they defeat the whizzdisk mascots.

C1: The PCs keep these rewards if they defeat the unfinished Joro.

C3: The PCs keep these rewards if they find the items stored in this room.

C4: The PCs keep these rewards if they defeat First Joro.

STARFINDER SOCIETY SCENARIO



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: -7	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Fame Earned:

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

Faction:		
Character Name:	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Infamy

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Scenario #3-17: Clone Batch Catastrophe

Character Chronicle #

A.K.A. _____					LEVELS	<input type="checkbox"/> Normal Max Credits
Player Name	Character Name	Organized Play #	Character #	Faction	1-2	720
Adventure Summary					LEVELS	<input type="checkbox"/> Normal
<p>You entered a vault within <i>Salvation's End</i> and found a community of clones, mostly of the same human named Joro. Upon exploring the society and interacting with some of its frustrated non-Joro denizens, you uncovered a sinister plot to abduct any divergent individuals and reprocess their biomass into new Joros. After fending off multiple attacks, you discovered First Joro's hideout inside the clone production complex and shut down their machinations. You chose to <input type="checkbox"/> reveal the truth or <input type="checkbox"/> tell a comforting lie to the vault's residents. The vault reset following your discovery, leaving the Society with a lodge full of puzzle-loving, disk-throwing, pun-spewing, choir-singing refugees. Along the way, <input type="checkbox"/> you were infected with Joro clone biomass and now find yourself oddly attracted to these specific pastimes in ways you never were before (or perhaps you <input type="checkbox"/> avoided this fate).</p>					Out of Level	1,090
					LEVELS	<input type="checkbox"/> Normal
					3-4	1,460
					LEVELS	<input type="checkbox"/> Normal
					-	-
Experience					Starting XP	
					+	GM's Initials
					XP Gained (GM ONLY)	
					=	
					Final XP Total	
Fame					Initial Fame	
					+	GM's Initials
					Fame Gained (GM ONLY)	
					-	
					Fame Spent	
Credits					Final Fame	
					Starting Credits	
					+	GM's Initials
					Credits Garnered (GM ONLY)	
					+	GM's Initials
Reputation					Day Job (GM ONLY)	
					-	
					Credits Spent	
					=	
					Total	

All Levels				Levels 3-4	
carbon skin, graphite (1,220; item level 3; <i>Starfinder Core Rulebook</i> 197)		compliance ray, flash (1,400; item level 3; <i>Starfinder Armory</i> 40)		estex suit II (2,700; item level 5; <i>Starfinder Core Rulebook</i> 197)	
frag grenade, mk 2 (310; item level 4; <i>Starfinder Core Rulebook</i> 172)		magnetgloves (1,950; item level 4; <i>Starfinder Armory</i> 105)		lightning pistol, sheet (3,000; item level 5; <i>Starfinder Armory</i> 45)	
nanite hypopen, purple (450; item level 5; <i>Starfinder Armory</i> 106)		regenerative blood, mk 1 (3,250; item level 5; <i>Starfinder Armory</i> 86)		spell gem of hurl forcedisk (450; item level 5; <i>Starfinder Core Rulebook</i> 222)	
sedative, tier 2 (450; item level 5; <i>Starfinder Core Rulebook</i> 232)		strategy game, imperial conquest (2,850; item level 5; <i>Starfinder Armory</i> 108)		stickybomb grenade II (300; item level 4; <i>Starfinder Core Rulebook</i> 178)	
				tactical shield, field (2,500; item level 5; <i>Starfinder Character Operations Manual</i> 125)	
				voltaic anchor pistol (2,100; item level 4; <i>Starfinder Armory</i> 44)	

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #