

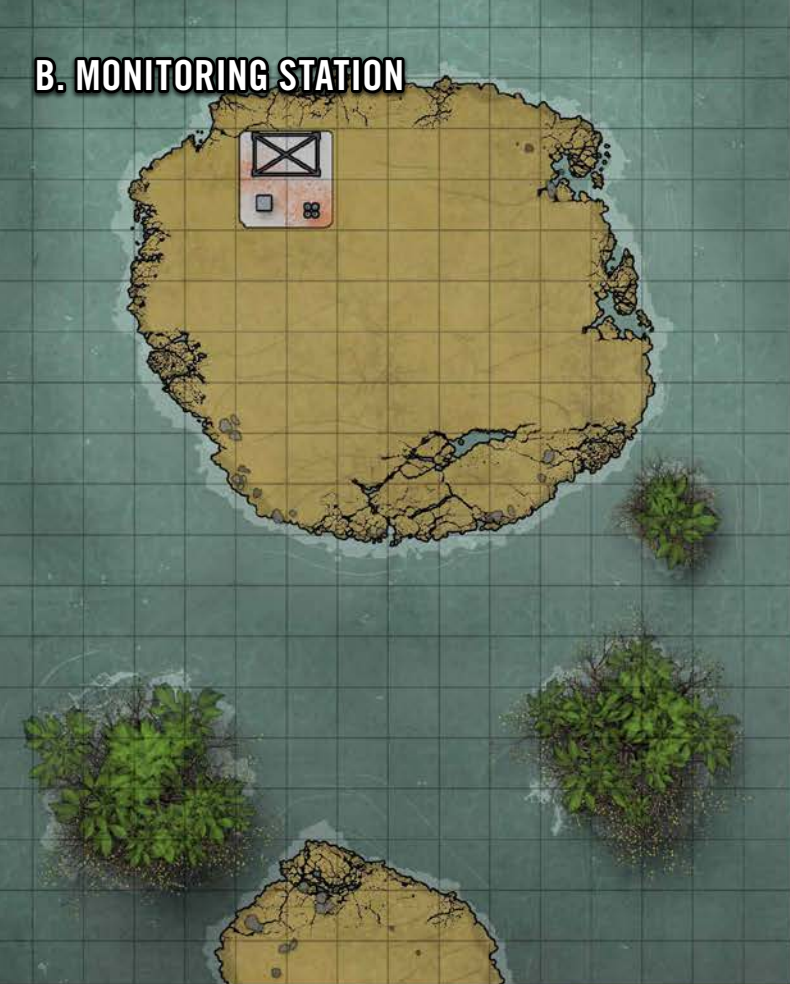
STARFINDER

The cover art depicts a chaotic battle scene in a lush, green jungle. A massive, brown and orange dinosaur-like creature with a wide-open mouth and sharp teeth is the central focus. To its right, a blue-skinned, four-armed humanoid with a red visor is firing a red energy weapon. In the foreground, a green and blue, spiky-skinned creature with a wide, toothy grin is looking towards the viewer. A small, red, spiky creature is also visible near the dinosaur's head. The background shows a dense jungle with large trees and a bright, hazy sky.

SKITTER CRASH

BY JASON KEELEY

B. MONITORING STATION



C. A GLIMPSE OF HELL



D. ENDANGERED SCIENTIST



E. OUTSIDE THE WARLOCK'S HAND





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SKITTER CRASH

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This section provides statistics for the four skittermander salvagers who star in this adventure: Dakoyo, Gazigaz, Nako, and Quonx!

Skitter Crash is a Starfinder adventure designed for four 3rd-level skittermanders. This module is designed for play in the Starfinder campaign setting, but it can easily be adapted for use with any setting.

This book refers to several other Starfinder products, yet these additional supplements are not required to make use of this book. Readers interested in references to Starfinder hardcovers can find the complete rules of these books available online for free at sfrd.info.



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The skittermanders Dakoyo, Gazigaz, Nako, and Quonx splash through the swampy wilds to bravely take on a nilothera—a ferocious marsh predator—in this colorful cover art by Caio Maciel Monteiro.





ABOUT THIS ADVENTURE

Skitter Crash continues the adventures of a group of adorable skittermanders that began in 2018 with the Free RPG Day adventure *Skitter Shot*. Now flying their own starship but still working for Nakonechkin Salvage, the six-armed heroes are returning from a successful salvage mission when they are attacked by a pirate with a grudge. The situation turns from bad to worse when an unusual Drift storm causes the skittermanders to crash-land on an uncharted world. It soon becomes clear that our furry heroes will need to use every resource at their disposal to escape the planet in one piece!

The adventure assumes the players take on the roles of the four pregenerated skittermanders found on pages 12–15 of this book; alternatively, they can create their own 3rd-level skittermanders using the *Starfinder Alien Archive* and the classes found in the *Starfinder Core Rulebook*. Even if the players create their own skittermanders, the cultural information accompanying the pregenerated characters might prove helpful for understanding how to play them. Although *Skitter Crash* is a sequel, knowledge of the previous adventure isn't required to play it.

ADVENTURE BACKGROUND

Once a year, the world of Varkulon 4—a dismal and swampy yet habitable planet—passes through a unique cosmic phenomenon where the barrier between the Material Plane and the Drift is thinner than anywhere else in the galaxy. When it does, terrible storms of planar energy wrack the surface for several days, sometimes even transporting objects from random areas of the Drift into the planet's atmosphere. Lingering pollution from these storms doesn't harm Varkulon 4's living creatures, but it can interfere with technology, especially communication devices.

Several years ago, a cadre of sluglike osharu (*Starfinder Alien Archive* 2 92) scientists discovered this anomaly and established a research base on Varkulon 4 to study the Drift cyclones, as they named the storms. They called their settlement the Helix Lyceum, and it is a typical osharu mix of religious and academic facilities. Thanks to the planet's humidity and boggy terrain, the osharus live comfortably and have made great strides in their studies, though they have yet to fully understand the Drift cyclones.

After the skittermanders Dakoyo, Gazigaz, Nako, and Quonx—employees of the vesk Nakonechkin Ginnady, owner of Nakonechkin Salvage—rescued a handful of civilians from a rogue AI aboard a luxury cruise liner about a year ago, their employer gave them command of their own vessel. The skittermanders had earned it, Nakonechkin reasoned, as the corporation that owned the rogue luxury cruise liner, Trendsetter Excursions, had paid the salvage company a sizable stash of credits to keep quiet about the incident. The skittermanders renamed the starship the *Helping Hand* and have since performed several successful salvage missions for their boss.

Meanwhile, unbeknownst to them, the skittermanders are being tracked by the sister of the space pirate captain they defeated a year ago after they regained control of the luxury cruise liner. A formidable space pirate in her own right, Captain Anga Silazi commands the *Nova Warlock*, a ship nearly identical to her brother's vessel, the *Nova Witch*. She has tracked down the *Helping Hand* and plans to ambush the skittermanders as they return from another mission, thereby securing a sizable amount of spoils as well as her revenge!

PART 1: PIRATES' REVENGE

After each player has chosen or created their skittermander character, read or paraphrase the following to get started.

Another successful salvage operation! You've just returned from an abandoned mining asteroid, and its spoils fill the cargo hold of your vessel, the *Helping Hand*—your very own ship! You're still so proud of it and of the fact that your boss Nakonechkin trusts you enough to send you on lone missions.

You've been in the Drift for a little more than two days since you left the asteroid when an alert on your ship's sensors lets you know that another vessel is approaching. You all gather on the bridge as a communication channel opens from the incoming starship. The view screen lights up with the image of a scarred, angry human woman.

"Attention, filthy vermin," she sneers. "Prepare to be boarded by the crew of the *Nova Warlock*. We will take your cargo, destroy your power core, and leave you to float aimlessly through space until you die from hunger, thirst, freezing temperatures, or lack of oxygen. Whichever. It really doesn't matter to me, as long as you die slowly and painfully."

The woman on the view screen is Captain Anga Silazi, and the skittermanders might be confused as to what she is talking about (especially if your players haven't played *Skitter Shot*). Eager to make sure her message of revenge is heard, Captain Silazi doesn't immediately attack the *Helping Hand* and will even answer a few questions.

Who are you? "My name is Captain Anga Silazi. Let that name ring in your fuzzy ears, for it is the name of your downfall!"

Why do you want to kill us? Captain Silazi sputters in disbelief. "You don't remember my brother, Abram Silazi, captain of the *Nova Witch*? You defeated and humiliated him

only a year ago! While piloting a luxury cruise liner! I could not let such a slight stand, so I tracked you down. It wasn't easy, but I'm here to avenge my brother!"

If your players haven't played *Skitter Shot*, feel free to give Captain Silazi a different motive for destroying the skittermanders, or let the players come up with a story that ties to their characters!

Is there a way we can help you get revenge without you killing us? Captain Silazi lets out a long, sustained laugh. "Not a chance! Prepare to die!"

Once the conversation comes to a natural conclusion (or when the PCs want to open fire on the *Nova Warlock*, or as soon as Captain Silazi makes it clear that the pirates intend to attack them), move on to **Event 1** below.

EVENT 1: DRIFT CYCLONE

As soon as this event begins, both the skittermanders' and the space pirates' starships are engulfed in a vortex of planar energy, an effect caused by Drift cyclones on Varkulon 4. Do not begin starship combat between the skittermanders and the pirates. Instead, read or paraphrase the following.

The *Helping Hand*'s sensors begin to screech wildly as a swirling cloud of multicolored energy suddenly surrounds both ships. There is a vertigo-inducing wrenching sensation as your vessel is teleported somewhere, the strange but familiar backdrop of Drift space replaced with an unknown configuration of stars. However, alarms are still blaring, signifying total engine failure and countless other problems. To make matters worse, the computers indicate that the *Helping Hand* is high above an unidentified planet and plummeting rapidly.

A glance at the sensors reveals that the *Helping Hand* is no longer in Drift space. A PC who examines the ship's readouts and succeeds at a DC 15 Computers check notices several oddities: the *Nova Warlock* is missing, but the *Helping Hand*'s mass and dimensions have increased twofold. If the PC's result exceeds the DC by 5 or more, they realize the two vessels are fused together, most likely by the energy cloud that brought them to the Material Plane; a PC who succeeds at a DC 18 Physical Science check after looking at the readouts can reach the same conclusion.

Regardless whether the PCs figure out that the ships are fused together, looking at the readouts also reveals a dozen additional life-forms aboard the *Helping Hand*—and by succeeding at a DC 10 Intelligence check, a PC can guess that these are most likely the space pirate crew, and they're headed toward the ship's cargo hold! Further, PCs who look at the readouts can tell that the *Helping Hand*'s engines are badly damaged and the ship will imminently crash into the planet below. Luckily, the skittermanders salvaged a zero-g mining vehicle that, if ejected from the cargo hold, could withstand reentry and impact. The cargo hold is just a short distance away from the *Helping Hand*'s bridge.

But the space pirates are racing that way, so there's little time to waste!

BOTH ROUTES

If the players seem to be moving quickly through the adventure, you can run them through both areas **B** and **C** before they hear Ponatia's cries for help. They might even want to explore both avenues themselves! These encounters have the added benefit of helping the skittermanders make a good impression on the osharu headteachers when they reach the Helix Lyceum.

A. CARGO HOLD (CR 4)

The *Helping Hand*'s bumpy return to the Material Plane has thrown the cargo hold into disarray. Crates—some cracked open and spilling their contents across the floor—have been flung out of the cargo webbing and are scattered everywhere. A small vehicle festooned with claws and drills sits on a quartet of thruster nozzles near the airlock door.

The PCs enter the cargo hold through the door shown on the map on this volume's inside back cover.

Creatures: Three members of the *Nova Warlock*'s crew have already made their way to the cargo hold and were immediately drawn to the mining vehicle (though this is far from the entirety of the pirate crew). They have had only a few moments to examine the vessel before the PCs arrive. They have no intention of sharing this method of escape with anyone, no matter how vehemently the skittermanders insist on helping them.

LARS, RENUTO, AND VELTA RAY

CR 1

XP 400 each

Human soldiers

NE Medium humanoid (human)

Init +8; Perception +5

DEFENSE

HP 22 EACH

EAC 11; KAC 13

Fort +3; Ref +3; Will +3

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8+3 S)

Ranged tactical semi-auto pistol +8 (1d6+1 P) or
frag grenade 1 +8 (explode [15 ft., 1d6 P, DC 10])

Offensive Abilities fighting styles (bombard), grenade expert (+10 ft.)

TACTICS

During Combat The space pirates start by throwing their grenades and then take cover behind some crates to fire at the skittermanders.

Morale The space pirates are fighting for their lives and give or accept no quarter.

STATISTICS

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

Skills Acrobatics +5, Athletics +5, Intimidate +5, Piloting +10

Languages Common, Sarcesian

Gear second skin, longsword, tactical semi-auto pistol with 30 small arm rounds, frag grenades 1 (2)

Treasure: PCs who think to grab some of the salvaged equipment can each find a single random piece of gear. Use the table on the inside back cover of this volume to generate each item. The PCs have time to get one item each before the ship begins to shake and shudder, necessitating the need to escape!

Development: There is just enough room inside the mining vehicle for all four skittermanders. A PC who succeeds at a DC 20 Engineering check can rig the airlock doors to open on a delay, allowing all of the PCs to enter the vehicle and close its doors before it exits the starship and enters the upper atmosphere of Varkulon 4. Failure at this check or neglecting to attempt it, however, means that the doors pop open a moment too early, either from the turbulence of the ship's fall or from incorrectly manipulating the doors' controls.

After a neglected or failed check, the doors open when at least one skittermander is secure inside the mining vehicle but before they're all fully inside. Whether or not they're inside or outside the mining vehicle, each PC takes 2d6 bludgeoning damage from explosive decompression. PCs who were in or adjacent to the mining vehicle when the doors open can make it inside the vehicle without a skill check. However, any skittermander who was farther from the mining vehicle must jump out of the airlock doors and attempt a DC 11 Acrobatics or Athletics check to grab onto the mining vehicle and squeeze through its doors to safety. Each time a PC fails this check, she takes an additional 2d6 bludgeoning damage from the buffeting free-fall winds. (PCs inside the mining vehicle do not take damage while an exterior skittermander struggles to get inside the vehicle.) If a PC fails this check four times in a row, she makes it inside the vehicle thanks to either her own momentum or help from her friends—but is likely heavily injured.

Once all of the PCs are in the mining vehicle, the second part of this adventure begins.

PART 2: CRASH ON VARKULON 4

A tangle of furry appendages, the skittermanders can barely peek out of the mining vehicle's one transparent aluminum window as they tumble through space. Read or paraphrase the following.

You can see that what was once your ship is now a twisted amalgamation of two distinct vessels, as if they had collided at a perpendicular angle and became permanently wedged together. Fins jut out improbably from bulkheads and the nose of the space pirate ship protrudes from where your sleeping quarters should be. Suddenly a bolt of purple lightning from nowhere strikes the fused vessels, and they disappear from sight! Moments later, your makeshift escape pod plunges into the upper reaches of the planet's cloud cover.

The remainder of the descent is likely a flurry of activity, as the PCs probably all attempt to activate the vehicle's thrusters and gain control over their fall. This requires no skill checks. No matter what switches the skittermanders flip, buttons they press, or levers they yank, the vehicle's safety measures only partially activate: gravity shielding envelops the vessel, plasma turbines slow the vessel's descent, and the interior is filled with cushioning foam that smells vaguely of ale.

Minutes later, the vessel makes landfall with a cacophony of crunching metal, snapping vegetation, and splashing water. Thanks to the foam, the skittermanders weather the impact without harm, but the mining vehicle splits in two and spills them out into a fetid pool of swamp water. The wreckage smolders and sparks for a bit, clearly inoperable and damaged beyond repair.

EVENT 2: GETTING THEIR BEARINGS

Now stranded on an unknown planet, the PCs will likely want to get their bearings, take stock of their provisions, and discuss what to do next. After the skittermanders land on Varkulon 4 and begin to emerge from the mining vehicle, read or paraphrase the following.

You find yourself in a swampy environment, with irregular hillocks poking from murky water and tall, skinny coniferous trees in every direction. The sky is the color of an angry bruise, occasionally lit by the same flashes of purple lightning you saw while your mining vehicle was plummeting to the ground. The air on this planet is obviously breathable, if a bit humid, and despite the heavy cloud cover, it is apparent that it's day.

Examining the vehicle wreckage, a PC who succeeds at a DC 15 Perception check discovers an emergency supply kit that holds an industrial backpack containing two space suits (with their environmental protections still charged), eight R2E pouches (enough for the four skittermanders to eat for the next 2 days), and a dispenser of bonding epoxy. A PC who succeeds at a DC 18 Engineering check determines that nothing else in the wreckage is salvageable.

A PC who succeeds at a DC 17 Computers or Engineering check (using their comm unit) can detect a bit of strange interference less than a mile to the northwest; this isn't a naturally occurring phenomenon and could be from a civilization on this planet or from some other debris that might be able to help the skittermanders. Following this clue leads to area **B**.

A PC who succeeds at a DC 17 Mysticism check can sense a disturbance of planar energy less than a mile to the east; this could be related to the storm that pulled them out of the Drift, or it might be a magical method of travel set up by the planet's inhabitants. Following this clue leads to area **C**.

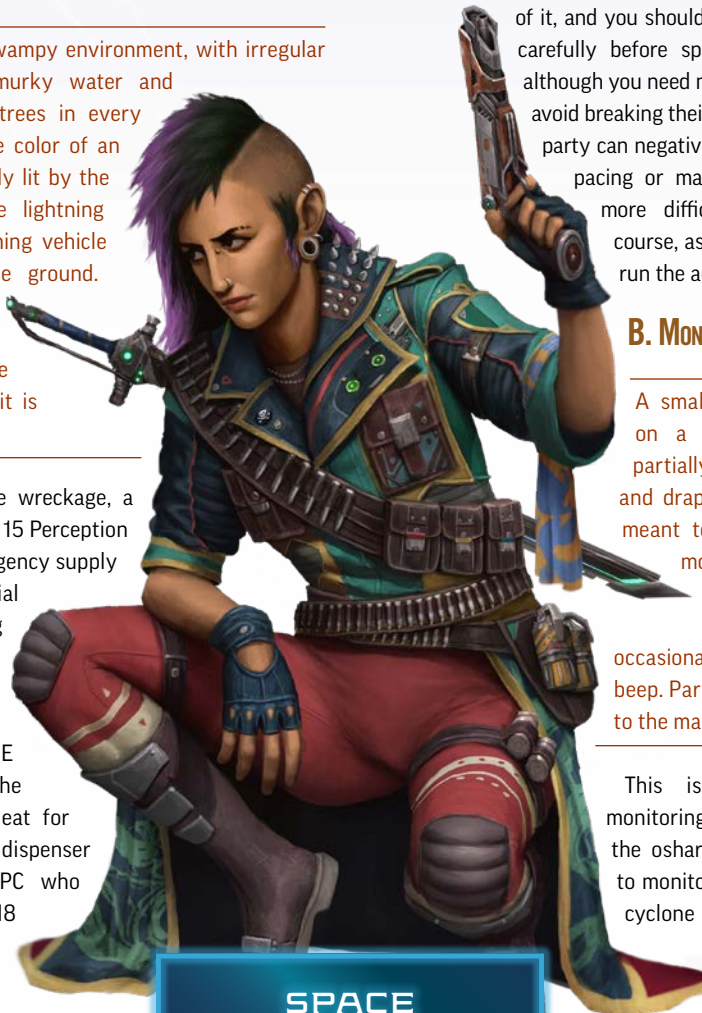
The PCs are intended to follow only one clue before they hear the panicked cries of an endangered scientist (see **Event 3** on page 6). However, you may wish to allow the skittermanders to explore both clues before that event begins. See the Both Routes sidebar on page 4 for more on this option.

The skittermanders may wish to split up and follow the above clues separately. While this is certainly possible, you should emphasize that this planet is likely a dangerous place, particularly for tiny six-armed creatures with no knowledge of it, and you should remind the PCs to think carefully before splitting up. Additionally—although you need not tell the players this, to avoid breaking their immersion—splitting the party can negatively affect the adventure's pacing or make the fights below far more difficult than intended. Of course, as the GM, it's up to you to run the adventure as you see fit!

B. MONITORING STATION (CR 4)

A small metallic plinth stands on a patch of dry ground, partially hidden by shrubs and draped with a netted fabric meant to resemble a carpet of moss. The camera and recording equipment attached to the column occasionally emit a distressed beep. Part of a fallen tree lies next to the machinery.

This is one of dozens of monitoring stations constructed by the osharus of the Helix Lyceum to monitor the effects of the Drift cyclone on the environment and local wildlife. During the latest storm, a branch from above fell onto the station,



SPACE
PIRATE

knocking the camera out of alignment and damaging some of its internal mechanisms.

The brackish water here is about 1 foot deep and is treated like a shallow bog (*Starfinder Core Rulebook* 398), meaning that it counts as difficult terrain, and the DCs of Acrobatics checks attempted in squares here increase by 2.

Creatures: When the skittermanders ejected the mining vehicle as part of their escape, most of their other salvage was also ejected into the planet's atmosphere. This included a handful of single-use hybrid items that can briefly summon elementals; the dwarven miners who long ago occupied the asteroid once used these to call forth earth elementals to test the stability of tunnels. When these items struck the planet, they were activated, summoning three small earth elementals. Without someone to direct them, these confused elementals immediately began attacking the beeping machine.

Until an earth elemental is attacked, it continues to beat on the monitoring station. In addition, each time a PC misses with a ranged attack by more than 5, there is a 50% chance the stray shot strikes the monitoring station. Each of these attacks makes repairing the machinery more difficult (see Development below).

SMALL EARTH ELEMENTALS (3)

CR 1

XP 400 each

HP 20 each (*Starfinder Alien Archive* 46)

TACTICS

During Combat The earth elementals turn to attack any PC who attacks them. They are reluctant to enter the water but will do so to reach a PC who is relying on ranged attacks.

Morale The elementals fight until they are destroyed.

Development: The skittermanders can repair the monitoring device with a successful DC 16 Engineering check. For each attack made by an earth elemental and for each stray shot that hits the monitoring station, increase this DC by 1. On a successful check, the PCs also learn that the station broadcasts a live feed to a point within 10 miles; this means the planet is likely inhabited!

C. A GLIMPSE OF HELL (CR 4)

A few small stands of trees rise above the swamp's waterline here. An unusual ribbon of reddish light hangs in the air, from which tiny bolts of fiery energy shoot out intermittently.

The swamp here is about 1 foot deep and is treated like a shallow bog (*Starfinder Core Rulebook* 398), meaning that it counts as difficult terrain, and the DCs of Acrobatics checks attempted in squares here increase by 2.

Hazard: The ribbon of light is a dangerous side effect of the Drift cyclone. A PC who succeeds at a DC 15 Mysticism check can tell it is a tiny tear in reality through which a landscape of crumbling mountains and burning lakes can be seen—a vista of Hell.

At the beginning of each round that the PCs are in this area, beginning when they first enter the area, two bolts of hellfire shoot from the tear. One strikes a randomly chosen stand of trees, setting it on fire; nothing happens if a bolt strikes a stand of trees that is already on fire. The second bolt makes a ranged attack against the EAC of a random PC (with a +12 bonus). A hit deals 2d6 fire damage; a critical hit also deals 1d4 burn. While in the water, a PC can take a move action to duck beneath the surface and end the burning condition.

The PCs should also realize that despite being in a swamp, any uncontrolled fire poses the danger of spreading to the treetops and causing major environmental damage. A PC can put out an adjacent fire by splashing swamp water on it as a standard action and succeeding at a DC 14 Reflex save. Failure by 5 or more means the PC gets too close to the fire and takes 1d4 fire damage. A PC gains a +2 bonus for each previous round they attempted to put out a single fire, but for every round a fire burns without any skittermander attempting to put it out, the DC increases by 1. If any DC reaches 20, the fire rages out of control and the PCs need to flee the area.

While adjacent to the tear, a PC can attempt a DC 18 Mysticism check as a full action to disrupt the tear in reality by channeling magic energy from the items they are wearing or chanting powerful words to interfere with the tear. It takes three successful checks to completely close the tear. One PC can use the aid another action to assist the skittermander attempting this check. Once the tear closes, the hellfire bolts cease.

Story Award: If the PCs disperse the hellfire flux and put out all the fires, award them 1,200 XP.

EVENT 3: CRIES IN THE SWAMP

Shortly after the skittermanders deal with the encounter in area **B** or **C** (and take a 10-minute rest to regain Stamina Points, if they so desire), they hear panicked shouts accompanied by the throaty roar of a wild animal in the distance. Someone is in trouble! They can follow the sounds a few hundred feet farther into the swamp to area **D**, entering from the southwestern edge of the map.



D. ENDANGERED SCIENTIST (CR 5)

The ends of a wooden bridge stretch from two raised mounds of dry land here, but they don't quite meet. The structure was recently broken, as chunks of boards float in the nearby water.

The bridge here was weakened in the recent storms and fully broke when Ponatia walked across it (see below). The swamp here is about 4 feet of standing water, making it a deep bog (*Starfinder Core Rulebook* 398) and just about as deep as the skittermanders are tall. A skittermander must succeed at a DC 10 Athletics check to swim through the deep bog at half speed. (For more about how swimming works, see page 137 of the *Core Rulebook*.)

Creatures: In the wake of the Drift cyclone, the osharu scientist Ponatia was sent out to repair any of the monitoring stations in this part of the swamp that got damaged. When the bridge partially collapsed underneath his feet as he walked across, he tumbled into the swamp and his splashing drew the attention of a nilothera, a native predator with similarities to crocodiles and tigers. The nilothera has pulled Ponatia under the water and has nearly drowned him when the PCs arrive on the scene. If the PCs draw the beast away from Ponatia, he can take a breath and scramble to dry land, but he has lost his pulsecaster pistol in the swamp and has taken too much damage to be of help in the fight.

PONATIA CR 1/2

XP 200

Male osharu (*Starfinder Alien Archive* 2 92)

HP 10 (currently 1)

NILOTHERA CR 5

XP 1,600

Marsh large predator (*Starfinder Alien Archive* 2 140, 102)

N Large animal

Init +3; **Senses** low-light vision; **Perception** +11

DEFENSE HP 84

EAC 17; **KAC** 19

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

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +14 (1d6+10 P plus death roll)

TACTICS

During Combat The nilothera turns away from its original prey and attacks the first skittermander who wounds it.

Morale If reduced to fewer than 15 Hit Points, the nilothera flees into the marsh in search of easier prey.

STATISTICS

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

Skills Athletics +16, Stealth +11, Survival +11

Other Abilities hold breath

SPECIAL ABILITIES

Death Roll (Ex) If a nilothera hits with its bite attack and the attack roll exceeds the target's KAC + 4, the nilothera

WHAT IF PONATIA GETS KILLED?

Some groups might have a run of poor luck that leads to Ponatia's death at the claws of the nilothera. You should strive for this not to occur, allowing the PCs to attempt skill checks and cast spells that bring the scientist back from the brink of death. However, if the unthinkable happens, the PCs can examine Ponatia's comm unit to find the location of the Helix Lyceum, as well as his nearby hover cruiser that is further described below. Approaching the university-city without Ponatia might have some negative consequences for the PCs, though. In this case, encourage the skittermanders to explain the situation to the Headteacher Kiodea or to provide some other proof that they need the osharus' help.

tucks in its legs and rolls rapidly, twisting and wrenching its victim. The target takes an additional 1d6 bludgeoning damage and is knocked prone.

Hold Breath (Ex) A nilothera can hold its breath for 56 rounds before it risks drowning.

Development: With the nilothera dead or driven off, Ponatia introduces himself and thanks the skittermanders for saving his life. If the PCs explain their predicament, the osharu scientist explains about the Drift cyclone and offers to take the skittermanders to the Helix Lyceum to dry off a bit and speak with the headteachers, who might be able to help them.

EVENT 4: THE HELIX LYCEUM

Ponatia leads the PCs about half a mile through the swamp across osharu-built bridges, eventually reaching dry land and a paved road stretching into the distance. A sleek hover cruiser is parked here. Ponatia ushers the skittermanders inside and drives it north toward the Helix Lyceum, several miles down the road. If Ponatia is for some reason not with the skittermanders, any skittermander with a rank in Piloting (Gazigaz, among the pregenerated characters) can pilot it without trouble.

As they approach their destination, Ponatia glances up at the sky and, with a concerned tone, says, "Looks like the Drift cyclone is growing a bit more active. But don't worry, we'll be safe once we get inside."

As the PCs approach the end of the ride, read or paraphrase the following.

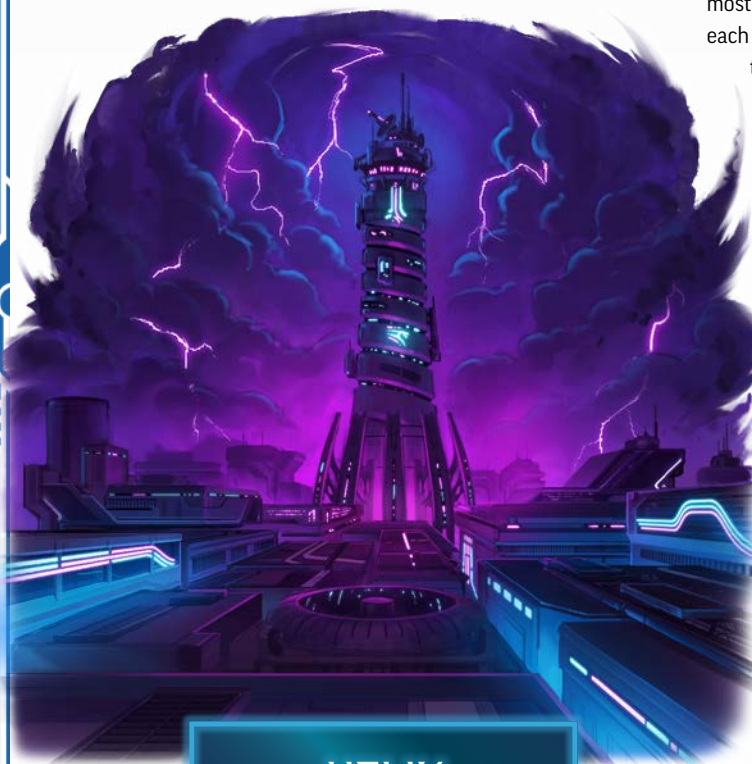
The skies above swirl with angry, dark-gray clouds illuminated by frequent flashes of purple lightning. Outside the cruiser, the winds begin to pick up, buffeting the windows with leaves and other small bits of debris from the swamps. Ahead, a city comes into view, mostly consisting of squat, three-story buildings, though a few taller spires rise above the rest, topped with what looks like advanced scientific equipment. The central

tower is built to resemble a twisting spiral staircase. Ponatia turns and, with pride obvious in his voice, says, "Welcome to the Helix Lyceum."

It takes a few more minutes for the cruiser to reach the city limits, during which time Ponatia explains that the Helix Lyceum was built several years ago for the express purpose of studying the planet's unusual yearly Drift storms. The osharu scientists here live a studious, almost monastic lifestyle, though like most osharus, they are a bit wary of outsiders using the knowledge they have accumulated against them. Ponatia assures them that the headteachers—the city's scientific and spiritual leaders—are "very wise and learned individuals who will certainly see the wisdom in helping you." Ponatia also explains that while the city is usually in contact with their far-off home world, the current Drift cyclone makes any off-planet communication impossible.

As the cruiser enters the streets of the Helix Lyceum, the PCs see the osharus going about their business, many carrying handfuls of datapads or chatting animatedly with one another. No one seems to pay attention to Ponatia's vehicle until he pulls up in front of the central tower and escorts the PCs inside. As the skittermanders step inside, one osharu drops the datapads he was carrying in surprise upon seeing them. He stammers an apology and bends down to grab his belongings but freezes in fascination if any of the skittermanders stop to help him.

Ponatia hurries them along to an elevator, which takes them to the top of the tower. Ponatia explains, "The headteachers are always in symposium during the Drift cyclone. We'll be interrupting their research, but I think this is important."



HELIX
LYCEUM

EVENT 5: A MEETING OF THE HEADTEACHERS (CR 4)

Ponatia leads the PCs from the elevator, down a corridor, and (after touching a biometric touchpad) through a metallic double door. The room on the other side is packed with computer terminals showing camera feeds and scrolling lines of data. Five osharus in monastic robes bustle about the chamber, tapping equations into datapads and briefly conferring with one another. They look up from their work when Ponatia and the skittermanders enter, bristling at the intrusion.

One osharu in navy-blue robes steps forward, her antenna wriggling in consternation. "Ponatia, what is the meaning of..." she waves a hand at your assembled group. "Who are these furry creatures?"

"Apologies, Headteacher Zoni," Ponatia says. "But the Drift cyclone has deposited these travelers on our doorstep and they need our help."

Ponatia explains the skittermanders' predicament and how they saved his life while he was going to fix Monitoring Station #47. At that, he suddenly remembers that he never reached the monitoring station and slaps his forehead, mumbling an apology. Headteacher Zoni steps forward to firmly but politely tell the skittermanders that they are too busy to do anything for them at the moment.

Another osharu—Headteacher Kiodea—speaks up. "Could their arrival have anything to do with that strange starship we picked up on the sensors not far from here? You remember, the one that looks like two vessels fused together?"

To get the headteachers to tell them more about what is most definitely their starship, the PCs can speak briefly to each of them in turn. Each headteacher can be convinced to help with a different tactic, clues to which can be recognized by keen eyes.

Headteacher Cheliko: A PC who succeeds at a DC 16 Sense Motive check can tell that Headteacher Cheliko, who wears purple robes, is particularly disappointed that Ponatia didn't fix the monitoring station. If the PCs explain that they did so, they gain a +2 circumstance bonus to the DC 18 Diplomacy check to sway him. Alternatively, if the PCs mention that they damaged the machinery but didn't fix it, they take a -2 penalty instead.

Headteacher Kiodea: A PC who succeeds at a DC 16 Sense Motive check can see that Headteacher Kiodea, who wears red robes, is very interested in the PCs' starship. If the PCs explain how they were attacked by space pirates (who could very well be on this planet right now plotting to rob the osharus!), they gain a +2 circumstance bonus to the DC 18 Diplomacy check to convince her.

Headteacher Olivier: A PC who succeeds at a DC 18 Perception check notices that Headteacher Olivier wears a prominent holy symbol of Yaraesa, the goddess of knowledge, next to a fold in his dark gray robes. A PC can sway Olivier with a successful

DC 18 Mysticism check or a DC 20 Diplomacy check. A PC who explains how they closed off the tear that looked out into Hell gains a +2 circumstance bonus to this check.

Headteacher Saguntes: A PC who succeeds at a DC 18 Sense Motive check can tell that Headteacher Saguntes, who wears green robes, looks physically uncomfortable. A PC who then succeeds at a DC 20 Medicine check can tell that she is suffering from minor food poisoning; telling her this automatically convinces her to help the PCs. Otherwise, a PC needs to succeed at a DC 22 Diplomacy check to get her on their side.

Headteacher Zoni: The most stubborn of the group, Headteacher Zoni wears navy-blue robes and is interested mainly in studying the Drift cyclone; a PC can recognize this interest by succeeding at a DC 15 Sense Motive check. A PC who succeeds at a DC 16 Physical Science check can impress her with a clever insight about the storms of energy. Alternatively, a PC can sway her with a successful DC 24 Diplomacy check.

Development: If the PCs convince at least three of the headteachers to help, the osharus all agree to point out where the starship landed, grant the skittermanders the use of a cruiser to get there, and give them some help in the form of the treasure listed below. If the PCs fail to convince enough of the headteachers, the osharus exasperatedly tell the skittermanders where to find their ship just to get them out of the way. Ponatia lends them his cruiser, but the PCs don't get the treasure.

Treasure: The osharus give the skittermanders a *mk 1 null-space chamber* containing four *mk 2 serums of healing* and a *spell ampoule of haste*.

Story Award: For convincing the headteachers of the severity of their plight, award the PCs 1,200 XP.

PART 3: BLAST OFF!

The directions the osharus gave to the skittermanders lead them along another road to the north for a few miles, and then an additional mile through the swamp. The storms above continue to rage as the PCs approach a clearing.

E. OUTSIDE THE WARLOCK'S HAND (CR 6)

The merged forms of the *Helping Hand* and the *Nova Warlock* lie half-submerged in swamp water, a gangway extended onto dry land. Cots, tables, chairs, and cabinets have been dragged out randomly onto the peat, while cables and pulleys are strung up in the nearby trees in what appears to be a futile attempt to pull the vessels out of the muck. Above the airlock, someone has hastily spray-painted "The Warlock's Hand."

When the merged starships were transported to the surface of the planet, Captain Silazi took ownership over the amalgamation and renamed it the *Warlock's Hand*. She then had her surviving crew begin the task of getting the vessel out of the swamp and making it spaceworthy. They began

SPURRING THEM ALONG

Some players might just want to wait in the Helix Lyceum for the Drift cyclone to pass and then send a message to Nakonechkin. However, remind them that the Drift cyclone has disrupted communication, and so sending such a message is not currently possible. Additionally, the osharus have not offered to accommodate the PCs for any period of time, so they'll want to find a way to escape the planet soon!

by pulling out the heavier, unnecessary equipment from the interior and rigged some cables to hoist the ship onto dry land. That hasn't worked, so she set her engineer on repairing the thrusters enough to achieve liftoff. These repairs are nearly complete, but they require a few more jury-rigged components. The engineer and the rest of the crew are currently out scouring the swamp for any usable salvage that fell out when the skittermanders opened their cargo bay's airlock.

Creatures: Captain Anga Silazi remained behind to watch over her new ship, activating a pair of observer-class security robots to aid her. She assumed the skittermanders died in their dangerous attempt to save themselves, so she is quite surprised to see them again. Now that the PCs meet her in person, they notice a small orb of dark-blue energy floating near her shoulder.

"You! How?!" Captain Silazi sputters. "I suppose anything is possible with these weird storms. I thought we were going to crash for sure, but something set us down here as gently as you'd lay a baby in a crib. Too bad it put the engines under a few feet of swamp water." The mote of energy descends and begins encompassing her right hand. "Honestly, I'm glad you survived. It gives me back the chance to murder you myself!"

Captain Silazi has no interest in parleying with the skittermanders, as her desire for revenge has clouded her mind. Even offers of assistance to fix the ship and get everyone off the planet fall on deaf ears. With a cry of anguish, she attacks.

OBSERVER-CLASS SECURITY ROBOTS (2) CR 1

XP 400 each

HP 17 each (*Starfinder Alien Archive* 94)

TACTICS

During Combat The robots keep their distance from the skittermanders, firing their pulsecaster pistols.

Morale The security robots are programmed to fight until they are destroyed.

ANGA SILAZI CR 5

XP 1,600

Female human solarian

NE Medium humanoid (human)

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

DEFENSE

EAC 17; **KAC** 19

Fort +7; **Ref** +5; **Will** +6

OFFENSE

Speed 30 ft.

Melee solar weapon +14 (1d6+1d4+10 S; critical bleed 1d6)

Ranged frostbite-class zero pistol +11 (1d6+5 C; critical staggered [DC 13]) or

frag grenade II +11 (explode [15 ft., 2d6 P, DC 13])

Offensive Abilities stellar revelations (black hole [25-ft.

radius, DC 15, 15 ft. pul], dark matter, plasma sheath, supernova [10-ft. radius, 6d6 F, DC 15])

TACTICS

During Combat Captain Silazi begins a fight by forming her solar weapon, which resembles a large harpoon, and throws a grenade at the PCs if possible. She enters photon mode and eagerly engages in melee combat with the targets of her revenge. She uses her plasma sheath stellar revelation as soon as possible and explodes in a supernova at the earliest opportunity, not caring if she catches the robots in the blast.

Morale If reduced to fewer than 20 Hit Points, Captain Silazi tries to flee and fetch the remainder of her crew. If she manages to disappear into the bog, she returns in **Event 6**.

STATISTICS

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

Skills Athletics +16, Engineering +11, Intimidate +11, Mysticism +11

Languages Common, Sarcesian

Other Abilities solar manifestation (weapon), stellar alignment

Gear d-suit I (infrared sensors), frostbite-class zero pistol with 2 batteries (20 charges each), frag grenades II (2), *least w-boson crystal*, *mk 2 healing serum*, credstick (500 credits)

Development: Once they defeat or drive off Captain Silazi, the PCs can take stock of the state of the merged ships. A cursory glance reveals that the *Helping Hand*'s engines are a bit waterlogged, but the *Nova Warlock*'s engines are mostly above the swamp's surface. A skilled engineer could achieve a modicum of thrust with some tinkering that would allow a talented pilot the chance to get the ships free of the swamp and back into space. From there, it would be a trivial matter of recalibrating the Drift engines to allow the merged ships to return to the Pact Worlds.

However, the raging Drift cyclone above and the return of Captain Silazi's crew make these repairs a bit difficult.

EVENT 6: OUT TO LAUNCH (CR 5)

After the PCs have had a few minutes to assess the condition of the two fused ships, retrieve personal items probably thought lost from their furniture outside the vessels, and possibly take a 10-minute rest to regain their Stamina Points, the skittermanders can see and hear movement in the nearby foliage. The crew of the *Nova Warlock* has returned to the crash site (possibly led by a wounded Captain Silazi), and they aren't about to let the PCs leave them stranded.

Make it clear to the players that there are too many space pirates for the skittermanders to safely engage in normal combat. However, the PCs can attempt to negotiate with the pirates, scare them away, or even turn the starship's weapons against them while one of them repairs the engines.



ANGA SILAZI

Though this isn't a normal combat encounter, establish everyone's initiative. As a group, the pirates have a +3 initiative modifier—unless Captain Silazi is with them, in which case use her initiative modifier. The skittermanders are assumed to be aboard the *Warlock's Hand* or at least standing on the gangplank leading inside when this encounter begins.

Each round, a PC can act normally. However, directly attacking or casting spells at the pirate mob does little to dwindle their numbers or calm their ire. If Captain Silazi is with the pirates, she has used her *healing serum* and can be targeted (and wounded) like a normal combatant. Her presence makes the pirates more dangerous and harder to negotiate with (see below), so the PCs might want to take her out.

See below for more information about tactics the PCs might choose to use during this event.

Talking Down the Pirates: As a full action, a PC can attempt a DC 20 Diplomacy or Intimidate check to talk the pirates down or scare them off, respectively. If Captain Silazi is present, this DC increases by 2. The PCs can attempt only one of these checks per round, but if they succeed at three of these checks (not necessarily consecutively), the pirates (even Captain Silazi, if she is there) stand down, ending the encounter. See Development on how the PCs might proceed from here.

Leave the Pirates Behind: Alternatively, the PCs might just want to get the *Warlock's Hand* operational and leave the pirates behind. As a full action, a PC can attempt a DC 22 Engineering check to repair the thrusters. After one success, the ship begins to lift off. The PCs can continue to attempt the same Engineering checks to maintain the integrity of the engines as they struggle to hold the weight of both ships. In addition, a PC can attempt a DC 20 Piloting check as a full action to steer the rising vessel through the trees and navigate the unpredictable winds of the Drift cyclone. Alternatively, a PC can attempt a DC 22 Mysticism check as a full action to read the energies of the Drift cyclone and steer the vessel safely through them. The PCs can attempt all three of these checks in a single round if they wish, but if no one is piloting the ship, it simply smashes inelegantly upward through the tree cover, jostling everyone inside. The PC must accumulate a total of nine successes with any of these skills (including the first Engineering check) in order to achieve orbit and escape Varkulon 4.

Fire Starship Weapons at the Pirates: A PC can also operate one of the two vessels' direct-fire starship weapons and fire on the mob of space pirates, if they are so inclined. Though it is impossible to aim at a single individual pirate with a starship weapon, a PC can attempt a gunnery check (using the rules for starship combat) against an AC of 16. Success means that some of the space pirates are wounded or duck behind cover to avoid damage, lessening the penalty they impart at the end of round (see below) by 1. If Captain Silazi is part of this encounter, she takes 2d8 damage on a successful attack, but she can attempt a DC 15 Reflex save to halve that damage.

At the end of each round, the space pirates fire their weapons at the *Warlock's Hand*, and while they can't deal significant damage to the ship's hull, they can cause malfunctions in its systems. Until they are stopped, the space pirates' weapon fire imparts a -2 penalty to the Engineering, Mysticism, and Piloting checks to get the ship into orbit for 1 round. If Captain Silazi is present, this penalty increases by 1.

Development: If the PCs negotiate with the space pirates, the two crews can work together to get the *Warlock's Hand* out of the swamp and back into space. Otherwise, the skittermanders take off by themselves and leave the pirates behind. In orbit around Varkulon 4, the PCs can see the Drift cyclone raging across the planet, but they can take the ship out of orbit and travel a few hundred thousand miles away before safely engaging their Drift engines to return to the Pact Worlds.

Story Award: For achieving orbit, award the PCs 1,600 XP.

CONCLUDING THE ADVENTURE

How the adventure concludes depends on how the skittermanders acted while on the planet. If they made friends with the osharus of the Helix Lyceum, in the future they receive a holotransmission from Ponatia inviting them back to Varkulon 4 when the skies aren't so dangerous. He promises to give them a better tour of the osharu university-city and the surrounding area. He also goes on to note that the Drift cyclones sometimes cause strange items to appear on the surface, and the skittermanders would be welcome to scavenge anything of value... after they have been properly studied, of course!

If the PCs helped to rescue the space pirates and Captain Silazi is among their number, she has a slight change of heart during the trip back to the Pact Worlds, most likely caused by the relentless helpfulness of the skittermanders. She no longer wants them dead, though an ember of resentment still smolders in her heart. She asks that the PCs drop off her and her crew on a freighter called the *Bright Horizon* within the Diaspora so that they can try to join the Free Captains; the space pirates ask the same if Captain Silazi was defeated on Varkulon 4. The space pirates promise that they will lobby to have Nakonechkin Salvage be declared off-limits for future pirate activity. Whether the skittermanders let the pirates go or turn them over to Pact Worlds authorities is up to the players.

Finally, Nakonechkin is more than a little surprised to see the state of the skittermanders' ship when they return to the salvage yards. His confusion and anger turn to barely disguised relief when the PCs explain what happened to them. While it will take some time and plenty of credits to get the ship back to normal (or just in better working order, if the skittermanders want to keep the aesthetic monstrosity), the PCs did bring back a few pieces of their original salvage, plus much of the pirates' previous plunder. And for the next time his skittermander employees go out on a salvage mission, Nakonechkin promises to install escape pods beforehand!

DAKOYO

The dark-purple Dakoyo is a priest of Ibra and the last of the four skittermanders to join Nakonechkin Salvage. He is a contemplative skittermander who enjoys stargazing, and he has an almost encyclopedic knowledge of healing techniques from the past and present. He serves as the ship's doctor aboard the skittermander's own starship, the *Helping Hand*, and in times of danger aids his shipmates with encouraging words and spiritual platitudes.

During the past year, as the skittermanders went out on their own salvage missions, Dakoyo has continued to study the medical procedures of different species, usually by picking through medical waste and combing through medical records. He is fascinated by ancient techniques and keeps an antique stethoscope. Recently, he acquired a box of wooden tongue depressors he jokingly calls his "magic healing wands." No one who consents to an examination from Dakoyo escapes being prodded and poked with one of these sticks.



SKITTERMANDER MEDICINE

Though most skittermanders tend not to acquire augmentations themselves, skittermander doctors are at the forefront of the cybernetics and biotech industries, producing advanced prosthetics to aid those with life-changing injuries or crippling maladies. Often, the skittermander surgeon who implants an augmentation is also that patient's physical therapist until the patient can function on their own. This intense personal attention usually means that a skittermander physician takes only a few cases each year.

DAKOYO

Male skittermander priest mystic 3 (*Starfinder Alien Archive* 106)

NG Small humanoid (skittermander)

Init +1; **Senses** darkvision 60 ft., low-light vision;

Perception +10

DEFENSE **HP 20 SP 21 RP 5**

EAC 14; **KAC** 15

Fort +2; **Ref** +3; **Will** +7

OFFENSE

Speed 30 ft.

Melee battle staff +2 (1d4+3 B; critical knockdown)

Ranged needler pistol +3 (1d4+1 P; critical injection DC +2)

Offensive Abilities grappler, hyper

Mystic Spell-Like Abilities (CL 3rd)

At will—*mindlink*

Mystic Spells Known (CL 3rd; ranged +3)

1st (4/day)—*lesser remove condition*, *mind thrust* (DC 15),

mystic cure, *reflecting armor*, *share language*

0 (at will)—*daze* (DC 14), *detect affliction*, *detect magic*,

stabilize, *telekinetic projectile*, *token spell*

Connection healer

STATISTICS

Str 10 (+0); **Dex** 12 (+1); **Con** 12 (+1); **Int** 9 (–1); **Wis** 18 (+4);

Cha 12 (+1)

Skills Diplomacy +7, Medicine +7, Mysticism +13, Perception +10, Sense Motive +10; (reduce the DC to recall knowledge about religious traditions, religious symbols, and famous religious leaders by 5)

Feats Mystic Strike, Skill Synergy (Medicine, Mysticism)

Languages Common, Vesk

Other Abilities channel skill +1, healing channel (4d8 HP), healing touch (15 HP), lifelink (3 HP), six-armed

Gear graphite carbon skin (infrared sensors), battle staff, needler pistol with 31 darts, *mk 1 ring of resistance*, *mk 1 serums of healing* (5), basic medkit, beacon, id moss (2 doses), tier 1 analgesic (2 doses), tier 1 antitoxin (2 doses), tier 1 sedative (2 doses), antique stethoscope, handful of wooden tongue depressors, credstick (15 credits)

GAZIGAZ

The emerald-green Gazigaz is always ready to reach out one of his six hands in friendship. The third skittermander to be employed by Nakonechkin Salvage, Gazigaz has an eye for fashion and keeps his fur impeccably groomed. He serves as the pilot aboard the skittermanders' own starship, the *Helping Hand*, as well as the ship's ambassador. Though salvage missions often don't require a lot of diplomacy, Gazigaz has been instrumental in finding new jobs for the company by making contacts throughout the Pact Worlds and chatting with other starship pilots. Gazigaz is as gregarious as he is ostentatious, and takes as much pride in presenting himself to new friends with flourishes and aplomb as he does in the shininess of his green coat and the gleam of his six well-polished, signature armbands.

Over the past year, Gazigaz has spent much of his earnings decorating his quarters aboard the *Helping Hand* and keeping his wardrobe up to date. Though he has kept the finely embroidered *charge cloak* he purchased on Kalo-Mahoi, he also sports uniquely skittermander fashions: on a recent visit to Vesk-3, Gazigaz paid a small fortune for a set of silver armbands crafted by Floomafarhark, a famous skittermander designer. Gazigaz encourages strangers to compliment his armbands by not-so-subtly flashing them in the light while striking a dramatic pose, grinning, and stroking his luxuriously coiffed chin fur.

GAZIGAZ

Male skittermander xenoseeker envoy 3

(*Starfinder Alien Archive* 106)

CG Small humanoid (skittermander)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

DEFENSE **HP** 20 **SP** 18 **RP** 5

EAC 15; **KAC** 16

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

OFFENSE

Speed 30 ft.

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

Ranged *glamered static arc pistol* +5 (1d6+1 E; critical arc 2)

Offensive Abilities grappler, hyper

STATISTICS

Str 10 (+0); **Dex** 15 (+2); **Con** 10 (+0); **Int** 10 (+0); **Wis** 10 (+0);

Cha 18 (+4)

Skills Bluff +10, Culture +6, Diplomacy +10, Life Science +6, Perception +6, Piloting +8, Sense Motive +6, Stealth +7; (reduce the DC to identify a rare creature using Life Science by 5)

Feats Iron Will, Weapon Focus (small arms)

Languages Akitonian, Castrovelian, Common, Vesk, Ysoki

Other Abilities envoy improvisations (get 'em, inspiring boost [10 SP]), expertise (1d6), expertise talents (slick customer), six-armed, skill expertise (Diplomacy)

SKITTERMANDER FASHION

Unsurprisingly, skittermander fashion revolves around armbands and wrist bracelets. These accoutrements can range from simple and understated to bright and gaudy, depending on the current trends. Ever since the Veskarium and the Pact Worlds allied, skittermander fashion designers have begun incorporating designs and styles from across the galaxy, often with chaotic—and not necessarily profitable—results.

Gear graphite carbon skin (infrared sensors), *glamered static arc pistol* with 1 battery (20 charges), tactical baton, *charge cloak*, *iridescent spindle aeon stone*, *ring of whispers*, *starstone compass*, hygiene kit, silver armbands (6), credstick (34 credits)



NAKO

The crimson-furred Nako was Nakonechkin's first mate aboard their former ship, the *Clutch*. She respects and admires their vesk boss Nakonechkin to such a degree that, several years ago, she took a shortened form of his name as her own—and has not divulged her former names even to her friends. She enjoys keeping herself fit and sparring with the other skittermanders, though they can't match her martial prowess. Nako is not unkind in her superior strength and skills, however, and is as graceful in her winning as she is in offering tips and tricks to those looking to increase their own skills. She often spends time in the cargo bay of the group's new starship, the *Helping Hand*, practicing vesk stretching techniques in between salvage missions. She considers herself the crew's fitness trainer and serves as the ship's gunner in starship combat.

Over the past year, Nako has made use of her collection of eclectic instruments by teaching herself music. She has gotten surprisingly adept at the mvindee fingerdrums (an Akitonian instrument) and taps out an improvised rhythm on random occasions, just to occupy her 30 twitchy fingers when she's bored. She has also begun to learn the brass blaathorn,

SKITTERMANDER MUSIC

Because skittermanders have six arms, their traditional instruments tend to be complicated and difficult for other species to play. The tritcale, which resembles a three-necked guitar, is one of the most popular skittermander instruments, and it can simultaneously produce bass and rhythm elements. Skittermander music generally includes abrupt tempo changes and improvised lyrics.

a disturbingly organic-looking instrument invented by the barathu of Bretheda. Nako has yet to perfect the embouchure needed to competently play this instrument, but she enjoys the low rumbles she occasionally coaxes from the horn—though her rudimentary skills are a source of good-natured exasperation among her friends.

NAKO

Female skittermander spacefarer soldier 3 (*Starfinder Alien Archive* 106)

NG Small humanoid (skittermander)

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

Perception +0

DEFENSE **HP 23 SP 27 RP 5**

EAC 16; **KAC** 18

Fort +4; **Ref** +2; **Will** +3

OFFENSE

Speed 30 ft.

Melee *called ember flame doshko* +8 (1d8+9 F; critical wound [DC 15]) or survival knife +7 (1d4+7 S)

Ranged tactical semi-auto pistol +4 (1d6+1 P) or stickybomb grenade I +7 (explode [10 ft., entangled 2d4 rounds, DC 11])

Offensive Abilities fighting styles (blitz), gear boost (melee striker), grappler, hyper, rapid response

STATISTICS

Str 18 (+4); **Dex** 12 (+1); **Con** 13 (+1); **Int** 8 (-1); **Wis** 10 (+0); **Cha** 12 (+1)

Skills Athletics +7, Intimidate +6, Physical Science +3, Profession (musician) +5, Survival +6; (reduce the DC of Physical Science checks to recall knowledge about strange new worlds or features of space by 5)

Feats Step Up, Toughness, Weapon Focus (advanced melee weapons)

Languages Common, Vesk

Other Abilities six-armed

Gear golemforged plating II (infrared sensors), *called ember flame doshko* with 1 battery (20 charges), survival knife, tactical semi-auto pistol with 9 small arm rounds, stickybomb grenade I, *serum of enhancement (commando)*, fire extinguisher, brass blaathorn, mvindee fingerdrums, credstick (5 credits)



QUONX

The electric-blue Quonx was the second skittermander to join Nakonechkin Salvage after she stowed away aboard the *Clutch* to make what she saw as much-needed repairs. She is a natural mechanic and engineer, as well as a voracious reader. She keeps the skittermanders' own new starship, the *Helping Hand*, flying, only occasionally making "improvements" that start small fires in the engine room.

Over the past year, Quonx has become obsessed with the writings of Dr. Zambressa Von Vultoor, a famous quantum physicist who operates out of the scientific laboratories of Absalom Station. Quonx has pored over all of Dr. Von Vultoor's books and research papers in the hope of a breakthrough in her own side project: a tool that can be used to affect matter on a subatomic level. She has yet to get her "quantum reality spanner" to function, though she believes that under the right circumstances and with enough mechanical coaxing, she will be able to adjust the very fabric of reality to her whims. She assures her crewmates that the long, sleepless nights she spends working on this project will soon be worth it, and that once her creation is fully functional, the four of them will be able to help the entire universe... at once!

QUONX

Female skittermander scholar mechanic 3 (*Starfinder Alien Archive* 106)

CG Small humanoid (skittermander)

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

Perception +6

DEFENSE **HP** 20 **SP** 18 **RP** 4

EAC 16; **KAC** 16

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

OFFENSE

Speed 30 ft.

Melee survival knife +4 (1d4+1 S)

Ranged azimuth laser rifle +5 (1d8+3 F; critical burn 1d6) or frag grenade I +2 (explode [15 ft., 1d6 P, DC 12])

Offensive Abilities combat tracking, grappler, hyper, overload (DC 14)

STATISTICS

Str 10 (+0); **Dex** 15 (+2); **Con** 10 (+0); **Int** 16 (+3); **Wis** 10 (+0); **Cha** 12 (+1)

Skills Athletics +6, Computers +10, Engineering +12, Medicine +9, Perception +6, Physical Science +10, Stealth +5; (reduce the DC to recall knowledge about matters of quantum physics by 5)

Feats Barricade, Skill Focus (Engineering), Weapon Focus (longarms)

Languages Common, Shirren, Vercite, Vesk, Ysoki

Other Abilities artificial intelligence (exocortex), bypass +1, custom rig (standard datajack), mechanic tricks (overcharge), memory module, six-armed

Gear lashunta tempweave (infrared sensors), azimuth

SKITTERMANDER SCIENCE

The greatest skittermander minds focus on the theoretical, but always with a mind toward making practical advances. Most skittermander researchers believe they are one step away from a breakthrough that, when applied correctly, will benefit the universe. As such, these scientists tend to overreach and run out of funds before they can produce results. However, this doesn't deter them from altruism.

laser rifle with 2 batteries (20 charges each), frag grenades I (4), survival knife, *mk 1 serums of healing* (3), basic medkit, detonator, engineering kit, hacking kit, trapsmith's tools, datapad containing the collected works of Dr. Zambressa Von Vultoor, quantum reality spanner (nonfunctional), credstick (45 credits); **Augmentations** standard datajack



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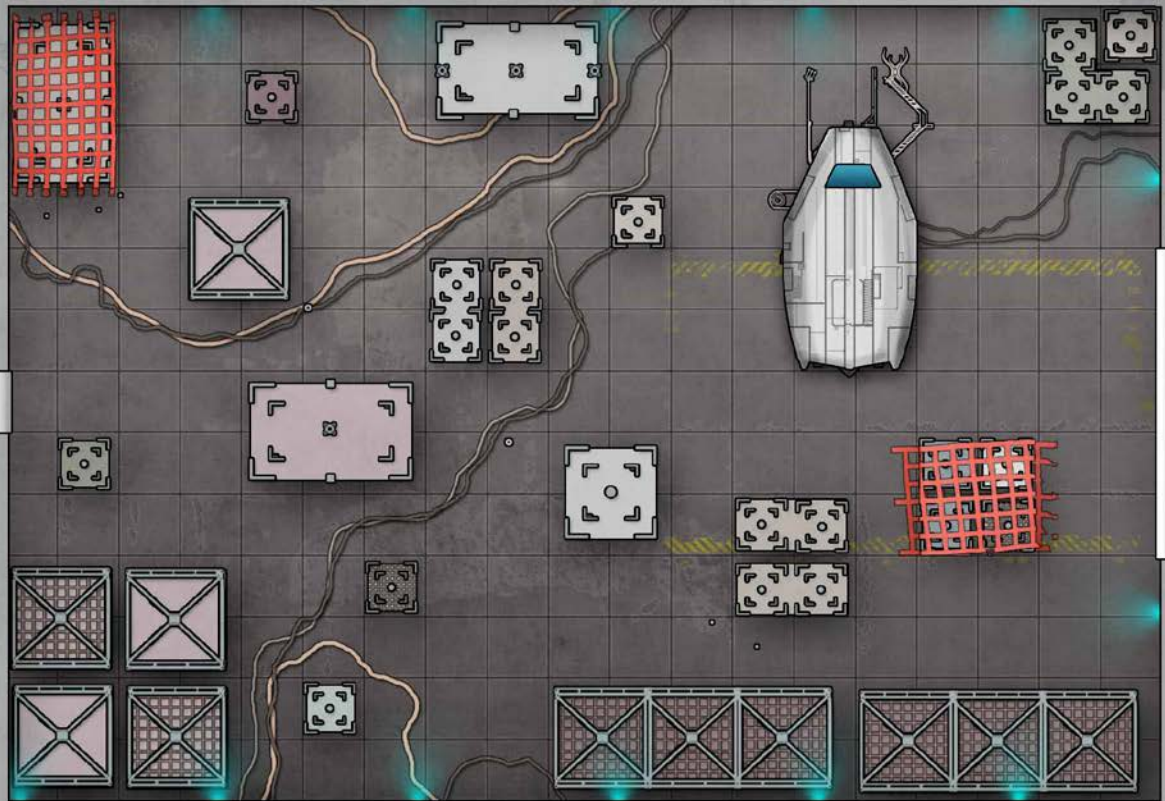
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A. CARGO HOLD



1 square = 5 feet

RANDOM SALVAGE TABLE

Use the following table to determine what kind of salvage the skittermanders recover when they search their cargo bay. Feel free to roll again if you get a duplicate result.

D%	Salvage
1-10	A fully charged thunderstrike sonic pistol painted black and gold.
11-20	A four pack of batteries wrapped in plastic labeled "BudgetCharge Economy Pack."
21-30	A holoskin preprogrammed with the image of a surly dwarf miner.
31-40	A canister of sprayflesh emblazoned with a cartoon starfish wearing a doctor's reflecting mirror.
41-50	A slightly out-of-date but still usable targeting computer armor upgrade with the ATech logo.
51-60	A carbon steel curve blade with a series of runes on the hilt that spell "Bloodrinker" in Elven.
61-70	A <i>glove of storing</i> that holds a broken pickaxe.
71-80	A hammer-shaped flask containing a minty-smelling liquid. When drunk, it functions as both a <i>serum of enhancement</i> (sensate) and a <i>mk 1 healing serum</i> . The flask contains enough liquid for two uses.
81-90	A crate of six frag grenades II painted with bright, psychedelic colors.
91-99	An experimental weapon fusion seal that grants the <i>blasting</i> weapon fusion on any item of 5th level or lower and takes effect 10 minutes after being placed on an appropriate weapon. However, the fusion seal falls off after it's been in place for 2 days and can't be used again.
100	Roll twice on the table; the PC finds the items listed in both entries.

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SKITTERS IN THE SWAMP!

The galaxy's favorite skittermanders are back and ready to help—but this time, they're the ones in trouble!

After a successful salvaging mission, the heroes are riding a joyous high aboard their very own starship. However, angry space pirates with a grudge crash the party—and then a bizarre interstellar cyclone engulfs both sides' vessels and flings them into a strange world's atmosphere! Thanks to the help of a tiny mining vessel, the skittermanders are able to escape to this swampy planet. Once they take in their boggy surroundings, it's up to the furry heroes to track down their ship, avoid vengeful enemies, work with the sluglike scholars living in the muck, and find a way off this dangerous planet once and for all!

In addition to this freewheeling adventure, this book includes four pregenerated characters that are ready to play, with full stat blocks and backstories. The inside covers include all of the maps needed for this adventure. Plus, the inside back cover provides some guidance for items our helpful skittermanders might have scavenged from their previous forays!

Skitter Crash is a wild romp of an adventure intended for four 3rd-level skittermander characters who are exploring and trying to escape a swampy world, written for the popular *Starfinder* Roleplaying Game.



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