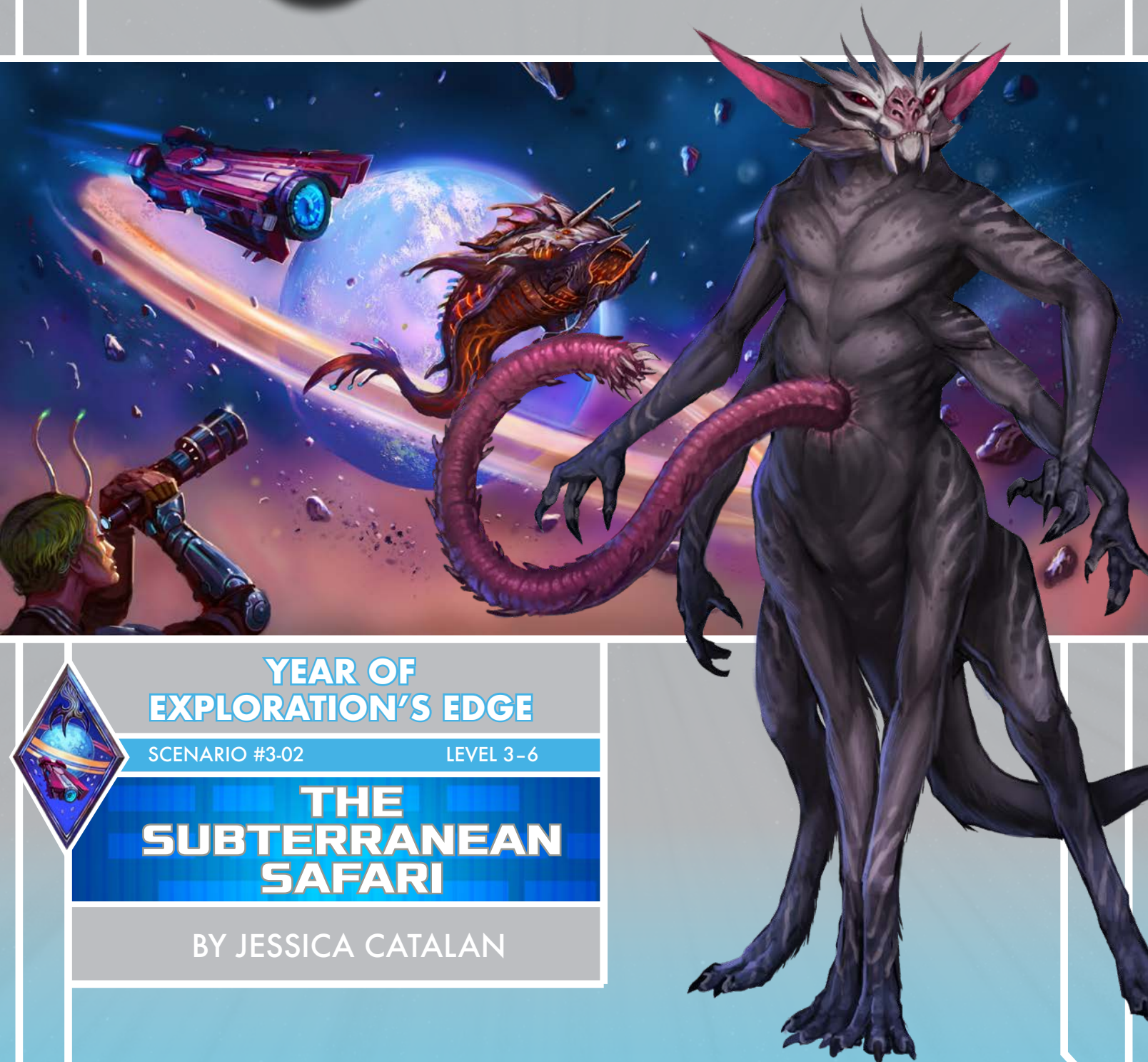


STARFINDER

SOCIETY



YEAR OF EXPLORATION'S EDGE

SCENARIO #3-02

LEVEL 3-6

THE SUBTERRANEAN SAFARI

BY JESSICA CATALAN





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HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 3–6



PLAYERS: 3–6



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THE SUBTERRANEAN SAFARI

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GM RESOURCES

Campaign Home Page: starfindersociety.club

Books: *Starfinder Core Rulebook*, *Starfinder Alien Archive* (AA), *Starfinder Alien Archive 3* (AA3), *Starfinder Armory* (AR), *Starfinder Near Space* (NS)

Maps: None

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*.



FACTION (ACQUISITIVES)

SUMMARY

After their mission briefing with Radaszam, the PCs dine with Brigadier Teshgari and her aides in Ewagadravona, hoping to impress Teshgari and secure exploration rights within the Veskarium. At dawn, the group descends into Gadraveech to hunt large stridermanders. The PCs showcase their survival skills before being attacked by stridermander whelps. The battle causes a cave-in but, surmounting the rubble, the PCs discover a stridermander nest in a forgotten facility. As the PCs explore and combat stridermanders, they uncover the complex's history as the base of Allsix Assist and interact with the dead trapped inside. If repaired, a friendly computer AI grants the PCs access to the Allsixers' records. Finally, the PCs confront the stridermander alpha, alongside its kin. In the end, the PCs must decide if they share knowledge of Allsix Assist with the world or keep quiet to appease Brigadier Teshgari.

THE SUBTERRANEAN SAFARI

BY JESSICA CATALAN



BACKGROUND

Despite centuries of Veskarium rule, the skittermanders of Vesk-3 rarely acknowledge vesk authority or governance. Two hundred years ago, a team of skittermanders vowed to change this, by inspiring their kin to further “help” the Veskarium. Certain this would make them the greatest helpers in the history of the universe, they built a base of operations below the city of Ewagadravona, in the subterranean tunnels of Gadraveech, and dubbed themselves Allsix Assist, or the Allsixers for short. For five years, Allsix Assist worked to unite skittermanders and vesk by fighting crime, helping the military, and spreading Veskarium propaganda. Misunderstood and condemned as rebel terrorists, Allsix Assist’s base was raided by the Veskarium, its members killed, and the surrounding tunnels collapsed. Records of the operation were expunged, and Allsix Assist was forgotten.

Two months ago, tectonic activity re-opened these tunnels, unleashing dangerous predators into a region of Gadraveech used for subterranean safaris. As hunters went missing, a quartet of skittermanders from Nakonechkin Salvage launched a rescue mission, though they returned to the surface without discovering Allsix Assist’s base.

When news of a path deeper into Gadraveech reached Brigadier Teshgari, a prominent member of the Veskarium military, she was ecstatic, for she aspired to add a large stridermander to her trophy collection. Hopeful the new tunnels contained her desired prey, Brigadier Teshgari scheduled a safari excursion to the tunnel system in her off-duty hours.

The Veskarium has neither fondness nor need for the Starfinder Society. Considered a foreign enterprise, Starfinders are allowed little freedom or power within vesk-held space. Determined to change the Society’s reputation and bolstered by their recent military accomplishments in the Scoured Stars, Radaszam, leader of the Acquisitives, secured a meeting with Brigadier Teshgari during her expedition. Brigadier Teshgari has the power to grant the Society exploration rights to various Veskarium holdings, if she can be convinced of the Society’s value.

GETTING STARTED

The adventure begins in orbit around Vesk-3 aboard the *Brass Clutch*, a private transport owned by **Radaszam**

WHERE IN THE UNIVERSE?

The Subterranean Safari takes place on Vesk-3, home world of the skittermanders. The PCs begin in orbit, land in the city of Ewagadravona, and descend into the subterranean realm of Gadraveech. For more information about Vesk-3 and the Veskarium, see *Starfinder Near Space*, available in bookstores and game stores and online at paizo.com.

“The Dealmaker” (N male vesk operative; art on page 30 box A), leader of the Obsidian Spiders mercenaries and the Starfinders’ Acquisitives faction. Read or paraphrase the following to get the adventure underway.

Radaszam, leader of the Acquisitives faction, waits on the bridge of his luxurious personal transport, the *Brass Clutch*, and stares out a viewport toward a colorful planet. He turns, parting his scaly lips in a sharp-toothed grin, and points at sleek leather chairs arrayed around the bridge. “You’re here. Have a seat.” He pauses, allowing everyone to settle, then gestures grandly to the planet behind him. “Welcome to Vesk-3, home of the skittermanders and continual pain in the Veskarium’s backside. The skittermanders called it Oeddertchonk, but that mouthful’s gone the way of the Gap-forgotten.”

Radaszam crosses his arms and frowns. “The Starfinder Society holds little sway in the Veskarium. Unfortunate, but understandable. We’re a foreign enterprise, prone to meddling, and the Veskarium keeps a tight grip on their territories. We’re rarely granted exploration rights in Veskarium-held space and, the few times we have been, we can’t scratch an itch without the government sending soldiers to watch. They don’t trust us. With your help, we’re going to change that.” Radaszam gestures again to the colorful planet outside. “Which brings us here. Vesk-3 is a lush planet. Plenty of water, rich soil, helpful locals—but it’s not without danger. The planet suffers

from constant low-key tectonic activity—gas seeps, geysers, tremors—that sort of thing. It's a valuable world, but difficult to control. Military personnel stationed here tend to consider it punishment and most vesk don't visit if they can avoid it—except to go on safari, that is."

"It's taken me months of negotiations, but I've arranged a meeting with Brigadier Teshgari, a prominent member of the Veskarium military. She's got enough standing to grant us exploration rights to a few Veskarium holdings I'd like to dig my claws into—if she can be convinced of our competence, trustworthiness, and value." Radaszam pauses to make eye contact with everyone, crossing his arms. "You're scheduled to have dinner with Brigadier Teshgari tonight at Hunt, a restaurant in the city of Ewagadravona. If you impress her, she'll invite you on a safari expedition into the subterranean tunnels of Gadraveech tomorrow morning. Prove yourselves competent down there and you'll help build a promising future for the Society. Mess it up and I'll know exactly whose career to ruin. Understood?"

Radaszam remains to answer the PCs questions. Some likely questions and answers are below.

What do you know about Brigadier Teshgari? "Brigadier Teshgari's an upstanding military officer with enough influence to get us an in with Veskarium bigwigs. She's a capable combatant and strategist, known for her fondness for big game hunting. Of late, she's been stationed around Vesk-3 by choice. Word is she's looking to add some local predators to her trophy collection. I'm not sure what she's hoping to hunt in Gadraveech, but I expect you to help her bag it and transport it topside. She'll be accompanied by her skittermander assistants. I'm sure they'll be exasperating but be patient. Brigadier Teshgari won't appreciate you bullying her subordinates."

What's Ewagadravona or Gadraveech? "Ewagadravona is a town in northern Aberanderen—the largest continent on Vesk-3. It's a dangerous little dot on the map notable for its permanent entrance to the subterranean realm of Gadraveech, which is a maze of tunnels and caverns that stretch below most of the planet. Beasts from belowground scabble up to the surface to terrorize locals, so the Veskarium has a strong presence there. Citizens avoid going underground, but many vesk venture there to test their mettle. A number of hunting lodges in Ewagadravona organize safari expeditions into Gadraveech. You'll be going to one of them."



RADASZAM

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture check, or a Diplomacy check in Ewagadravona, the PCs might know more about Brigadier Teshgari, Vesk-3, Ewagadravona, or Gadraveech. They learn all of the information with a DC equal to or less than the result of their check.

10+: Minor earthquakes and tremors are a constant occurrence on Vesk-3. This tectonic activity regularly alters the tunnels of Gadraveech, adding to the dangers of venturing underground.

15+: Two months ago, an earthquake uncovered a new tunnel system in Gadraveech, below Ewagadravona. The first to discover these tunnels would've died, if not for the timely intervention of a skittermander rescue party. The tunnels

remain unexplored, though a number of powerful vesk have bid over the rights to first exploration.

20+: Brigadier Teshgari is known for her taxidermy collection of over-sized predators. She adds only the largest of each species to her collection, considering average creatures unworthy of her time. Like most vesk, Brigadier Teshgari respects those who distinguish themselves in honorable combat—through dueling, hunting, mercenary work, or military service.

25+: Stridermanders reemerged in the regions of Gadraveech below Ewagadravona. Called strovions by vesk, stridermanders are vicious and cunning subterranean predators distantly related to skittermanders. They can alter the appearance of their fur to blend into their surroundings. Brigadier Teshgari has yet to add an adequate stridermander to her trophy collection.

EWAGADRAGONA

After the mission briefing with Radaszam, the PCs travel to Ewagadravona by shuttle. Read or paraphrase the following to set the scene.

Ewagadravona is a fortified town more vesk than skittermander in aesthetics. Encircled by high walls patrolled by vesk soldiers, its impressive gun turrets are aimed inward to fight off internal threats. Blocky buildings with thick doors and steel-shuttered windows line the winding streets. Half the buildings—clearly those inhabited by the resident skittermanders—are festooned with fluttering banners and painted a riotous jumble of colors.

As the PCs disembark, they're surrounded by smiling skittermanders offering greetings, handshakes, hugs, and help to visitors, whom they affectionately call nufriends. Any citizen or soldier can direct the PCs to Hunt.

HUNT

Hunt is a high-end vesk-owned restaurant that serves communal platters of meat, cooked on a central fire pit. Although fresh rolls and vegetables are available, few vesk partake. The PCs are greeted at the entrance by **Mimzy** (CG female skittermander), one of Brigadier Teshgari's skittermander aides. Mimzy has yellow fur and wears a colorful fashion scarf looped around her neck. Brigadier Teshgari's 'mobile nutritionist,' Mimzy enjoys baking hearty rolls and hand-held pies. She's thrilled to meet the PCs and happily guides them to the brigadier's table, chatting about the restaurant (which is not her favorite) and her fondness for baking. At the table, she introduces everyone to Brigadier Teshgari and Jomp, the brigadier's second aide.

Jomp (LG male skittermander) is an aquamarine skittermander with thick-framed glasses and a comically long, waxed mustache he thinks is incredibly dapper. Jomp is the brigadier's 'artillery aide.' He carries her guns and polishes her armor. Jomp has piled five guns behind his chair.

Brigadier Teshgari (LN female vesk soldier, art on page 30 box B) rises to greet the PCs, then beckons for everyone to sit. A green scaled, serious vesk with a trio of frilled horns crowning her head, she has a stoic, regal countenance and wears a Veskarium dress uniform.

During dinner, the PCs have three opportunities to impress Brigadier Teshgari. Each PC must attempt these challenges individually. The challenges are detailed below.

First Impressions: Brigadier Teshgari asks each PC their name, home world, career, and accomplishments. A PC who succeeds at a DC 17 Diplomacy, Intimidate, or Profession check (DC 20 for Levels 5–6) impresses Brigadier Teshgari. If a PC mentions combat or military accomplishments, or displays knowledge of hunting or tracking, they receive a +2 circumstance bonus on this check.

Dinner: Brigadier Teshgari wants to test the PCs fortitude and manners, so she's ordered dinner extra spicy, with no drinks or side dishes to ease consumption. Before the PCs have a chance to order, stern-looking vesk servers arrive carrying heaping platters of fire-cooked meats. The servers don't linger and ignore any requests. The first PC to request a drink or side dish earns a

look of disapproval from Brigadier Teshgari, along with the remonstrance, "Used to comforts, I see."

Upon the food's arrival, Mimzy makes a face that displays her displeasure, Jomp looks at the PCs curiously, and Brigadier Teshgari regards the PCs in silence. A PC who succeeds at a DC 14 Sense Motive check (DC 17 for Levels 5–6) recognizes the meal is a test. A PC who examines the food and succeeds at a DC 18 Culture, Life Science, or Profession (cook) check to recall knowledge (DC 21 for Levels 5–6) recognizes the meat as monouxe and achabril—two eight-legged domesticated species native to Vesk-3—though excessively spiced. To eat without showing signs of discomfort, a PC must succeed at a DC 14 Fortitude save (DC 16 for Levels 5–6). PCs that identified the meat as spicy can consume the mildest pieces, granting them a +2 circumstance bonus to this saving throw.

Brigadier Teshgari eats in stony silence, shaking her head in disgust at any PCs who choose not to eat. Mimzy eats little, but with impeccable manners, while Jomp eats like a slob, getting more food in his mustache than his mouth. He regularly disappears under the table to drink from a jug of water he believes he's cleverly concealed.

Parting Remarks: As dinner nears its end, read or paraphrase the following.

Brigadier Teshgari tilts her scaled snout imperiously. "At dawn you will accompany me on a hunting expedition into Gadraveech. A new tunnel system was discovered by skittermanders from Nakonechkin Salvage, who returned with wounded hunters and tales of fierce predators. I've earned the privilege of exploring these tunnels." She smiles, clearly satisfied. "It's my hope strovions lair there—you might know them as stridermanders. They're cunning beasts, which I've yet to have the pleasure of hunting. I'd like to add a large specimen to my trophy collection. You will aid me, if you can." Refocusing on her guests, she sneers. "Tell me Starfinders, what assistance do you believe you can provide me?"

Each PC must attempt a DC 18 Diplomacy, Intimidate, or relevant Profession check (DC 21 for Levels 5–6) to convince Brigadier Teshgari of their competence.

Development: With a parting remark of "We shall see," Brigadier Teshgari excuses herself for the evening. Mimzy waves farewell to the PCs, while Jomp picks up the weapons and staggers away. The PCs may finish their meal, including ordering



NUFRIENDS

Use the following information to portray the NPCs who accompany the PCs into Gadraveech.

Brigadier Teshgari: A capable combatant, Brigadier Teshgari is calm under pressure and overly confident. She enjoys battle and hunting, occasionally offering backhanded compliments to PCs who prove capable. She believes without firm guidance, skittermanders turn to chaos and their 'help' becomes dangerous. Despite her stern demeanor, she's fond of Jomp and Mimzy, retaining their services by choice. Brigadier Teshgari has no interest in uncovering the history of Allsix Assist or their base.

Jomp: Dutiful and proud, Jomp stays close to Brigadier Teshgari. During battle, he hands her weapons and collects everything she drops. If threatened, Jomp brandishes his polishing cloth and hides behind Brigadier Teshgari. Outside of battle, Jomp reloads the brigadier's weapons and polishes her armor, clothing, and equipment. If asked, he happily offers his cleaning services to the PCs.

Mimzy: Chipper, talkative, and easily distracted, Mimzy hides behind the PCs and shrieks in terror if threatened. Outside of battle, Mimzy offers everyone hearty rolls and meat pies to eat, and bottles of water to drink. She loves helping but refuses to separate from the group.

Further Directions: Many locations in this scenario include additional roleplaying notes for GMs to utilize while running these NPCs. These notes are located within the Allies section in relevant encounter areas.

beverages and other food from the now helpful serving staff. Brigadier Teshgari has prearranged payment for the meal.

A PC can purchase any equipment up to item level 6 from the shops in Ewagadravona, assuming they could normally purchase such equipment.

Faction Notes: If at least half of the PCs overcame each of the three challenges (making a good first impression, eating the meal without flinching, and conveying competence during parting remarks), the PCs impress Brigadier Teshgari during dinner for the purposes of secondary mission goals and faction goals.

GADRAVEECH

The next morning, the PCs meet Brigadier Teshgari, Mimzy, and Jomp at the entrance to Gadraveech. Brigadier Teshgari's outfitted for battle in defrex hide, with a tactical doshakari (*Starfinder Near Space* 148) and tactical rotating pistol (*Starfinder Armory* 44) holstered at her hip. Jomp carries four different guns and a polishing cloth. Mimzy wears a backpack bristling with baked goods and a belt lined with bottles of water.

Brigadier Teshgari leads the PCs into the dark, well-travelled subterranean tunnels of Gadraveech. After a few minutes she hands the PCs a small device and says, "Prove your worth." The device emits a holographic map of the safari tunnels, with their destination highlighted, though the map doesn't track their location. Navigating the tunnels of Gadraveech without getting lost requires a successful DC 20 Survival check to orienteer (DC 23 for Levels 5–6). Only one PC can attempt this check, though multiple PCs can aid. If the PCs fail the check, Brigadier Teshgari sighs in disappointment and takes over. The Brigadier quickly directs the PCs to the correct path and order the group forward, while her skittermander followers profusely apologize for the general's overbearing attitude.

After an hour, the group arrives in a large cavern with multiple branching tunnels. Brigadier Teshgari retrieves and deactivates the projector, gestures at the cavern, and asks, "What do you see? I'm curious on how skilled you Starfinders truly are at these sorts of things." She wants the PCs to determine which of the paths lead to the largest predators (preferably stridermanders). A PC who succeeds at a DC 18 Survival check to follow tracks or a DC 20 Perception or Life Sciences check determines signs of recent animal activity, including scat and blood stains, are most common down the east tunnel. For Levels 5–6, the trail is less fresh, increasing the DC of the check by 3. Surpassing the DC by 5 or more identifies this scat as belonging to stridermanders, and notes a sour odor down the east tunnel, which marks it as stridermander territory. If the PCs fail to identify the east path as the way forward, Brigadier Teshgari gives the air a sniff and leads the way down the east tunnel. The sour scent of stridermander musk grows progressively stronger as the PCs travel the tunnel to area **A1**.

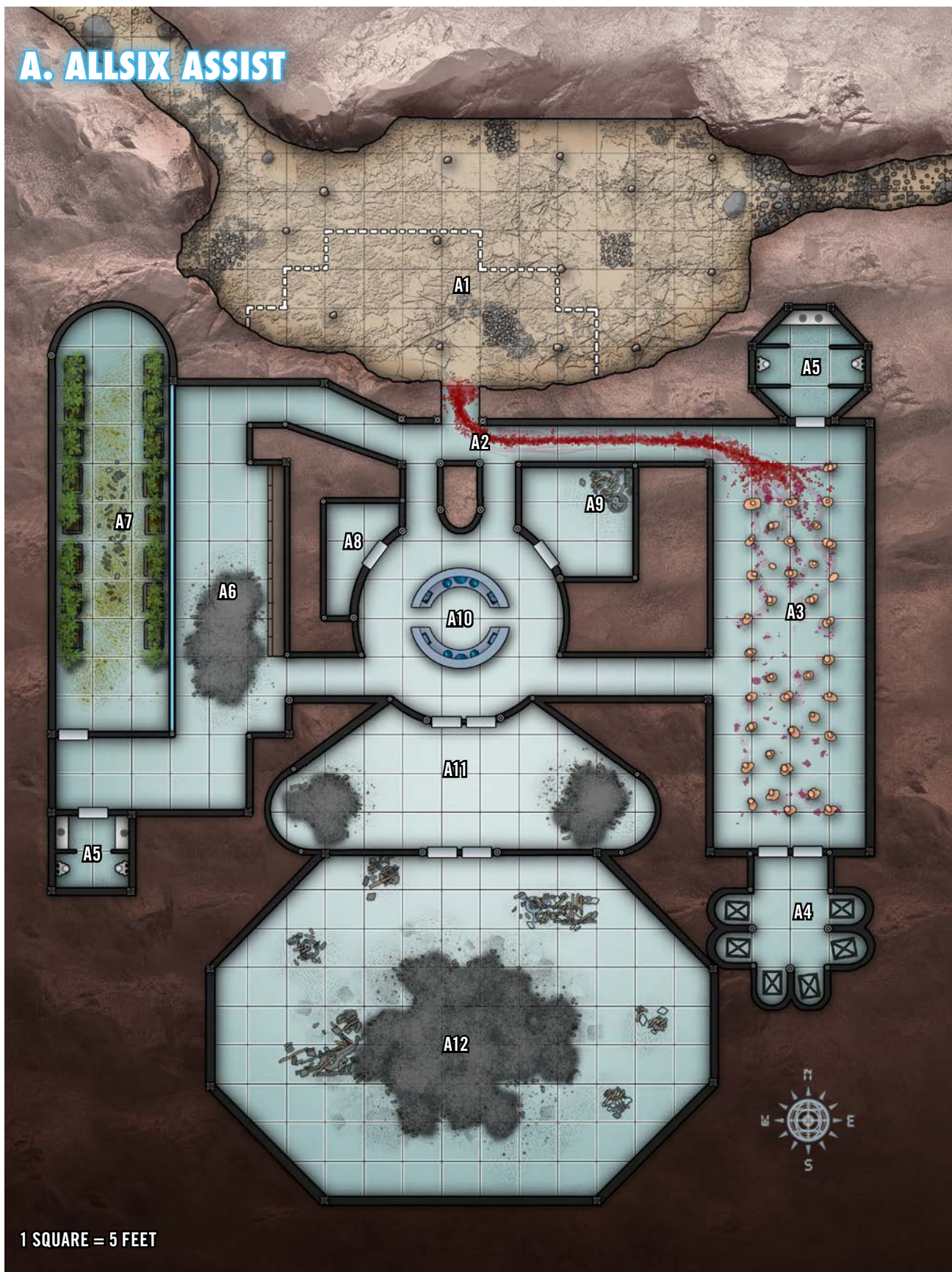
Faction Notes: If the PCs navigate Gadraveech without Brigadier Teshgari taking over, they count as having impressed her during the tracking expedition for the purposes of secondary success conditions and faction goals.

A. ALLSIX ASSIST

Following the east tunnel leads to Allsix Assist's base of operations, now a stridermander lair. The complex is dark, and the air is foul-smelling (unless the PCs turn on the power or ventilation system in area **A8**). The walls are steel (Break DC 30, Hardness 20, HP 90) and the wooden doors are unlocked and brightly painted (Break DC 16, Hardness 5, HP 15) except for the blast doors in area **A11** (Break DC 40, Hardness 35, HP 160). Unless otherwise noted, ceiling height in hallways is 10 feet, increasing to 15 feet in rooms. The complex is riddled with ventilation ducts. Much too small for even the tiniest of PCs to squeeze through, stridermander whelps scurry through these vents to escape from harm and hide.

The PCs enter the complex via area **A1**, the only location that's a natural cavern. During their exploration, PCs can rest for 10 minutes as desired, as the stridermanders prepare to ambush intruders, instead of aggressively hunting them.

A. ALLSIX ASSIST



Allies: Brigadier Teshgari, Mimzy, and Jomp accompany the PCs as they explore. Neither skittermander engages in battle. If for whatever reason their defensive statistics are necessary, use the skittermander envoy statistics to represent them (*Starfinder Alien Archive* 106).

LEVELS 3–4 (CR 3)

BRIGADIER TESHGARI CR 3

Page 16, art on page 30 (box B)

LEVELS 5–6 (CR 5)

BRIGADIER TESHGARI CR 5

Page 23, art on page 30 (box B)

A1. EXTERIOR CAVERN (CR 2 OR CR 4)

Thick stalagmites rise up from the uneven floor of this vast cavern, reaching for the stalactites mirrored on the jagged ceiling thirty feet above. The air is thick with a sour stench and a haze of grit, which drifts down from the ceiling, becoming lost amid the pebbles and filth coating the stone floor. A tunnel in the west accesses this cavern.

As the PCs enter, a stalactite falls from the central ceiling, triggering a chorus of high-pitched screeches from the stridermander whelps (see *Creatures* below). A PC who succeeds at a DC 15 Physical Science check deduces this cavern is unstable.

A PC who succeeds on a DC 17 Survival check (DC 20 for Levels 5–6) finds tracks indicating stridermanders frequent the west and south ends of the cavern, often dragging prey. Surpassing the DC by 5 or more reveals the western traffic dates back two months and uncovers an older path worn into the stone from years of travel that leads between the cavern's southern and eastern ends. The east side of the cavern ends in rubble. A PC who examines the rubble and succeeds on a DC 17 Physical Science or Survival check determines it blocks a tunnel that collapsed a month ago.

A PC who examines the southern end of the cavern and succeeds at a DC 22 Perception check (DC 25 for Levels 5–6) notices worked metal near the southern ceiling. This is the entrance to area **A2**. Scaling the cavern's walls to this chamber requires a successful DC 24 Athletics check (DC 27 for Levels 5–6). Accessing area **A2** becomes easier after the rockfall trap is triggered (see *Development* below).

Allies: Brigadier Teshgari is disgusted by the stridermander's size, believing they're not worth her effort. She fights the stridermanders with her pistol.

Creatures: A dozen stridermander whelps scurry around, hunting for small prey. They hiss at the PCs, rubbing their eyes when light is directed at them. When the PCs move 30 feet into the room the two nearest whelps (four for Levels 5–6) attack. When defeated, all of the whelps flee to area **A2**.

Hazard: The rubble is difficult terrain. The stalagmites are 4 feet tall and provide cover.

Traps: Tectonic activity has rendered this cavern unstable. When at least one PC steps into the area marked on the map, or when a PC makes an attack with a weapon that has the explode special property, the ceiling collapses.

LEVELS 3–4 (CR 2)

ROCKFALL TRAP CR 1/2

Page 17

STRIDERMANDER WHELPS (2) CR 1/2

Page 17

LEVELS 5–6 (CR 4)

ENTOMBING ROCKFALL TRAP CR 1

Page 24

STRIDERMANDER WHELPS (4) CR 1/2

Page 24

Development: The rockfall reveals a metal structure high on the cavern's south wall, which the stridermander whelps flee into. Brigadier Teshgari proclaims the structure a stridermander nest and insists the group enters.

Ascending the rubble to area **A2** without injury requires a successful DC 19 Athletics check (DC 22 for Levels 5–6). A PC who fails this check takes 1d6 bludgeoning damage as the rubble shifts under their weight. A PC who succeeds at a DC 20 Engineering, Perception, or Profession (spelunker) check identifies a safe route, which grants the PCs a +2 circumstance bonus to Athletics checks to climb the rubble.

Treasure: A beacon, ten flares, and two *mk 2 serums of healing* were dropped in this cavern when their owner fell prey to stridermanders. For Levels 5–6, there's also a minor z-boson crystal (*Starfinder Armory* 49) and a tactical doshakari (*Starfinder Near Space* 149).

A2. ENTRANCE

The wooden door of this dark underground room lays shattered on the filthy tiled floor. The walls show signs of bright paint beneath layers of muck and dust, and rows of lights line the ceiling. The stale air is heavy with the stench of rot and stridermander musk. Three wide hallways echo with sounds of dripping water, scrabbling claws, and hissing.

As the PCs enter, a trio of stridermander whelps shriek in panic and flee. Two run down the east hallway to area **A3**, while the third scrambles into a nearby vent in the west hall. If the PCs choose to attack the fleeing whelps, each is dispatched with one attack.

A PC who succeeds at a DC 14 Perception check to notice (DC 17 for Levels 5–6) notices large letters painted on the wall opposite the entrance, beneath the dirt and grime. Wiping off the dirt reveals the word “Welcome!” in a large whimsical font.

A PC who succeeds at a DC 17 Perception to notice or Survival check to follow tracks (DC 20 for Levels 5–6) notices blood smears on the ground that lead down the east hall. These marks were made by stridermanders dragging prey to area A3.

A PC who investigates the shattered door notices the pieces were once painted bright colors. A PC who succeeds at a DC 20 Engineering or Perception check (DC 23 for Levels 5–6) determines the door was battered down by a sudden external force over a century ago, which shattered the door and knocked it into the room. A PC who surpasses the DC by 5 or more believes the damage was caused by a handheld battering ram.

Treasure: Sticking out of a vent in the west hallway is a lightly dented vivifier flare rifle (*Starfinder Armory* 37), which got stuck when a stridermander whelp attempted to drag it into the ventilation system.

A3. LARDER (CR 5 OR CR 7)

Desiccated corpses hang from the ceiling of this vile larder in long, irregular rows. The maze of swaying bodies obscures the chamber's deeper recesses.

Stridermander whelps scurry around, nibbling on corpses. If they see the PCs, the whelps shriek in panic and flee into the walls or deeper into the complex. Most of the corpses can be identified as humanoid hunters (primarily vesk and pahtra), killed in the tunnels between here and Ewagadravona. The rest are subterranean animals. The corpses have been stripped of possessions, which lay piled in the room's southwest corner (see Treasure below).

This chamber was a lounge for Allsix Assist, though little remains that points to the room's original purpose. An old-fashioned entertainment unit riddled with bullet holes rests against the east wall. A PC who succeeds at a DC 14 Culture or Engineering check to recall knowledge identifies it as over 200 years out of date. The other furnishings were used by stridermanders to build the nest in area A12.

Examining the walls reveals the metal was painted with inconsistent bright patterns. The paint is chipped, and the walls are dented from bullet impacts. Longarm bullet casings litter the floor. A PC who examines them and succeeds at a DC 21 Culture, Engineering, or Profession (gunsmith, mercenary, or soldier) check to recall knowledge (DC 24 for Levels 5–6) recognizes this make of bullet as standard issue for Veskarium soldiers between 180 and 230 years ago.

The skittermander Viverivim was killed here by Veskarium soldiers, without fighting back.

Allies: Brigadier Teshgari is energized at the sight of this macabre larder and prepares for battle. Mimzy and Jomp look

horrified. Mimzy covers her backpack of baked goods protectively, refusing to offer anyone food or drink while in this room.

At the sight of the colorful walls, Brigadier Teshgari proclaims such a ridiculous paint job could only be the work of skittermanders. If pressed, she admits she has no idea why skittermanders would have built this complex, though this doesn't surprise her, for “skittermanders and foolishness go hand in hand.” If shown the Veskarium bullets, Brigadier Teshgari points out the bullets were standard issue for a reason—they were cheap and reliable. She has no doubt many groups used them.

Creatures: A few stridermanders lurk here, warned of the PCs approach by the stridermander whelps warning cries.

Hazard: The corpses provide cover and break line of sight.

LEVELS 3–4 (CR 5)

STRIDERMANDERS (2) CR 3

Page 18, art on page 30 (box C)

LEVELS 5–6 (CR 7)

STRIDERMANDERS (4) CR 3

Page 25, art on page 30 (box C)

Development: After the battle, Brigadier Teshgari kicks a stridermander corpse while bemoaning its average size.

Treasure: A pile in the southwest corner has clothing and equipment the stridermanders stripped off their prey before hanging them from the ceiling to dry. Objects of value include 25 scattergun shells, basic defrex hide, enforcer armor I (*Armory* 68), graphite carbon skin, squad defiance series, field tactical shield (*Character Operations Manual* 125), infrared sensors armor upgrade, an efficient bandolier, and a ring of sustenance. For Levels 5–6, there are also an aurora storm doshko (Near Space 150), golemforged plating III, purple force field armor upgrade, phase shield armor upgrade, swagger handcannon (*Armory* 44), tactical shell knuckles (*Armory* 53), a glove of storing, and a collection of credsticks with a total of 5,350 credits on them.

A4. BARRACKS

Six bullet-riddled alcoves dominate this semi-circular room, each cradling an empty bed frame, broken shelves, shattered glass, and heaps of debris. The walls in each living space are painted a different color and feature a different word along the back wall in bold font. Two wide archways in the north wall open to a corpse-filled room.

The barracks consist of six side-by-side living spaces, one for each Allsixer. The occupants' names are painted on the walls of their living space (which is the same color as that skittermander's fur) while personal objects provide insight into their lives. Many objects are bullet-ridden or blood spattered,

as Veskarium soldiers killed Bixby, the founder of Allsix Assist, in this room. Bullet casings on the floor match those in area **A3**. Details on each alcove and its contents can be found below.

• **Prismacora (female, pink):** A tritcale (three-necked guitar) hangs on the wall and an old-fashioned speaker system sits in the corner. If the power is restored in area **A8** it plays cliché folk songs about friendship, sung by a vocalist with a manic feminine voice.

• **Sprout (female, green):** Contains a dozen dirty planters and twenty jars filled with seeds.

• **Viverivim (male, blue):** Contains painting supplies and canvases leaning against the wall which depict skittermanders and idyllic landscapes. Many feature a serious red skittermander (Bixby, this skittermander's husband). The bed is pushed up against the bed in the red alcove next to it.

• **Bixby (male, red):** Contains illegible heaps of rotten paper, a gold wedding band, and a framed photograph of two smiling male skittermanders dressed in old-fashioned wedding robes (Bixby and Viverivim on their wedding day). The bed is pushed up against the bed in the blue alcove next to it.

• **Tipps (agender, yellow):** Contains rotten stuffed animals, dirty plastic toys, and a hand-held comm unit which, if the battery is replaced or recharged, is filled with episodes of colorful cartoons that aired on Vesk-3 two centuries ago. One of them, Nufriend Yufriend, is still popular (though it's been remade a dozen times since).

• **Razzlefrazz (male, purple):** Contains four sparklers and a half-filled lighter. The sparklers sputter if lit.

Allies: Brigadier Teshgari declares the room clear, then motions for the group to leave. She's irritated if the PCs linger. Judging by the 'unprofessional barracks,' she believes this is an old skittermander complex and, therefore, contains nothing of interest.

Mimzy and Jomp examine the names and forgotten possessions with curiosity. Jomp remarks "This place needs cleaning." Mimzy nods, "Yes! Can I help?" Brigadier Teshgari immediately interrupts, "No! You're helping me. Stay on mission." Mimzy and Jomp snap to attention, brandishing warm rolls, bottles of water, weapons, and a polishing cloth wildly. If asked, Brigadier Teshgari admits, "Skittermanders are undisciplined; useful, but easily distracted. You must remind them of their tasks often if you expect them to get their work done."

Development: Some of the objects here had emotional significance to the Allsixers and can be used to anchor their confused spirits in area **A7**. This includes Prismacora's tritcale, Viverivim's paintings or supplies, Bixby's wedding photo or ring, Tipps' toys, and Razzlefrazz's sparklers.

Treasure: A provincial skitterstaff (*Starfinder Near Space* 150), a surge rackarack (*Near Space* 150), a tactical infinity rifle (*Starfinder Armory* 40), a charge cloak, a *spell gem of invisibility*, a *spell gem of laser net* (*Starfinder Character Operations Manual* 137), and a *spell gem of supercharge weapon* can be found among the living spaces. For Levels 5–6, the area also contains an advanced infinity rifle (*Armory* 40) and a sonic dampener armor upgrade.

A5. LAVATORY

These lavatories are filthy, but functional.

A6. MESS HALL

A broken table and chairs heaped with fur, mattresses, and organic matter dominates this dusty mess hall. The mound twitches and shifts, emitting the shrill screeches of stridermander whelps. Kitchen appliances and cupboards line the east wall, while dirty, floor-to-ceiling windows in the west wall tower over an overgrown fungus garden. Two halls and two doors exit this chamber.

The mound is a stridermander whelp nest. No whelps are brave enough to emerge or fight. If the PCs want to destroy the nest, they can use any methods and materials at their disposal, including grenades or fire. Setting the nest on fire produces flames, which deal 1d6 fire damage each round on contact, and smoke, which obscures vision and could cause suffocation. Smoke can't disperse until the ventilation system is activated in area **A8**. PCs that activate their armor's environmental protections remain unbothered by smoke.

The slowly running faucet drains into the kitchen sink. This is the primary water source for the stridermanders. The kitchen appliances don't work, unless the PCs turn on the power in area **A8**.

Allies: Brigadier Teshgari demands the PCs destroy the nest. If they disagree, she explains that stridermanders in Gadraveech are a threat to the city of Ewagadravona, which must be protected. If the PCs still disagree, she tosses a few grenades at the nest, blowing it up in a loud explosion.

Mimzy looks ecstatic at the sight of the kitchen. She digs through cabinets and cupboards, collecting glasses, pots, and silverware, which she comically attempts to carry in her already full arms. She's grateful for assistance and intends to bring everything home with her.

Jomp glares at the nest and circles it, waving his polishing cloth threateningly. He nods if someone mentions destroying the nest, saying, "I'll help! Stridermanders love eating skittermanders and I don't want to help them with that!"

A7. GARDEN (CR 4 OR CR 6)

This dismal garden is overrun by mold and fungus. A jumbled pile of bones and colorful fur is heaped in the center of the room, marking this site as a mass grave. Floor-to-ceiling windows in the west wall overlook the mess, which is accessed through a door to the south.

After the Veskarium killed the Allsixers they piled the corpses here, in Sprout's garden. Stridermanders rooted through the bones, taking some to area **A12** to gnaw on. If examined, it's obvious the corpses are that of skittermanders that have been placed here purposely but without care, and that scavengers disturbed the remains. A PC who succeeds at a DC 19 Medicine, Perception, or

Profession (coroner or detective) check (DC 22 for Levels 5–6) determines there are six skittermander bodies here (blue, green, pink, purple, red, and yellow). All but one was shot with longarm projectile bullets that match the bullet casings found throughout the complex. Some of these bullet casings peek out from under decaying plant matter, indicating at least one of the skittermanders was killed in this room (Sprout). The purple skittermander had an exceptionally long beard and was instead caught in an explosion. Only one of the corpses has any personal belongings—a blue furred skittermander with a wedding band around his finger (this is Vivervim's wedding ring, which matches the one lost in the red alcove in area **A4** that belonged to Bixby).

Allies: Brigadier Teshgari is likely in this room when the trap triggers. When it activates, she shoots wildly into the room. If frightened, she bangs against the door. If not frightened, she stands with arms folded while the PCs speak with the ghost of Sprout (see Creature below). When Sprout explains Allsix Assist was trying to help the Veskarium, Brigadier Teshgari scoffs, "Skittermander over-help is a recurring problem on Vesk-3 and must be carefully managed. Left unchecked it's caused embarrassment, military disasters, and civilian death. If these skittermanders were attacked by the Veskarium, they did something to deserve it. Caused some catastrophe, no doubt."

Mimzy and Jomp always follow Brigadier Teshgari, rather than walk in front of her, so they aren't in this room when the trap triggers. Instead, they become locked in area **A6**. First, they press their faces against the window to see into the garden. Next, they panic. Finally, they bang against the windowpane with ladles and kitchen utensils in an effort to break it down. When the ghost of Sprout appears after the trap is disarmed, they smile and wave hello.

Traps: Confused by their death and post-mortem treatment, the Allsixers haunt this room, causing a complex trap. One round after a vesk and at least one PC enter this room, the trap triggers.

LEVELS 3–4 (CR 4)

CONFUSED SPIRITS HAUNT

CR 4

Page 19

LEVELS 5–6 (CR 6)

ANGRY SPIRITS HAUNT

CR 6

Page 26

When the trap is disabled or ends, read or paraphrase the following.



SPROUT

In a burst of light, a translucent green skittermander materializes in the garden, hovering over the pile of bones. "Shh, shh, shh," the spirit soothes, shaking her head forlornly. "They don't mean to hurt you," she explains. "They're just confused. All they remember is pain." She regards the living, then crinkles her nose and points at the vesk accusingly. "Why'd you bring these meanies into my garden? Haven't they done enough?"

Creature: Sprout (art on page 30 box D), the ghost of one of the Allsixers, manifests after the trap triggers to converse with the PCs. She doesn't engage in combat. If attacked, Sprout sticks her tongue out and vanishes. She gives the PCs a chance to introduce themselves before breaking out in laughter. "Hey! These aren't the vesk who killed me! Why didn't you say so in the first place? Hi,

nufriends! I'm Sprout! I was a gardener before I died."

Sprout can tell the PCs about Allsix Assist, the layout and original purpose of each of the rooms in this complex, and about her friends. As Sprout can't leave the garden, she doesn't know what's changed since her death. The following text indicates questions the PCs might ask Sprout as well as her answers.

What is this place? "This is my garden! Or, it was my garden. Now it's all spoiled. Did you want to help me fix it? I need the lights and sprinklers on, and some seeds. Seeds for you to plant, that is. I can't do it anymore. You can turn on the power and sprinklers in the maintenance room—that's in the middle hallway near the front door. The seeds are in my bedroom—that's in the east hallway, past the lounge."

What happened here? "My friends and I were heroes called Allsix Assist. We helped the Veskarium do all kinds of stuff! Until the soldiers came and shot us—which was super rude! I died here. I'm not sure where my friends died, but when I woke, we were all heaped together. There's something wrong with them, though. They're not like me. They can't remember anything."

What's wrong with your friends? Why are they confused? "I'm not sure... I think they're perplexed because their bodies got mixed up and they don't have any way to untangle themselves. Nothing they love, you know? Not like me! I have my garden! But their stuff's all gone. Maybe if you bring them something they loved, they'll get better! I'd like that. I miss them. Will you help?"

Do you want us to put your spirit to rest? "Nope! That sounds boring. I'd like you to help my friends, though. Something's wrong with them."

Tell us about your friends. What did they love? "My friends? Oh, they're the best! Prismacora loved to sing and make music. Viverivim was a great painter! He was married to Bixby, you know. Bixby was a visionary! He thought if we helped skittermanders join the Veskarium's family we'd be the greatest helpers ever! Too bad it didn't work. I guess we didn't help enough... Tipps loved cartoons and was really great with computers. They even made Compy! Compy used to be in one of the small rooms down the middle hall. Razzlefrazz was old and clumsy and had a really long beard! He loved to make fireworks and see things explode! He got blown up, though. I'm not sure he liked that."

What do you know about stridermanders? "The little ones visit sometimes. A big one came in and stole some of our bones once, which was super mean! But I suppose they need them more than we do."

A PC who succeeds at a DC 19 Mysticism check (DC 22 for Levels 5–6) deduces Sprout has retained her identity because she has a spiritual anchor (her garden) that reminds her of her life. If the other spirits were given spiritual anchors—objects they loved in life—they might be able to reconnect with their identities.

Each time the PCs return an object of emotional significance to the pile of skittermander bones, the appropriate spirit appears, glowing with an aura the same color as their fur. They hug Sprout and gives the PCs a wave. If the PCs anchor all five confused spirits, the Allsixers seem ecstatic to be reunited as a team once more.

Treasure: The rare fungi in this garden are worth a total of 1,200 credits.

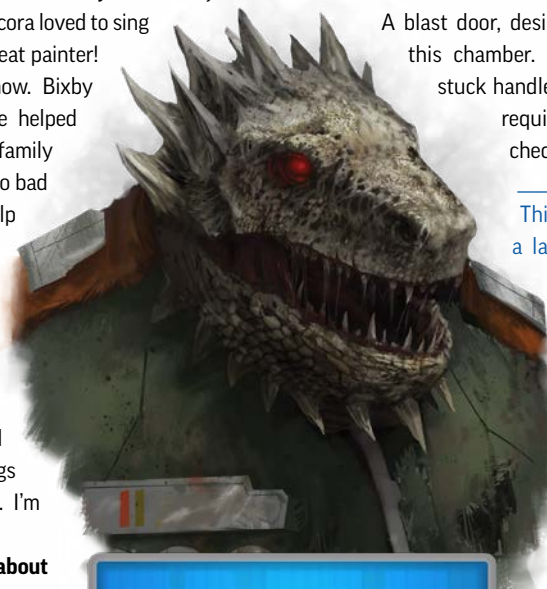
A8. MAINTENANCE

This maintenance room is filled with tools, cleaning supplies, and a massive panel covered in clearly labelled buttons and levers that control the power grid, automated sprinklers, and ventilation system. Turning on the power illuminates the lights in all rooms, the speaker system in area **A4**, and the computer in area **A10**. Turning on the sprinklers sprays the garden with a light mist of water once a day (beginning immediately). Turning on the ventilation system air to circulate, which helps disperse strong smells and smoke.

Treasure: Useful tools in this room include a tactical core hammer (*Armory 41*), 6 batteries, 3 gear clamps, 6 flashlights, 6 lanterns, an advanced medkit, an engineering kit, a hacking kit, a dermal stapler (*Armory 100*), a fire extinguisher, a grappler, microgoggles (*Armory 105*), a nightvision scope (*Armory 60*), and 1,000 ft. of titanium alloy cable line.

A9. BUNKER

A blast door, designed to contain explosions, leads into this chamber. Currently closed, spinning the door's stuck handle and pulling the heavy door open both require a PC to succeed at DC 12 Strength check (DC 14 for Levels 5–6).



ADROVOR

This soot-stained bunker was the site of a large explosion. Bits of twisted debris are piled neatly in the back of the chamber. In the center rests an incomplete vesk corpse composed of a torso, head, and one arm. Dangling awkwardly off its left side is a useless prosthetic arm, cobbled together from melted plastic and hunks of metal. The vesk corpse turns its head, empty eye sockets glowing with black flames, and gasps. "Saviors! Have you come to rescue me?"

This vesk, Adrovor (art on page 31 box E), served as a soldier in the Veskarium military and was a member of the team

that attacked Allsix Assist. Adrovor entered the bunker and discovered Razzlefrazz holding explosive ordinance. Adrovor ordered the skittermander to surrender, who happily obliged. Unfortunately, as Razzlefrazz put down the bomb, he tripped on his overly long beard, fell, and blew them both to smithereens. Adrovor's body was flung across the room and lost behind debris, while Razzlefrazz's body shot toward the door where it was discovered by Veskarium soldiers and moved to area **A7**. Ashamed over his dishonorable death, Adrovor refused to face Damoritosh's judgement and awakening as a varculak but was unable to open the blast doors and escape. He's wallowed in despair for 200 years, obsessing over repairing himself so he may suffer an honorable death or live his unlfe in peace.

Adrovor hopes the PCs are here to return him to the surface and provide him with enough prosthetics or augmentations that he regains his mobility and independence (though he has no credits to pay for it). He is incapable of moving faster than a slow crawl and can't traverse Gadraveech without assistance. Adrovor is willing to be carried, dragged, or even stuffed in a bag to facilitate his transport. He doesn't want to stay on Vesk-3 and would prefer to leave the Veskarium altogether. He believes the Pact Worlds is still at war with the Veskarium and has never heard of the Swarm. PCs who have played *Starfinder Society Scenario #1-30: Survivor's Salvation* know that Respite, a Starfinder therapy and trauma center, would be a great place for Adrovor to recover from his ordeal.

At the sight of Brigadier Teshgari, Adrovor looks shocked, then ashamed. He salutes her fearfully. When he sees the skittermanders,

he hisses half-heartedly and tells the 'rebel terrorists' to stay back. It's obvious his heart isn't in either the greeting or threats. In truth, Adrovor regrets the decisions he made in life, including joining the military and attacking Allsix Assist.

If asked about Allsix Assist or the attack on this complex, Adrovor explains that a group of skittermander rebels calling themselves Allsix Assist stirred up trouble in the region for years. Their reign of terror started with acts of petty mayhem—graffiti, interrupting government events, and spreading propaganda—but soon became violent. They attacked citizens, foiled peace negotiations, set off homemade explosives at public functions, and even mailed soldiers volatile fireworks and incendiaries. Adrovor was part of the team sent to destroy the Allsixers, though he died before the battle was won.

Allies: Brigadier Teshgari believes Adrovor is a disgrace—he died dishonorably and faced his death like a coward. She thinks he should be left to rot.

Mimzy and Jomp burst into tears at the sight of the sad varculak. They swarm the undead with hugs and try to fix his arm, causing it to crumble into dozens of pieces. Adrovor shrieks, terrified of the skittermanders' "help".

Creatures: Adrovor doesn't want to fight. If attacked, he wails in despair and asks Mimzy and Jomp to save him, knowing skittermander helpfulness might be his only hope. If the PCs ignore his plea for mercy, they gain 1 Infamy.

A10. COMPUTER STATION

This computer station is filled with damaged monitors, electronics, and an array of rotten stuffed animals and plastic toys. A swivel stool stands in the middle of the chaos.

The electronics are bullet-riddled and bloodstained (Tipps died here). The computer must be repaired, and the power turned on, before the computer can be accessed. Repairing the computer requires a successful DC 23 Computers or Engineering check (DC 26 for Levels 5–6). If the power is turned on before the computer is repaired, the computer visibly sparks. PCs attempting to repair the computer with the power on must succeed at a DC 14 Reflex save to avoid taking 1d6 electricity damage (DC 16 and 2d6 damage for Levels 5–6).

Allies: When CompY speaks (see below), Brigadier Teshgari sighs in exasperation, shaking her head at skittermander absurdity. Mimzy and Jomp think CompY is amazing.

Development: If the computer is repaired and the power turned on, the computer's AI speaks cheerily. "Uh-oh! You're not in my facial recognition database! Are you new?" PCs who attempt to hack into the computer find the AI has shut down manual access. Whatever the PCs say, the computer responds "Hi nufriends! I'm CompY! Just say the password and I'll add you to my database! Go ahead! What's the password?" The password is 'help'. The computer responds to the word 'help' with a happy "I would love to! What can I help you with today?" A false response

causes the computer to reply, "Nope! Guess again!" A second wrong response causes CompY to reply "Want a clue? What do you need?" (The answer is help). If the PCs still guess wrong, CompY starts to sound out "help" slowly, hoping the PCs say it aloud. As soon as anyone says "help" the computer gives the PCs access to its systems and answers their questions. The computer knows about the Allsixers and vesk attack, but nothing afterward. The computer was used by Tipps, a tech-savvy skittermander who loved stuffed animals, toys, and cute cartoons.

PCs looking through logs and records on this computer (or asking the AI) learn it was accessed by six different users, although Tipps was the only one with root access. The users, their files, and the information that can be uncovered about them is listed below.

Bixby was the founder of Allsix Assist and Viverivim's husband. The few files in his section of the computer are vague lists of completed missions (detailed in **Handout #1** on page 33), and blueprints of public places and Veskarium buildings.

Prismacora recorded hundreds of videos of herself performing cheesy folk songs about friendship, helping, and her love of the Veskarium, which she composed herself. Though cliché, her music is quite catchy. One of her song's lyrics, 'There's No Them, Only Us,' is reproduced in **Handout #2** (page 33). Playing any of the videos causes Mimzy and Jomp to dance.

Razzlefrazz researched how to make home-made bombs and fireworks. There are also hundreds of video recordings. Most show a purple-furred skittermander with a long beard testing fireworks and bombs in a bunker (area **A9**). The rest show Razzlefrazz's public fireworks displays (which clearly took place during Veskarium announcements or parades). Razzlefrazz can be heard whooping with glee and shouting "Allsix Assist!" while the fireworks explode. In the background, angry vesk arm themselves and shout "We're under attack!" Razzlefrazz's finger or beard regularly blocks part of the recordings. If asked, CompY explains that Razzlefrazz wanted to help the Veskarium make their boring events more exciting, so skittermanders would enjoy them. CompY also admits Razzlefrazz was bad with technology and is the primary reason the computer AI was created.

Sprout kept records of the plants she grew (mostly herbs, vegetables, and flowers) and monitored how each responded to varying degrees of artificial sunlight, humidity, and water.

Tipps was the creator and primary user of the computer. The majority of their files are cartoon episodes. Their favorite was Nufriend Yufriend, although Glitter Surprise was also a frontrunner. Tipps was also the group's accountant. Their records show the Veskarium paid Allsix Assist the funds to build this base and paid them again after each of their three hundred self-assigned missions. Tracking down the payment information reveals Tipps hacked into the Veskarium's accounts and transferring money to Allsix Assist on a regular basis.

Viverivim kept thousands of photographs of paintings he created throughout VesK-3. Most of the paintings are graffiti plastered on homes, Veskarium complexes, signs, and roads.

The graffiti is beautiful, often a color explosion or landscape with a bold phrase such as “Allsix Assist,” “Allsixers Unite,” or “We help! You should too!” Many photographs show the Allsixers smiling and posing in front of the art. While the PCs examine these photos, Compy explains, “Viverivim was bringing skittermanders and the Veskarium closer with his art.”

Treasure: The toys in this room can be used to anchor Tipps's spirit in area **A7**. One of them, a plastic bug-eyed flower-dog from Nufriend Yufriend, is in good condition.

A11. ARMORY (CR 4 or CR 6)

This ransacked armory contains a pair of stridermancer nests. Each nest is a mound of ragged furs and skins circled by bones, gore, and random objects. A PC who succeeds at a DC 19 Life Science, Perception, or Survival check (DC 22 for Levels 5–6) deduces each nest belongs to a group of Medium stridermanders.

Creatures: If over an hour remains in which to complete the scenario, the PCs find security robots here. Believing the stridermanders that consumed their creator are their new owners, these robots attack any non-stridermanders they detect.

LEVELS 3–4 (CR 4)

PATROL-CLASS SECURITY ROBOT **CR 4**
Page 20

LEVELS 5–6 (CR 6)

PATROL-CLASS SECURITY ROBOTS (2) **CR 4**
Page 27

Treasure: Buried in the stridermancer nest are 4 mk 1 web grenades (*Armory 40*), a serum of enhancement (commando), and a *spell ampoule of spider climb*. For Levels 5–6, there's also a limning dual acid dart rifle (*Armory 64*) and a *mk 2 ring of resistance*.

A12. COUNCIL ROOM (CR 7 or CR 9)

A filthy mound of debris, fabric, and broken furniture dominates the center of this vast chamber, reaching halfway to the thirty-foot-high ceiling. The floor is littered with bones, refuse, and half-eaten corpses. The east wall is decorated with framed photographs, mostly shattered, while the west is plastered with paper rotten by time and filth. The south wall bears a mural, its paint faded and crumbling.

The stridermancer's lair was once a meeting room for Allsix Assist. The piles of bones and debris are a foot high and count as difficult terrain. The central mound is 15 feet high and counts as difficult terrain.

Photographs on the east wall show the Allsixers posing triumphantly at the site of missions well-done. The papers are mission plans, though they've rotted to illegibility. The faded

murals, signed by Viverivim, depict the skittermanders and Veskarium living together in peace. They smile, hold hands, hug, and live in mixed family units.

Prismacora was here when the Veskarium attacked and, having heard her friends die, managed to fight back. A PC who succeeds on a DC 24 Perception check (DC 27 for Levels 5–6) discovers Veskarium bullet casings along the east wall amid shattered glass and burns from a laser pistol around the entry door.

Creatures: The leader of this stridermancer pack hides camouflaged on the ceiling above the door. A stridermancer begins perched atop the mound, impersonating the alpha. The rest of the stridermanders are arrayed around the mound. When the PCs enter the room, the alpha drops down from the ceiling, blocking the exit, and screeches.

LEVELS 3–4 (CR 7)

STRIDERMANDER ALPHA **CR 4**
Page 21

STRIDERMANDERS (3) **CR 3**
Page 29, art on page 30 (box C)

LEVELS 5–6 (CR 9)

STRIDERMANDER BROODMASTER **CR 7**
Page 28

STRIDERMANDERS (4) **CR 3**
Page 29, art on page 30 (box C)

Development: Once the PCs defeat the stridermancer leader, it lets out a keening cry. All remaining stridermanders within the complex flee to Gadraveech.

Treasure: The stridermancer leader keeps a weapon cache in this chamber. It contains a chill frosthaft doshko (*Near Space 150*), recruit spark knife (*Armory 48*), rhyolite magma blade (*Armory 38*), tactical maul (*Armory 53*), tactical x-gen gun, tempest gale baton (*Armory 34*), wyrmling dragon rifle (*Armory 37*), yellow star conqueror (*Armory 41*), and a yellow star flare axe (*Armory 42*). For Levels 5–6, it also contains a blaze flame doshko, fangblade, and a sharp-pointed needler estoc (*Character Operations Manual 122*).

CONCLUSION

With the defeat of the stridermancer leader, Brigadier Teshgari considers the hunting expedition a success. The PCs need only carry it back to Ewagadravona to complete their mission. If the PCs and Brigadier Teshgari clashed during this scenario, Brigadier Teshgari doesn't hold it against them. In fact, she respects their headstrong, defiant nature.

The PCs might want to wrap up some loose ends before leaving. The skittermancer ghosts are ecstatic if the PCs have

provided them with spiritual anchors. They're happy where they are and don't wish to leave (although if the spirits weren't provided anchors, they still desire them). If the PCs plant a seed for Sprout, she sheds a spectral tear of joy.

Adrovor requires assistance to return to the surface. He's willing to travel to the Starfinder Society for aid or can be left among the skittermanders of Ewagadravona—though he would prefer to leave Vesk-3 behind and is clearly uncomfortable among both vesk and skittermanders.

Brigadier Teshgari asks the PCs to keep the information they've uncovered secret, leaving it buried in Gadraveech where it belongs. Revealing classified information, particularly intel that could tarnish the Veskarium's reputation on Vesk-3, would wound the relationship that she and the Veskarium have recently begun to cultivate with the Starfinder Society. The PCs can easily recognize that keeping Allsix Assist and their demise secret goes against the Society's values. Allow the players to make their decision as a group. Their response doesn't affect their ability to achieve their primary and secondary success conditions.

When the PCs return to the Brass Clutch, Radaszam congratulates the PCs on a job well-done, complimenting their efforts and ruminating how their actions could help or hinder the Society in the future.

REPORTING NOTES

If the PCs kept their discoveries a secret, check box A. If they shared their knowledge instead, check box B. If the PCs provided all of the confused Allsixers with a spiritual anchor, check box C. If the PCs bring Adrovor to the Starfinder Society, check box D.

PRIMARY OBJECTIVES

If the PCs defeat the stridermander leader and returned it to the surface with Brigadier Teshgari, they earn 1 Fame and 1 Reputation for their selected faction.

SECONDARY OBJECTIVES

If the PCs succeed at three of the following five tasks, they complete their secondary objective: impress Brigadier Teshgari during dinner, impress Brigadier Teshgari during the tracking expedition, repair the computer system and interact with Compy, provide spiritual anchors to all five confused skittermander ghosts, or bring Adrovor to the Starfinder Society. Doing so earns each PC 1 Fame and 1 Reputation for their selected faction.

FACTION NOTES

If the party managed to accomplish their primary success condition and impress Brigadier Teshgari during dinner or the tracking expedition, each PC earns 1 additional Reputation with the Acquisitives faction, in addition to any other Reputation earned from completing this scenario.

APPENDIX 1: 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 *Organized Play Guide: Starfinder Society* for instructions.

A. ALLSIX ASSIST (LEVELS 3–4)

Brigadier Teshgari, Mimzy, and Jomp accompany the PCs on their exploration. Neither skittermander engages in battle. If for whatever reason their defensive statistics are necessary, use the skittermander envoy statistics to represent them (*Starfinder Alien Archive* 106).

On the first round of combat, Brigadier Teshgari demands a weapon from Jomp, selecting a different weapon for each battle—her choices are described in more detail in each encounter. If a weapon needs reloading, she drops it and switches to her pistol, trusting Jomp to pick up her discarded gear. When forced into melee, she fights with her doshakari. She prefers to target the largest enemy. If reduced to half HP or less, Brigadier Teshgari temporarily retreats to drink a *serum of healing*. She flees only if the PCs do.

BRIGADIER TESHGARI

CR 3

Female vesk soldier

LN Medium humanoid (vesk)

Init +4; **Senses** low-light vision; **Perception** +8

DEFENSE

HP 40

EAC 15; **KAC** 18

Fort +5; **Ref** +5; **Will** +4 (+2 vs. fear)

OFFENSE

Speed 30 ft.

Melee tactical doshakari +8 (1d6+5 P; critical wound) or unarmed strike +8 (1d3+6 B)

Ranged tactical rotating pistol +11 (2d4+3 P) or hiemal freeze ray +11 (1d4+3 C; critical staggered) or precision coil rifle +11 (1d6+3 P) or psychic-wave cannon I +11 (1d6+3; critical demoralize) or

Offensive Abilities natural weapons, sniper's aim

STATISTICS

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

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

Languages Common, Vesk

Other Abilities armor savant, fighting style (sharpshoot), gear boost (armored advantage)

Gear basic defrex hide, tactical doshakari^{NS}, tactical rotating pistol^{AR} with 20 small arm rounds, *mk 1 serums of healing* (4)

Gear (carried by Jomp) hiemal freeze ray^{AR} with 1 battery (20 charges), precision coil rifle^{AR} with 12 sniper rounds, psychic-wave cannon I^{AR} with 1 battery (20 charges)

A1. EXTERIOR CAVERN (LEVELS 3–4)

Young stridermanders nest in this unstable cavern.

Creatures: A dozen stridermander whelps scurry around, hunting for small prey. They hiss at the PCs, rubbing their eyes when light is directed at them. When the PCs move 30 feet into the room the two nearest whelps attack with their feeding tendrils, switching to their bite if the feeding tendril is ineffective. If one of the whelps falls in combat, the other one flees. The stridermanders also flee if the rockfall trap triggers.

Allies: Brigadier Teshgari is disgusted by the stridermander's size, believing they're not worth her effort. She fights with her precision coil rifle.

Hazard: The rubble is difficult terrain. The stalagmites are 4 feet tall and provide cover.

Traps: Tectonic activity has rendered this cavern unstable. When at least one PC steps into the area marked on the map, or when a PC makes an attack with a weapon that has the explode special property, the ceiling collapses.

Development: The rockfall reveals a metal structure high on the cavern's south wall, which the stridermander whelps flee into. Brigadier Teshgari proclaims the structure a stridermander nest and insists the group enters.

Ascending the rubble to area **A2** without injury requires a successful DC 19 Athletics check. A PC who fails this check takes 1d6 bludgeoning damage as the rubble shifts under their weight. A PC who succeeds at a DC 20 Engineering, Perception, or Profession (spelunker) check identifies a safe route, which grants the PCs a +2 circumstance bonus to Athletics checks to climb the rubble.

ROCKFALL TRAP

CR 1/2

Type analog; **Perception** DC 17; **Disable** Engineering DC 12

(prop up the ceiling); **Bypass** Stealth DC 12 (sneak past)

Trigger location, or using a weapon with the explode property;

Reset none

Effect partial cave-in (2d6 damage); **Reflex** DC 11 half; multiple targets (all targets in marked area)

STRIDERMANDER WHELPS (2)

CR 1/2

Variant stridermanders (*Starfinder Alien Archive* 3 104)

CN Tiny monstrous humanoid (skittermander)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +4

DEFENSE HP 13 EACH

EAC 10; **KAC** 12

Fort +2; **Ref** +4; **Will** +2; +2 vs. disease and poison effects

Defensive Abilities camouflage

Weaknesses light blindness

OFFENSE

Speed 20 ft., climb 10 ft.

Melee bite +7 (1d6+3 P) or feeding tendril +7 (1d2+3 P)

Space 0 ft.; **Reach** 0 ft. (5 ft. with feeding tendril)

STATISTICS

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

Skills Athletics +4 (+12 to climb), Stealth +9, Survival +4

SCALING ENCOUNTER A1

To accommodate a group of four PCs, make the following adjustment. Accustomed to darkness, the stridermander whelps are dazzled by the PCs light sources.

SPECIAL ABILITIES

Camouflage (Ex) A stridermander whelp can alter the color and texture of its fur to blend into its environment. Whenever a stridermander whelp remains motionless for 1 round, it gains a +10 bonus to Stealth checks (this bonus doesn't stack with the *invisibility* spell or similar effects). If the stridermander whelp moves more than 10 feet or takes a hostile action, it loses this bonus until it once again spends 1 round remaining still.

Feeding Tendril (Ex) A stridermander whelp's secondary mouth is similar to a skittermander whelp's, but it has a more powerful and developed feeding tendril. As a standard action, a stridermander whelp can strike a creature up to 5 feet away with this tendril. Unlike a mature stridermander, a stridermander whelp can't grapple with its feeding tendril.

A3. LARDER (LEVELS 3–4)

An ambush waits for the PCs in this macabre larder.

Allies: Brigadier Teshgari use her psychic wave cannon I in this battle.

Creatures: A few stridermanders lurk here, warned of the PCs approach by the stridermander whelps warning cries. The stridermanders ambush the party, attacking larger creatures first. If surrounded, they climb up a corpse, across the ceiling, and hide, attempting to launch another ambush. After the PCs defeat one stridermander, the remaining stridermander flees if reduced to 20 Hit Points or fewer.

Hazard: The corpses provide cover and break line of sight.

STRIDERMANDERS (2)

CR 3

CN Medium monstrous humanoid (skittermander)

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

DEFENSE **HP 40 EACH**

EAC 14; **KAC** 16

Fort +5; **Ref** +7; **Will** +4; +2 vs. disease and poison effects

Defensive Abilities camouflage

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee archaic obsidian spear +12 (1d6+7 P) or

bite +12 (1d6+7 P) or

feeding tendril +12 (1d3+7 P)

Ranged archaic obsidian spear +9 (1d6+7 P)

Space 5 ft.; **Reach** 5 ft. (10 ft. with feeding tendril)

Offensive Abilities gorge (+4)

STATISTICS

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

Skills Athletics +8 (+16 to climb), Stealth +13, Survival +8

Gear archaic obsidian spear (treat as archaic tactical spear)

SPECIAL ABILITIES

Camouflage (Ex) A stridermander can alter the color and texture of its fur to blend into its environment. Whenever a stridermander remains motionless for 1 round, it gains a +10 bonus to Stealth checks (this bonus doesn't stack with the *invisibility* spell or similar effects). If the stridermander moves more than 10 feet or takes a hostile action (such as attacking or casting a spell), it loses this bonus until it once again spends 1 round remaining still.

SCALING ENCOUNTER A3

Make the following adjustment to accommodate a group of four PCs. The stridermanders were demoralized by their leader and are shaken for the duration of this combat.

Feeding Tendril (Ex) A stridermander's secondary mouth is similar to a skittermander whelp's, but it has a more powerful and developed feeding tendril. As a standard action, a stridermander can strike at a creature its size or smaller up to 10 feet away with this tendril. In addition to dealing damage, if the stridermander hits the target's KAC + 4, it grapples the target and pulls the target adjacent to the stridermander; this movement doesn't provoke attacks of opportunity. The stridermander doesn't need to have a limb free to perform or maintain this grapple, but it can only grapple one target at a time. The stridermander can maintain this grapple with the same attack as a move action on subsequent rounds.

Gorge (Ex) When a stridermander hits with its bite attack against a creature it has grappled with its feeding tendril, it deals additional damage equal to its Strength modifier.

A7. GARDEN (LEVELS 3–4)

The confused spirits of the fallen Allsixers lash out at the PCs and their allies, believing the group to be their murderers.

CONFUSED SPIRITS HAUNT**CR 4**

Type magical; **Perception** DC 26 to hear spirits crying; **Disable**

Diplomacy DC 21 or Mysticism DC 19 to calm the spirits

Trigger one vesk and at least one PC enters the room;

Initiative +9; Duration 3 rounds; **Reset** 24 hours

Initial Effect a powerful force slams the door shut and batters the targets (prone); Reflex DC 15 avoids; multiple targets (all targets in room). Reopening the door requires a DC 16 Strength check. **Secondary Effect** On the second round, voices cry out, "We only wanted to help!" and "But, we're your friends!" The word "help" reverberates through the minds of the targets (frightened 2 rounds); Will DC 15 negates; multiple targets (all targets in room). **Tertiary Effect** On the third round, spectral skittermander faces appear, angrily shouting, "You! You killed us!" as they fly through the targets' bodies (6d6 damage); Will DC 15 half; multiple targets (all targets in room)

SCALING ENCOUNTER A7

To accommodate a group of four PCs, reduce the DC of all saving throws by 1 and lower the damage to 4d6.

A11. ARMORY (LEVEL 3–5)

This ransacked armory contains a pair of stridermander nests.

Allies: Brigadier Teshgari uses her hiemal freeze ray against the security robot.

Creatures: A security robot guards this room. It attacks the nearest non-stridermander enemy and fights until destroyed.

PATROL-CLASS SECURITY ROBOT CR 4

N Medium construct (technological)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE HP 52

EAC 16; **KAC** 18

Fort +4; **Ref** +4; **Will** +1

Defensive Abilities integrated weapons, nanite repair;
Immunities construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity
OFFENSE

Speed 30 ft.

Melee slam +10 (1d6+7 B)

Ranged integrated tactical arc emitter +13 (1d4+4 E)

Offensive Abilities jolting arc

STATISTICS

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

Skills Acrobatics +10, Computers +10, Intimidate +15

Languages Common

Other Abilities unliving

Gear tactical arc emitter with 2 batteries (20 charges each)

SPECIAL ABILITIES

Integrated Weapons (Ex) A security robot's weapons are manufactured weapons, not natural weapons, and they are integrated into its frame. A creature can't be disarmed of these weapons, though they can be removed and used if the robot is dead.

Jolting Arc (Ex) Once every 1d4 rounds as a standard action, a patrol-class security robot can shoot an arc of electricity at up to four creatures within 40 feet (no two of which can be more than 30 feet apart). This arc deals 1d8 electricity damage to each target (Reflex DC 13 half).

Nanite Repair (Ex) A patrol-class security robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR (4 HP per hour for most security robots). Once per day as a full action, a patrol-class security robot can restore 3d8 Hit Points to itself or any touched construct with the technological subtype.

OPTIONAL ENCOUNTER

The encounter in the armory is optional. If fewer than 60 minutes remain in which to complete the adventure, do not run this encounter.

SCALING ENCOUNTER A11

To accommodate a group of four PCs, make the following adjustments. The robot is damaged. It takes a –2 penalty to AC, attack rolls, and damage rolls.

A12. COUNCIL ROOM (LEVELS 3–4)

The stridermander's lair was once a meeting room for Allsix Assist. The piles of bones and debris are a foot high and count as difficult terrain. The central mound is fifteen feet high and counts as difficult terrain.

Allies: Brigadier Teshgari uses her tactical rotating pistol for this final battle.

Creatures: The leader of this stridermander pack hides camouflaged on the ceiling above the door. A stridermander begins perched atop the mound, impersonating the alpha. The rest of the stridermanders remain arrayed around the mound. When the PCs enter the room, the alpha drops down from the ceiling, blocking the exit, and screeches. The alpha remains near the entrance to prevent anyone from fleeing, attacking with their feeding tendrils or doshko. If no enemies are within reach they switch to their pistol. They target the largest enemies first, leaving skittermanders for last. The alpha fights to the death to defend their territory, and the other stridermanders fight until the alpha is defeated.

STRIDERMANDER ALPHA

CR 4

CE Large monstrous humanoid (skittermander)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE **HP** 50

EAC 16; **KAC** 18

Fort +6; **Ref** +8; **Will** +5; +2 vs. disease and poison effects

Defensive Abilities camouflage

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee tactical doshko +13 (1d12+9 P or

bite +13 (1d6+9 P) or

feeding tendrils +13 (1d4+9 P)

Ranged tactical semi-auto pistol +10 (1d6+4 P)

Space 10 ft.; **Reach** 5 ft. (10 ft. with feeding tendrils)

Offensive Abilities gorge (+5)

STATISTICS

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

Skills Athletics +10 (+18 to climb), Stealth +15, Survival +10

Gear vesk brigandine II^{AR}, tactical doshko, tactical semi-auto pistol with 9 small arm rounds

SPECIAL ABILITIES

Camouflage (Ex) A stridermander can alter the color and texture of its fur to blend into its environment. Whenever a stridermander remains motionless for 1 round, it gains a +10 bonus to Stealth checks (this bonus doesn't stack with the *invisibility* spell or similar effects). If the stridermander moves more than 10 feet or takes a hostile action (such as attacking or casting a spell), it loses this bonus until it once again spends 1 round remaining still.

SCALING ENCOUNTER A12

To accommodate a group of four PCs, remove 1 stridermander.

THE POWER OF FRIENDSHIP

The PCs' actions may have earned them a few advantages during this encounter.

⊕ If the power is on, the bright lights cause the stridermanders to be dazzled.

⊕ If the PCs were kind to Sprout, on the first round of combat, the bones in this room glow in colors matching the fur of the skittermanders that have been anchored (green for Sprout at minimum). On the second round of combat, these bones rise into the air and hurl themselves at the stridermanders, comically bonking them on the head, nudging their elbows, or poking them in the ears, eyes, or nose. The stridermanders take a -2 penalty to AC, attack rolls, and melee damage rolls, and a -10 penalty to Stealth checks.

⊕ Once every other round, if Adrovor is with the PCs and can see an enemy within 100 feet, he targets that enemy with magic missile (three missiles that each deal 1d4+1 force damage).

Feeding Tendril (Ex) A stridermander's secondary mouth is similar to a skittermander whelp's, but it has a more powerful and developed feeding tendril. As a standard action, a stridermander can strike at a creature its size or smaller up to 10 feet away with this tendril. In addition to dealing damage, if the stridermander hits the target's KAC + 4, it grapples the target and pulls the target adjacent to the stridermander; this movement doesn't provoke attacks of opportunity. The stridermander doesn't need to have a limb free to perform or maintain this grapple, but it can only grapple one target at a time. The stridermander can maintain this grapple with the same attack as a move action on subsequent rounds.

Gorge (Ex) When a stridermander hits with its bite attack against a creature it has grappled with its feeding tendril, it deals additional damage equal to its Strength modifier.

STRIDERMANDERS (3)**CR 3**

CN Medium monstrous humanoid (skittermander)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +8**DEFENSE** **HP** 40 EACH**EAC** 14; **KAC** 16**Fort** +5; **Ref** +7; **Will** +4; +2 vs. disease and poison effects**Defensive Abilities** camouflage**Weaknesses** light blindness**OFFENSE****Speed** 40 ft., climb 30 ft.**Melee** archaic obsidian spear +12 (1d6+7 P) or

bite +12 (1d6+7 P) or

feeding tendril +12 (1d3+7 P)

Ranged archaic obsidian spear +9 (1d6+7 P)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with feeding tendril)**Offensive Abilities** gorge (+4)**STATISTICS****Str** +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +1; **Cha** -2**Skills** Athletics +8 (+16 to climb), Stealth +13, Survival +8**Gear** archaic obsidian spear (treat as archaic tactical spear)**SPECIAL ABILITIES**

Camouflage (Ex) A stridermander can alter the color and texture of its fur to blend into its environment. Whenever a stridermander remains motionless for 1 round, it gains a +10 bonus to Stealth checks (this bonus doesn't stack with the *invisibility* spell or similar effects). If the stridermander moves more than 10 feet or takes a hostile action (such as attacking or casting a spell), it loses this bonus until it once again spends 1 round remaining still.

Feeding Tendril (Ex) A stridermander's secondary mouth is similar to a skittermander whelp's, but it has a more powerful and developed feeding tendril. As a standard action, a stridermander can strike at a creature its size or smaller up to 10 feet away with this tendril. In addition to dealing damage, if the stridermander hits the target's KAC + 4, it grapples the target and pulls the target adjacent to the stridermander; this movement doesn't provoke attacks of opportunity. The stridermander doesn't need to have a limb free to perform or maintain this grapple, but it can only grapple one target at a time. The stridermander can maintain this grapple with the same attack as a move action on subsequent rounds.

Gorge (Ex) When a stridermander hits with its bite attack against a creature it has grappled with its feeding tendril, it deals additional damage equal to its Strength modifier.

APPENDIX 2: LEVEL 5–6 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 5th 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 *Organized Play Guide: Starfinder Society* for instructions.

A. ALLSIX ASSIST (LEVELS 5–6)

Brigadier Teshgari, Mimzy, and Jomp accompany the PCs on their exploration. Neither skittermander engages in battle. If for whatever reason their defensive statistics are necessary, use the skittermander envoy statistics to represent them (*Starfinder Alien Archive* 106).

On the first round of combat, Brigadier Teshgari demands a weapon from Jomp, selecting a different weapon for each battle—her choices are described in more detail in each encounter. If a weapon needs reloading, she drops it and switches to her pistol, trusting Jomp to pick up her discarded gear. When forced into melee, she fights with her doshakari. She prefers to target the largest enemy. If reduced to half HP or less, Brigadier Teshgari temporarily retreats to drink a *serum of healing*. She flees only if the PCs do.

BRIGADIER TESHGARI

CR 5

Female vesk soldier

LN Medium humanoid (vesk)

Init +5; **Senses** low-light vision; **Perception** +11

DEFENSE

HP 70

EAC 18; **KAC** 20

Fort +7; **Ref** +7; **Will** +6 (+2 vs. fear)

OFFENSE

Speed 30 ft.

Melee tactical doshakari +11 (1d6+8 P; critical wound) or unarmed strike +11 (1d3+10 B)

Ranged tactical rotating pistol +14 (2d4+5 P) or hiemal freeze ray +14 (1d4+5 C; critical staggered) or psychic-wave cannon II +14 (1d12+5; critical demoralize) or specialist coil rifle +14 (2d6+5 P; critical bleed 1d6) or

Offensive Abilities focus fire, natural weapons, sniper's aim

STATISTICS

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

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

Languages Common, Vesk

Other Abilities armor savant, fighting style (sharpshoot), gear boost (armored advantage)

Gear basic defrex hide, tactical doshakari^{NS}, tactical rotating pistol^{AR} with 20 small arm rounds, *mk 1 serums of healing* (4)

Gear (carried by Jomp) hiemal freeze ray^{AR} with 1 battery (20 charges), psychic-wave cannon II^{AR} with 1 battery (20 charges), specialist coil rifle^{AR} with 12 sniper rounds

A1. EXTERIOR CAVERN (LEVELS 5–6)

Young stridermanders nest in this unstable cavern.

Creatures: A dozen stridermander whelps scurry around, hunting for small prey. They hiss at the PCs, rubbing their eyes when light is directed at them. When the PCs move 30 feet into the room, the four nearest whelps attack with their feeding tendril, switching to their bite if the feeding tendril is ineffective. If three of the whelps falls in combat, the remaining one flees. The stridermanders also flee if the rockfall trap triggers.

Allies: Brigadier Teshgari is disgusted by the stridermander's size, believing they're not worth her effort. She fights with her hiemal freeze ray.

Hazard: The rubble is difficult terrain. The stalagmites are 4 feet tall and provide cover.

Traps: Tectonic activity has rendered this cavern unstable. When at least one PC steps into the area marked on the map, or when a PC makes an attack with a weapon that has the explode special property, the ceiling collapses.

Development: The rockfall reveals a metal structure high on the cavern's south wall, which the stridermander whelps flee into. Brigadier Teshgari proclaims the structure a stridermander nest and insists the group enters.

Ascending the rubble to area **A2** without injury requires a successful DC 22 Athletics check. A PC who fails this check takes 1d6 bludgeoning damage as the rubble shifts under their weight. A PC who succeeds at a DC 20 Engineering, Perception, or Profession (spelunker) check identifies a safe route, which grants the PCs a +2 circumstance bonus to Athletics checks to climb the rubble.

ENTOMBING ROCKFALL TRAP CR 1

Type analog; **Perception** DC 21; **Disable** Engineering DC 16 (prop up the ceiling); **Bypass** Stealth DC 16 (sneak past)

Trigger location, or using a weapon with the explode property; **Reset** none

Effect partial cave-in (2d6 damage plus buried); **Reflex** DC 12 half and avoids being buried; multiple targets (all targets in marked area). A buried character takes 1d6 bludgeoning damage each round. A buried character can be freed with a successful DC 16 Strength check attempted as a full action by the buried PC or an adjacent PC.

SCALING ENCOUNTER A1

To accommodate a group of four PCs, remove one stridermander whelp from the encounter.

STRIDERMANDER WHELPS (4) CR 1/2

Variant stridermanders (*Starfinder Alien Archive* 3 104)
CN Tiny monstrous humanoid (skittermander)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +4
DEFENSE **HP** 13 EACH

EAC 10; **KAC** 12

Fort +2; **Ref** +4; **Will** +2; +2 vs. disease and poison effects

Defensive Abilities camouflage

Weaknesses light blindness

OFFENSE

Speed 20 ft., climb 10 ft.

Melee bite +7 (1d6+3 P) or feeding tendril +7 (1d2+3 P)

Space 0 ft.; **Reach** 0 ft. (5 ft. with feeding tendril)

STATISTICS

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

Skills Athletics +4 (+12 to climb), Stealth +9, Survival +4

SPECIAL ABILITIES

Camouflage (Ex) A stridermander whelp can alter the color and texture of its fur to blend into its environment. Whenever a stridermander whelp remains motionless for 1 round, it gains a +10 bonus to Stealth checks (this bonus doesn't stack with the invisibility spell or similar effects). If the stridermander whelp moves more than 10 feet or takes a hostile action, it loses this bonus until it once again spends 1 round remaining still.

Feeding Tendril (Ex) A stridermander whelp's secondary mouth is similar to a skittermander whelp's, but it has a more powerful and developed feeding tendril. As a standard action, a stridermander whelp can strike a creature up to 5 feet away with this tendril. Unlike a mature stridermander, a stridermander whelp can't grapple with its feeding tendril.

A3. LARDER (LEVELS 5–6)

An ambush waits for the PCs in this macabre larder.

Allies: Brigadier Teshgari use her psychic-wave cannon II to fight the stridermanders.

Creatures: A few stridermanders lurk here, warned of the PCs approach by the stridermander whelps warning cries. The stridermanders ambush the party, attacking larger creatures first. If surrounded, they climb up a corpse, across the ceiling, and hide, attempting to launch another ambush. When only one stridermander remains, it flees.

Hazard: The corpses provide cover and break line of sight.

STRIDERMANDERS (4)

CR 3

CN Medium monstrous humanoid (skittermander)

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

DEFENSE **HP** 40 EACH

EAC 14; **KAC** 16

Fort +5; **Ref** +7; **Will** +4; +2 vs. disease and poison effects

Defensive Abilities camouflage

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee archaic obsidian spear +12 (1d6+7 P) or

bite +12 (1d6+7 P) or

feeding tendril +12 (1d3+7 P)

Ranged archaic obsidian spear +9 (1d6+7 P)

Space 5 ft.; **Reach** 5 ft. (10 ft. with feeding tendril)

Offensive Abilities gorge (+4)

STATISTICS

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

Skills Athletics +8 (+16 to climb), Stealth +13, Survival +8

Gear archaic obsidian spear (treat as archaic tactical spear)

SPECIAL ABILITIES

Camouflage (Ex) A stridermander can alter the color and texture of its fur to blend into its environment. Whenever a stridermander remains motionless for 1 round, it gains a +10 bonus to Stealth checks (this bonus doesn't stack with the *invisibility* spell or similar effects). If the stridermander moves more than 10 feet or takes a hostile action (such as attacking or casting a spell), it loses this bonus until it once again spends 1 round remaining still.

SCALING ENCOUNTER A3

To accommodate a group of four PCs, reduce the number of stridermanders by 1.

Feeding Tendril (Ex) A stridermander's secondary mouth is similar to a skittermander whelp's, but it has a more powerful and developed feeding tendril. As a standard action, a stridermander can strike at a creature its size or smaller up to 10 feet away with this tendril. In addition to dealing damage, if the stridermander hits the target's KAC + 4, it grapples the target and pulls the target adjacent to the stridermander; this movement doesn't provoke attacks of opportunity. The stridermander doesn't need to have a limb free to perform or maintain this grapple, but it can only grapple one target at a time. The stridermander can maintain this grapple with the same attack as a move action on subsequent rounds.

Gorge (Ex) When a stridermander hits with its bite attack against a creature it has grappled with its feeding tendril, it deals additional damage equal to its Strength modifier.

A7. GARDEN (LEVELS 5–6)

The angry spirits of the fallen Allsixers lash out at the PCs and their allies, believing the group to be their murderers.

ANGRY SPIRITS HAUNT**CR 6**

Type magical; **Perception** DC 29 to hear the spirits crying;

Disable Diplomacy DC 24 or Mysticism DC 22 to calm the spirits

Trigger at least one vesk and one PC enters the room;

Initiative +11; **Duration** 3 rounds; **Reset** 24 hours

Initial Effect a powerful force slams the door shut and batters the targets (prone); Reflex DC 16 avoids; multiple targets (all targets in room). Reopening the door requires a DC 22 Strength check. **Secondary Effect** On the second round, voices cry out, "We only wanted to help!" and "But, we're your friends!" The word "help" reverberates through the minds of the targets (frightened 2 rounds); Will DC 16 negates; multiple targets (all targets in room). **Tertiary Effect** On the third round, spectral skittermander faces appear, angrily shouting, "You! You killed us!" as they fly through the targets bodies (4d12+4 damage); Will DC 16 half; multiple targets (all targets in room)

SCALING ENCOUNTER A7

To accommodate a group of four PCs, reduce the DC of all saving throws by 1 and lower the damage to 4d10+2.

A11. ARMORY (LEVELS 5–6)

This ransacked armory contains a pair of stridermander nests.

Allies: Brigadier Teshgari uses her tactical rotating pistol against the security robots.

Creatures: A pair of security robots guards this room. They each attack the nearest non-stridermander enemy and fight until destroyed.

PATROL-CLASS SECURITY ROBOTS (2) CR 4

N Medium construct (technological)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE HP 52 EACH

EAC 16; **KAC** 18

Fort +4; **Ref** +4; **Will** +1

Defensive Abilities integrated weapons, nanite repair;

Immunities construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +10 (1d6+7 B)

Ranged integrated tactical arc emitter +13 (1d4+4 E)

Offensive Abilities jolting arc

STATISTICS

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

Skills Acrobatics +10, Computers +10, Intimidate +15

Languages Common

Other Abilities unliving

Gear tactical arc emitter with 2 batteries (20 charges each)

SPECIAL ABILITIES

Integrated Weapons (Ex) A security robot's weapons are manufactured weapons, not natural weapons, and they are integrated into its frame. A creature can't be disarmed of these weapons, though they can be removed and used if the robot is dead.

Jolting Arc (Ex) Once every 1d4 rounds as a standard action, a patrol-class security robot can shoot an arc of electricity at up to four creatures within 40 feet (no two of which can be more than 30 feet apart). This arc deals 1d8 electricity damage to each target (Reflex DC 13 half).

Nanite Repair (Ex) A patrol-class security robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR (4 Hit Points per hour for most security robots). Once per day as a full action, a patrol-class security robot can restore 3d8 Hit Points to itself or any touched construct with the technological subtype.

OPTIONAL ENCOUNTER

The encounter in the armory is optional. If fewer than 60 minutes remain in which to complete the adventure, do not run this encounter.

SCALING ENCOUNTER A11

To accommodate a group of four PCs, make the following adjustments. The robots are damaged. They take a –2 penalty to AC, attack rolls, and damage rolls.

A12. COUNCIL ROOM (LEVELS 5–6)

The stridermander's lair was once a meeting room for Allsix Assist. The piles of bones and debris are a foot high and count as difficult terrain. The central mound is 15 feet high and counts as difficult terrain.

Allies: Brigadier Teshgari uses her specialist coil rifle for this final battle.

Creatures: The leader of this stridermander pack hides camouflaged on the ceiling above the door. A stridermander begins perched atop the mound, impersonating the alpha. The rest of the stridermanders are arrayed around the mound. When the PCs enter the room, the alpha drops down from the ceiling, blocking the exit, and screeches. The broodmaster remains near the entrance to prevent anyone from fleeing, attacking with their feeding tendrils or doshko. If no enemies are in reach they switch to their pistol. They target the largest enemies first, leaving skittermanders for last. The broodmaster fights to the death to defend their territory, and the other stridermanders fight until the broodmaster is defeated.

STRIDERMANDER BROODMASTER

CR 7

CE Large monstrous humanoid (skittermander)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +14

DEFENSE **HP 105 EACH**

EAC 19; **KAC** 21

Fort +9; **Ref** +11; **Will** +8; +2 vs. disease and poison effects

Defensive Abilities camouflage

Weaknesses light blindness

OFFENSE

Speed 35 ft., climb 30 ft.

Melee advanced doshko +13 (2d12+14 P or

bite +18 (2d6+14 P) or

feeding tendrils +18 (1d6+14 P)

Ranged advanced semi-auto pistol +14 (2d6+7 P)

Space 10 ft.; **Reach** 5 ft. (10 ft. with feeding tendrils)

Offensive Abilities gorge (+5)

STATISTICS

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

Skills Athletics +14 (+22 to climb), Stealth +19, Survival +14

Gear vesk overplate I, advanced doshko, advanced semi-auto pistol with 12 small arm rounds

SPECIAL ABILITIES

Camouflage (Ex) A stridermander can alter the color and texture of its fur to blend into its environment. Whenever a stridermander remains motionless for 1 round, it gains a +10 bonus to Stealth checks (this bonus doesn't stack with the invisibility spell or similar effects). If the stridermander moves more than 10 feet or takes a hostile action (such as attacking or casting a spell), it loses this bonus until it once again spends 1 round remaining still.

SCALING ENCOUNTER A12

To accommodate a group of four PCs, remove 2 stridermanders.

THE POWER OF FRIENDSHIP

The PCs' actions might have earned them a few advantages during this encounter.

☉ If the power is on, the bright lights cause the stridermanders to become dazzled.

☉ If the PCs were kind to Sprout, on the first round of combat, the bones in this room glow in colors matching the fur of the skittermanders that have been anchored (green for Sprout at minimum). On the second round of combat, these bones rise into the air and hurl themselves at the stridermanders, comically bonking them on the head, nudging their elbows, or poking them in the ears, eyes, or nose. The stridermanders take a -2 penalty to AC, attack rolls, and melee damage rolls, and a -10 penalty to Stealth checks.

☉ Once every other round, if Adrovor is with the PCs and can see an enemy within 100 feet, he targets that enemy with magic missile (three missiles that each deal 1d4+1 force damage).

Feeding Tendril (Ex) A stridermander's secondary mouth is similar to a skittermander whelp's, but it has a more powerful and developed feeding tendril. As a standard action, a stridermander can strike at a creature its size or smaller up to 10 feet away with this tendril. In addition to dealing damage, if the stridermander hits the target's KAC + 4, it grapples the target and pulls the target adjacent to the stridermander; this movement doesn't provoke attacks of opportunity. The stridermander doesn't need to have a limb free to perform or maintain this grapple, but it can only grapple one target at a time. The stridermander can maintain this grapple with the same attack as a move action on subsequent rounds.

Gorge (Ex) When a stridermander hits with its bite attack against a creature it has grappled with its feeding tendril, it deals additional damage equal to its Strength modifier.

STRIDERMANDERS (4)

CR 3

CN Medium monstrous humanoid (skittermander)

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

DEFENSE **HP** 40 EACH

EAC 14; **KAC** 16

Fort +5; **Ref** +7; **Will** +4; +2 vs. disease and poison effects

Defensive Abilities camouflage

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee archaic obsidian spear +12 (1d6+7 P) or

bite +12 (1d6+7 P) or

feeding tendril +12 (1d3+7 P)

Ranged archaic obsidian spear +9 (1d6+7 P)

Space 5 ft.; **Reach** 5 ft. (10 ft. with feeding tendril)

Offensive Abilities gorge (+4)

STATISTICS

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

Skills Athletics +8 (+16 to climb), Stealth +13, Survival +8

Gear archaic obsidian spear (treat as archaic tactical spear)

SPECIAL ABILITIES

Camouflage (Ex) A stridermander can alter the color and texture of its fur to blend into its environment. Whenever a stridermander remains motionless for 1 round, it gains a +10 bonus to Stealth checks (this bonus doesn't stack with the *invisibility* spell or similar effects). If the stridermander moves more than 10 feet or takes a hostile action (such as attacking or casting a spell), it loses this bonus until it once again spends 1 round remaining still.

Feeding Tendril (Ex) A stridermander's secondary mouth is similar to a skittermander whelp's, but it has a more powerful and developed feeding tendril. As a standard action, a stridermander can strike at a creature its size or smaller up to 10 feet away with this tendril. In addition to dealing damage, if the stridermander hits the target's KAC + 4, it grapples the target and pulls the target adjacent to the stridermander; this movement doesn't provoke attacks of opportunity. The stridermander doesn't need to have a limb free to perform or maintain this grapple, but it can only grapple one target at a time. The stridermander can maintain this grapple with the same attack as a move action on subsequent rounds.

Gorge (Ex) When a stridermander hits with its bite attack against a creature it has grappled with its feeding tendril, it deals additional damage equal to its Strength modifier.

APPENDIX 3: ART AND HANDOUTS



A

B



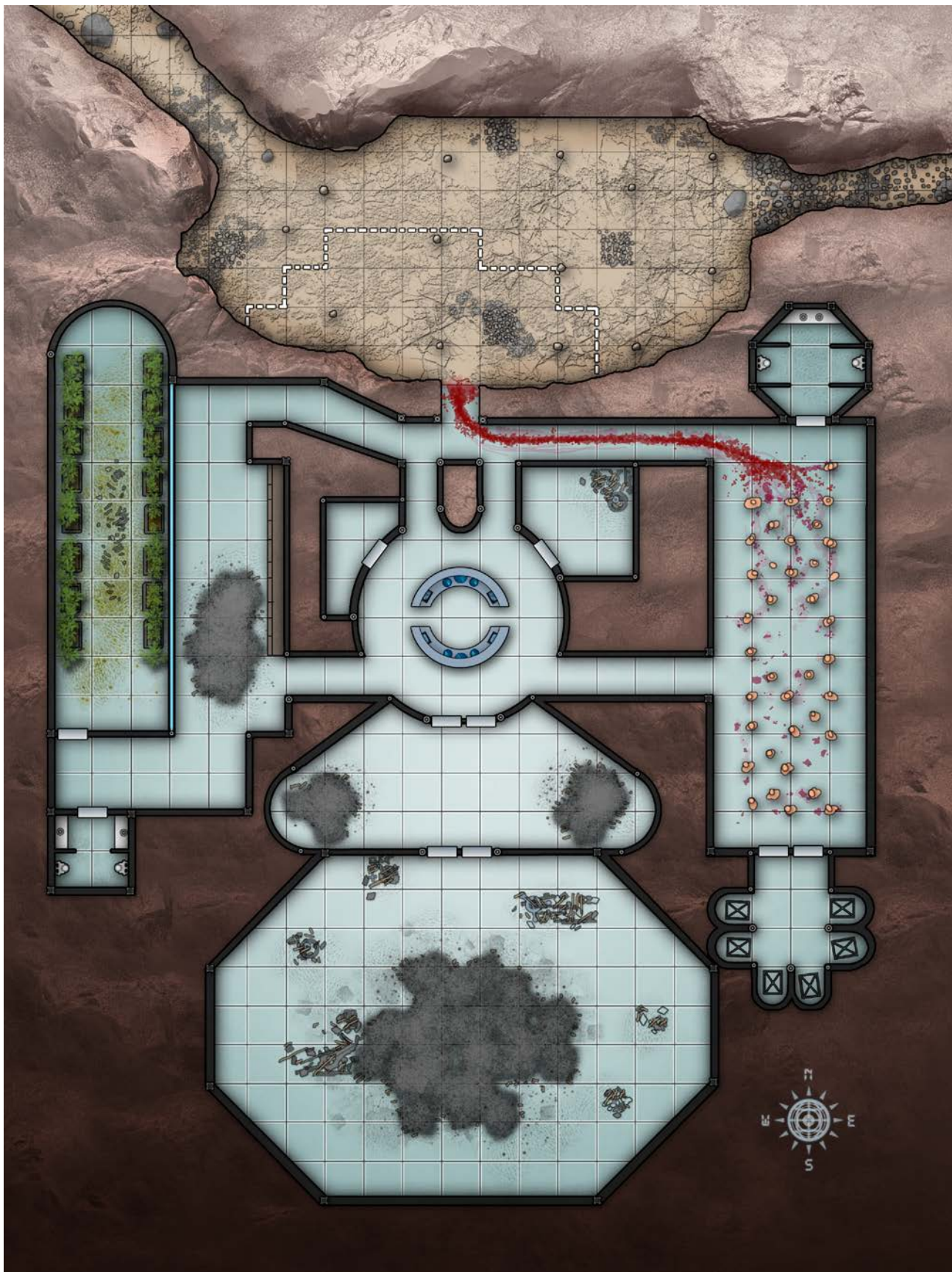
C

D





E



HANDOUT #1: EXCERPT FROM BIXBY'S MISSION LOG

Rainbow Fantabulous: Art tour extravaganza. ✓✓

Helpity Helpers 13: Do good. ✓ ✓

Operation Sound-Good: Policy improvements (fix the boring stuff!). ✓✓

Hope-Shield Engage: Protect citizens from villainy. ✓✓

Super-Awesome Mission 26: Parade beautification. ✓✓

Only Us: Sing song of unity. ✓✓

Special Delivery 42: Deliver gifts for soldiers. ✓

HANDOUT 2: PRISMACORA'S SONG

THERE'S NO THEM, ONLY US

I know you think we're different, I know you think they're strange,
I know they don't appreciate all the help we give.
But we've got a job to do my friends, we've got a lesson to share,
We need to help our neighbors learn to love, and give, and care.

Because there's no them, only us,
We're all in this together,
There's no them, only us,
Only we can make it better,
There's no them, only us,
Reach out Allsix,
Open your heart,
And let them in.

I know you think they work us hard; I know they take advantage,
They're never happy with the help they've been given.
But we've got a job to do my friends, we've got a lesson to study,
We need to help our neighbors embrace our community.

Cause there's no them, only us,
We're all in this together,
There's no them, only us,
Together we can make it better,
There's no them, only us,
Reach out Allsix,
Open your heart,
And let them in.
There's no them, only us.
We're family.

ORGANIZED PLAY TOOLS

REWARDS TABLE

Encounter	Level 3–4 Reward	Out of Level Reward	Level 5–6 Reward
Ewagadravona	146 credits	277 credits	408 credits
Area A1	292 credits	554 credits	817 credits
Area A3	292 credits	555 credits	817 credits
Area A4	146 credits	277 credits	409 credits
Area A7	292 credits	554 credits	817 credits
Area A12	292 credits	555 credits	817 credits

REWARD CONDITIONS

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

Ewagadravona: The PCs keep these rewards if they impress Brigadier Teshgari at least once during dinner.

Area A1: The PCs keep these rewards if they overcome the encounter with the stridermander whelps in the exterior cavern.

Area A3: The PCs keep these rewards if they defeat the stridermanders in the larder.

Area A4: The PCs keep these rewards if they explore the barracks.

Area A7: The PCs keep these rewards if they overcome the haunt in the garden and converse with Sprout.

Area A12: The PCs keep these rewards if they defeat the stridermander's leader in the council room.



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)		☐ A ☐ B ☐ C ☐ D
Bonus Faction Goal Achieved: ☐ Yes ☐ No ☐ N/A	Scenario-based Infamy earned? ☐ Yes ☐ No ☐ N/A	Fame Earned:

Faction:			
Character Name:	☐ Acquisitives ☐ Exo-Guardians ☐ Second Seekers (	☐ Dataphiles ☐ Wayfinders)	☐ Dead ☐ Infamy
Org Play #: -7	Level		

Faction:			
Character Name:	☐ Acquisitives ☐ Exo-Guardians ☐ Second Seekers (	☐ Dataphiles ☐ Wayfinders)	☐ Dead ☐ Infamy
Org Play #: -7	Level		

Faction:			
Character Name:	☐ Acquisitives ☐ Exo-Guardians ☐ Second Seekers (	☐ Dataphiles ☐ Wayfinders)	☐ Dead ☐ Infamy
Org Play #: -7	Level		

Faction:			
Character Name:	☐ Acquisitives ☐ Exo-Guardians ☐ Second Seekers (	☐ Dataphiles ☐ Wayfinders)	☐ Dead ☐ Infamy
Org Play #: -7	Level		

Faction:			
Character Name:	☐ Acquisitives ☐ Exo-Guardians ☐ Second Seekers (	☐ Dataphiles ☐ Wayfinders)	☐ Dead ☐ Infamy
Org Play #: -7	Level		

Faction:			
Character Name:	☐ Acquisitives ☐ Exo-Guardians ☐ Second Seekers (	☐ Dataphiles ☐ Wayfinders)	☐ Dead ☐ Infamy
Org Play #: -7	Level		

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Scenario #3-02: The Subterranean Safari

Character Chronicle #

A.K.A. _____					LEVELS	☐ Normal Max Credits
Player Name	Character Name	Organized Play #	Character #	Faction	3-4	1,460
Adventure Summary					LEVELS	☐ Normal
In an effort to build connections within the Veskarium, Starfinders joined the vesk Brigadier Teshgari and her cheerful skittermander aides Mimzy and Jomp on a journey to the dangerous underground caverns under Vesk-3. Though their main mission's aim was to hunt stridermanders, the Starfinders also uncovered buried history beneath the planet's surface. Their prey's lair was once the base of a group of well-intentioned but misunderstood skittermanders, the Allsix Assist, who were targeted and killed as a terrorist group. You decided to ☐ share the truth of the Allsixers' fate. / ☐ respect the Brigadier's wishes to keep classified information secret.)					Out of Level	2,773
					LEVELS	☐ Normal
					5-6	4,085
					LEVELS	☐ 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	
Levels 3-4					Levels 5-6	
enforcer armor I (3,100; item level 5; Armory 68) field tactical shield (2,500; item level 5; Character Operations Manual 125) provincial skitterstaff (1,880; item level 4; Near Space 150) recruit spark knife (3,700; item level 5; Armory 48) ring of resistance mk 2 (4,200; item level 6) spell gem of invisibility (450; item level 5) surge rackarack (4,400; item level 6; Near Space 150) tactical x-gen gun (4,240; item level 6) tempest gale baton (4,240; item level 6; Armory 34) vesk brigandine II (2,650; item level 5; Armory 71) vivifier flare rifle (3,600; item level 6; Armory 37) wyrmling dragon rifle (3,020; item level 5; Armory 37) yellow star flare axe (2,710; item level 5; Armory 42)					advanced infinity rifle (6,100; item level 7; Starfinder Armory 40) aurora storm doshko (6,700; item level 7; Near Space 150) golemforged plating III (5,500; item level 7) phase shield (4,325; item level 6) purple force field (4,550; item level 6) sharp-pointed needler estoc (4,000; item level 6; Starfinder Character Operations Manual 122) sonic dampener (7,150; item level 7) swagger handcannon (4,350; item level 6; Armory 44) tactical doshakari (4,300; item level 6; Near Space 149) vesk overplate I (3,910; item level 6) vivifier flare rifle (3,600; item level 6; Armory 37) z-boson crystal, minor (7,000; item level 7; Armory 49)	
Reputation						
Faction _____	Reputation _____	Faction _____	Reputation _____			
Faction _____	Reputation _____	Infamy _____				
Credits					Starting Credits	
					+	GM's Initials
					Credits Garnered (GM ONLY)	
					Day Job (GM ONLY)	
					-	
					Credits Spent	
					=	
					Total	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #