

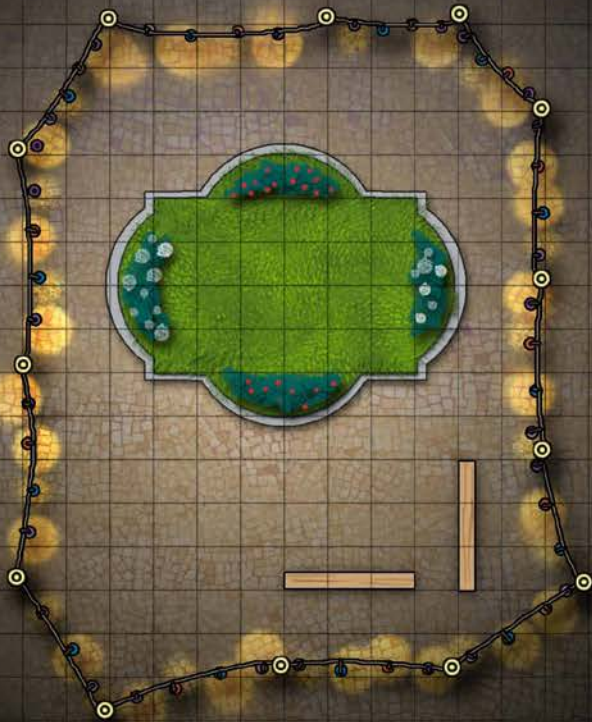
STARFINDER

A dynamic comic book illustration for the Starfinder series. The central figure is a large, armored warrior with a glowing blue visor and a purple cape, holding a sword aloft. In the background, a blue-skinned, four-armed creature is suspended in the air. To the right, a smaller, spiky creature is visible. In the foreground, a character with blue fur and a gun is on the left, and another character with spiky hair is on the right. A large, glowing blue hexagonal dome is in the center. The background features a city street with a sign that says 'CLEAN' and various lights and decorations.

SKITTER HOME

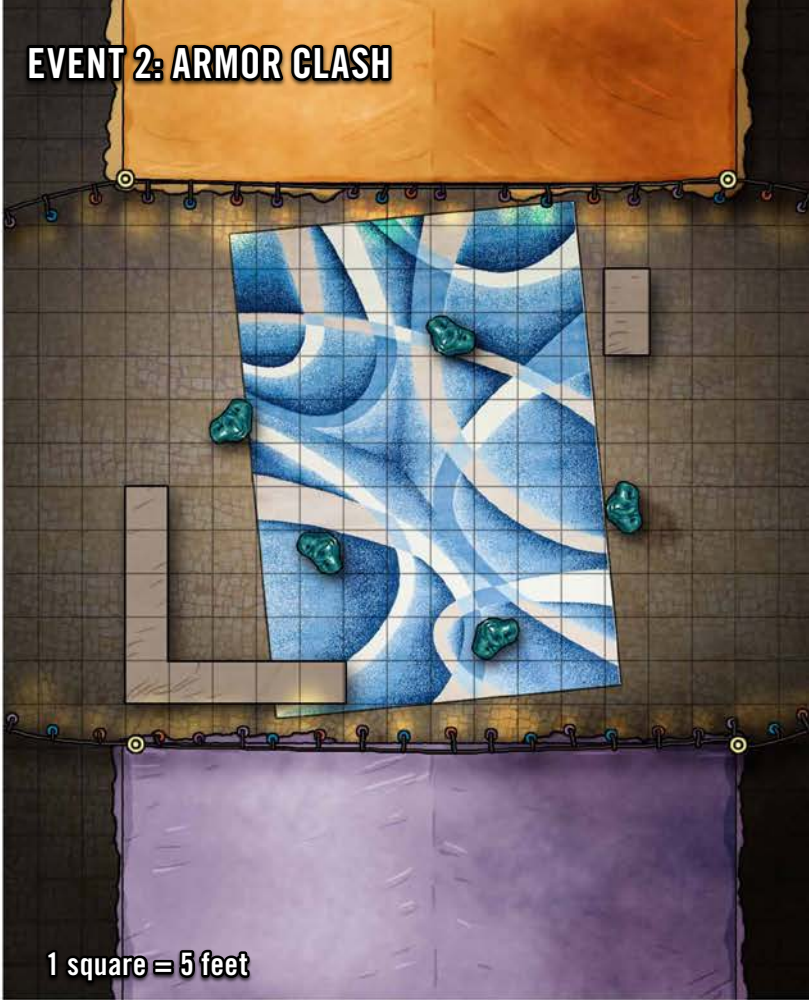
BY JASON KEELEY

EVENT 1: DECORATIVE DANGER



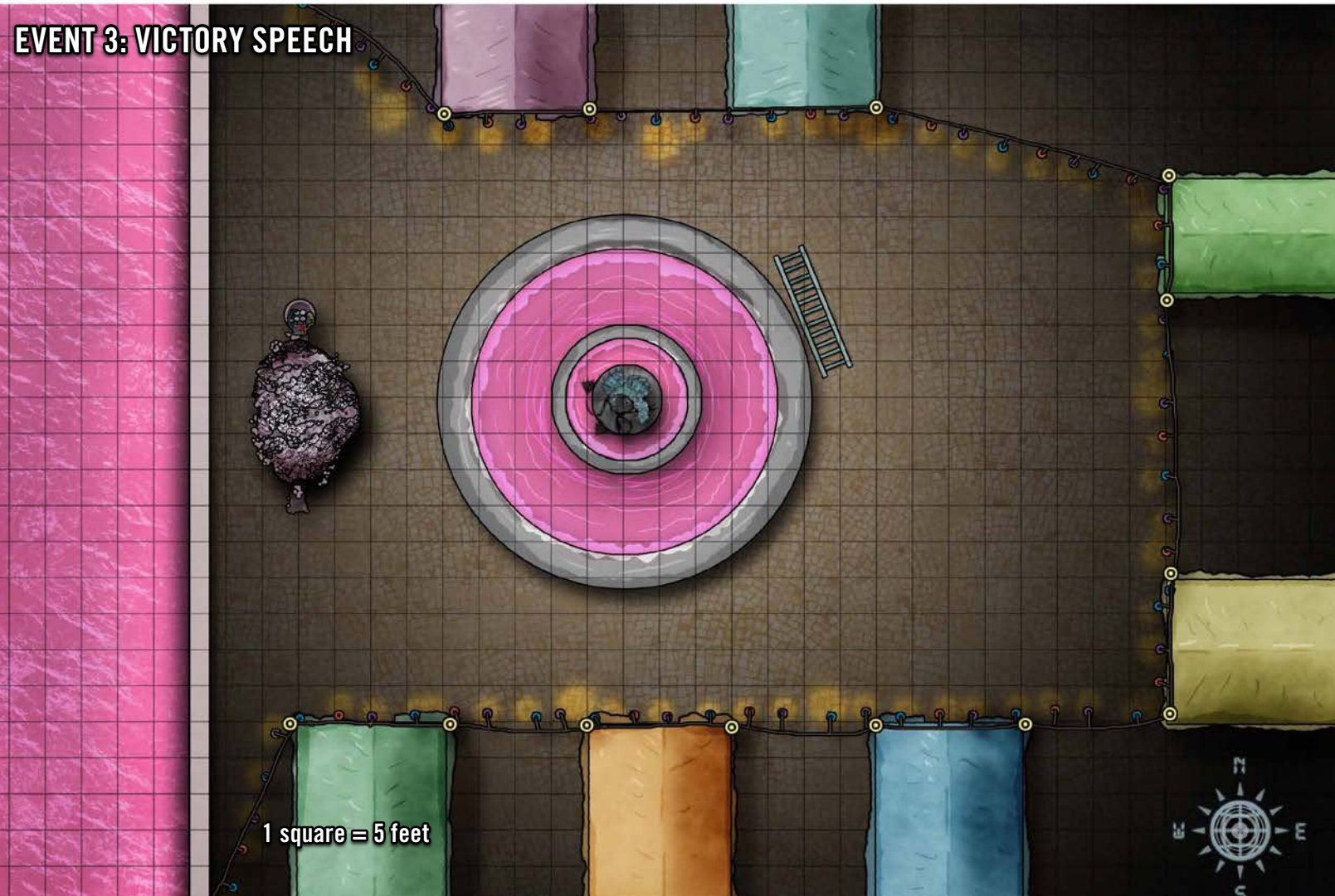
1 square = 5 feet

EVENT 2: ARMOR CLASH



1 square = 5 feet

EVENT 3: VICTORY SPEECH



1 square = 5 feet

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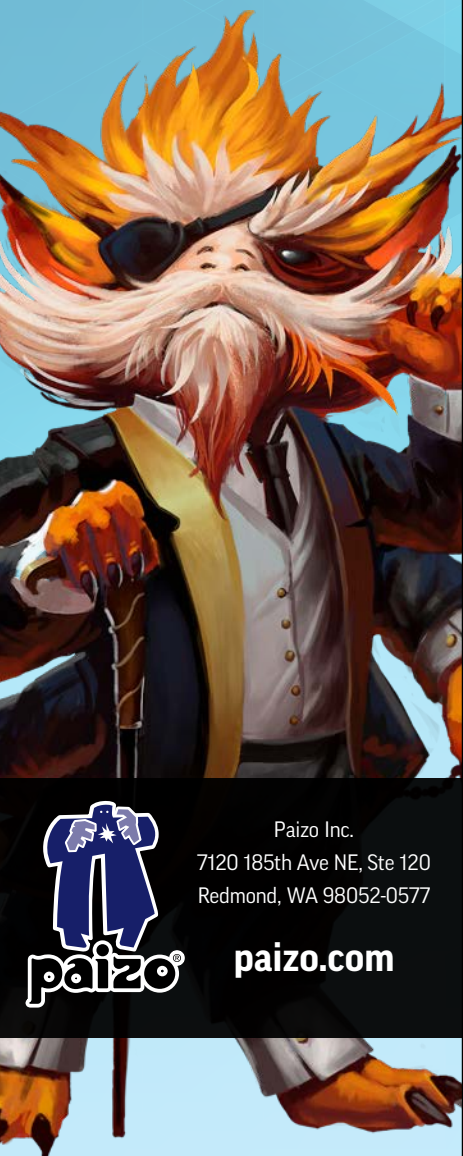
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STARFINDER

SKITTER HOME

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The skittermanders embark with their vesk boss on an expedition to hunt dangerous beasts that lurk in the caverns below, but must mount a rescue mission to help some hapless hunters.

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

Skitter Home is a Starfinder adventure designed for four 4th-level skittermanders. This adventure is designed for play in the Starfinder campaign setting, but it can easily be adapted for use with any setting.

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



ON THE COVER

The skittermander heroes Dakoyo, Gazigaz, Nako, and Quonx spring into action against a terrifying suit of lictor Hellknight plate armor that's come to murderous life to terrorize a beloved festival in this exciting cover art by Caio Maciel Monteiro.



Welcome to Free RPG Day 2020! In this adventure, you'll play through the hijinks of four boisterous skittermanders—furry, colorful, six-armed aliens whose short stature is inversely proportional to their desire to help. The tales of these unlikely heroes began in 2018 with the Free RPG Day adventure *Skitter Shot*, in which the skittermanders found themselves face to face with a rogue artificial intelligence aboard a luxury cruise starship. The hijinks and heroism continued in 2019 in *Skitter Crash*, in which the skittermanders proudly flew their own starship—and subsequently ran into some old enemies, crash landed on a swampy world, and raced back to the wreckage and escaped the planet before their pirate nemeses could settle the score.

Now the six-armed heroes have earned a break and are heading to the skittermander home world of Vesk-3 for a planet-wide celebration. Unfortunately, it turns out to be anything but relaxing: a beloved skittermander eclipse festival goes awry and a safari into the untamed caverns threatens explorers' lives!

Skitter Home takes place in two short, separate adventures that assume the players take on the roles of the four

pregenerated skittermanders found on pages 12-15 of this book—Dakoyo, Gazigaz, Nako, and Quonx. Alternatively, the players can create their own 4th-level skittermanders using the *Starfinder Core Rulebook*, the *Starfinder Alien Archive*, and any other resources you as the GM allow. Even if the players create their own skittermanders, it's recommended that they review the pregenerated characters, as the cultural information accompanying them might prove helpful for understanding how to play them.

Although *Skitter Home* is a sequel to previous Free RPG Day offerings for the Starfinder RPG by Paizo Inc., knowledge of the previous adventures isn't required to play it. In addition, the two mini adventures it contains can be played separately in any order you wish, or back-to-back in one long session. Playing the same PCs in each one isn't necessary, either—players could use the pregenerated characters in "Festival of the Eclipse" and custom-made characters in "Hunters Hunted," for example—though you may want to work out a connection between the PCs and Nakonechkin, the vesk who owns Nakonechkin Salvage, in the latter case.

CHAPTER 1: FESTIVAL OF THE ECLIPSE

Vesk-3's two moons are known as the Big Mother and the Firstborn, with the latter being the smaller of the two. The Big Mother eclipses the Firstborn on a semi-annual basis, and when this occurs, the planet's skittermanders hold a festival known as Reetamander, which loosely translates to "the Great Birthing." The days prior to the celestial event are spent decorating the streets and preparing open spaces (such as town squares and large fields outside of large metropolises) where the eclipse can be viewed safely. While the hours leading up to the eclipse are spent in games and revelry, the festivities don't begin in earnest until after the larger moon has fully eclipsed the smaller.

Festival participants then gather together to light scented bonfires and perform traditional rhyming chants, believing that these efforts will ease the Big Mother's "birthing pains" as the Firstborn moves out of its shadow. As the smaller moon begins to appear, the songs become more boisterous and courses of delicious food are brought out and consumed long into the night. The celebrations reach an apex when the Firstborn becomes fully visible again, as the skittermanders rejoice that the moon is now free to hunt and grow on its own, like any newborn.

The skittermanders Dakoyo, Gazigaz, Nako, and Quonx work for Nakonechkin Salvage, a small but scrappy company that operates all throughout the universe under the management of its owner, the vesk whose name the company bears. After some tough missions, these skittermanders have arrived in Morandomandranā—Vesk-3's oldest skittermander city by far—to join in on the Reetamander festivities and perhaps soak in some of their home world's culture that they might have been missing.

WELCOME TO MORANDOMANDRANA!

Read or paraphrase the following to your players to get started playing "Festival of the Eclipse."

The seaside city of Morandomandranā—the oldest skittermander settlement on Vesk-3—is an architectural wonder, made even more stunning by the thousands of colorful decorations hanging from every building and streetlight. Built around a series of wide canals that allow the pink waters of the Vermilion Sea to surge and wane between the buildings with the tides, the city many outsiders simply call Mandrana also boasts expansive plazas surrounded by skittermander-owned and -operated businesses advertising special sales for the festival of Reetamander, which celebrates an eclipse of the planet's two moons.

The streets and plazas are packed with residents and visitors—mostly skittermanders, with a few members of other species of the Veskarium standing head and shoulders

over the rest—all excitedly chattering and laughing. The revelry of Reetamander is already underway, though the eclipse that is the focus of the celebration is still a few hours away.

The PCs begin in the Central Common, the largest of Morandomandranā's open-air plazas, just after dusk. It is currently packed with festival-goers and stalls presenting all manner of goods, games, and contests. It is a riotous, raucous affair lit by hundreds of small, electric lanterns strung up between poles. The PCs can wander the plaza as they see fit, either sticking together or splitting up to explore as much of the festival as they can. Eventually, they should wind up together again for *The Eclipse Begins* (page 4).

GAMES AND CONTESTS

There are hundreds of stalls at the festival, many offering street food from around the galaxy and trinkets specially made to commemorate the event. Others hold carnival-style games with enticing prizes, and some encourage visitors to engage in small contests. The majority of the stalls are run by skittermanders, with a few staffed by friendly vesk or pahtras.

While the PCs explore the festival, encourage them to play a game or two to properly celebrate the lunar event! In addition to embodying the adventure's spirit, the following games can provide helpful items to the PCs for the events to come.

Concerchitecture: Operated by a lavender-furred, ringmaster-like skittermander named **Honx** (CG male skittermander), this timed game sees four skittermanders working together to build as tall a structure as possible from a random assortment of objects of various shapes and materials. Each PC who wants to participate must pay an entry fee of 5 credits. The group has 6 rounds to attempt a series of skill checks, one per round per participant. A PC can attempt a DC 24 Acrobatics check to keep a precariously balanced piece in place, a DC 24 Athletics check to lift a heavy object and move it into place, a DC 26 Engineering check to ensure the structure's stability, or a DC 20 Physical Science check to quickly analyze the material of an object and determine if it will bear weight. The members of the group are encouraged to aid one another with these checks. The group must succeed at a total of 12 skill checks to win a prize. If a PC engages in this game by themselves, assume that those they are randomly partnered with succeed at only six skill checks, but if they win, that PC earns a *mk 1 ring of resistance*. If all four PCs participate and succeed, they win a single *mk 2 ring of resistance*. The PCs can play this game as many times as they wish, but they can win a prize only once.

Jojokolea-Eating Contest: The jojokolea is a pepper native to Vesk-3 whose seeds produce capsaicin and are incredibly spicy. Operated by a stout vesk named **Yoloveda** (N female vesk) wearing sunglasses and a neckerchief emblazoned with jojokoleas, this game allows a PC to pay 2 credits to enter this contest to see how many jojokoleas they can eat before

the spiciness overwhelms them. After eating a jojokolea, the PC must succeed at a DC 5 Fortitude save; the DC increases by 1 for each jojokolea the PC previously ate. When the PC fails, they begin retching and cannot eat any further jojokoleas that day. A PC who eats at least eight peppers wins a *mk 2 serum of healing*! The PCs can play this game as many times as they wish, but each PC can win a prize only once.

Other Games: There are many other games and contests available at the festival, each of which costs 1 credit to play. You can simulate any one of these games by having the participant attempt the listed skill check, saving throw, or attack roll. These games include hurling a leather-bound ball to knock down metal canisters (ranged attack roll vs. KAC 18), snatching a tiny, fast-moving underwater drone from a pool whose surface is obscured by floating objects (Reflex DC 14), and aiming a small rocket toward a series of colorful rings (Piloting DC 22). The prizes for these games should be simple, 1st-level items no more useful than a battery.

Festival Stalls: If they wish, the PCs can also purchase items at the festival. Assume that the stalls offer the technological, magic, and hybrid items found in the *Starfinder Core Rulebook* up to level 4. Weapons and armor aren't for sale here.

THE ECLIPSE BEGINS

After the PCs have had some time to enjoy the festival, the other attendees start chattering excitedly. It is clear that the eclipse, the main event of the festival, has begun! Skittermanders around Central Common pick up various musical instruments and commence playing upbeat melodies, many of them singing lyrics they've concocted on the spot, while most everyone else looks up at the lunar phenomenon and marvels. Over the next hour, the Firstborn slowly disappears behind the Big Mother. The crowd then lets out a massive cheer, which quickly turns to startled screams of sheer panic.

As the skittermanders watched the eclipse, Zerastorfen—a skittermander anarchist who thinks the species' natural inclinations to help are a waste of time—enacted his plan to foment chaos. Under the guise of aiding in decorating the city, he implanted several packets of hybrid nanites programmed to cause maximum chaos. He then placed a flyer-dispersal device of his own creation (which looks a lot like a bomb) within one of the larger stalls and changed into his most eye-catching outfit to give his victory speech (see **Event 3** on page 6). When the larger moon eclipses the smaller one, the nanites are released, bringing to "life" various decorations that attack the festival-goers.

It's time for our skittermander heroes to help!

EVENT 1: DECORATIVE DANGER (CR 4)

Havoc breaks out all across Central Common as strings of lights and colorful pennants snake down to grapple and squeeze any Small- or Medium-sized creatures within reach. Of course, all the skittermanders in attendance attempt to help those who get grabbed, which leads to more victims of the nanite-animated decorations. The PCs aren't spared from these attacks! For this encounter, use the **Event 1** map on this book's inside front cover.

Hazard: Where the PCs stand, three animated strands reach down to grasp at the festival-goers; the PCs should roll initiative as if this were a combat, but the strands act at the top of the initiative order. One of the strands automatically grapples a nearby aquamarine-furred skittermander, who cries out in surprise and terror. The other two attempt grapple combat maneuvers against two random PCs; a strand has a total attack bonus of +14.

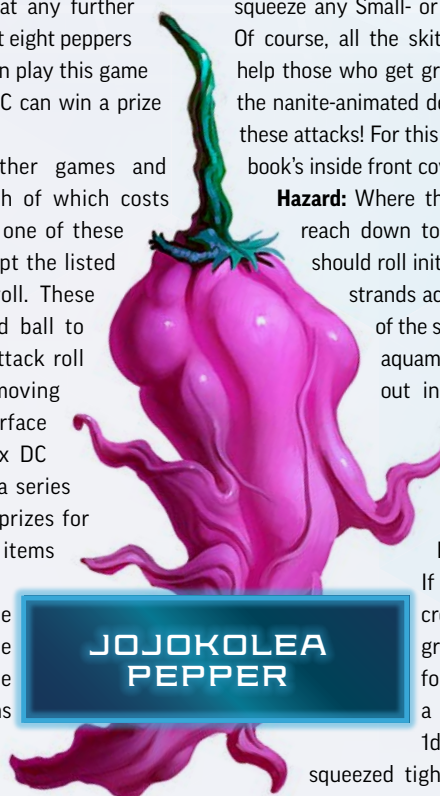
If a strand hits a PC's KAC + 8, that PC takes no damage but is grappled. If a strand starts a turn grappling a creature, it attempts to maintain the grapple (which it does automatically for the bystander skittermander). On a success, the grappled creature takes 1d4+4 bludgeoning damage as they are squeezed tight. Once a strand reduces a creature to 0 Hit Points, it moves on to another target. A single strand is an object with an EAC of 14, a KAC of 16, 20 Hit Points, and vulnerability to slashing damage. The aquamarine-furred skittermander's name is Spacko and she has 10 Hit Points.

A grappled PC can escape from the strand with a successful DC 26 Acrobatics check or by grappling the strand in return with a successful grapple combat maneuver. A grappled strand attempts to grapple its attacker in turn. A PC can attempt to free a creature grappled by a strand with a successful DC 24 Athletics check. Freeing a creature from a single strand twice breaks it, rendering it unable to grab at anyone else. Alternatively, a PC can attack a strand with a weapon to destroy it. A PC who succeeds at a DC 23 Engineering or Mysticism check as a standard action can temporarily disrupt the hybrid nanites animating a strand, rendering it flat-footed until the beginning of their next turn.

Treasure: If the PCs save the aquamarine-furred skittermander, Spacko, she gives the PCs a credstick containing 1,000 credits as thanks for their timely intervention and rushes off to safety.

Development: Chaos still reigns within Central Common, and the PCs are drawn to the nearby sounds of more festival-goers crying out for help. There is no time to rest as the pleas lead them to a wide area between two stalls.

Story Award: For enduring the attacks by the animated strands of lights, award the PCs 1,200 XP.



JOJOKOLEA PEPPER

EVENT 2: ARMOR CLASH (CR 5)

One of the stall operators at the lunar festival, **Dubrossk "Steelclaw" Curatsvyn** (N female vesk) sells custom-made armor throughout the Veskarium. She thought she could increase her profits by displaying examples of her wares here at Reetamander, but she miscalculated the tenor of the festival and has spent most of the night speaking to uninterested skittermanders. Unfortunately for Dubrossk, her stall was targeted by the nanites to disastrous effect.

As the PCs approach Dubrossk's stall, a pahtra runs in the opposite direction shouting, "The armor just came to life!" Another surprised shout echoes from ahead, where the vesk armorsmith lies on the ground under a pair of heavy mannequins. She sees the PCs and tries to warn them off. For this encounter, use the **Event 2** map on this book's inside front cover.

Creature: In addition to several suits of armor sized for Small creatures, Dubrossk brought along a piece she was particularly proud of, despite the Hellknight lictor who commissioned it later declining to purchase it. This Hellknight plate is infested with Zerastorfen's hybrid nanites, which animated the armor with a malicious will.

When the PCs arrive on the scene, the animated lictor Hellknight plate stands over Dubrossk's prone form, its integrated corona laser pistol pointing down at the vesk. Due to the nanites' influence, the construct sees the vesk as a priority threat.

After Dubrossk is shot (see the animated lictor Hellknight plate's tactics below), she bleeds for 3 rounds before she perishes. A PC who uses magical healing or succeeds at a Medicine check to use the first aid task on Dubrossk stabilizes her condition.

ANIMATED LICTOR HELLKNIGHT PLATE CR 5

XP 1,600

HP 70 (*Starfinder Alien Archive 3 6*)

TACTICS

During Combat The animated armor always blasts Dubrossk once first, rendering her unconscious and bleeding out. It then focuses its attention on the first PC who strikes it or the PC who deals the most damage to it each round.

Morale The suit of animated Hellknight plate fights until it is entirely destroyed.

Treasure: When it's defeated, the animated Hellknight plate crumbles into its constituent pieces. The PCs can salvage the jetpack and mk 1 thermal capacitors armor upgrades from the pile. (If Dubrossk is alive, she happily allows the PCs to do so, and can even install one of them in a PC's armor while they rest to regain their Stamina Points. If they choose to do so; see Development below.)

Development: If the PCs stabilized Dubrossk, it is a simple matter of extracting her from beneath the mannequins after the fight. Extracting her does not require a skill check, although the skittermanders may wish to helpfully offer their

assistance to the vesk, anyway. Regardless, she is grateful to the PCs for saving her life, but mutters sourly about her trip to Vesk-3 being a waste of time.

All around Central Common, much of the panic has subsided as the nanite-animated decorations either are destroyed or run low on power, although the festival-goers are still nervous and on edge from the unexpected attack. The PCs can take a 10-minute rest to regain Stamina Points if they wish, and they can spend some time helpfully calming the crowd.

As soon as they have caught their breath, an unfamiliar voice comes booming across the Common's sound systems, laughing sinisterly and, in a quite arrogant tone, claiming responsibility for the recent mishaps at the festival. The PCs can easily pinpoint the source of this speech as coming from the large floral statue near the Common's largest fountain.

Once the PCs make their way toward the fountain to investigate, **Event 3** begins.



DECORATIVE
DANGER

Event 3: Victory Speech (CR 7)

As the PCs hurry toward the fountain but before they see Zerastorfen standing on it (see Creatures below), read or paraphrase the following text.

Abruptly, the sinister laughter over the Common's sound system ends. "My fellow skittermanders," the voice booms, "I can only hope you heed-heed this wake-up call. Terror descends upon Reetamander as we gather peacefully to ring in the Great Rebirthing. And where is your desire to help-help now? Why do you only save yourselves from this bedlam? Could it be—could it be your entire worldview, your so-called community-mindedness, is-is a lie?!"

The voice pauses to clear their throat. "Look around you now and I am certain you see it too. You can't deny that each skittermander is out only to help-help themselves. Cast off your aspersions, my friends! Admit your true ways—or suffer the consequences!"

Just as the voice's monologue begins to fade, the festival-goers' murmurs of confusion turn to shouts of terror.

"A bomb!" screams one skittermander, pointing toward the skittermander statue near the fountain. "There's a bomb on the statue's hand!"

Several fountains are dotted around Central Common, each decorated with sculptures of a different type of aquatic creature found in the Vermilion Sea. This scene takes place near the Comananner Fountain, named after a massive aquatic predator found in the deepest waters. For Reetamander, a tall floral arrangement of a skittermander with outstretched arms has been situated near the fountain; the sculpture is meant to be a personification of the Great Mother and is a reverent addition to the Central Common for the festival.

Hazard: Zerastorfen placed his flyer-dispersal device in the upper left-hand palm of the flower statue, knowing that no skittermanders would even think to tamper with it ahead of his sinister plans. It is visible from the ground—a metal cylinder about 3 feet long and 6 inches in diameter with wires sprouting from both ends and other electronic components welded to the side. To any onlooker, the flyer-dispersal device appears to actually be an explosive device. Its incessant beeping merely reinforces this idea.

The device is 15 feet from the ground, and a PC can climb the statue with a successful DC 15 Athletics check. A PC who succeeds at a DC 18 Perception check spots the ladder on the ground on the other side of the fountain; though it doesn't weigh a lot, the ladder has a bulk of 3 due to its length, making it awkward to carry. Placing the ladder against the statue reduces the DC of the Athletics check to climb to 5. There is enough room on the floral hand for a Small creature to stand next to the device in order to try to disarm it.

Three successful DC 21 Engineering checks are required to fully disarm the device; each attempt is a full action. If two checks are failed by 5 or more, the device detonates prematurely. Otherwise, the device is primed to detonate 2 minutes after Zerastorfen arms it (see Creatures below). When the device detonates, it doesn't do so in a ball of flame. Instead, there is a wave of pressure as the thousands of tiny flyers crammed into the device are expelled into the sky. Anyone adjacent to the device is pushed back 5 feet, flinging them off the statue unless they succeed at a DC 14 Reflex saving throw. The flyers themselves are detailed in Development on page 7.

Creatures: Zerastorfen, the skittermander anarchist, has bright orange fur that has been styled to make him look intimidating. He wears an eye patch he doesn't need and has smeared black make-up under his other eye. He stands on the edge of the fountain, holding a wireless microphone that he hacked to broadcast over the Common's sound system in one hand. When the PCs look toward the fountain, it's obvious that he's the source of the voice coming over the Common's sound system. While Zerastorfen pontificates, his two water elemental minions hide within the fountain's waters, waiting for the command to rise and strike.



ZERASTORFEN

Zerastorfen is willing to talk with the PCs. He is quite fanatical and is convinced that skittermanders' collective desire to help is a sham. If pressed, it becomes clear that he blames the skittermander species for an accident in which his younger brother, Toraforsten, died while making a space walk to fix malfunctioning equipment on a starship. Toraforsten's actions saved the rest of the crew from dying in a starship crash, but Zerastorfen blames them and all skittermanders for not finding a way to help his brother. Zerastorfen is certain that the "explosive ordinance" in the device on the statue will show skittermanders their true ways; Zerastorfen never tells the PCs the true nature of the device's contents, only speaking of the flyers in metaphor.

The PCs can talk down Zerastorfen if they don't wish to engage him in direct combat. They can rationalize that his brother chose to sacrifice himself for his friends, and that in itself proves the anarchist is wrong about his beliefs about the species. A PC can attempt a DC 24 Diplomacy check to get Zerastorfen to step down from the fountain; at most one other PC can aid in this check. This allows the PCs to get within 10 feet without triggering combat. A PC who then succeeds at another DC 22 Diplomacy check (with at most one other PC aiding) seems to get through to Zerastorfen as he listens to them, but suddenly he shakes his head in anger and activates the countdown on his device. A PC must then succeed at a DC 25 Diplomacy check (with at most two other PCs aiding) to get Zerastorfen to see the errors of his ways and surrender. Unfortunately, he can't shut down the device.

Alternatively, if the PCs act hostile toward Zerastorfen or he notices one of them attempt to reach his device, he arms it and calls forth his water elementals to attack. The hostile skittermander fully intended to defend his anarchic beliefs with force, though he's not willing to die for his cause.

SMALL WATER ELEMENTALS (2)

CR 1

XP 400 each

HP 20 each (*Starfinder Alien Archive* 46)

TACTICS

During Combat The water elementals try to remain between the PCs and Zerastorfen and attack any PCs who come near them.

Morale The elementals fight until they are destroyed.

ZERASTORFEN

CR 6

XP 2,400

Male skittermander technomancer (*Starfinder Alien Archive* 106)
NE Small humanoid (skittermander)

Init +3; **Senses** low-light vision; **Perception** +13

DEFENSE HP 75 RP 5

EAC 17; **KAC** 18

Fort +5; **Ref** +5; **Will** +9

OFFENSE

Speed 30 ft.

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

Ranged corona laser pistol +12 (2d4+6 F; critical burn 1d4)

Offensive Abilities grappler, hyper

Technomancer Spells Known (CL 6th; melee +10, ranged +12)

2nd (3/day)—*daze monster* (DC 18), *caustic conversion*

1st (6/day)—*grease* (DC 17), *jolting surge*, *magic missile*,
overheat (DC 17)

0 (at will)—*energy ray*, *token spell*

TACTICS

During Combat Zerastorfen targets the strongest-looking PC with *daze monster*, following it up with *grease* to trip up as many other PCs as possible. He then casts ranged damaging spells such as *caustic conversion* and *magic missile* until a PC gets too close to him, after which he resorts to using *jolting surge* or *overheat*.

Morale The skittermander technomancer surrenders when he is reduced to fewer than 15 Hit Points, though if the PCs haven't defused the device yet (see above), he continues to taunt the PCs until he is knocked unconscious.

STATISTICS

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

Skills Computers +18, Diplomacy +13, Intimidate +13,
Mysticism +13

Languages Aquan, Common, Vesk

Other Abilities cache capacitor 1 (*disguise self*), magic hacks (debug spell [1 die], harmful spells [+3 damage]), six-armed, spell cache (wrist computer)

Gear elite stationwear, corona laser pistol with 1 battery (20 charges), tactical baton, wireless microphone

Development: If the PCs quickly defeat Zerastorfen and his minions, they have a chance to climb up the statue and defuse the device, though the clock is still ticking!

The flyers (which the PCs will be able to get a look at after they defuse the device or it detonates) are simple slips of recycled paper on which is written shortened versions of Zerastorfen's screed ("Helping is a LIE!", "Selfish-manders must admit the truth!", and so on) accompanied by the address of an infosphere site. The page is titled "Skittermanders: A Truly Selfish Species," and details a list of other places that will soon see "demonstrations of the true skittermander nature" across the planet. With Zerastorfen's defeat or surrender, these acts of terrorism will not occur and Vesk-3 can once again return to its peaceful, helpful ways.

CONCLUDING THE ADVENTURE

Once the festival-goers are safe, the PCs are hailed as heroes for stopping Zerastorfen. Dozens of tiny furred hands pat them on their backs, and the group is escorted to the best position in the Central Common to witness the remainder of the eclipse. There is nearly an hour of chants and songs before the Firstborn appears once again, followed by a feast that leaves everyone's bellies full near to bursting. The PCs are given five-star accommodations within the city to sleep off the night's excitement and then can continue on to the next adventure or simply return home.

CHAPTER 2: HUNTERS HUNTED

Eons ago, a rogue asteroid crashed into Vesk-3's surface, altering its geography and ecosystem forever. Many skittermanders believe the planet was inhabited beforehand by an ancient civilization they call the Forerunners, and while no members of this ancient civilization survived the extinction-level event, their DNA survived in the skittermander species. Unfortunately, other terrible creatures also evolved from the Forerunners, and retreated into the cavern systems formed by the asteroid's impact. These beings are known as stridermanders, and they are the subject of tall tales and horror stories told by the light of the stars.

Today, stridermander sightings are few and far between, but in areas of extremely high tectonic activity, passages to those creatures' home—the underground realm called Gadraveech—yawn open, allowing the predators to the surface. The more martial-minded members of the Veskarium take great pleasure in eradicating stridermanders who dare to attack the civilized areas of the planet, and some even delve into Gadraveech to hunt the creatures on their own turf. Hunting lodges have sprung up across Vesk-3 to offer such expeditions at a reasonable fee.

A group of employees of Nakonechkin Salvage—the skittermanders Dakoyo, Gazigaz, Nako, and Quonx—have arrived in Ewagadravona, a Vesk-3 settlement near a permanent entrance to Gadraveech, with their boss, who excited to go on one of the hunting parties that descend into the underground realm.

WELCOME TO EWAGADRAVONA!

Read or paraphrase the following to get your players started.

The high walls and gun turrets surrounding the fortified city of Ewagadravona give it a sense of both safety and claustrophobia. The buildings within resemble vesk architecture more than skittermander, with sharp angles and concessions to practicality. At street level, the structure's windows are protected by steel shutters that can come crashing down at a moment's notice. Despite the dour designs, the people here seem as friendly as those in any other major settlement on Vesk-3.

Skittermanders make up more than half the populace of Ewagadravona, followed by vesk and pahtras (*Starfinder Alien*

Archive 2 94) in that order. The latter are drawn to the city because of its proximity to a large cave that leads down into Gadraveech. The cave was uncovered several decades ago, and the local government hasn't seen fit to blast it closed, citing the revenue it brings as a tourist attraction. However, most of that capital gets funneled into the city's protection, as occasionally, throngs of deadly creatures emerge from the cave, seeking blood. Such a large-scale attack hasn't occurred in years, and many are beginning to believe the constant hunting parties that descend into Gadraveech have made a considerable dent in the monstrous population.

The PCs are in Ewagadravona at the behest of their boss, the vesk Nakonechkin, who wants to participate in one of these hunting parties. He claims this is an opportunity for his employees to learn how to work together better, but he clearly is eager to participate in some bloodshed. He has booked an expedition with a local hunting lodge, and brings the PCs there

with many exhortations of "This'll be fun!"

GADRAVEECH TOURS

The headquarters for Gadraveech Tours—a commercial hunting lodge—are located in Ewagadravona on the third floor of a five-story building shared by several companies. When the PCs and Nakonechkin step off the elevator, they are greeted by a worried-looking ebony-furred skittermander receptionist who first asks if they have an appointment today and then immediately tells them that all the day's expeditions have been canceled.

If the PCs don't ask why, Nakonechkin does. The skittermander—who introduces himself as Biconiamaca—explains that they just lost communication with their last outing, a group of four pahtras led by the company's most experienced vesk guide, Syvatsolex, and the company is too preoccupied with mounting a rescue mission. Biconiamaca casually mentions that they are also short-staffed. The receptionist doesn't initially ask for the group's help, but it seems clear that they are counting on skittermanders' perpetual drive to be helpful.

In fact, if the PCs don't seem eager to bite on this plot hook, Biconiamaca offers a reward of 5,000 credits in exchange for the PCs' help securing the safe return of the hunting party (after informing Nakonechkin that Gadraveech Tours will gladly refund his deposit). When the PCs agree, Biconiamaca gives them a holographic map of the caves where Syvatsolex generally takes her hunting parties. The receptionist points out one remote tunnel, noting that they don't currently have anyone searching that area, as it is a bit out of the way of Syvatsolex's usual routes.

Biconiamaca wishes the PCs luck as they leave and warns them to keep an eye out for stridermanders in a tone that



NAKONECHKIN

indicates that such a suggestion is patently ludicrous. The PCs and Nakonechkin can easily rent a hovercar to take them to the underground entrance, a trip that takes 30 minutes. Along the way, it becomes clear to the PCs that their vesk boss is having second thoughts about this rescue mission.

A. ANCIENT CAVES

A road leads close to the entrance to the caves Biconiamaca told the PCs about. The presence of a small dirt parking lot suggests that this area is used often. Another hovercar is parked in the lot; a Gadraavech Tours logo adorns the vehicle's doors. This should give the PCs a clue that they are on the right track.

When Nakonechkin pulls their hovercar over, he turns to his skittermander employees.

"Look, fuzzballs, I have a real bad feeling about this." Nakonechkin looks guilty. "I ain't one to shy away from danger, but seeing as how the guide's car is parked right here, maybe I should stick around out here to make sure they don't just come back from answering the call of nature or something, yeah? I can give you a buzz if I see anything out here." The vesk seems to have made up his mind.

While the PCs can attempt to convince Nakonechkin to come with them, the vesk is adamant about staying put. A PC who succeeds at a DC 20 Sense Motive check can tell that Nakonechkin is more afraid about what's in the caves than worried about accidentally missing the lost tour group.

For this portion of the adventure, use the map on the inside back cover of this book. The PCs begin in area **A1** on the map, which is deeper into the cave complex than its opening, so they will have to provide their own lights. The tunnels are 15 feet tall, while the chambers stretch up higher, some as tall as 30 feet. The walls, floors, and ceilings are all hard stone.

The vesk guide Syvatsalex led her group of pahtras to this section of the caves when a tremor opened up an area that had been sealed for centuries. Despite her warnings, the pahtras wanted to explore these chambers but made it only partially in before they were ambushed by the caves' deadly stridermander inhabitants. Syvatsalex was gravely wounded in the fight, and three pahtras were dragged off by the monsters to their lair in area **A8**. The final pahtra was left behind to die but was soon accosted by a pair of subterranean oozes.

A1. RECENT OPENING

While the rest of this wide passageway appears to be well-traveled, there is a massive crack in the northern wall stretching from floor to ceiling.

A PC who succeeds at a DC 14 Physical Science check can tell that this fissure has occurred in the last day. It was likely caused by a minor quake, which are common in these cave systems.

The tunnel continues downward to the southwest, where most of the hunting tours go, but which aren't detailed in

this adventure. If the PCs need a bit of encouragement to explore the recent opening, they hear a panicked scream from Parsinum, the pahtra in danger in area **A3**.

A2. UNSTABLE PASSAGE (CR 5)

The walls and ceiling of this 10-foot-wide passageway look jagged and ready to crumble. The floor is littered with pebbles and other rocky detritus.

Dirt crumbles down from the ceiling as the PCs step into this tunnel. Another cry from Parsinum in area **A3** can hurry the PCs along, though it also might cause them to fall afoul of the trap.

Trap: The tremor has weakened the walls of this passage, and one section of the ceiling is ready to collapse, burying anyone unlucky enough to be passing by. When at least one PC steps into the area marked on the map, the floor cracks, which then runs up the wall to the ceiling, causing a partial cave-in. A PC who fails their Reflex saving throw against this collapse not only takes damage but is buried under rubble. A buried character takes 2d6 bludgeoning damage each round, but can free themselves with a successful DC 18 Strength check attempted as a full action. Alternatively, a character who succeeded at the saving throw to avoid being buried can remove enough rocks to free a buried character with a successful DC 18 Strength check (as long as they are adjacent to the pile); at most two other characters can each grant a +2 circumstance bonus by each taking a full action of their own to assist (as long as they too are adjacent to the pile).

COLLAPSING CEILING TRAP

CR 5

XP 1,600

Type analog; **Perception** DC 27; **Disable** Engineering DC 22 (temporarily prop up the ceiling) or Physical Science DC 18 (concoct chemical mixture to seal cracks in the floor)

Trigger location; **Reset** none

Effect partial cave-in (6d6 B plus buried); **Reflex** DC 15 half and avoids being buried; multiple targets (all targets in marked 10-ft.-square area)

Development: If the PCs set off the cave-in, it doesn't block the tunnel; there is enough room to clamber over the pile of rubble and continue on.

A3. MAGNETIC CAVE (CR 4)

Thick stalactites laced with ribbons of dark metal hang from the ceiling of this expansive chamber, and patches of the floor are oddly smooth. Shelves in the eastern half of the cavern are raised five feet from the ground. A pair of passageways exit to the west and another tunnel leads north.

The metal lacing the stalactites here is naturally magnetic, throwing off most compasses and other direction-finding devices that rely on a planet's magnetic field. As the tour members

wondered at this interesting geological formation, stridermanders ambushed them, as evidenced by a few splotches of dried blood on the floor in the western half of the cave. A PC who examines this residue and succeeds at a DC 18 Life Science or DC 24 Survival check can tell the blood was spilled only a few hours ago. If the result of either check exceeds the DC by 4 or more, the PC also notes a few spots of dark pink fluid as well, which is obviously neither pahtra nor vesk blood. This is residue from the ferrofluid oozes that lurk here (see Creatures below).

Creatures: The magnetic ore here attracted a pair of ferrofluid oozes, puddles of viscous liquid suspended with nanometer-sized particles of magnetite with limited sentience. The oozes stayed attached to the ceiling undisturbed for some time, but when the pahtra Parsinum was separated from the group, the oozes came down to investigate the tech items he carried. Luckily, the pahtra awoke before the oozes suffocated him. He punched at them as he backed off and climbed up onto the southern shelf, leaving his electronic equipment behind. Parsinum has been crying out for help, not realizing he is now in no real danger from the oozes.

However, when the PCs enter the chamber, the oozes see the PCs' equipment as their next meal and attack.

FERROFLUID OOZES (2)

CR 2

XP 600 each

HP 25 each (*Starfinder Alien Archive* 3 34)



DETMER,
LORIJEI, AND
RUMMEG

TACTICS

During Combat The oozes uses magnetic leap to attach themselves to random PCs within their auras. They then attempt to bludgeon their victims to death.

Morale The ferrofluid oozes fight until they are destroyed.

Treasure: Among Parsinum's gear is a pair of frag grenades II. The pahtra gladly gives them to the PCs if they rescue him.

Development: While Parsinum is badly wounded, his bleeding has stopped. He can describe to the PCs how the ambush began with four-legged humanoid shapes emerging from the darkness. However, before he could get a good look at the attackers (or count their numbers) he was knocked out. He confirms that the vesk Syvatsolex and his three pahtra companions—Detmer, Lorijel, and Rummeg—were alive the last he saw them. Parsinum has no interest in delving deeper into the cave, but will gladly wait outside with Nakonechkin if the PCs tell him they have a friend just outside.

A4. CENTRAL POOL

Several corridors converge on this small and oddly shaped chamber. A shallow pool of foul-smelling water has collected here.

This chamber is lit by a flashlight with a sputtering battery, which casts ominous shadows across the walls.

Development: The vesk Syvatsolex made it this far chasing after the stridermander before collapsing at the edge of the pool. She is here and stabilized but at 0 Hit Points. If the PCs can provide her with any amount of first aid, she comes to with a start. After a moment, she can tell the PCs everything, though she is a bit uncertain as to how many stridermanders attacked. The vesk guide is familiar with stridermanders, though she has only ever seen a few, and at a distance. She was unprepared for the vicious use of their feeding tendrils. She admits that she doesn't know exactly which way the stridermanders took her charges.

The vesk can make it back to the cave entrance on her own, but she is in no shape to go farther. She refuses any additional healing once conscious, telling the PCs to save it for someone who might need it more than her.

Treasure: Syvatsolex gives the PCs her carbon steel curve blade if they seem eager to continue their search, noting they'll need all the help they can get against the stridermanders.

A5. SIDE CHAMBER

The tunnel widens here to an unremarkable cavern with rough walls and exits to the south and northwest.

This particular chamber holds nothing of interest.

A6. UNDISTURBED CHAMBER

A thin layer of sand covers the stony floor here. A tunnel to the northeast is the only exit.

The sand here hasn't been disturbed for some time. The lack of footprints or other markings in the sand makes it obvious no one has come this way.

Treasure: A PC who succeeds at a DC 21 Perception check spots a faint glint in the sand in the middle of this chamber. Brushing away the grit reveals a fist-sized purple gem worth 1,500 credits.

A7. MOSSY GROTTO (CR 5)

Bluish-green moss covers nearly every surface of this irregular chamber, dotted with large, colorful mushrooms. Tunnels lead out to the east and northeast.

Moisture seeping in from below this chamber feeds the thriving colony of moss and fungi here.

Hazard: When the moss is disturbed (such as by walking across it), it releases clouds of soporific spores. The stridermanders are immune to the spores' effects, and as they dragged their prey through here, the clouds rendered the pahtras unconscious. Each PC who walks or climbs through this cave must succeed at a DC 16 Fortitude saving throw; those who fail become sleepy and take a -1 penalty to attack rolls, skill checks, and saving throws until they get a full night's rest. These semi-magical spores aren't filtered out by most armor's environmental protections, but activating them grants a +2 circumstance bonus to the saving throw. The cloud of spores is an inhaled poison effect. Once a creature attempts a save against the spores, they are immune to further saving throws for 24 hours.

If the PCs have a way to move through the chamber without touching the floor or walls (such as by flying), they aren't subjected to the spores.

Story Award: Award the PCs 1,600 XP for traversing this cave.

A8. STRIDERMANDER LAIR (CR 7)

Several lumpy stalagmites reach up from the floor in the western half of this large cave, each six feet tall. Near the southern wall, a pit leads down into utter darkness. A ledge runs 10 feet above the cavern floor along the northern and eastern walls, with sloping ramps at either end. The eastern portion of the chamber is some kind of lair, with ragged furs and scaly skins arranged on the floor near a small pile of bones. The whole area smells musty. A lone tunnel exits to the west.

The lair of four stridermanders that emerged from the depths of Gadraveech months ago, this cavern has a 30-foot vaulted ceiling and sloped walls that can be easily climbed by the creatures (for creatures without a climb speed, it requires a successful DC 22 Athletics check). The hole leads down deeper

into Gadraveech, where even more horrors await; exploring further is beyond the scope of this adventure.

The stalagmites can provide cover for the PCs to sneak closer to the stridermanders. They grant a +2 circumstance bonus to Stealth checks to a Small or smaller creature within 5 feet.

Creatures: The four stridermanders that ambushed the tour group are in the eastern part of the room, near their furs and hides (which they harvested from other Gadraveech creatures), sniping at each other over who gets to eat their pahtra victims first. As such, they take a -2 penalty to Perception checks to notice the PCs until the PCs get within 15 feet or attack.

The pahtras Detmer, Lorijel, and Rummeg are unconscious, lying on the piled-up hides; they are currently stable, but any amount of damage (say, from an area attack) causes them to begin bleeding out. If that happens, they die after 2 rounds.

STRIDERMANDERS (4)

CR 3

XP 800 each

HP 40 each (*Starfinder Alien Archive* 3 104)

TACTICS

During Combat The stridermanders abandon their pahtra victims and attack the PCs. Each stridermander attacks a different PC with spear and feeding tendril.

Morale Each stridermander fights until it is reduced to 10 or fewer Hit Points, and then it tries to flee down into the pit. The last stridermander, though, isn't cowed by the PCs' presence and doesn't flee or surrender.

Development: Once the PCs have defeated or driven off the stridermanders, they can tend to the pahtras. With a minor amount of first aid, the pahtras can exit the caverns with only a bit of assistance. The would-be hunters are a bit delirious from their ordeal but are able to mutter thanks to the PCs, especially when they emerge into the light of day.

CONCLUDING THE ADVENTURE

Nakonechkin is relieved to see the PCs when they appear at the cave entrance, going so far as to embrace them in one big hug. He then realizes that he has an audience and clears his throat with embarrassment. Syvatoalex is lucid enough to drive her vehicle back to Ewagadravona, though if one of the PCs insists on not letting her behind the controls, she relents. Both groups arrive back at the city before dusk.

Biconiamaca is similarly thrilled to see their friend and any customers who made it back alive. They hand over any promised reward on behalf of Gadraveech Tours. If asked, Biconiamaca promises that they will inform the city authorities of the newly connected caverns and deeper entrance into Gadraveech. Protocol dictates that the caves be fully explored by a seasoned team of spelunkers before they can be used recreationally. Biconiamaca jokingly suggests that the PCs should volunteer for the job, which is followed by Nakonechkin laughing nervously and escorting his employees out of the building. Such an adventure will have to wait for another day!

DAKOYO

The dark purple Dakoyo is a priest of Ibra who was the last of the four skittermanders to join Nakonechkin Salvage. He is a contemplative skittermander who enjoys stargazing and has an almost encyclopedic knowledge of healing techniques from the past and present.

Dakoyo was born in the town of Sutheoniora, a suburb of the city of Morandomandran. As a young adult, Dakoyo gained his interest in medicine after his secondary mouth fell off. He studied the desiccated appendage for a few days before a passing rallidee gull swooped down and carried it off. Dakoyo followed the bird to an Ibran abbey down the coastline, where he spent several years being taught the faith and rudimentary healing techniques. He then joined up with the crew of a medical starship traveling the galaxy on missions of mercy, where he received more hands-on training. Eventually, he became the resident physician to the other employees of Nakonechkin Salvage after being picked up off a stray asteroid.



SUTHEONIORA

Sitting several miles south of Morandomandran along the coast of the Vermillion Sea, Sutheoniora is a quaint village with tile-roofed cottages and twisting, meandering streets. Sutheoniora holds a long-standing tradition of extinguishing all electric lights on clear evenings so that residents can gaze up at the stars and out across the ocean.

DAKOYO

Male skittermander priest mystic 4 (*Starfinder Alien* Archive 106)

NG Small humanoid (skittermander)

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

Perception +12

DEFENSE **HP 26 SP 28 RP 7**

EAC 14; **KAC** 15

Fort +2; **Ref** +3; **Will** +9

OFFENSE

Speed 30 ft.

Melee battle staff +3 (1d4+4 B; critical knockdown)

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

Offensive Abilities grappler, hyper

Mystic Spell-Like Abilities (CL 4th)

At will—*mindlink*

Mystic Spells Known (CL 4th; ranged +4)

2nd (3/day)—*daze monster* (DC 17), *mystic cure*, *remove condition*

1st (5/day)—*lesser remove condition*, *mind thrust* (DC 16), *mystic cure*, *reflecting armor*, *share language*

0 (at will)—*daze* (DC 15), *detect affliction*, *detect magic*, *stabilize*, *telekinetic projectile*, *token spell*

Connection healer

STATISTICS

Str 10 (+0); **Dex** 12 (+1); **Con** 12 (+1); **Int** 9 (–1); **Wis** 20 (+5);

Cha 12 (+1)

Skills Diplomacy +8, Medicine +8, Mysticism +15, Perception +12, Sense Motive +12; reduce the DC to recall knowledge about religious traditions, religious symbols, and famous religious leaders by 5

Feats Mystic Strike, Skill Synergy (Medicine, Mysticism)

Languages Common, Vesk

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

Gear graphite carbon skin (infrared sensors), battle staff, needler pistol with 31 darts, *mk 1 ring of resistance*, *mk 1 serums of healing* (3), *mk 2 serums of healing* (2), basic medkit, beacon, id moss (2 doses), tier 1 analgesic (2 doses), tier 1 antitoxin (2 doses), tier 1 sedative (2 doses), antique stethoscope, handful of wooden tongue depressors, credstick (105 credits); **Augmentations** *mk 1 ability crystal* (Wisdom)

GAZIGAZ

The emerald-green Gazigaz is always ready to reach out one of his six hands in friendship. The third skittermander to be employed by Nakonechkin Salvage, Gazigaz keeps his fur impeccably groomed and has an eye for fashion. As his travels take him around the galaxy, Gazigaz is always on the lookout for eye-catching trinkets that'll add to his sartorial splendor.

Gazigaz was whelped in a communal creche in the ancient city of Morandomandrana, which some call the skittermander capital of Vesk-3. Growing up around multiple "siblings" instilled Gazigaz with a constant drive to make peace, even with those who might be hostile to him and his friends. Most conflicts are simply misunderstandings among those who would otherwise become friends, Gazigaz believes.

Being a cultural hub, the city of Morandomandrana sees many off-planet visitors, and after meeting his first vesk, Gazigaz knew he wanted to become friends with every alien species he could find. He figured the best way to make excellent first impressions on these people he had yet to meet was to look his best, so he became an expert in fashion and grooming. Several years ago, the vesk Nakonechkin and the crew of two skittermanders who already worked for him passed through the city and caught Gazigaz's interest. Before the vesk's ship could lift off again for parts unknown, Gazigaz had talked his way aboard the vessel and into Nakonechkin's employment.

GAZIGAZ

Male skittermander xenoseeker envoy 4

(*Starfinder Alien Archive* 106)

CG Small humanoid (skittermander)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

DEFENSE **HP** 26 **SP** 24 **RP** 7
EAC 16; **KAC** 16

Fort +1; **Ref** +6; **Will** +6

OFFENSE

Speed 30 ft.

Melee tactical baton +5 (1d4+2 B)

Ranged glamered static arc pistol +6
(1d6+2 E; critical arc 2)

Offensive Abilities grappler, hyper

STATISTICS

Str 10 (+0); **Dex** 15 (+2); **Con** 10 (+0); **Int** 10 (+0); **Wis** 10 (+0); **Cha** 20 (+5)

Skills Bluff +12, Culture +7, Diplomacy +12, Life Science +7, Perception +7, Piloting +9, Sense Motive +7, Stealth +9; reduce the DC to identify a rare creature using Life Science by 5

Feats Iron Will, Weapon Focus (small arms)

Languages Akitonian, Castrovelian, Common, Pahtra, Vesk, Ysoki

Other Abilities envoy improvisations (get 'em, inspiring boost [13 SP], not in the face [DC 17]), expertise (1d6),

MORANDOMANDRANA

Many non-skittermanders call this ancient city Mandrana, though most skittermanders wouldn't think of shortening its name, especially those who grew up there. The city's foundations sank below sea level following an earthquake shortly after the Gap, but the citizens rebuilt the buildings in the current style around the many canals that were formed in that disaster.

expertise talents (slick customer), six-armed, skill expertise (Diplomacy)

Gear basic lashunta tempweave (infrared sensors), *glamered static arc pistol with 1 battery* (20 charges), tactical baton, *charge cloak*, *iridescent spindle aeon stone*, *ring of whispers*, *starstone compass*, hygiene kit, silver armbands (6), credstick (7 credits); **Augmentations** mk 1 *ability crystal* (Charisma)



NAKO

The crimson-furred Nako was the vesk Nakonechkin's first mate aboard their former ship, the Clutch. She respects and admires their vesk boss Nakonechkin to such a degree that she took a shortened form of his name when she entered his employment. Nako enjoys keeping herself fit and sparring with the other skittermanders, though they can't match her martial prowess.

Living in the fortified city of Ewagadravona, Nako learned the importance of self-defense at an early age. One rare moonless evening, the young skittermander wandered outside the walls in search of interesting rocks. Humming a tune to herself, she failed to notice an immature stridermander creeping up behind her. Before the beast could strike, it was shot dead by a pahtra hunter who had been stalking it for hours. The pahtra brought Nako back to Ewagadravona, gave her a knife, and told her to learn how to use it before she ventured out again. Years later, Nako met Nakonechkin as he was stationed in the city during his brief stint in the military. The vesk was amused by the skittermander's deftness with the knife, and the two formed an unlikely friendship that soon became a business partnership.

EWAGADRAVONA

Appearing more as a vesk settlement than a skittermander one, Ewagadravona is very close to an entrance to the subterranean realm of Gadraveech, home to uncountable horrors. The small city is well-fortified against any dangerous monsters that might emerge from underground, and many of its residents are well-practiced in self-defense.

NAKO

Female skittermander spacefarer soldier 4 (*Starfinder Alien Archive* 106)

NG Small humanoid (skittermander)

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

Perception +0

DEFENSE

EAC 17; **KAC** 19

Fort +5; **Ref** +2; **Will** +4

OFFENSE

Speed 35 ft.

Melee called ember flame doshko +10 (1d8+11 F; critical wound [DC 16]) or survival knife +9 (1d4+9 S)

Ranged tactical semi-auto pistol +5 (1d6+2 P) or stickybomb grenade 1 +9 (explode [10 ft., entangled 2d4 rounds, DC 11])

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

STATISTICS

Str 20 (+5); **Dex** 12 (+1); **Con** 13 (+1); **Int** 8 (-1); **Wis** 10 (+0); **Cha** 12 (+1)

Skills Athletics +10, Intimidate +7, Physical Science +3, Profession (musician) +5, Survival +6; reduce the DC of Physical Science checks to recall knowledge about strange new worlds or features of space by 5

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

Languages Common, Vesk

Other Abilities six-armed

Gear officer ceremonial plate (infrared sensors), *called ember flame doshko* with 1 battery (20 charges), survival knife, tactical semi-auto pistol with 9 small arm rounds, stickybomb grenade 1, *mk 2 serum of healing*, fire extinguisher, brass blaathorn, mvindee fingerdrums; **Augmentations** *mk 1 synaptic accelerators* (Strength)



QUONX

The electric-blue Quonx was the second skittermancer to join Nakonechkin Salvage after she basically stowed away aboard the Clutch to make what she saw were much-needed repairs. She is a natural mechanic and engineer, as well as a voracious reader.

Quonx spent her formative years in the industrial city of Korganistor, surrounded by vesk and skittermanders working in factories and mines. While she tried her hands at both, she constantly found her mind wandering to more theoretical places. Seeing how much effort was put into pulling ore from the mountains, refining it, and smelting it into weapons of war, Quonx began theorizing a way those minerals could be extracted molecule-by-molecule with some kind of beam. While there were no injuries or casualties from the resulting explosion, one mine's tunnels fully collapsed. The vesk mine owner "politely" asked Quonx to leave, and she wandered across Vesk-3 until she came across Nakonechkin's ship in port.

QUONX

Female skittermancer scholar mechanic 4 (Starfinder Alien Archive 106)

CG Small humanoid (skittermancer)

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

Perception +7

DEFENSE

EAC 16; **KAC** 16

Fort +4; **Ref** +6; **Will** +1

OFFENSE

Speed 30 ft.

Melee survival knife +5
(1d4+2 S)

Ranged azimuth laser rifle +6
(1d8+4 F; critical burn
1d6) or
incendiary grenade I +3
(explode [5 ft., 1d6 F, 1d4
burn, DC 12])

Offensive Abilities combat tracking, grappler,
hyper, overload (DC 16)

STATISTICS

Str 10 (+0); **Dex** 15 (+2); **Con** 10 (+0); **Int** 18 (+4);
Wis 10 (+0); **Cha** 12 (+1)

Skills Acrobatics +6, Athletics +7, Computers
+12, Engineering +14, Medicine +11, Perception +7,
Physical Science +12, Stealth +6; reduce the DC
to recall knowledge about matters of quantum
physics by 5

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

Languages Akitonian, Common, Shirren, Vercite,
Vesk, Ysoki

Other Abilities artificial intelligence (exocortex), bypass +1,

KORGANISTOR

Nestled in the foothills of the Huelliswetch Mountains, the city of Korganistor is a bustling center of industry, with several arms factories fed by nearby mining camps. Korganistor is approximately half vesk by population, with a large military presence, though skittermancer aides help keep the businesses running.

custom rig (standard datajack), mechanic tricks (energy
shield [7 HP, 4 min.], overcharge), memory module,
six-armed

Gear lashunta tempweave (infrared sensors), azimuth
laser rifle with 2 batteries (20 charges each), incendiary
grenades I (2), survival knife, *mk 1 serums of healing* (3),
basic medkit, detonator, engineering kit, hacking kit,
trapsmith's tools, datapad containing the collected works
of Dr. Zambressa Von Vultoor, quantum reality spanner
(nonfunctional), credstick (35 credits); **Augmentations** *mk*
1 synaptic accelerators (Intelligence), standard datajack



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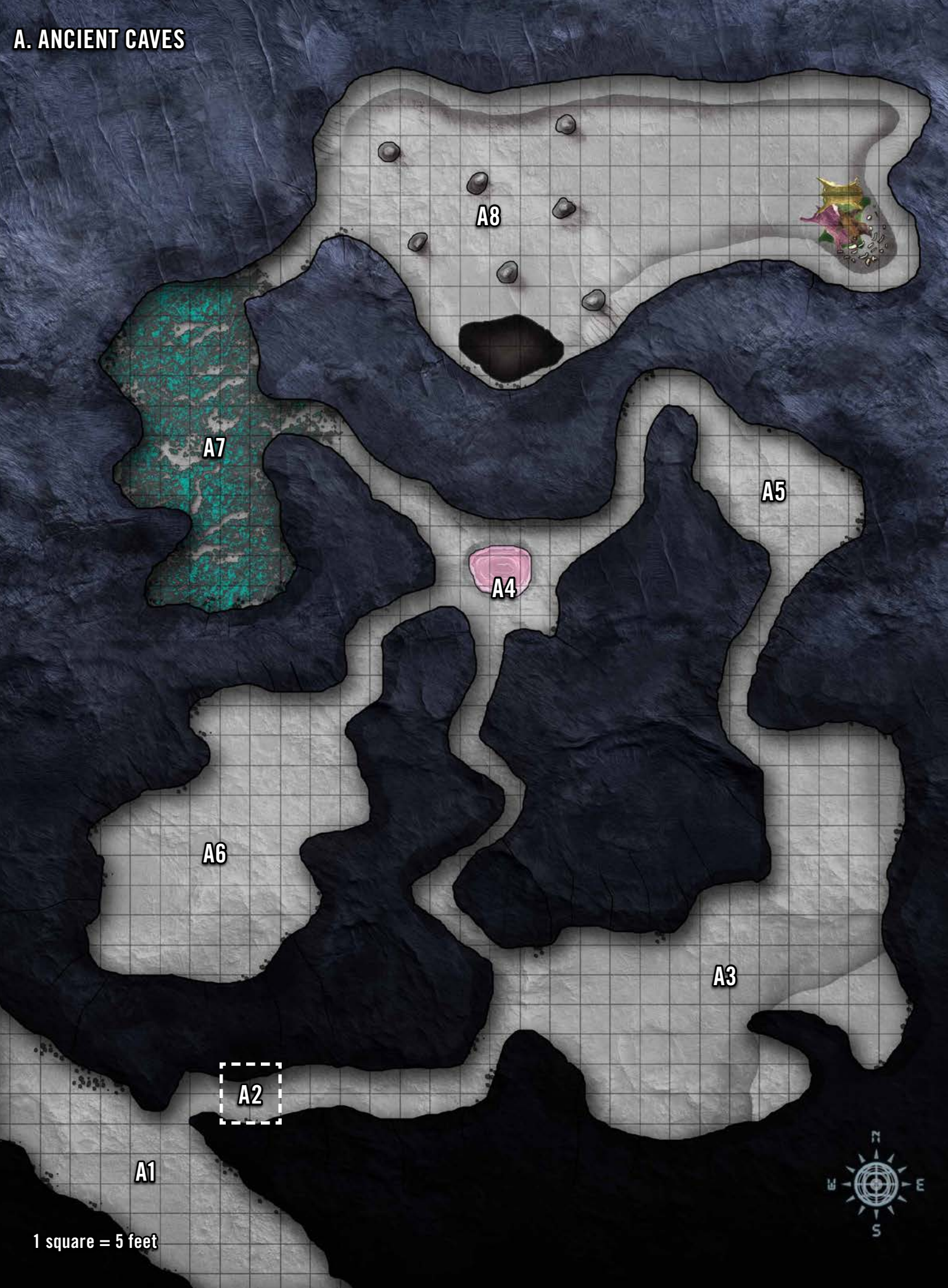
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A. ANCIENT CAVES



1 square = 5 feet

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SKITTER ON HOME!

Even the most helpful six-armed heroes sometimes need a little rest and relaxation. But while on vacation to their homeworld, our veteran skittermanders come face-to-face with a threat far more dangerous than they could have expected. Once again, this fuzzy crew must save the day!

In these unique adventures, players can tackle two harrowing incidents in any order they wish, or they can play them separately as standalone sessions. In the first, they party at Reetamander, a festival celebrating a lunar eclipse on the skittermanders' homeworld, but are forced to confront a villain who attempts to sabotage the festivities. In the second, their underground hunting expedition turns into a rescue mission when stridermanders—massive, terrifying cousins of the skittermander species—wreak havoc in the caves.

In addition to these versatile adventures, this book includes four pregenerated characters that are ready to play, with full stat blocks and backstories. The inside covers include all of the maps needed for this adventure.

Skitter Home is a raucous affair written for the popular Starfinder Roleplaying Game. It's intended for four 4th-level skittermander characters who are looking for some fun before jumping into action like the helpful heroes that they are.



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