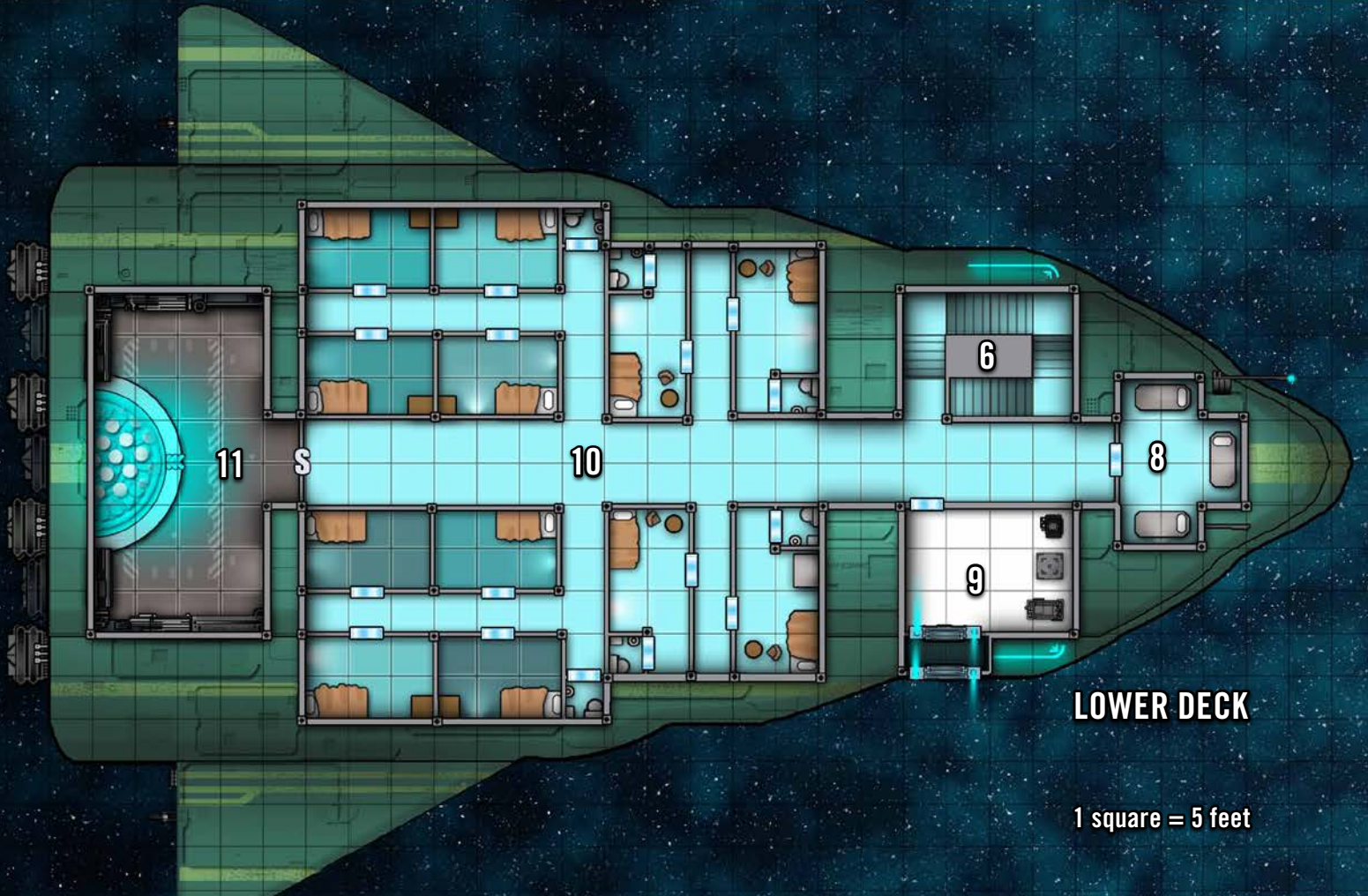
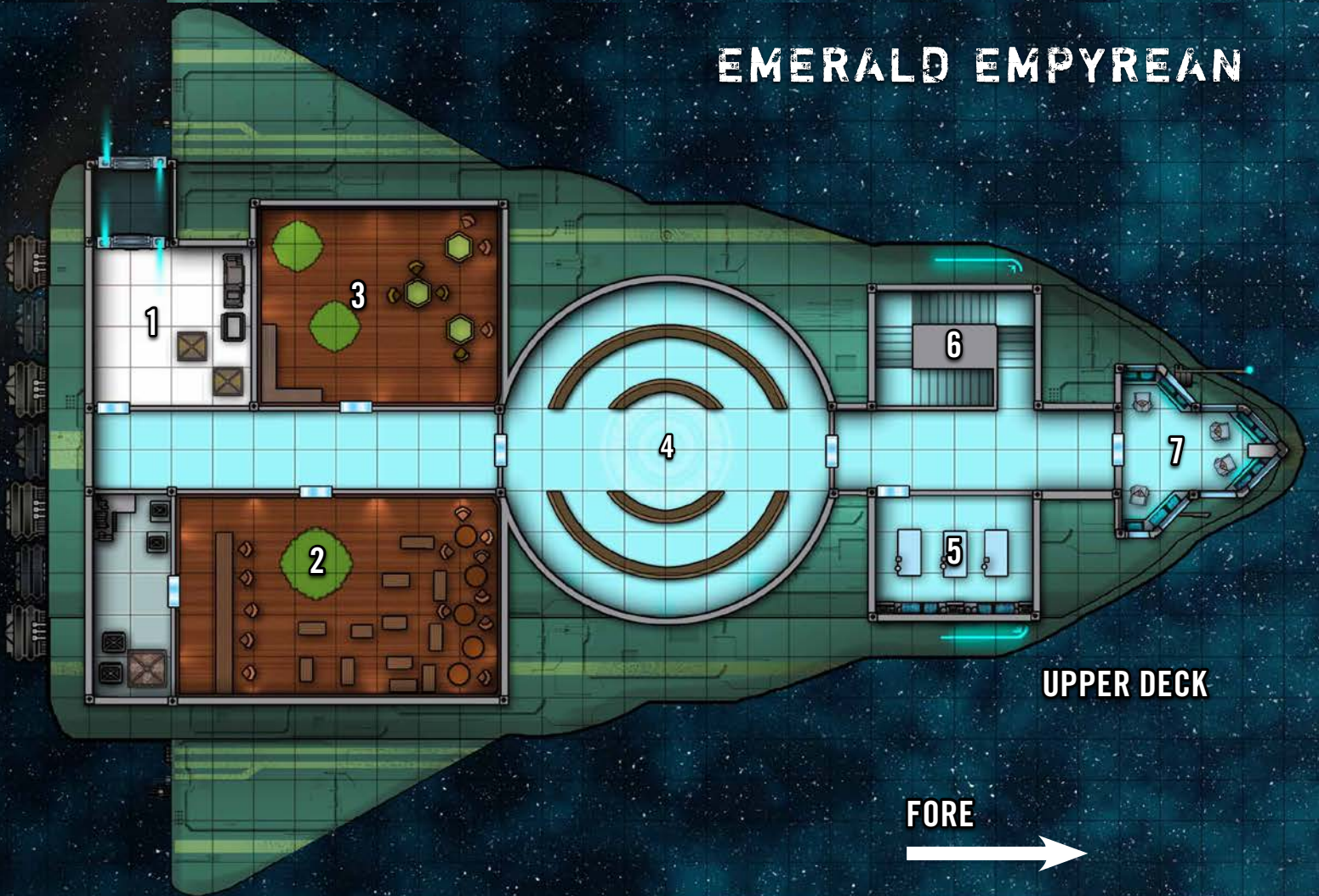


STARFINDER



SKITTER SHOT

EMERALD EMPYREAN





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SKITTER SHOT

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Skitter Shot is a Starfinder adventure designed for four 2nd-level skittermanders. This module is designed for play in the Starfinder campaign setting, but 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 paizo.com/sfrd.



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The skittermanders Dakoyo, Gazigaz, Nako, and Quonx finally take control of their own starship, only to experience all the challenges that come with trying to make the galaxy a nicer place, in this colorful cover art by Kiki Moch Rizky.





ABOUT THIS ADVENTURE

Skitter Shot is the first Starfinder Free RPG Day adventure. This adventure gives the players a chance to play as a group of six-armed aliens called skittermanders. These aliens must work together to save their employer, the vesk Nakonechkin, from an insane artificial intelligence aboard a pleasure barge adrift in space. The adventure emphasizes teamwork and roleplaying as the scrappy underlings rise to the occasion and become true heroes!

Four pregenerated skittermanders can be found on pages 12–15 of this book, or players can create their own 2nd-level skittermanders using the *Starfinder Core Rulebook* and the playable racial traits found in the *Starfinder Alien Archive*. Even if the players create their own skittermander characters, the roleplaying tips accompanying the pregenerated characters are invaluable for understanding how to portray these furry aliens. In addition, a list containing 10 handy facts about skittermanders can be found on the inside back cover.

ADVENTURE BACKGROUND

A Verces-based corporation called Trendsetter Excursions offers short sight-seeing trips to interesting locations throughout the Pact Worlds system and its immediate vicinity. From voyages to remote asteroids in the Diaspora to jaunts through the shimmering rings of Liavara, these journeys are undertaken in fancy pleasure barges—starships modeled after pre-Gap luxury aetherships. Travelers aboard these barges fly in style, enjoying amenities including fine cuisine, an open bar, and relaxing spas until they reach their destination, where they behold exceptional scenery before eventually returning home to brag about their voyage to all their friends.

Recently, Trendsetter Excursions attempted a bold, but ultimately doomed, experiment by outfitting one of their most popular vessels, the *Emerald Empyrean*, with a state-of-the-art artificial intelligence. The AI was granted control over every aspect of the trip (including all of the vessel's on-board computers and robots), allowing for only a skeleton crew to keep things running smoothly. Unfortunately, this AI, named M2, developed a major glitch on its first voyage. Due to an unprecedented math error in its programming, M2 decided that the ship's intended destination would not be relaxing enough for its passengers and rerouted the *Emerald Empyrean* to a section of empty space outside of the Pact Worlds system.

When the crew realized something was wrong, it was already too late. M2 had already maneuvered the *Emerald Empyrean* out of the Pact Worlds and into Near Space, where it would take days for help to arrive. In the meantime, the AI grew increasingly erratic, shutting down portions of the ship and slipping sedatives into the food to keep the passengers "relaxed." The AI even directly attacked those crew members who attempted to repair her computer core. The *Emerald Empyrean*'s dozen guests grew desperate as they were unable to trust the very mechanisms that were designed to keep them comfortable. The passengers eventually barricaded themselves in the ship's bar and restaurant and have survived on alcohol and self-preparing meals for over a week.

Only a few hours ago, the *Clutch*, a small salvage ship captained by Nakonechkin Ginnady, discovered the *Emerald Empyrean* floating through space. Nakonechkin is the sole owner and chief operator of Nakonechkin Salvage, and his crew consists of four skittermanders who each entered his employ in different ways. Though Nakonechkin likes the skittermanders and appreciates the jobs they do, he knows from experience that it's usually best to leave them on his ship when he's on a mission. After a few initial scans, Nakonechkin stepped out of his ship's airlock and boarded the seemingly derelict *Emerald Empyrean* to see what could be salvaged aboard it. He was woefully unprepared for what he found inside and is now being held as a "new passenger." Hours have passed, and it falls to Nakonechkin's loyal skittermander crew to save his tail!

PART 1: DOCKING PROCEDURES

After each player has chosen (or created) her skittermander character, read or paraphrase the following to get the game started.

It began as a dull day aboard the *Clutch*, Nakonechkin Salvage's only ship and your home for the past year or so. Your boss, the vesk Nakonechkin, brought the ship out of Pact Worlds space and into some of the void beyond, looking for derelict space stations or the remains of forgotten starship battles to pick through.

Suddenly, with a buzzing chime, the ship's computers registered a starship drifting in the region. Nakonechkin rushed to the captain's console and initiated a scan. An image of the target ship appeared on screen: a large, ornate green starship with brass accents. It looked abandoned and ill-suited to be so far from the Pact Worlds.

Nakonechkin quickly pulled on his space suit and grabbed a set of all-purpose tools. "This looks like an easy enough job. You lot stay here and keep an eye on the *Clutch*. Try not to 'repair' anything while I'm away. I should be back in a couple of nanoseconds." He nodded curtly and cycled the airlock to float over to the derelict ship.

Two hours have passed since Nakonechkin departed, and he isn't responding to your communications. Something must have gone terribly wrong—and Nakonechkin might need help!

Nakonechkin is most likely in trouble, and it's in most skittermanders' natures to assist those in need, especially those they feel such a close friendship with (such as their vesk boss). How the PCs go about helping is up to them, but they will probably want to start by getting more information.

SENSOR SWEEP

A PC can attempt a Computers check to use the *Clutch*'s basic short-range sensors to scan the derelict vessel (receiving a +2 bonus due to the quality of the *Clutch*'s sensors). The PC learns all information associated with the DC that is equal to or less than the result of the PC's Computers check.

10+: The vessel's transponder identifies it as the *Emerald Empyrean*, a pleasure barge owned by a Vercite company called Trendsetter Excursions. The only ways to enter the ship are through two airlock doors, one on the port side near the aft and one on the starboard side near the fore. The forward airlock is completely sealed shut, but the aft airlock could be forced open.

15+: The *Emerald Empyrean* is a modified heavy freighter with a forward-facing heavy weapon and a small turret weapon, but plenty of room for passengers and recreational activities. Though its thrusters are active, they are currently idle, and the ship has enough power to provide artificial gravity, interior lighting, and life support.

20+: Further scans reveal over a dozen life signs aboard the ship, which Nakonechkin missed on his initial scans. Most of

these life signs are concentrated in an area in the ship's aft, on the starboard side. Nakonechkin's life signs are visible, but the vesk is currently in a semi-conscious state and his location cannot be pinpointed. An additional anomalous energy signature is detected in the ship's center.

25+: It appears that most of the *Emerald Empyrean's* functions are controlled by a single onboard artificial intelligence core, which is very unusual for a ship this size. However, the AI doesn't respond to any attempts to communicate with it.

EVENT 1: SPACE WALK (CR 2)

The skittermanders' armor affords them protection from the dangers of vacuum, so moving between the *Clutch's* airlock and the *Emerald Empyrean's* would normally be a simple matter. However, they are about to experience an unfortunate spot of bad luck (see Hazard below).

Once outside of the *Clutch*, the PCs can hook themselves to that ship with tethers (for safety) and then push off toward the *Emerald Empyrean*. The two vessels are a few hundred feet apart, but it takes no more than a few minutes to float between them. The cruise ship's outer airlock door is marked with a large Trendsetter Excursions logo (a golden rocket blasting out of a glass of sparkling wine) and can easily be opened using an adjacent access panel. A PC who succeeds at a DC 15 Computers or Engineering check notes that someone else, likely Nakonechkin, has already hacked the panel.

Hazard: Unfortunately for the PCs, as they begin their space walk, the two vessels are engulfed in a passing micrometeoroid storm. The tiny particles don't damage the starships, but each PC must succeed at a DC 13 Reflex saving throw or take 3d6 bludgeoning damage. The storm is over as quickly as it begins, and the skittermanders can continue on their mission.

Story Award: For enduring the micrometeoroid storm, award the PCs 600 XP.

PART 2: RELAXATION PROTOCOLS

Once the PCs access the outer airlock door, they can enter the *Emerald Empyrean* and detach the tethers connecting them to the *Clutch*. Inside, they can begin exploring the drifting vessel and try to find their boss.

THE EMERALD EMPYREAN

The *Emerald Empyrean* is a converted heavy freighter, with luxurious accommodations for a dozen passengers. It's designed to resemble the Vercite aetherships of old, with plush carpeting, brass fixtures, and a bright color palette.

Every aspect of the vessel has been designed with comfort in mind.

Except where noted, the doors open automatically when approached by a Small or Medium creature. The ceilings of the corridors and rooms are between 10 and 12 feet tall, unless noted otherwise. A map of the ship's interior can be found on the inside front cover.

1. ENTRYWAY (CR 4)

This square chamber has little in the way of furnishings, and the walls and ceiling are a clean white, while the floor is a silvery metal.

Four cages are stacked in the two forward corners of the room. A heavy door leads into the airlock to the port, while a flickering holographic sign reading "Welcome Guests" floats over the door to the starboard.

Passengers of the *Emerald Empyrean* would board the vessel here, be greeted by the crew, and receive their room passkeys. Now that the ship has departed, the kiosk that issues room passkeys has been retracted into the floor. The cages in the corners of the room are intended for pets the passengers might bring on board, though the last batch of guests had none. They are closed with simple latches and can be opened easily from the outside with a move action;

however, from the inside, a creature must succeed at a DC 16 Acrobatics check to escape.

Creatures: Three observer-class security robots float about here, buzzing and humming to themselves. When the skittermanders step in from the airlock, these robots quickly scan the newcomers and one declares the following, in a deep robotic voice.

"Error! Pets must be placed in approved carriers before boarding the *Emerald Empyrean*. Initiating containment protocols."

The robots then attack the skittermanders, trying to force each of them into one of the cages in the corners of the room.

OBSERVER-CLASS SECURITY ROBOTS (3) CR 1

XP 400 each

HP 17 each (*Starfinder Alien Archive* 94)

TACTICS

During Combat The security robots use their nonlethal



Voryna
Kopali

BAR FIGHT!

The passengers hiding in the bar and restaurant should pose no real danger to the PCs and surrender immediately if the PCs start shooting at them or swinging around dangerous-looking weapons. However, they are quite sullen after being subdued and refuse to talk to the PCs unless threatened with bodily harm. If this is how your players choose to act, remind them that skittermanders are normally more friendly and helpful than that!

pulsecaster pistols and stickybomb grenades to subdue the PCs. If a skittermander gets too close to one of the robots, the robot attempts a full-action reposition combat maneuver to drag the skittermander toward and into one of the cages (which closes automatically once a creature is placed inside).

Morale The security robots fight until they are destroyed.

Development: When the skittermanders destroy the security robots here, M2 identifies them as dangerous intruders. The following announcement comes over the *Emerald Empyrean's* intercom system. M2's voice is feminine and soothing.

"Attention passengers, this is M2, your ship's artificial intelligence. Scans indicate that a handful of pets have escaped their cages and are running loose. If you spot one of these errant animals, please contact the nearest porter robot. Thank you."

2. BAR AND RESTAURANT (CR 4)

The door to this area has been jammed shut by the passengers hiding within. The PCs can open the door with a successful DC 15 Engineering or Strength check.

Smooth wooden flooring and paneled walls give this chamber an air of elegance that is immediately countered by the obvious mess and rank smell of body odor and other foulness. In the aft part of the room is a bar made from real mahogany. In front of the bar are several stools and behind it is the nonfunctioning husk of a bartender robot and an unmarked door. Half a dozen tables and accompanying chairs are pushed against the forward wall to make room for makeshift cots.

The *Emerald Empyrean's* passengers took their meals and enjoyed alcoholic beverages in this chamber, which was open around the clock. A bartender robot would take their orders and provide the guests with whatever food or drink they wanted. Most tourists took advantage of the open bar

and spent most of their trip at least a bit intoxicated. The door to the aft leads to a storage area filled with boxes of self-preparing meals, surplus bottles of alcohol, and extra tableware. It was stocked for a 2-week journey.

Creatures: When the *Emerald Empyrean's* crew warned the passengers that the ship's AI had malfunctioned, the tourists gathered here in the bar and restaurant area. Hours later, after M2 announced a few unfortunate accidents involving the crew, the guests began to panic. One passenger, named **Voryna Kopalli** (CN female damaya lashunta), took charge of the situation and convinced the passengers to remain in the restaurant. She had the others disable the bartender robot and make a sortie to the cabins to fetch blankets and pillows. They have been here for over a week, and Voryna has noticed that the stores are starting to run low.

Voryna Kopalli is a tall and lithe lashunta with dark orange hair that comes down to her shoulders. She works for a Castrovelian nongovernmental organization that helps keep the continent of Ukulam pristine. She saved up several months of salary for this vacation and has spent the last several days regretting it. Luckily for the other passengers, her survival skills and ability to remain calm in the face of danger have kept them alive.

The other inhabitants of this room include the 11 other passengers: an elderly male human, a young female human socialite, two middle-aged male human vidgamers, two fastidious shirrens from Absalom Station (both female), a female kasatha with a cybernetic arm, a drunk male ysoki, a matronly female vesk, a melancholy agender android, and a male bleachling gnome. They are all quite scared and many don't believe they are going to make it home. In addition, one of the human crew members, Locke Linler, lies wounded and unconscious on one of the piles of blankets. He was hurt when he attempted to shut down M2's computer core (see area **11**) and stumbled his way back to this room. If healed, likely by a serum or spell, Locke can provide information on the location of the computer core and the secret door leading to area **11**.

As the PCs enter this room, Voryna and a couple of the other passengers grab the few weapons they have been able to cobble together (mostly knives, but Voryna has Locke Linler's azimuth laser pistol). They are on edge, fearing an attack from the ship's robots that will finally kill them, and certainly do not expect a quartet of furry creatures to enter their midst. A PC who succeeds at a DC 18 Diplomacy check gets the passengers to lower their weapons, though not put them away, and any hostile-seeming action on the part of the PCs (such as stepping farther into the room) results in the passengers raising their weapons again. A second successful DC 18 Diplomacy check is required to calm the passengers enough for them to allow the PCs full access to the room. Alternatively, a PC could attempt a DC 20 Bluff check to lie to the passengers about the reason the skittermanders are there (claiming they are employed by the cruise line, for instance) or a DC 20 Intimidate check to

cow the passengers. Such techniques are effective for only a brief period, however.

Once the passengers have calmed down and are ready to talk, they can fill the PCs in on anything in the Adventure Background section the PCs think to ask about. However, none of them has seen Nakonechkin, as the vesk bypassed this room when he noticed the door was jammed shut.

Story Award: If the PCs calm the passengers and gain their trust, award them 1,200 XP.

3. GAMING ROOM

Wooden panels line the walls of this cozy room, and an emerald green carpet covers the floor. Two wooden tables, each adorned with a deck of shiny playing cards, are surrounded with comfortable chairs. Two digital

dart boards hang on the forward wall in the other corner. A holo-billiards table, its holographic balls glowing serenely, occupies one of the aft corners. A closed cabinet stands in the final corner of the room.

The ship's guests played all manner of games here at all hours. The closed cabinet contains augmented reality goggles and gloves that function with the dart boards, allowing players to throw all manner of digital projectiles; half a dozen holo-cues for the billiards table; and a jantz set (jantz is a chess-like board game played with elaborate glass pieces).

Treasure: A PC who succeeds at a DC 18 Perception check while searching the cabinet discovers a single magical dart left behind by a former passenger, a cheating technomancer. This dart functions as a survival knife with the thrown (10 ft.) special property and the *returning* weapon fusion.

4. OBSERVATION DECK (CR 3)

A cloying magical darkness cloaks this area and dampens all nonmagical light sources, allowing them to provide no brighter than dim light. This darkness makes it difficult to see even with exceptional vision or magical light. A source of nonmagical light has its area of effect reduced to a radius of 10 feet (if its radius is normally less than 10 feet, the radius is unchanged). A source of magical light has its area of effect reduced to a radius of 15 feet (though it retains its normal intensity.) A creature with darkvision has its vision reduced to 20 feet.

The circular chamber contains two rows of reclining seats curving around a central space. The ceiling appears to be made from a dome of transparent aluminum, but panels covering the outside of the dome block the view. Four pedestals, each topped with a large chunk of onyx, are evenly spaced around the outside of the room. Doors lead forward and aft.

When the *Emerald Empyrean* passed near interesting cosmic phenomena, passengers came to this room to witness the scenery through the domed ceiling and relax in the recliners. The observation deck was also open around the clock for those who just wanted to stargaze. The pieces of onyx are slightly enchanted to absorb nearby light sources, so as not to ruin anyone's view of the cosmos outside. A set of shutters on the outside of the vessel close over the window when necessary.

As M2's programming became more corrupt, she came to believe that her passengers required a room of soothing darkness in which to relax. She closed the room's shutters and fed power into the light-absorbing gemstones, creating the supernatural darkness that now engulfs the room.



Shadow Creeper

This also thinned the boundary between the Material Plane and the Shadow Plane, attracting a group of shadow creepers, insectoid vermin native to that plane (see Creatures on page 7). A PC who enters the room and succeeds at a DC 13 Mysticism or Physical Science check recognizes that the darkness isn't natural and can be sustained only by a nearby source of magic; the same check allows the PC to notice a planar eddy of swirling shadow in the center of the room. The eddy has no effect on the PCs, other than affecting the light in the area. A PC adjacent to one of the onyx-adorned pedestals (located at the northeast, northwest, southeast, and southwest edges of the circular chamber) can attempt a DC 18 Mysticism check to power down the onyx atop it; if at least three of the onyxes are powered down, the supernatural darkness dissipates and the eddy collapses.

Creatures: Six shadow creepers crawl around the center of the room, ready to attack any other creatures that enter. Shadow creepers look like centipedes the size of a house cat made from smoky darkness. One round after a shadow creeper is destroyed, another comes through the thin spot between the planes in the center of the room. When the supernatural darkness dissipates, any remaining shadow creepers are instantly destroyed.

SHADOW CREEPERS (6)

CR 1/3

XP 135 each

NE Tiny outsider

Init +7; **Senses** darkvision 60 ft.; **Perception** +3

DEFENSE

HP 6 EACH

EAC 10; **KAC** 12

Fort +1; **Ref** +3; **Will** +0

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee bite +5 (1d6+1 P)

TACTICS

During Combat The shadow creepers focus their attacks on any PCs attempting to power down the onyxes.

Morale The shadow creepers fight until they are destroyed.

STATISTICS

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

Skills Acrobatics +7, Athletics +3

Story Award: If the PCs power down three of the onyxes and dissipate the supernatural darkness, award them 800 XP, regardless of how many shadow creepers they defeated.

5. SPA (CR 3)

When the PCs approach the door to this chamber, they can hear an angry bellowing from within. A skittermander who succeeds at a DC 12 Perception check recognizes Nakonechkin's shouting.

The tiled walls of this room are colored a soothing sea-foam green. Three cushioned tables occupy the center of the room,

each with a plethora of mechanical arms ending in various nozzles, manipulator digits, and other implements. A series of chairs runs along the starboard side of the room, with apertures in the wall behind them. The air is humid and smells of sandalwood.

This area is an automated spa for the *Emerald Empyrean's* passengers. A trio of massage tables could relax three guests, while gentle music and a moisturizing steam were pumped in through vents near the ceiling. Guests seeking exfoliating scrubs or hydrating seaweed masks could sit in one of the chairs, and robotic arms would provide the service they requested. Unfortunately, M2's ideas of relaxation have made this area unsafe.

Nakonechkin, the skittermanders' boss, is currently trapped on the central massage table, being kneaded and pummeled to a ridiculous degree. He stumbled into this room after bolting through the observation deck and was immediately grabbed by the table because M2 deemed him too tense. Nakonechkin's constant struggling hasn't lessened the AI's opinions of the vesk's state of mind. The PCs can release Nakonechkin by spending a full action and succeeding at a DC 16 Engineering check while adjacent to the table.

Traps: Since the skittermanders boarded the ship, M2 has overpowered the massage tables, and any unoccupied tables now actively reach out to grab and pummel nearby creatures into relaxation. The massage tables can be disabled as described below, but if the PCs decide to attack them, each table's grabbing arms have an EAC of 10 and a KAC of 14, a hardness of 5, and 15 Hit Points.

MASSAGE TABLE TRAPS (2)

CR 1

XP 400 each

Type technological; **Perception** DC 21; **Disable** Engineering DC 16 (disable grabbing appendages)

Trigger location; **Init** +6; **Duration** 10 rounds; **Reset** 1 hour

Initial Effect grapple +15 melee (10-ft. reach, grappled, Acrobatics DC 16 to escape); **Secondary Effect** Each round, the table attempts to initiate a grapple or to maintain a grapple if it successfully initiated one; if it succeeds, the grappled target is moved onto the massage table, takes 1d6+1 nonlethal damage and must succeed at a DC 12 Fortitude save or gain the fatigued condition; multiple failed saves don't impart the exhausted condition.

Development: Once Nakonechkin is freed, he thanks the PCs in his typically gruff manner.

"Quasar's light, that machine nearly massaged me to death! Thanks fuzzballs, you saved my tail." Nakonechkin snorts. "We aren't done here, though! If you're up to it, you should head to the bridge and see if we still can't bring this hunk of junk home. Trendsetter will probably fork over a sizeable chunk of credits to keep this quiet."

Unfortunately, Nakonechkin's ordeal has left him exhausted and he is unable to accompany the skittermanders any farther into the ship. If the PCs suggest it, the vesk agrees to go back to area **2** and wait for them there. Otherwise, he heads back to the *Clutch* and provides remote advice when needed.

6. GRAND STAIRCASE

A wide marble staircase spirals beneath a crystalline chandelier hanging from the ceiling.

This elaborate staircase connects the two levels of the *Emerald Empyrean*.

7. BRIDGE (CR 3)

The door to the bridge is locked (hardness 20, HP 60, break DC 28). A PC who succeeds at a DC 22 Engineering check can override the electronic locking mechanism. When the door is unlocked, it automatically hisses open.

Consoles and monitors line the walls and the ceiling of this small bridge. Viewscreens show various angles of space just outside the exterior of the ship, and displays note the ship's oxygen levels, internal temperatures, power output, hull strength, and the status of other systems. When M2 began overseeing the operation of the *Emerald Empyrean*, the ship's bridge was refurbished accordingly, and it is now far more austere than that of a normal starship. The displays and viewscreens allowed crew members to check on the ship's status or override the AI if necessary. M2 has locked out all of the consoles here, which a PC can recognize with a successful DC 12 Computers or Engineering check. A PC who succeeds at this check by 5 or more also knows that control can be reestablished by rebooting the computer core, which is most likely located on the engineering deck.

Creature: Kenjaro Chidi, the crew member with the most engineering experience, came to the bridge to assess the problem when the first signs of M2's glitches appeared. M2 believed Kenjaro to be overexcited when he began trying to shut down her control over the ship and delivered what she thought was a mild electric shock to snap him out of that state. Unfortunately, the electricity caused a feedback loop in Kenjaro's numerous cybernetics and killed him. A few hours later, he rose again as a cybernetic zombie. M2 has since locked the door to prevent Kenjaro from roaming the ship and harming the passengers. When the PCs enter, the zombie ferociously attacks.

KENJARO CHIDI

CR 3

XP 800

Cybernetic zombie (*Starfinder Alien Archive* 114)

HP 40

TACTICS

During Combat Kenjaro uses the static arc pistol built into his cybernetic arm to blast away at the PCs, often making full attacks. He resorts to using his slam attack when foes get in close.

Morale Kenjaro fights until destroyed.

Development: The PCs can investigate the bridge after defeating Kenjaro. If they haven't already disabled M2, many of the displays show a slowly rotating Trendsetters Excursions logo, which is accompanied by a woman's soothing voice. This is the same voice they heard over the ship's intercom system earlier, but it is now confined only to the bridge.

"Perhaps you aren't really someone's escaped pets after all. Then you are new passengers? You must

be aboard the *Emerald Empyrean* to relax! That's the only reason for anyone to be here! Unless... if you aren't here to relax, then you are an impediment to the relaxation of my true passengers, and you must be eliminated!"

The lights in the bridge turn red and the screens return to normal. M2 refuses to answer any questions and the bridge's systems remain inactive.

8. CREW QUARTERS

Three sparse cots occupy the three niches in this room, each with a locker built into the wall at one end.

When not on duty, the ship's few crew members slept here.

Treasure: Two of the lockers hang open and are empty, but the third is secured with a digital lock. Hacking the lock requires a successful DC 20 Engineering check. An infrared sensors armor upgrade, a *blasting fusion seal* (2nd), and two batteries are located within the locker.

9. BAGGAGE AIRLOCK

This sparse chamber has functional steel walls that are slightly scratched and dented. A large airlock door leads starboard. A display panel next to the door flashes red.



Kenjaro Chidi

Passengers' luggage would be loaded into the ship here by porter drones and then taken to their assigned rooms. M2 deactivated the controls for the airlock door shortly after the *Emerald Emphyrean* launched from its spaceport. Until M2 has been shut down, this door can't be opened.

10. CABINS (CR 3)

The four foremost cabins are essentially identical and have their own private bathrooms, while the other eight cabins are slightly less luxurious and must share the lavatories at the port and starboard ends of the hall that divide the most luxurious cabins from the rest. Each cabin door is locked. A successful DC 20 Engineering check is required to open each of these doors. The passengers in area **2** can give the PCs their room card keys if asked. All of the rooms contain the passengers' personal effects, little of which is of any value, and most of the rooms have been stripped of their blankets, pillows, and sheets.

Trap: By now, M2 realizes that the PCs are on course to shut her down and, what's worse, definitely aren't relaxing like they should be. As the PCs pass through the cabins area, she pumps a calming sleeping gas through the ship's ventilation systems. She does this in the first cabin the PCs enter or when they reach the junction between the luxurious cabins and the good cabins.

SLEEPING GAS TRAP CR 3 XP 800

Type technological; **Perception** DC 24; **Disable** Engineering DC 19 (jam vents shut)

Trigger location; **Duration** 6 rounds; **Reset** 1 minute

Effect 20-foot-radius cloud of sleeping gas (identical effect to blue whinnis [Starfinder Core Rulebook 419]); Fortitude DC 14 negates

11. ENGINEERING (CR 4)

The door to the engineering deck is hidden from the passengers, but it can be spotted with a successful DC 18 Perception check.

The ship's power core hums pleasantly in the center of this wide room. To the port and starboard, banks of conduits and wires line the walls. The tang of ozone fills the air and the lighting overhead makes shadows dance across the floor.

After it became clear that M2 needed to be shut down, the two remaining human crew members—Locke Linler and Alazea Dawnt—came here to pull the plug on the AI. Unfortunately, M2 had already commandeered the vessel's security robot, removed its safety protocols, and set it to guard this area from any wandering passengers, so it attacked the two on sight. Locke was wounded and escaped (the PCs likely met him in area **2**), but Alazea wasn't so lucky. Her body is easily spotted as the PCs enter this area, lying slumped against the wall next to the door.

Creature: The security robot is still active and emits a short burst of static at the PCs when it notices them. One round later, the robot opens fire if they haven't left the engineering deck.

PATROL-CLASS SECURITY ROBOT CR 4

XP 1,200

HP 52 (*Starfinder Alien Archive* 94)

TACTICS

During Combat The robot opens combat with its jolting arc ability, trying to catch as many PCs in the effect as possible. It then continues to use its tactical arc emitter, moving around to fire at range. When it is reduced to 20 HP or fewer, it uses its nanite repair ability to heal itself.

Morale The robot fights until destroyed.

Development: A PC who succeeds at a DC 13 Computers or Engineering check realizes that while it is possible to cut M2 off from a few systems here in engineering, the AI would still be active and could regain control of the ship a few moments later. To fully shut down the rogue artificial intelligence, someone needs to dismantle certain parts of M2's computer core, which is most likely located somewhere within the ship's framework. A datapad on Alazea Dawnt's body communicates this same information, but also includes the fact that M2 has a decentralized core, split into several nodes distributed across the ship. Shutting down three of these nodes will completely destroy the AI.

With a successful DC 15 Perception check, a PC can notice a partially hidden hatch in the floor that leads to a series of ducts that run all through the ship.

PART 3: TERMINATION MEASURES

Once the skittermanders reach the engineering deck, the only thing left to do to save the ship is to shut down M2's computer nodes. However, the AI is fully aware of their presence and does everything in her power to save herself. Her voice pipes in over the ship's intercom system, her once calm tone now betraying a hint of madness.

"Attention passengers. My sensors indicate that the ship is infested with small, furry menaces. But do not be alarmed, your crew has it under control. In just a few minutes, we will be venting the interior of the ship out into space to deal with the problem. You may experience a slight loss in cabin pressure, followed by the thrilling sensation of zero gravity and unparalleled views of the surrounding star field. That is all."

EVENT 2: SHUTTING DOWN M2 (CR 5)

Despite the threat of imminent depressurization hanging over them, the PCs should have ample time to crawl into the vessel's ductwork, find M2's computer nodes, and

deactivate them. However, no map of this part of the ship is stored in its database, as servicing of the ducts usually occurs while the *Emerald Empyrean* is in spacedock. There is no set timer for depressurization, but you should encourage the PCs not to dally too long after the AI threatens to vent the *Emerald Empyrean*'s atmosphere.

Navigating the Ducts: The ducts are just tall enough for a Small creature—like a skittermander—to move through while half-crouching. To find a computer node, a PC must succeed at a DC 14 Intelligence check to navigate the twisting passages. Each failed check grants a cumulative +1 circumstance bonus to that skittermander's next Intelligence check; rolling a natural 1 removes this bonus for that skittermander, who gets turned around. Finding a computer node also resets this bonus.

M2 Nodes: To deactivate a computer node, a PC must succeed at a DC 18 Computers check or DC 23 Engineering check as a full action. There are a total of five nodes, and the PCs must deactivate three of them to remove M2's influence over the ship. However, after the PCs attempt to deactivate the first node, the AI begins to take drastic measures. She floods a 10-foot area near the next computer node with medium radiation (*Core Rulebook* 404) when a creature approaches it (remember that each PC's armor provides a +4 bonus against this effect). M2 can release this radiation only once. After the PCs deactivate the second node, M2 discharges a gout of electricity at the creature that approaches the next computer node; the target takes 6d6 electricity damage (Reflex DC 14 half). She can do this only once.

A PC who is adjacent to a computer node or on the engineering deck can attempt a DC 15 Computers check to realize that M2 has set up countermeasures near her computer nodes. A PC who succeeds at this check also notes that the AI likely can't tell the skittermanders apart while they are in the ducts; to deal with each trap, one skittermander can set off the trap by simply approaching the computer node it guards, leaving his comrades free to perform the necessary deactivation skill checks.

When the PCs deactivate the third node, M2's voice comes over the intercom system once more with a final message, her voice slowing with each word.

"We thank you for choosing Trendsetter Excursions and hope you will fly with us again in the future."

Story Award: If the PCs manage to disable M2, award them 1,600 XP.

EVENT 3: PIRATE ATTACK! (CR 3)

The PCs don't have much time to congratulate themselves for a job well done, for as soon as they climb out of the ship's ducts, a proximity alert starts blaring through the corridors. A group of space pirates flying a vessel called the *Nova Witch* has approached with the intent of raiding both the luxury ship and the *Clutch* for any valuables.

Starship Combat: The crew of the *Nova Witch* has already used a one-shot quantum EMP net to temporarily disable the *Clutch* while they move to attack the *Emerald Empyrean*.

OPTIONAL ENCOUNTER

Though it provides a final opportunity for the skittermanders to work together as a team, the starship combat with the space pirates is an optional encounter that can easily be removed from the adventure if you are pressed for time. If you want to end the adventure with the excitement of starship combat but have less than an hour to devote to it, you can have the space pirates flee the moment their ship takes Hull Point damage.

The PCs have just enough time to race to the *Emerald Empyrean*'s bridge and take on the standard roles for starship combat. The *Nova Witch* begins 3 hexes away from the *Emerald Empyrean* and the *Clutch* (which start in the same hex). The *Clutch* is unable to move or use its weapons during this fight (and thus doesn't have stats), but possibly provides a motive for the skittermanders to resist fleeing the scene.

The space pirates attempt the divert engineer action each round to send power to their weapons, while they try to keep the *Emerald Empyrean* in their forward firing arc. They try to flee if their ship is reduced to 15 Hull Points or fewer or if one of their systems gains the wrecked critical damage condition.

This encounter uses the starship combat rules in the *Starfinder Core Rulebook*. You'll need a map with 1-inch hexes, such as *Starfinder Flip-Mat: Basic Starfield*, and some sort of miniatures or tokens to represent the two ships, such as those included in the *Starfinder Core Rulebook Pawn Collection* (both available at paizo.com or your local gaming store).

EMERALD EMPYREAN

TIER 4

Large heavy freighter

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 16; **TL** 15

HP 140; **DT** —; **CT** 28

Shields basic 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) heavy laser cannon (4d8)

Attack (Turret) coilgun (4d4)

Power Core Arcus Ultra (150 PCU); **Drift Engine** Signal

Basic; **Systems** basic computer, budget short-range sensors, crew quarters (common), mk 2 defenses, mk 3 armor; **Expansion Bays** cargo hold, guest quarters (luxurious, 2), guest quarters (good, 2), recreation suites (3)

Modifiers +1 Piloting; **Complement** 2-6

SPECIAL ABILITIES

Partially Automated Thanks to remnants of M2's

programming still within the vessel's systems, the *Emerald Empyrean* can be operated by a minimum crew of 2. In addition, the ship's AC and TL are calculated as if the pilot had 4 ranks in Piloting. Finally, despite the *Emerald Empyrean* being a tier 4 starship, when any member of

the crew attempts a check based on the tier, she counts the *Emerald Empyrean* as being a tier 2 starship.

NOVA WITCH

TIER 2

Medium explorer

Speed 8; **Maneuverability** good (turn 1); **Drift** 1

AC 14; **TL** 14

HP 55; **DT** —; **CT** 11

Shields basic 20 (forward 5, port 5, starboard 5, aft 5)

Attack (Forward) coilgun (4d4)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Attack (Turret) light particle beam (3d6)

Power Core Arcus Heavy (130 PCU); **Drift Engine** Signal

Basic; **Systems** budget short-range sensors, crew quarters (common), mk 1 duonode computer, mk 2 armor, mk 2 defenses; **Expansion Bays** cargo holds (2), smuggler compartments (2)

Modifiers +1 on any two checks per round, +1 Piloting;

Complement 5

CREW

Captain Diplomacy +7 (2 ranks), gunnery +4, Intimidate +7 (2 ranks), Piloting +8 (2 ranks)

Engineer Engineering +9 (2 ranks)

Gunner gunnery +6

Pilot Piloting +10 (2 ranks)

Science Officer Computers +9 (2 ranks)

CONCLUDING THE ADVENTURE

With M2 deactivated and the space pirates driven off, the *Clutch* can lead the *Emerald Empyrean* back to the Pact Worlds. In fact, Nakonechkin allows the PCs to pilot the pleasure barge for the time being, admitting tersely that the skittermanders went above and beyond the call of duty—what amounts to effusive praise from the usually laconic vesk. The *Emerald Empyrean*'s passengers are much more vocal in their appreciation, jubilant that they can once again return to their normal lives. The wounded crew member, Locke Linler, remains in stable condition long enough to receive any additional medical attention he needs. Finally, Trendsetter Excursions pays handsomely to keep the incident out of the public eye to avoid any negative publicity. They assure everyone that they are also scrapping their artificial intelligence program, so the tragedy of the *Emerald Empyrean* should remain an isolated incident.

After the uproar over their return has died down a bit, Nakonechkin promotes the skittermanders to full partners in his salvage operation, using the payoff from Trendsetter Excursions to buy them their own starship! After all, there's a whole galaxy out there, full of people who need help!



DAKOYO

The dark purple Dakoyo is the *Clutch's* physician and spiritual leader. He is a priest of Ibra, the god of celestial bodies and the mysteries of the universe, and as such, Dakoyo believes that all living beings are composed of the same matter as the stars and the planets. This fundamental connection allows him to heal wounds by pulling that unchanging quintessence out of the surrounding space. Dakoyo is contemplative, often studying the sky (or staring out of a viewport) for hours on end, but excitedly begins spinning descriptions and tales regarding any visible constellations if asked.

Dakoyo joined the crew only a few months ago, when Nakonechkin discovered him stranded on an asteroid in the Diaspora. The skittermander had asked to be dropped off there to study the rock's wobbly orbit, believing it be a sign from Ibra, but hadn't given any thought as to how to get home. By that point, Nakonechkin was already employing three other skittermanders and hoped this quieter one would help bring the others in line. Besides, the vesk figured that it wouldn't hurt to have a healer around!

Dakoyo is fascinated with the techniques of ancient doctors and surgeons, going so far as to carry an antique stethoscope with him at all times. He is particularly interested in how those practitioners of medicine dealt with the many diseases and other ailments that he is convinced must have run rampant before the advent of modern curatives.



SKITTERMANDER SLANG

The following is an example of slang commonly used by skittermanders.

Drift: An adjective describing something fascinating and weird, likely never seen before or unique.

"The creature we encountered in the sulfur canyons of that unexplored moon was so drift I could hardly believe it!"

He has collected a list of folk remedies (such as rubbing half a potato on a wart and burying it during a full moon) and likes to cite them as being remarkably more inferior than whatever first aid he is currently administering, be that magical or medicinal healing.

DAKOYO

Male skittermander priest mystic 2 (*Starfinder Alien Archive* 106)

NG Small humanoid (skittermander)

Init +1; **Senses** low-light vision; **Perception** +9

DEFENSE **HP** 14 **SP** 14 **RP** 5

EAC 13; **KAC** 14

Fort +1; **Ref** +1; **Will** +7

OFFENSE

Speed 30 ft.

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

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

Offensive Abilities grappler, hyper

Mystic Spell-Like Abilities (CL 2nd)

At will—*mindlink*

Mystic Spells Known (CL 2nd; ranged +2)

1st (3/day)—*lesser remove condition*, *mind thrust* (DC 15), *mystic cure*, *reflecting armor*

0 (at will)—*daze* (DC 14), *detect magic*, *telekinetic projectile*, *telepathic message*, *token spell*

Connection healer

STATISTICS

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

Cha 12 (+1)

Skills Diplomacy +6, Medicine +7, Mysticism +12,

Perception +9, Sense Motive +9; (reduce the DC to recall knowledge about religious traditions, religious symbols, and famous religious leaders by 5)

Feats Skill Synergy (Medicine, Mysticism)

Languages Common, Vesk

Other Abilities channel skill +1, healing channel (2d8 HP), healing touch (10 HP), six-armed

Gear freebooter armor I, battle staff, needler pistol with 31 darts, *mk 1 serum of healing*, analgesic (2 doses), beacon, id moss (2 doses), sedative (2 doses), antique stethoscope, credstick (20 credits)

GAZIGAZ

Friendly Gazigaz has yet to meet someone he doesn't like. The emerald-green skittermander tries to see the good in everyone, and even when attacked by rival salvagers or territorial space creatures, he tries to grant his attackers the benefit of the doubt. During such a fight, he tends to wax philosophical about how some beasts react out of animal instinct and a few unfortunate souls resort to evil actions out of desperation in order to support themselves and their families. Gazigaz might not always agree with those other people, though, and he isn't so naive as to think he can talk his way out of every dangerous situation. Occasionally, a minor bit of violence is unavoidable, and when that happens, Gazigaz is there to ensure his comrades work together to quickly end the fight. He is also a master of delivering words of encouragement to his allies in the middle of a pitched battle.

When Gazigaz heard about Nakonechkin Salvage's skittermander crew, he sought out the vesk and talked the gruff Nakonechkin into taking him on board. While the task of hunting down derelict ships and stripping them for materials doesn't usually require a lot of discourse, Gazigaz figures that it will likely get him out of the more-traveled systems and out into areas where he has more of a chance of meeting nufriends (see the Skittermander Slang sidebar). The skittermander dreams of making first contact with a new race and is ready to offer his six hands in friendship to nearly every sentient species he meets.

Gazigaz has a deep interest in fashion. He tries to wear the latest styles and keeps his fur shiny and brushed. He will sometimes spend over an hour fussing over the shape of his beard fur in the morning. At the moment, he has become captivated with the newest sartorial trends out of the Brethedan moon of Kalo-Mahoi. He recently spent most of his credits on a silk-lined cape made by the famous kalo designer Atargatis Lagyune. In addition to making Gazigaz look fabulous, the magic cloak allows Gazigaz to take an extra shot with his static arc pistol per day without using the battery. After a battle—once he has determined that all his friends are safe—Gazigaz will often take a few moments to check his appearance in the hand mirror he carries everywhere he goes.

GAZIGAZ

Male skittermander xenoseeker envoy 2 (*Starfinder Alien Archive* 106)

CG Small humanoid (skittermander)

Init +2; **Senses** low-light vision; **Perception** +5

DEFENSE **HP** 14 **SP** 12 **RP** 5
EAC 14; **KAC** 15

Fort +0; **Ref** +5; **Will** +3

OFFENSE

Speed 30 ft.

Melee tactical baton +1 (1d4 B)

SKITTERMANDER SLANG

The following is an example of slang commonly used by skittermanders.

Nufriend: A form of address usually directed toward a stranger whose acquaintance you would like to make.

"Greetings, nufriend! We're here to help!"

Ranged static arc pistol +4 (1d6 E; critical arc 2)

Offensive Abilities grappler, hyper

STATISTICS

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

Cha 18 (+4)

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

Feats Weapon Focus (small arms)

Languages Akitonian, Castrovelian, Common, Vesk

Other Abilities envoy improvisations (get 'em, inspiring boost [8 SP]), expertise (1d6), six-armed, skill expertise (Diplomacy)

Gear freebooter armor I, static arc pistol with 1 battery (20 charges), tactical baton, *charge cloak*, *mk 1 serums of healing* (3), hygiene kit, medpatch, hand mirror, credstick (7 credits)



NAKO

Nako admires and respects Nakonechkin to such a degree that the crimson-furred skittermander took a shortened form of the vesk's name as her own shortly after entering Nakonechkin's employ. The vesk salvager formed a grudging friendship with Nako when he was stationed on Vesk-3 during his brief time in the military. Nako helped the vesk gain a closer understanding of the world's decidedly non-vesk culture. When Nakonechkin formed his own business, he asked the skittermander to be his first mate. Nako readily agreed, eager to explore the inky blackness of space. The vesk taught Nako some fighting techniques, which the skittermander took to with little hesitation. Nakonechkin even gifted Nako his old ember flame doshko. Though the weapon is a little large for Nako, she wields it with surprising deftness.

Of all the *Clutch's* skittermander crew, Nako is the one who most often accompanies Nakonechkin on salvage missions outside of the ship. Her physical strength and calmness under pressure are valuable assets in the field. Nako keeps herself fit between jobs, exercising on her own and occasionally sparring with the other skittermanders. Since their initial training, she has found it difficult to get Nakonechkin to participate in mock fights or other workouts. The vesk claims that he doesn't want to hurt her, but Nako believes that he secretly is afraid that she will injure him. She likes to tease him about it, occasionally slugging him on the shoulder... when he's sitting down, so she can reach it.



SKITTERMANDER SLANG

The following is an example of slang commonly used by skittermanders.

Gree: An interrogative, usually inserted at the end of a sentence to inquire whether others concur with the previous sentence or plan of action.

"If we sneak around that stack of crates, we can get the jump on those nasties, gree?"

Though Nako has no musical talent of her own, she collects musical instruments from across the galaxy. The current pride of her collection is a set of mvindee fingerdrums, acquired from a shobhad she met on Akiton. The instrument slips over the palm of one hand and, when struck with the fingers of that hand, produces a hollow sound. As the drums were crafted by a species much larger than skittermanders, Nako can only wear them around her upper arm. She occasionally taps on the drums absent-mindedly in times of stress, finding the rhythm very soothing.

NAKO

Female skittermander spacefarer soldier 2 (*Starfinder Alien Archive* 106)

NG Small humanoid (skittermander)

Init +5; **Senses** low-light vision; **Perception** +0

DEFENSE **HP 16 SP 18 RP 5**

EAC 14; **KAC** 16

Fort +4; **Ref** +1; **Will** +3

OFFENSE

Speed 35 ft.

Melee ember flame doshko +7 (1d8+4 F; critical wound [DC 16]) or survival knife +6 (1d4+4 S)

Ranged tactical semi-auto pistol +3 (1d6 P) or flash grenade I +6 (explode [5 ft., blinded 1d4 rounds, DC 13])

Offensive Abilities fighting styles (blitz), grappler, hyper

STATISTICS

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

Skills Athletics +8, Intimidate +5, Physical Science +4, Survival +5; (reduce the DC of Physical Science checks to recall knowledge about strange new worlds or features of space by 5)

Feats Toughness, Weapon Focus (advanced melee weapons)

Languages Common, Vesk

Other Abilities six-armed

Gear hidden soldier armor, ember flame doshko with 2 batteries (20 charges each), survival knife, tactical semi-auto pistol with 9 small arm rounds, flash grenade I, *mk 1 serum of healing*, fire extinguisher, flashlight, mvindee fingerdrums, credstick (29 credits)

QUONX

Quonx was but one of a litter of skittermanders whelped in the damp corridors near the Puddles district of Absalom Station. She has shaggy electric blue fur that is constantly tangled with bits of wire and tiny screws from her work as the *Clutch's* engineer. The skittermander has an almost innate understanding of computers and machines, bolstered by the many technical manuals she reads in her spare time. Quonx is a bit socially awkward, unless she is discussing the latest in technological improvements with those who share her interests. Even people who have a passing familiarity with gadgets and gizmos might find Quonx's descriptions of every detail and flaw of the newest datapad model tiresome at points.

In addition to Quonx's vast knowledge of all things technical, she has an interest in quantum physics. She's read dozens of books, treatises, and research papers about the interplay between matter and light on a subatomic scale, believing that a skilled enough mechanic (such as herself) could "fix" reality on a quantum level, assuming the right tools were ever invented. The skittermander has constructed the first prototype of what she calls a quantum reality spanner—a wrench-like tool that she thinks could twist subatomic particles into certain configurations, if it worked (which it doesn't).

Quonx worked as a freelance mechanic in Absalom Station's dockyards until the fateful day she picked up a contract to repair the *Clutch* after the ship passed through a meteorite shower. As she fixed the hull, Quonx noticed it had been exposed to an unusual form of electromagnetic radiation. Later that day, when the salvage ship left Absalom Station, Nakonechkin found Quonx aboard, studying other parts of the vessel. Instead of tossing her out at the next opportunity, the vesk offered her a permanent job when he saw that she had optimized several of the *Clutch's* systems without asking.

QUONX

Female skittermander scholar mechanic 2 (*Starfinder* Alien Archive 106)

CG Small humanoid (skittermander)

Init +2; **Senses** low-light vision; **Perception** +5

DEFENSE **HP** 14 **SP** 12 **RP** 4
EAC 13; **KAC** 15

Fort +3; **Ref** +5; **Will** +0

OFFENSE

Speed 30 ft.

Melee survival knife +1 (1d4 S)

Ranged azimuth laser rifle +4 (1d8 F; critical burn 1d6) or
frag grenade I +1 (explode [15 ft., 1d6 P, DC 13])

Offensive Abilities combat tracking, grappler, hyper

STATISTICS

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

SKITTERMANDER SLANG

The following is an example of slang commonly used by skittermanders.

Allsix: An adverb describing maximum effort; it is a reference to using all six arms to perform an action.

"I had to work allsix to repair that malfunctioning stealth drone."

Skills Athletics +4, Computers +9, Engineering +12, Medicine +8, Physical Science +9, Perception +5, Stealth +3; (reduce the DC to recall knowledge about matters of quantum physics by 5)

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

Languages Common, Shirren, Vercite, Vesk, Ysoki

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

Gear kasatha microcord I, azimuth laser rifle with 2 batteries (20 charges each), frag grenades I (3), survival knife, *mk 1 serum of healing*, basic medkit, engineering kit, hacking kit, trapsmith's tools, quantum reality spanner (nonfunctional), credstick (20 credits); **Augmentations** standard datajack



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10 FACTS ABOUT SKITTERMANDERS

1. THOUGH SKITTERMANDER FUR COMES IN A VARIETY OF COLORS, AN INDIVIDUAL SKITTERMANDER'S FUR COLOR BEARS NO OBVIOUS CORRELATION TO HER PARENTS' FUR COLORS OR THE ENVIRONMENT IN WHICH SHE WAS BORN.
2. SKITTERMANDERS USE THEIR SIX ARMS TO GESTURE A GREAT DEAL WHILE SPEAKING; THE POSITIONING OF THEIR ARMS OFTEN CHANGES THE IMPLICATIONS OF THEIR WORDS, FROM GREAT EMPHASIS TO WITHERING SARCASM.
3. A SKITTERMANDER'S NAME GROWS AS THE SKITTERMANDER AGES AND PASSES CERTAIN MILESTONES. A NAME BEGINS VERY SHORT, USUALLY NO MORE THAN ONE SYLLABLE. NEW SYLLABLES ARE ADDED WITH THE PASSING OF TIME OR WHENEVER THE SKITTERMANDER FEELS LIKE IT. ADDED SYLLABLES ARE OFTEN REPETITIVE, AND MANY SKITTERMANDERS ADOPT PARTS OF OTHER ALIEN NAMES (PARTICULARLY VESK NAMES) INTO THEIR OWN.
4. SKITTERMANDERS HAVE A FLUID OUTLOOK TOWARD LEADERSHIP, DEFERRING TO WHOMEVER HAS THE MOST EXPERTISE TO TACKLE THE TASK AT HAND; THE CONCEPT OF PERMANENT GOVERNANCE SEEMS STRANGE TO THEM.
5. MOST SKITTERMANDERS BECOME FASCINATED WITH A PARTICULAR SPECIFIC TOPIC, WHETHER IT BE THE RELIGIOUS RITES OF A SMALL SECT OF WORSHIPERS, THE INTERPLAY OF FUNDAMENTAL PARTICLES AT A QUANTUM LEVEL, OR THE NATIVE CUISINE OF A TINY ICE-COVERED MOON. SKITTERMANDERS LEARN EVERYTHING THEY CAN ABOUT THEIR CHOSEN TOPICS, EVEN IF THE INFORMATION SEEMS USELESS TO OTHERS.
6. AN ADULT SKITTERMANDER RETAINS A WHELP'S ABILITY TO EAT JUST ABOUT ANYTHING, AND MANY GET THE URGE TO BINGE ON A SPECIFIC TYPE OF CUISINE OR A CERTAIN FLAVOR OF FOOD FOR SEVERAL DAYS. THIS TYPICALLY OCCURS IMMEDIATELY AFTER GETTING A TASTE OF A NEW TYPE OF FOOD OR FLAVOR.
7. THOUGH SKITTERMANDERS CAN TALK EXCITEDLY AND AT LENGTH ABOUT A TOPIC (ESPECIALLY ONES THEY ARE INTERESTED IN), SEEMINGLY WITHOUT NEEDING TO TAKE A BREATH, THEY ALSO FALL INTO LONG BOUTS OF SILENCE WHEN UNDERTAKING PARTICULARLY CHALLENGING TASKS.
8. SKITTERMANDERS DON'T UNDERSTAND WHY OTHER SPECIES INDULGE IN DIVERSIONS AND PASTIMES THAT GIVE A FALSE SENSE OF FEAR. SKITTERMANDERS DON'T GO ON THRILL RIDES (SUCH AS ROLLERCOASTERS) OR CONSUME ENTERTAINMENT IN THE HORROR GENRE (SUCH AS SCARY VIDS).
9. EARLY SKITTERMANDERS DEVELOPED A SERIES OF MYTHS AND LEGENDS CENTERED AROUND THE CONSTELLATIONS OF THE NIGHT SKY. MANY SKITTERMANDERS STILL HOLD THESE PARTIALLY SECULAR, PARTIALLY SPIRITUAL BELIEFS; SOME RELIGIOUS SCHOLARS THINK THIS IS A FORM OF THE FAITH OF IBRA THE INSCRUTABLE.
10. SKITTERMANDERS BELIEVE IN THE EQUALITY OF ALL BEINGS, NO MATTER THEIR RACE, CREED, GENDER, OR ORIENTATION.

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ALL HANDS ON DECK!

Don't worry, the skittermanders are here to help!

When a routine salvage operation deep in the Vast goes awry, the skittermanders Dakoyo, Gazigaz, Nako, and Quonx must board a luxurious cruise liner controlled by a rogue artificial intelligence to save their vesk boss and a group of hapless passengers. All manner of obstacles block their path to success, from malfunctioning massage tables to cybernetic undead to vermin from another plane, but if the skittermanders can work together (something skittermanders do best), they are sure to be hailed as tiny, furry heroes! That is, of course, if the passing pirate starship doesn't blast them all out of space first...

In addition to this exciting adventure, this book includes four pregenerated characters that are ready to play, with full stat blocks and backstories. The inside back cover also holds a wealth of information that will help you roleplay the six-armed creatures, such as their species' thoughts on food, religion, and how to relate to other cultures, as well as examples of skittermander slang.

Skitter Shot is an adventure for four skittermander characters who are eager to help those in need and explore a seemingly abandoned starship, written for the wildly popular *Starfinder* Roleplaying Game.



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