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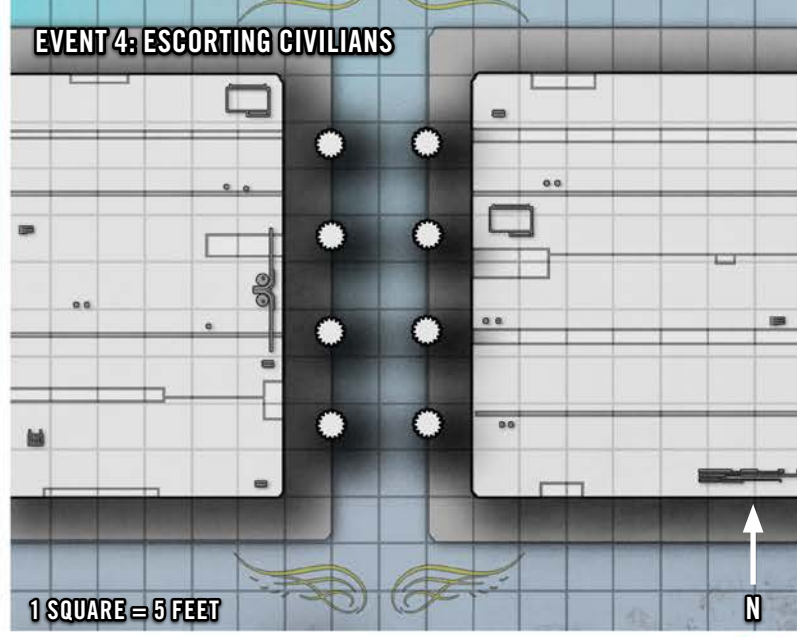
SKITTER WARP

BY JASON KEELEY

EVENT 3: HELL COMES TO THE LYCEUM



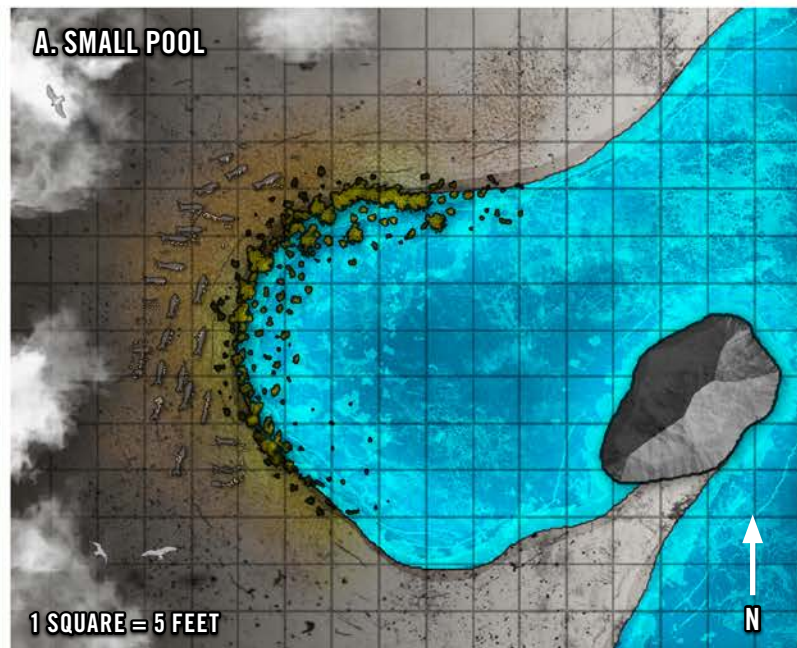
EVENT 4: ESCORTING CIVILIANS



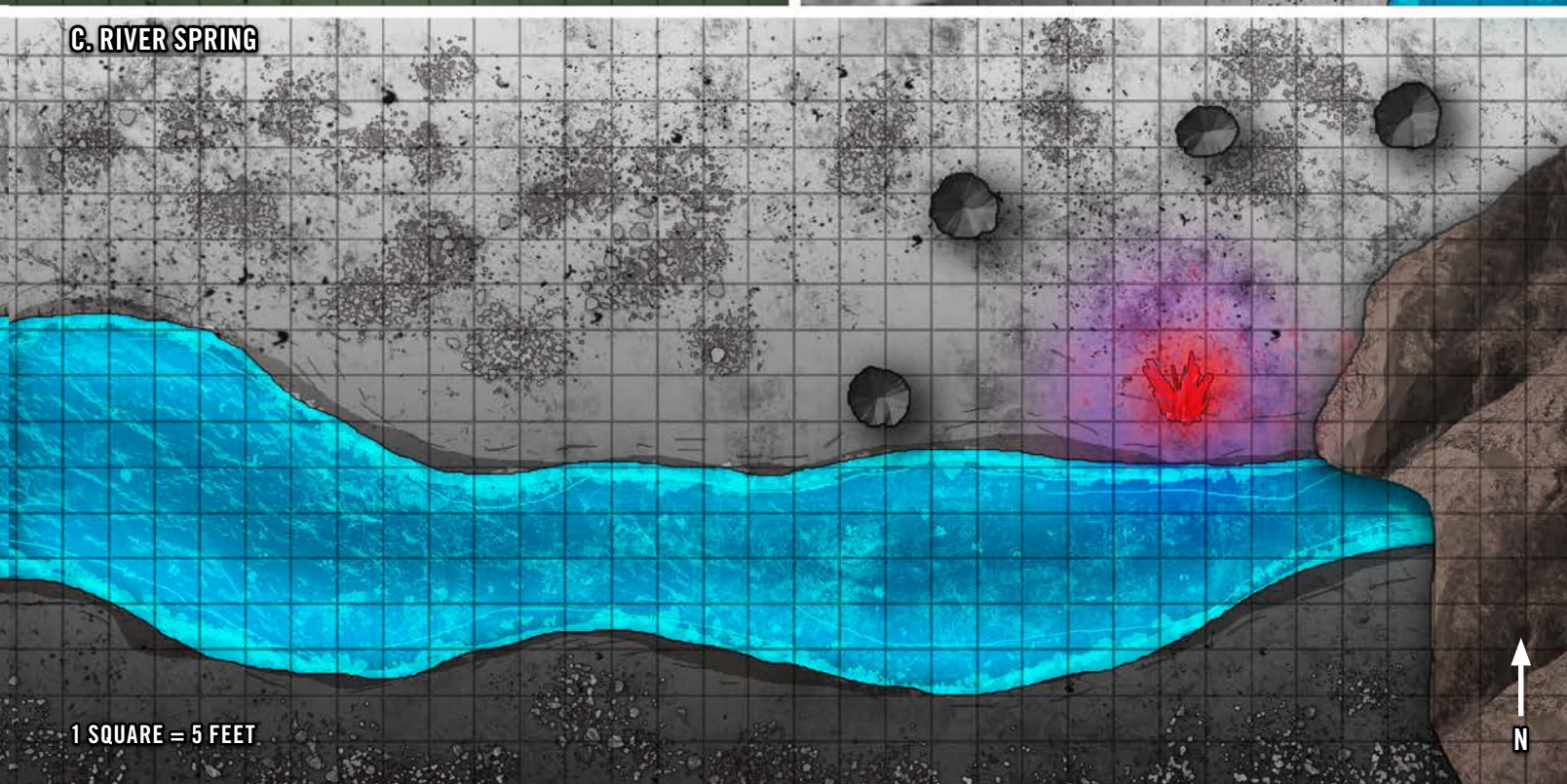
EVENT 6: FIGHTING ON THE FRONT LINE



A. SMALL POOL



C. RIVER SPRING



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SKITTER WARP

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Skitter Warp is a Starfinder Adventure designed for four 5th-level characters. This adventure is designed for play in the Starfinder campaign setting, but it can be easily 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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ON THE COVER

The skittermanders Dakoyo, Gazigaz, and Quonx face off against their friend Nako, who has been corrupted by evil planar energy on the surface of Varkulon 4 in this thrilling cover by Raymond Sebastien.



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ABOUT THIS ADVENTURE

Skitter Warp continues the adventures of a group of helpful skittermanders and their vesk employer: a story that began in 2018 with the Free RPG Day adventure *Skitter Shot*. In this adventure, the skittermanders are on a routine pick-up of salvage from the planet Varkulon 4 with their boss, Nakonechkin Ginnady, when the Drift Crash (see *Starfinder Drift Crisis*) occurs. In combination with the world's already unusual connection to the Drift, planar energies terribly transform most of Varkulon 4, its inhabitants, and even one of the skittermanders!

The adventure assumes the players take on the roles of the four pregenerated characters found on pages 12–15 of this book; alternatively, they can create their own 5th-level characters using the *Starfinder Core Rulebook*, the *Starfinder Alien Archive*, and any other resources you allow. Although *Skitter Warp* is a sequel to the other skittermander Free RPG Day adventures and deals with characters introduced in *Skitter Crash*, knowledge of the previous stories isn't required to play.

ADVENTURE BACKGROUND

Introduced in *Skitter Crash*, the planet Varkulon 4 is covered in humid marshes with the occasional low mountain poking from the swamps. It's home to a settlement of osharus (*Starfinder Alien Archive* 2 92), slug-like researchers who have spent several years studying the planet's most interesting

phenomenon: an annual cosmic event known as a Drift cyclone. When Varkulon 4's orbit passes through a region of space where the barrier between the Material Plane and the Drift is particularly thin, violent storms of planar energy wrack the planet. During these storms, random objects and debris from the Drift rain down—osharus collect and sell these objects to fund their research.

Several years ago, the skittermanders Dakoyo, Gazigaz, Nako, and Quonx were attacked by a vengeful space pirate as they traveled through the Drift. At the same time, a Drift cyclone ripped both vessels from the Drift and forced the skittermanders to abandon ship. They landed safely on Varkulon 4 and rescued an osharu scientist named Ponatia from a hungry swamp predator. Ponatia returned the favor by escorting the skittermanders to the Helix Lyceum, an osharu settlement. He also helped them locate the remains of their ship, which had been taken over by space pirates. In the end, the skittermanders escaped the planet and established a relationship with the osharus on Varkulon 4, acquiring salvage rights to interesting debris left behind by future Drift cyclones.

PART 1: INTO THE DANGER ZONE

Nakonechkin Ginnady operates Nakonechkin Salvage, which employs Dakoyo, Gazigaz, Nako, and Quonx. They took the company's largest vessel (and Nakonechkin's personal ship), the *Clutch*, to pick up a considerable haul of interesting

planar debris from Varkulon 4 about a week after its latest Drift cyclone. Nakonechkin, Dakoyo, Gazigaz, and Quonx just returned to the *Clutch* in a shuttle, intending to secure the last few pieces in the cargo hold. Their contact on the planet, Ponatia, spotted an interesting (but valueless) chunk of elemental earth, and Nako remained on the surface to load it onto a hovercar to haul it to the Helix Lyceum.

Cargo loaded on the *Clutch* includes one ton of unrefined abysium, a large golden bell, a fish skull enameled with a pearlescent substance, several iron spikes carved with the symbol of an archdevil, and a glass globe filled with still-ticking clockwork gears. In addition, each member of the crew has taken a small souvenir from among the salvage, as noted on their pregenerated character sheets. As the players introduce who they're playing, give them a couple of minutes to describe their interesting mementos before the chaos begins!

THE DRIFT CRASH

When your players are ready to begin the adventure, read or paraphrase the following.

With salvage from Varkulon 4 secured in the *Clutch's* cargo hold, it'll soon be time to return to the markets of the Pact Worlds and turn the various reclaimed treasures into credits. Once Nako finishes helping your friend Ponatia return that chunk of rock he found so interesting to the Helix Lyceum, the *Clutch* can be on its way.

Suddenly, alerts sound throughout the ship. The computers indicate something is wrong with... everything! Temperatures outside the hull fluctuate rapidly, while shields deflect several types of unusual radiation. The *Clutch's* artificial gravity goes haywire for a few seconds, and the mass and density of the planet below undergoes impossible shifts. Clouds of purple and green gas coalesce outside every viewport, as if the ship just passed into a nebula, but the computers don't register they exist. The power flickers momentarily, and when the lights come back on, they have a slight bluish tinge.

A static-filled message comes over the ship's comms. "Nakonechkin Salvage, this is Headteacher Kiodea of the Helix Lyceum. Something strange is happening all across Varkulon 4, like a Drift cyclone but much worse. Energy is bombarding the planet at an incredible rate. I don't know if the Lyceum can—" The voice is cut off with a loud snap.

The last Drift cyclone struck Varkulon 4 a week ago, but, astronomically speaking, the planet is still fairly close to where the barrier between the Drift and the Material Plane is thinnest. When the Drift Crash occurs, a cascade of energy punctures the planar barrier and infuses the surrounding space; if Varkulon 4 were any closer, it might have been utterly destroyed. Instead, this planar energy transforms the surface of Varkulon 4 and everyone on it, infusing objects and beings with unusual planar traits. This transformation

isn't instantly fatal, but as the heroes soon find out, it's still quite dangerous.

Osharus at the Helix Lyceum are among those changed. Luckily, they were infused with good-aligned energy, turning them into near-angelic beings. Those outside the city weren't so lucky. Creatures in the nearby swamps were driven to fury by their sudden and inexplicable transformation, immediately lashing out against osharus nearby. In addition, research teams in the field were twisted into evil versions of themselves, and now they're returning to the Helix Lyceum to destroy their former friends and neighbors.

At the moment, all the heroes know is the Helix Lyceum appears to be trouble and the *Clutch* is immersed in a cloud of unusual particles that block long-range scans and communication.

EVENT 1: ESCAPING THE MIASMA

Before the heroes can do anything else, they need to steer the *Clutch* through the strange miasma surrounding the ship. This cloud of displaced Drift energy interferes with the ship's controls, rendering them almost useless, and the *Clutch's* shields are rapidly depleting due to power fluctuations caused by the extraplanar miasma. If the PCs don't act fast, the power drain could affect life support and other vital systems.

Each PC should attempt two skills checks using the following skills, in any order they see fit. Each skill check has a DC of 24. Success or failure at these skill checks determines how damaged the *Clutch's* shields are in **Event 2**.

Athletics: A PC can rush to the *Clutch's* engineering deck to tighten power couplings with a spanner or heft heavy bundles of cables through access ports to reach power junctions.

Computers: A PC can reroute power from other systems to sustain the shields or use limited astrogation data to plot the fastest way through the miasma.

Diplomacy: A PC can rally the others with a passionate speech or offer kudos to a single crew member for a job well done.

Engineering: A PC can coax more energy from the ship's power core or adjust the shield emitters to temporarily increase their regeneration rate.

Mysticism: A PC can divine a quick route through the miasma or recall knowledge about planar energy to help their crewmates better understand what's going on.

Piloting: A PC can steer around concentrated pockets of miasma, or engage thrusters and blast through the cloud.

Development: If the PCs as a group succeed at three or fewer of the above checks, the *Clutch's* shields are seriously drained by the time the ship escapes the Drift miasma; when **Event 2** begins, the *Clutch* has only 5 SP in each of its four quadrants. If the PCs succeed at four or five checks, the *Clutch* has 10 SP in each of its four quadrants. If the PCs succeed at six or seven checks, the *Clutch* has its SP reduced to 10 in two quadrants, determined randomly. If the PCs

WHAT ABOUT NAKO?

The PCs might want to make sure that Nako and Ponatia are safe (especially if your players have been in previous skittermander adventures). Unfortunately, a quick flyby of the spot where Nakonechkin Salvage left their friends reveals nothing. If the two are out there, the PCs will need help to find them.

succeed at all eight checks, they exit the cloud as quickly as possible, and the shields are unharmed.

EVENT 2: THROWING SHADE (CR 6)

As the *Clutch* exits the Drift miasma, those onboard the bridge and operating the ship's sensors glimpse the changed landscape of Varkulon 4. Read or paraphrase the following.

What was once a world of swamps and other waterways has been completely transformed. Massive fires rage under clouds of black smoke, the ocean glows with patches of purplish light, and geometrically perfect spires rise into the atmosphere. Something strange has happened to Varkulon 4.

Starship Combat: Before the PCs can scan the planet further or make plans to land, a ghostly starship appears nearby; the ship's hull has been breached many times, and an asteroid juts from its bridge. The ship is an undead creature known as a derelict shade, and it's made of the fragmented souls of a dead starship crew. The *Celestinaiad* was a small transport that ferried goods between the Pact Worlds and settlements in Near Space, and spent a lot of time within the Drift. The crew met their untimely end during one such trip when a shower of asteroids suddenly materialized in their path. There was no time to react, and the *Celestinaiad*'s hull was punctured several times before a large rock smashed into the bridge. The ghost of the *Celestinaiad* has haunted the Drift ever since, but it was ripped from that plane during the Drift Crash, emerging near Varkulon 4. When it spots the *Clutch*, it eagerly attacks.

The *Celestinaiad* uses its magic officer action to scan the *Clutch* and determine its weapons and shield strength. It then teleports to a position the PCs aren't expecting, such as their rear arc, and brings all its weapons to bear against a single quadrant of the *Clutch*'s remaining shields so it can use its shadeswarm ability. The *Celestinaiad* fights until it's destroyed.

CELESTINAIAID

TIER 4

Derelict shade (*Starfinder Starship Operations Manual* 130)
HP 90

THE CLUTCH

TIER 5

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 2
AC 19; **TL** 18

HP 85; **DT** —; **CT** 17

Shields light 60 (forward 15, port 15, starboard 15, aft 15)

Attack (Forward) heavy laser cannon (4d8; 10 hexes)

Attack (Aft) light laser cannon (2d4; 5 hexes)

Attack (Turret) linked coilguns (8d4; 20 hexes)

Power Core Pulse Green (150 PCU); **Drift Engine** Signal Booster; **Systems** basic medium-range sensors, crew quarters (good), mk 4 armor, mk 3 defenses, mk 2 duonode computer; **Expansion Bays** cargo holds (4), recreation suite (gym)

Modifiers +2 any two checks per round; +2 Computers (sensors only); **Complement** 4 (minimum 1, maximum 6)

Development: If the *Clutch* is brought to 0 Hull Points by the *Celestinaiad*, the terrifying screams of the former crew echo through the comm system, flooding every chamber of the ship. Each PC takes 5d10 damage as their minds rebel at the thought of such eternal suffering; a successful DC 14 Will saving throw halves this damage. The *Celestinaiad* then vanishes, unable to maintain its coherence on the Material Plane any longer. If the PCs reduce the *Celestinaiad* to 0 Hull Points, the transmission is vastly different: a chorus of reedy voices whisper their thanks before the derelict shade passes on.

In either case, the *Clutch* soon receives a strange second transmission.

THE SECOND TRANSMISSION

The *Clutch*'s comms receive an incoming message from Varkulon 4. It begins with a fanfare of trumpets, followed by a familiar voice. "Nakonechkin Salvage, praise be that you are safe." It sounds like Headteacher Kiodea, though her tone is much calmer and her words ring out clearly. "The Helix Lyceum and all in it have weathered the storm, though I must tell you... Well, perhaps it would be more easily explained in person. Please touch down near the Helix Lyceum at your earliest convenience."

As the PCs enter orbit and descend toward the Helix Lyceum, they get a closer look at what has happened to Varkulon 4. The surface is a patchwork quilt of altered terrain: burning trees, crystalline lakes, hills that seem to flicker in and out of shadow, and so on. A PC who succeeds at a DC 20 Mysticism or Physical Science check surmises the land is infused with the quintessence of several other planes in a haphazard manner. A PC operating the sensors and succeeding at a DC 22 Computers check can tell local flora and fauna are also infused with random planar energy.

As the *Clutch* approaches the Helix Lyceum, the PCs see it wasn't spared in this transformation. What was once a campus of practical research buildings and small temples surrounding a tower resembling a twisting spiral staircase

is now a shining metropolis of gold and white marble. The tower remains, but now it's topped with a pair of intricate brass wings spread wide.

PART 2: GOLDEN SIEGE

The Helix Lyceum was built by osharu scientist-priests to study Varkulon 4's Drift cyclones. They have labored at this task for several years, devoting the long periods between each cyclone to examining data gathered during previous storms, competing for grant funding, and jockeying for the chance to conduct major experiments during the next cyclone.

Thanks to the Drift Crash, the Helix Lyceum, and everyone in it, was infused with good-aligned planar energy. The buildings now resemble those seen in Heaven or Nirvana, while the resident osharus have become quasi-angelic beings. This hasn't changed their personalities much, though in the short time they have been changed, they have started discussing ways to use their scientific research for philanthropic purposes. This leaves them unprepared to withstand the machinations of individuals who were outside the city when the planet was warped.

LANDING AT THE LYCEUM

The PCs can land the *Clutch* on the Helix Lyceum's landing pad: a patch of flat, dry ground just outside city limits. It appears as though they have the only working starship, as the others docked here have been fused with elaborate topiaries or silver effigies. The osharu officials at the starport—all of whom sport various angelic features, such as glowing golden eyes, skin as smooth as marble, and vestigial feathered wings—greet the PCs warmly.

EVENT 3: HELL COMES TO THE LYCEUM (CR 7)

Moments after the PCs step off the *Clutch*, they hear a ferocious growl from behind one of the transformed vessels. The gathered osharus scream and retreat into one of the nearby buildings, leaving the PCs to face a warped and angry predator.

The map for this encounter appears on the inside front cover.

Creature: Predators native to the swamps of Varkulon 4, nilotheras learned to avoid the Helix Lyceum after a few tentative attempts to gobble up osharus building the city. Residents kept the predators at bay with weapons, but over time, they grew lax. The Drift Crash infused infernal energy into the small population of nilotheras near the Helix Lyceum, increasing their ferocity and removing their fear of civilization. While

some of these infernal nilotheras tore each other apart, one crept closer to the city and spotted what it believes to be easy prey: several fuzzy little skittermanders. The infernal nilothera attacks after it makes its presence known.

INFERNAL NILOTHERA **CR 7**

XP 3,200

Fiendish marsh large predator (*Starfinder Alien Archive* 151, *Starfinder Alien Archive 2* 140, 102)

N Large animal

Init +4; **Senses** low-light vision; **Perception** +14

DEFENSE **HP 105**

EAC 19; **KAC** 21

Fort +11; **Ref** +11; **Will** +6

DR 3/good; **Resistances** fire 5

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +17 (1d8+12 P plus 1d4 F and death roll)



Space 10 ft.; **Reach** 5 ft.

TACTICS

During Combat The infernal nilothera charges at the nearest PC and bites them. If any PC within its reach is prone at the start of its turn, it tries to grapple that PC and drag them back to the swamp.

Morale If reduced to 30 or fewer Hit Points, the infernal nilothera tries to flee from the starport.

STATISTICS

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

Skills Athletics +19, Stealth +14, Survival +14

Other Abilities hold breath

SPECIAL ABILITIES

Death Roll (Ex) If an infernal nilothera hits with its bite attack and the attack roll exceeds the target's KAC + 4, the nilothera tucks in its legs and rolls rapidly, twisting and wrenching its victim. The target takes an additional 1d6 bludgeoning damage and is knocked prone.

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

Development: Once the infernal nilothera has been killed or driven off, the attendant osharus thank the PCs for their efforts. One of them says, "This is exactly what the headteachers wish to speak with you about," before directing the PCs to a waiting chrome-plated hovercar. During the trip into the city, the PCs can take a 10-minute rest to regain their Stamina Points.

THE HEADTEACHERS

Through the windows of the hovercar, the PCs get a better look at the changed Helix Lyceum. Many buildings are fronted with tall stone columns painted white and gold. Street lamps have been replaced with marble statues. Angelic osharus flit between rooftops or meditate in open parks that used to be storefronts. Despite the strangeness of the situation, the city is peaceful.

Once the PCs arrive at the symposium, the city's central tower, the osharu driver of the hovercar politely escorts them inside to an elevator that takes them to the top of the tower. Behind large, golden double doors, five osharus in different-colored robes sit around a central reflecting pool filled with crystal-clear water. The skittermanders have been here before, but on their previous visit, the chamber was crowded with computer terminals. Now, it's a place of quiet, measured discussion.

Headteacher Kiodea stands. The osharu wears a robe the color of a clear blue sky, and her eyes are ringed with golden skin. She holds her hands out in a gesture of welcome. "Greetings, my friends. It's good to see you again, though no doubt you're confused by my changed appearance. As far as we can tell, something happened within the Drift that caused another Drift cyclone, though instead of disgorging physical items, it engulfed Varkulon 4 in planar energies. The Helix Lyceum and its inhabitants were infused with energy from

a good-aligned plane, but other sections of the planet were not so lucky."

Suddenly, a holographic image appears above the pool. It seems to be Ponatia, though now his head is adorned with a pair of ram's horns and his face is twisted with rage. He speaks with a sneer, "My former headteachers, the time has come for you to be ripped from your ivory tower forever. Your precious Lyceum will burn, and your feeble disciples will have their brains dashed upon the rocks. You didn't protect us, you left us to suffer, and now you will pay!" The hologram vanishes.

The headteachers seem nonplussed by the sight of their changed colleague and the ferocity of his threats. Kiodea says, "We feared something of this nature might happen to those outside the city. Ponatia and those with him appear to be influenced by... less benevolent energies than what affected us. There might be a way to help them, but we need your help."

Before Kiodea can explain what she means, another osharu, an aide named **Pramac** (LG agender osharu^{AA2}) appears at the door. They explain that hundreds of creatures have surrounded the city, and they look violent. Kiodea asks the PCs to go with Pramac and help defend the Helix Lyceum. She and the other headteachers grab golden bows whose strings crackle with electricity, unfold angelic wings, and fly out a nearby window.

Pramac leads the PCs to the street, explaining that they can help in three ways: escort noncombatants to shelter, fortify the city's defenses, or fight on the front line. These three choices—**Events 4, 5, and 6**—are described in the following pages. The PCs can attempt them in any order they see fit, but the time it takes to complete any one of these tasks results in the other two becoming more difficult. Despite this, the PCs shouldn't split up to try to accomplish everything at once, as each challenge is balanced for an entire group of player characters.

EVENT 4: ESCORTING CIVILIANS (CR 6)

One task the PCs can undertake is to escort a group of five civilians from a park near the symposium to a fortified bunker several blocks away. Pramac gives the PCs directions to the park where these civilians—frightened osharus who have partially leafy bodies after being infused with energy from the plane of Elysium—are waiting. The civilians don't have the skill or fortitude to aid in the city's defense, and they'll listen to whatever directions the PCs give.

Creatures: Several streets from the symposium, each PC should attempt a DC 25 Perception check. On a success, they spot a pair of suspicious-looking osharus skulking through an intersection ahead, knives and pistols in their hands. Their skin is pale gray, and tendrils of shadow emanate from their hands and feet. They're dressed all in black. A PC who succeeds at a DC 22 Culture, Life Science, or Mysticism

check can tell these two osharus have been corrupted, likely by energy from the Shadow Plane, and could be dangerous.

The corrupted osharus haven't yet noticed the PCs or the civilians accompanying them, so the PCs don't need to fight their way to safety if they don't want to. Each PC should attempt a DC 20 Stealth check to sneak past the corrupted osharus. A PC can take a -1 penalty to their check to either grant another PC a +2 circumstance bonus to their Stealth check or take one of the NPCs with them; a PC who succeeds on this Stealth check while taking an NPC with them leads that NPC to safety. If the PCs don't lead all five NPCs to safety in this fashion, the remaining NPCs try to sneak past the corrupted osharus, attempting a single DC 20 Stealth check with a total modifier of +4. At your discretion, clever use of spells, skills, or items can grant significant bonuses to these Stealth checks or count as automatic successes. If two or more of these Stealth checks fail, the corrupted osharus notice the group and attack.

If this is the second task the PCs perform for the Helix Lyceum, the DC of the Stealth check increases by 1. If this is the third task the PCs perform, the DC of the Stealth check increases by 3 instead. The map for this encounter appears on the inside front cover.

CORRUPTED OSHARUS (2)

CR 4

XP 1,200 each

Umbral osharu (*Starfinder Alien Archive* 151, *Starfinder Alien Archive* 2 92)

NE Medium monstrous humanoid

Init +5; **Senses** darkvision 120 ft.; **Perception** +10

DEFENSE **HP 55 EACH**
EAC 16; **KAC** 17

Fort +3; **Ref** +5; **Will** +9

Resistances cold 5

Weaknesses light blindness, susceptible to salt

OFFENSE

Speed 25 ft., swim 25 ft.

Melee survival knife +9 (1d4+5 S plus shadow strike)

Ranged thunderstrike sonic pistol +11 (1d8+4 So plus shadow strike; critical deafen [DC 15])

TACTICS

During Combat The corrupted osharus close with the PCs, fill their squares with shadow slime, and fire their sonic pistols from concealment. If the PCs rely on melee combat, the corrupted osharus attempt to flank the strongest-looking PC. The corrupted osharus don't attack the NPCs unless all the PCs are defeated.

Morale When a corrupted osharu is reduced to fewer than 10 Hit Points, they attempt to sneak away, using their shadow slime as cover.

STATISTICS

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

Skills Acrobatics +15, Intimidate +15, Mysticism +10, Physical Science +10, Stealth +15

Other Abilities shadow slime

Gear freebooter armor, survival knife, thunderstrike sonic pistol with 1 battery (20 charges)

SPECIAL ABILITIES

Shadow Slime (Su) As a swift action, a corrupted osharu can excrete shadow slime into their own square or an empty adjacent square, causing that square to become difficult terrain. In addition, that square fills with dark shadows no matter the time of day, providing total concealment for any creature in the square. Corrupted osharus can see through this concealment.

Shadow Strike (Ex) When a corrupted osharu hits a flat-footed opponent or an opponent they flank with an ally, the corrupted osharu deals an additional 1d4 damage.

Development: Once past the corrupted osharus, the PCs and their charges reach the bunker without further incident. The sounds of combat echo through the streets, though if this was the last task they performed, those sounds quickly die down as the last of the invaders are driven back. Otherwise, the PCs should begin an event they haven't yet completed.

Story Award: If the PCs sneak past the corrupted osharus, award them XP as if they had defeated them in combat.



EVENT 5: FORTIFYING DEFENSES

Pramac shows the PCs to a section of the city that's close to the surrounding swamps and isn't easily defended by ground troops. Here, osharus are hastily constructing a barricade to ensure enemies can't easily make their way in the Helix Lyceum's streets. A work crew headed by Headteacher Cheliko welcomes the PCs. Cheliko points out several places where they can lend a hand.

Each PC can perform one of the following jobs, which requires them to attempt two skill checks. At your discretion, clever use of abilities or spells can eliminate the need for one or more skill checks. If two PCs perform the same job, they should roll their skill checks simultaneously. PCs who fail these checks still complete their task, but doing so requires more effort, exertion, and time. For every 2 checks a PC fails, that PC loses 1 Resolve Point. If this is the second task the PCs perform for the Helix Lyceum, increase the DC of these checks by +1; if this is the third task the PCs perform, each PC loses 1 Resolve Point for every failed check instead of every 2 failed checks.

Constructing the Barricade: The barricade needs to be built strong and sturdy. To do so, a PC must attempt a DC 22 Engineering check. After constructing part of the structure, the PC must attempt a DC 17 Culture check to realize the osharus will want it to be perfectly symmetrical, completing the barricade in this manner.

Hauling Materials: Sheets of metal and bags of quick-dry cement need to be carried from a nearby hovertruck to the construction site. To do so, a PC must attempt a DC 21 Athletics check. Halfway through the work, the hovertruck's parking brake accidentally releases, and the vehicle starts to drift down the street, requiring the PC to attempt a DC 18 Piloting check to get the vehicle under control before it causes any damage.

Supervise Work: The construction of the barricade can be done quickly and smoothly if all workers follow the plans provided. To ensure this, a PC must attempt a DC 21 Diplomacy check. An hour into the project, the blueprint files are partially corrupted. The PC can fix the problem, but it requires a DC 18 Computers check.

Tend to Injuries: Some osharus are fresh from battle on the front lines or injured themselves working on the barricade. To treat their wounds, a PC must attempt a DC 20 Medicine check. One proud osharu refuses aid and tries to work through their injury, requiring the PC to attempt a DC 18 Diplomacy check to persuade their patient to accept treatment.

Development: Once each of the four tasks above are completed (perhaps at a cost in Resolve Points), the barricade is completed and Cheliko judges it satisfactory. If this was the last task the PCs performed, this barricade and others erected around the city deter the besieging forces, and they retreat into the swamps. Otherwise, the PCs should begin an event they haven't yet completed.

EVENT 6: FIGHTING ON THE FRONT LINE (CR 6–8)

When the PCs head to the front lines, Pramac escorts them to where Headteacher Kiodea set up a temporary command center at the city's edge. Just outside the Helix Lyceum, near the edge of the surrounding swamps, dozens of angelic osharus blessed with heavenly power battle hundreds of other osharus and stranger creatures, all corrupted by evil planar energy. Kiodea thanks the PCs for aiding the city in this dire time and points them toward a weak spot in the lines where they can best help. She tells them to hold strong, no matter what they face.

Creatures: As soon as the PCs reach the spot where Kiodea directed them, a squad of undead osharus lurch from the swamps and take strategic positions behind some trees. These unfortunates were transformed into bone troopers when they were infused with negative energy. Most of their skin has rotted away, exposing their festering internal organs. However, they didn't lose their sentience or spellcasting abilities.

If this is the second task the PCs perform for the Helix Lyceum, there are 4 osharan bone troopers instead of 3; if this is the third task the PCs perform, there are 5 osharan bone troopers instead. The map for this encounter appears on the inside front cover.

OSHARAN BONE TROOPERS (3)

CR 3
XP 800 each

 Osharu bone trooper technomancer (*Starfinder Alien Archive* 292, 22)

HP 34 each

TACTICS

During Combat The osharan bone troopers try to remain in cover, relying on ranged spells like *energy ray* and *magic missile*, as well as their pistols, which they empower with *supercharge weapon*.

Morale The undead fight until they're destroyed.

Development: When the PCs defeat the osharan bone troopers, the fighting around them dies down; Kiodea assures the PCs the osharus can hold the line from here. If this was the last task the PCs performed, they see the forces surrounding the Helix Lyceum have been driven back. Otherwise, they should begin to an event they haven't yet completed.

BACK TO THE SYMPOSIUM

Night falls over the Helix Lyceum. As magical illuminating flames ignite on pillars across the city, the attacking creatures withdraw. Pramac leads the PCs to the symposium, where the headteachers await. They're immensely grateful for the PCs' help and have news for them.

"My friends, you must be worried sick about your friend Ponatia. While you led the defense against the creatures he sent to the Helix Lyceum, we have been crafting a plan. We

traced the message you saw to a location near the headwaters of the Acavo River, where there's a high concentration of planar energy. We believe he's masterminding the assault on the Lyceum there.

"Your friend appears to be corrupted by evil, but don't fear. There may be a way to save him." Kiodea retrieves a glass vial full of glowing white liquid from a niche in the wall. "Take this. The planar energy at the river's headwaters must have a source—perhaps an object cast from the Drift. Find the source of this planar energy and anoint it with this oil. It will dispel the planar energy and—with luck and the grace of the gods—restore your friend and anyone else infected by the same energy."

From the reflecting pool, Kiodea calls up a holographic map of Acavo River and the surrounding area, approximately 100 miles to the northeast. The PCs can take the *Clutch* to the base of the steep hills that surround the headwaters, but they will need to walk the rest of the way. The PCs can leave immediately if they wish, but the headteachers recommend they wait until morning when climbing the hills will be less treacherous. Pramac offers to show the PCs to lodgings for the night. If the PCs ask, Kiodea assures them the Helix Lyceum is secure from the hordes of surrounding creatures, and the city's residents should be safe, so the PCs can rest.

Treasure: Kiodea hands the PCs the *cleansing oil*, a unique item with no bulk. When they're ready to leave for the headwaters, she gives them a grappler, 100 feet of adamantine alloy cable line, six *mk 2 serums of healing*, and four *serums of enhancement (commando)*. She also provides four *merciful* weapon fusions (6th), and pays the credit price necessary to transfer these fusions to the PCs' weapons if they desire it.

PART 3: SPRING OF EVIL

As the PCs lift off in the *Clutch*, bound for the headwaters of the Acavo River, they see several corrupted osharus and other creatures huddled in the surrounding swamps. The creatures appear to be regrouping and biding their time, waiting for another signal to attack the city. If the PCs are swift in their journey and reach Ponatia in time, that signal will never come.

ACAVO RIVER

The only suitable place to set down the *Clutch* is a clearing at the base of the hills from which the Acavo River flows. The land here was touched by energy from evil-aligned planes, and looks scorched, twisted, and barren. Chunks of basalt poke from the ground at odd angles and the air smells vaguely of sulfur. From here, the PCs can continue on foot. There are no signs of wildlife as they follow the river into the hills. A foul gray foam collects on the water's surface, gathering along the banks in large clumps. The entire area looks like nothing the PCs have ever seen on Varkulon 4 before.

A. Small Pool (CR 7)

An hour into the journey, the PCs come across a spot where the river widens and almost splits in two, with one half forming a small pool. This pool must drain into an underground stream; it doesn't overflow, nor does the water return to the river proper.

The river turns sluggish where a large rock bisects the flow. On one side, the water flows into a small pool surrounded by sickly reeds. Several dead fish lie at the pool's edge, their flesh rotted away to reveal half-melted bones.

Creature: After Ponatia was corrupted, he discovered the concentration of planar energy at the river's source. He began to experiment with it using his newfound mystical powers. He summoned a warmonger devil, also known as a levaloch, to terrorize his former friends and guard the path to the headwaters. When the PCs landed, the devil hid within the pool and waits for them to approach. They spring out to attack when the skittermanders get close, spraying foul water everywhere.

WARMONGER DEVIL

CR 7

XP 3,200

HP 105 (*Starfinder Alien Archive 2 36*)

TACTICS

During Combat First, the levaloch attempts to summon another levaloch. On subsequent rounds, they attempt to entangle a random PC with their net, close, and attack with their trident.

Morale The warmonger devil fights to the death.

B. Sinkhole (CR 6)

Half an hour after their fight with the levaloch, the PCs arrive at an area where, despite being so close the river, the ground is cracked and brittle. An unusual infusion of energy from the Elemental Plane of Air left this stretch of riverbank treacherous to cross.

Trap: The PCs might not think anything is amiss when they reach this part of the river, but the dried mud hides a deep sinkhole. The ground over the pit is very thin, and when two or more Small creatures walk across it, it instantly crumbles under their feet. To make matters worse, the bottom of the hole is covered with sharp spikes of jagged basalt.

SINKHOLE TRAP

CR 6

XP 2,400

Type analog; **Perception** DC 29; **Disable** Survival DC 24 (to find a trail past the crumbling earth)

Trigger location; **Reset** none

Initial Effect 40-ft.-deep hole (4d6 B falling damage); Reflex DC 16 avoids; multiple targets (all targets in a 20-ft.-square area); **Secondary Effect** jagged basalt +17 melee (4d10 P); multiple targets (all targets who fell in hole)

C. River Spring (CR 8)

After another hour and a half of travel, the PCs arrive at the headwaters of the Acavo River.

Pillars of ugly stone encircle a small cave in the hillside from which the water of the Acavo Ricer pours forth. The stony ground is devoid of plants. Not even a weed grows here. A large crystal pulsing with purple and red energy protrudes from the riverbank near the spring.

The crystal is the source of evil planar energy infusing this area. To purify the land (and their friends), a PC must first take a standard action to pour the *cleansing oil* onto the crystal. A PC can then activate the *oil* by taking a standard action and succeeding at a DC 24 Mysticism check (see Development for what happens then).

Creatures: After they were corrupted by the planar energy that washed over the planet, Nako and Ponatia began their conquest of the Helix Lyceum. Both have succumbed to their

worst impulses; Ponatia wants revenge against his former colleagues (whom he believes left him to suffer in the storm), while Nako just wants to smash things. Ponatia has curling ram's horns, and his skin is covered in angry red blotches. Nako's fur is matted, her eyes flash with multicolored fire, and her fingers end in sharp claws.

Ponatia was drawn to this spring and the embedded crystal. In a very short period of time—perhaps thanks to the fiendish energy coursing through his form—he learned to harness its power to communicate telepathically and organize other evil creatures on Varkulon 4, sending them against the Helix Lyceum. He also used the crystal to summon fiends from Hell, the Abyss, and Abaddon that have spread out across the land. He hopes to unlock further powers with more study.

When the PCs approach, Ponatia launches into a speech about how the PCs are “foolishly wasting their time helping those cowards at the Helix Lyceum” and that his domination of the planet is a foregone conclusion. Meanwhile, Nako hoots and gibbers as she bounces around the landscape, little more than a jittery ball of homicidal fur. If the PCs argue or oppose him, Ponatia describes, in great detail, how immense their suffering will be once he's triumphant.

A PC who succeeds at a DC 20 Sense Motive check (this takes no action) can tell the real personalities of Nako and Ponatia are still buried deep within their corrupted minds. The PCs don't need to use lethal force here.



EVIL NAKO CR 6

XP 2,400

Female entropic skittermander soldier (*Starfinder Alien Archive* 150, 106)

CE Small humanoid (skittermander)

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

Perception +13

DEFENSE **HP 90**

EAC 18; **KAC** 20

Fort +8; **Ref** +6; **Will** +7

DR 5/lawful; **Resistances** acid 5

OFFENSE

Speed 45 ft. (35 ft. in armor)

Melee called *ember flame doshko* +16 (1d8+11 F plus chaos assault [DC 14]; critical wound [DC 14])

Ranged tactical semi-auto pistol +13 (1d6+6 P)

Offensive Abilities charge attack, fighting styles (blitz), grappler, hyper

TACTICS

During Combat Evil Nako charges and bull rushes the nearest PC, yelling incoherently. Each round, she attacks the last person who struck her.

Morale The corrupted skittermander withdraws when reduced to 30 or fewer Hit Points then uses her *serum of healing*. She fights until defeated.

STATISTICS

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

Skills Athletics +18, Intimidate +13, Survival +13

Feats Step Up

Languages Common, Vesk

Other Abilities six-armed

Gear officer ceremonial plate (infrared sensors), called *ember flame doshko* with 1 battery (20 charges), tactical semi-auto pistol with 9 small arm rounds, *mk 2 serum of healing*; **Augmentations** *mk 1 synaptic accelerators* (Strength)

SPECIAL ABILITIES

Chaos Assault (Su) When evil Nako hits a foe with a melee weapon or unarmed strike, that foe must succeed at a DC 14 Will saving throw or gain the confused condition until the end of its next turn.

EVIL PONATIA

CR 6

XP 2,400

Male fiendish osharu mystic (*Starfinder Alien Archive* 151, *Starfinder Alien Archive* 2 92)

LE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; **Perception** +18

DEFENSE

HP 75 RP 5

EAC 17; **KAC** 18

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

DR 5/good; **Resistances** fire 5

OFFENSE

Speed 25 ft., swim 25 ft.

Melee battle staff +10 (1d4+6 B; critical knockdown)

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

Offensive Abilities forced amity, inexplicable commands

Mystic Spell-Like Abilities (CL 6th)

At will—*mindlink*

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

2nd (3/day)—*force blast* (DC 18), *hold person* (DC 18)

1st (6/day)—*command*, *mind thrust* (DC 17), *reflecting armor*

0 (at will)—*fatigue* (DC 16), *telekinetic projectile*

Connection overlord

TACTICS

During Combat Ponatia first casts *reflecting armor* and taunts the PCs, then casts *force blast* or *hold person* on anyone that dares get close to him.

Morale Evil Ponatia fights until he's defeated.

STATISTICS

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

Skills Diplomacy +13, Intimidate +13, Mysticism +18, Sense Motive +13

Other Abilities echoes of obedience, slime

Gear elite stationwear, battle staff, corona laser pistol with 1 battery (20 charges)

Development: If a PC successfully activates the *cleansing oil*, the oil begins to glow with intense holy light. At the end of the round, the light infuses the crystal, which first changes to a cool blue color and then begins to melt. The ground

surrounding the crystal turns green in a quickly widening circle as the corruption washes away. When this effect reaches Nako and Ponatia, the two collapse like puppets with their strings cut. Rage and hate drain from their faces and their twisted features revert to normal. A moment later, Nako and Ponatia blink their eyes as if waking from a terrible nightmare, their corruption dispelled.

CONCLUDING THE ADVENTURE

Thanks to the employees of Nakonechkin Salvage, Ponatia and Nako are freed from evil influences. Ponatia returns to the Helix Lyceum and begs forgiveness from the headteacher, who readily gives it. Osharus within the city are still infused with planar energy—as is most of the planet—but this just gives them another avenue of study, and they're delighted with their new state. As the *Clutch* returns to the Pact Worlds to sell its salvage, Nako spends most of the Drift journey in her quarters playing a mournful tune on her mvindee fingerdrums. When the ship reaches Absalom Station, she emerges as her old self, as ready for a cheerful scrap as ever!



PLANAR SALVAGE

Dakoyo claimed a strange contraption of dark, twisted metal on a recent expedition to Varkulon 4. Scans indicate the two connected loops and attached gauges are constructed of adamantine. The skittermander priest is certain it's a medical device known as a "mouth spreader," even though it looks like something found in a torture chamber.

DAKOYO

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

Since the skittermanders' adventures on Vesk-3, Dakoyo has taken more of an interest in wilderness trips. In between salvage jobs, he has taken solo camping adventures to

forested moons and convinced the other skittermanders to join him on hikes along mountain trails in remote locations. Nakonechkin has also begrudgingly participated in these trips. Recently, Dakoyo returned from a journey to the frozen parts of Verces, claiming to have barely survived an attack by a group of bloodbrothers, the strange blood-drinking creatures that prowl that world's Darkside.

DAKOYO

Male skittermander priest mystic 5 (*Starfinder Alien Archive* 106)

NG Small humanoid (skittermander)

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

Perception +13

DEFENSE **HP 32 SP 35 RP 7**

EAC 16; **KAC** 16

Fort +2; **Ref** +4; **Will** +9

OFFENSE

Speed 30 ft.

Melee battle staff +3 (1d4+5 B; critical knockdown)

Ranged needler pistol +5 (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)—*force blast* (DC 17),

mystic cure, *remove condition*

1st (5/day)—*lesser remove condition*,

mind thrust (DC 16), *mystic cure*,

reflecting armor, *share language*,

wisp ally

0 (at will)—*daze* (DC 15), *detect affliction*, *detect*

magic, *stabilize*, *telekinetic projectile*, *token spell*

Connection healer

STATISTICS

Str 10 (+0); **Dex** 14 (+2); **Con** 12 (+1); **Int** 11 (+0); **Wis** 21 (+5);

Cha 14 (+2)

Skills Diplomacy +10, Medicine +10, Mysticism +16, Sense Motive +13, Survival +13; reduce the DC to recall knowledge about religious traditions, religious symbols, and famous religious leaders by 5

Feats Combat Casting, Mystic Strike, Skill Synergy (Medicine, Mysticism)

Languages Common, Vesk

Other Abilities channel skill +2, healing channel (4d8 HP), healing touch (25 HP), lifelink (5 HP), six-armed

Gear d-suit I (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), advanced medkit, beacon, tier 1 analgesic (2 doses), tier 1 antitoxin (2 doses), tier 1 sedative (2 doses), antique stethoscope, handful of wooden tongue depressors, mouth spreader, credstick (55 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 is a gregarious dandy who keeps his fur impeccably groomed and has an eye for fashion.

On one of Nakonechkin Salvage's recent trips to Absalom Station, Gazigaz downloaded an infosphere course on hand-making clothes titled "Needle, Thread, and UPB: Integrating Old-Fashioned Techniques into Modern Sewing." He's been studying the lessons for months, and after accidentally stitching a few pieces of cloth to his own fur, he's beginning to get the hang of the process. His first complete project was a matching set of powder-blue formal suits for himself and all his friends to wear on special occasions. Gazigaz was particularly proud of the ruffles.

Gazigaz is a bit worried the styles presented in the course are a bit outdated, so he's been adding his own flourishes to the designs. These include shiny baubles sewn into the fabric, additional pockets for holding various small pieces of gear, and extra bits of colorful fabric that Gazigaz calls "racing stripes." Unfortunately, his colleagues—mainly Nakonechkin—are not too keen on wearing the ridiculous garments Gazigaz has made for them out in public.

GAZIGAZ

Male skittermander xenoseeker envoy 5 (*Starfinder Alien Archive* 106)

CG Small humanoid (skittermander)

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

Perception +9

DEFENSE

HP 32 **SP** 35 **RP** 7

EAC 17; **KAC** 17

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

OFFENSE

Speed 30 ft.

Melee tactical baton +6 (1d4+2 B)

Ranged *glamered thunderstrike*

sonic pistol +7 (1d8+2 So; critical deafen [DC 15]) or shock grenade II +3 (explode [15 ft., 1d12 E, DC 15])

Offensive Abilities grappler, hyper

STATISTICS

Str 10 (+0); **Dex** 17 (+3); **Con** 12 (+1); **Int** 10 (+0); **Wis** 12 (+1); **Cha** 21 (+5)

Skills Bluff +13, Culture +8, Diplomacy +13, Life Science +8, Piloting +11, Sense Motive +9, Stealth +11; reduce the DC to identify a rare creature using Life Science by 5

Feats Improved Initiative, Iron Will, Weapon Focus (small arms)

Languages Akitonian, Castrovelian, Common,

PLANAR SALVAGE

Among salvage gathered on Varkulon 4, Gazigaz found a disc of perfectly polished ice that shows no signs of melting. The piece of ice is several inches in diameter and less than an inch thick. It's smooth and cold to the touch, but not dangerously so. The image-obsessed skittermander enjoys that the disc can be used as a mirror, albeit an imperfect one.

Osharu, Pahtra, Vesk, Ysoki

Other Abilities envoy improvisations (get 'em, inspiring boost [15 SP], not in the face [DC 17]), expertise (1d6), expertise talents (slick customer), six-armed, skill expertise (Bluff, Diplomacy, Sense Motive)

Gear basic lashunta tempweave (infrared sensors), *glamered thunderstrike sonic pistol* with 2 batteries (20 charges), tactical baton, shock grenades II (3), *charge cloak*, *iridescent spindle aeon stone*, *ring of whispers*, *starstone compass*, hygiene kit, silver armbands (6), credstick (207 credits); **Augmentations** *mk 1 ability crystal* (Charisma)



PLANAR SALVAGE

Nakonechkin claimed an unusual rock from Varkulon 4 during a salvage mission. It's shaped a bit like the head of a doshko, though its points aren't nearly as sharp. He plans to present it to his protégé, Nako the skittermander, as a memento of her training under Nakonechkin.

NAKONECHKIN

Like many vesk who grew up in the Veskarium, Nakonechkin Ginnady joined the military at a young age. Having lived through the Swarm War when he was just a child, he bought into the propaganda that the empire needs every strong arm and steady gun hand it could get. His parents supported this decision, as it stood to bring honor to their small, middle-class family. Nakonechkin served well for a decade, but he never rose high in the ranks. He came to realize the Veskarium

wasn't the meritocracy it claimed to be, and it seemed like he was destined to remain a simple gunner forever. While other vesk would happily accept and even laud such an eventuality, Nakonechkin broke from the destiny he foresaw by taking the Soldier's Due, an honorable discharge that allowed him to keep his issued armor and weapons.

Nakonechkin sold most of the equipment at the earliest opportunity, put a down payment on a starship, and began hauling goods. He traveled frequently between the Pact Worlds and Near Space for a few months in his vessel, the *Clutch*, but was barely scraping by. However, he was much happier than he was in the military, forging his own path forward. One day, he stumbled across a derelict ship floating through the Drift that held a singular piece of cargo: the ancestral weapon of a powerful vesk family. Nakonechkin was richly rewarded for returning this heirloom, and he used those credits to open his salvage business. It began as a solo operation, but over the years, he gathered a crew of skittermanders, and Nakonechkin Salvage flourished. Though their overly helpful nature can sometimes get on his nerves, he has a soft spot in his heart for Dakoyo, Gazigaz, Nako, and Quonx—though he wouldn't say it to their faces!

NAKONECHKIN

Male vesk themeless soldier 5
 N Medium humanoid (vesk)
Init +5; **Senses** darkvision 60 ft., low-light vision;
Perception +2

DEFENSE **HP** 41 **SP** 55 **RP** 8
EAC 20; **KAC** 23

Fort +9; **Ref** +2; **Will** +6; +2 vs. fear

OFFENSE

Speed 30 ft. (25 ft. in armor)

Melee unarmed strike +10 (1d4+13 B)

Ranged squad machine gun +6 (1d10+5 P) or frag grenade II +9 (explode [15 ft., 2d6 P, DC 13])

Offensive Abilities fighting styles (armor storm), gear boost (armored advantage), hammer fist

STATISTICS

Str 19 (+4); **Dex** 12 (+1); **Con** 17 (+3); **Int** 8 (-1); **Wis** 14 (+2);
Cha 10 (+0)

Skills Athletics +11, Intimidate +8, Piloting +1, Sense Motive +2, Survival +10

Feats Extra Resolve, Great Fortitude, Improved Initiative, Powered Armor Proficiency, Toughness, Weapon Focus (basic melee weapons)

Languages Common, Vesk

Other Abilities armor savant, fearless

Gear lashunta ringwear II (infrared sensors, jump jets), squad machine gun with 80 heavy rounds, frag grenades II (4), clear spindle aeon stone, mk 2 serums of healing (2), detonator, credstick (95 credits)



QUONX

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

While Quonx hasn't given up her dream of building the quantum reality spanner, a single tool that can be used to fix anything, she wonders if she's approaching the problem from the wrong direction. As such, she has taken up meditation to awaken her spiritual side. Unfortunately, finding a quiet spot to do so with her crewmates running around aboard the ship is difficult. To find peace, Quonx goes on spacewalks under the guise of repairing the hull. She then spends hours floating silently in the inky void, attached to the ship by a simple tether. She believes in these moments, the universe might finally reveal its secrets to her.

QUONX

Female skittermander scholar mechanic 5 (*Starfinder Alien Archive* 106)

CG Small humanoid (skittermander)

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

Perception +8

DEFENSE **HP 32 SP 35 RP 7**

EAC 17; **KAC** 17

Fort +5; **Ref** +7; **Will** +1

OFFENSE

Speed 30 ft.

Melee survival knife +6 (1d4+3 S)

Ranged *blasting frostbite-class zero rifle* +7 (1d8+5 C; critical staggered [DC 15]) or incendiary grenade 1 +4 (explode [5 ft., 1d6 F, 1d4 burn, DC 14])

Offensive Abilities combat tracking, grappler, hyper, overload (DC 17)

STATISTICS

Str 12 (+1); **Dex** 17 (+3); **Con** 12 (+1); **Int** 20 (+5);

Wis 10 (+0); **Cha** 12 (+1)

Skills Acrobatics +8,

Athletics +9,

Computers +15,

Engineering +16,

Medicine +13,

Physical

Science +14,

Piloting +11,

Stealth +8; reduce the

DC to recall knowledge about matters of quantum physics by 5

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

Languages Common, Kasatha, Osharu, Shirren, Vercite, Vesk

Other Abilities artificial intelligence (exocortex), bypass +2,

PLANAR SALVAGE

After combing through salvage picked up on Varkulon 4, Quonx found what appears to be a yo-yo made from solid electricity. It's tingly to the touch but not inherently dangerous. Quonx is studying the strange toy, hoping to find a way to create other objects from pure electricity.

custom rig (standard datajack), mechanic tricks (energy shield [10 HP, 5 min.], overcharge), memory module, remote hack (DC 22), six-armed

Gear lashunta tempweave (infrared sensors), *blasting frostbite-class zero rifle* with 2 batteries (40 charges each), incendiary grenades 1 (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 (180 credits); **Augmentations** mk 1 synaptic accelerators (Intelligence), standard datajack



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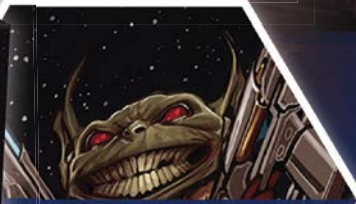
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