

Skitter Crash

These stat blocks and other notes were compiled by Mike Bramnik, borrowing (copying) **heavily** from last year's Skitter Shot handout document prepared by J. McTeague. If you notice any errors, please contact me at mbramnik@gmail.com or Jen at iammars21@gmail.com.

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A. Cargo Hold

LARS, RENUTO, AND VELTA RAY

CR 1

XP 400 each

Human soldiers

NE Medium humanoid (human)

Init +8; Perception +5

DEFENSE

HP 22 EACH

EAC 11; KAC 13

Fort +3; Ref +3; Will +3

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8+3 S)

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

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

TACTICS

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

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

STATISTICS

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

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

Languages Common, Sarcesian

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

B. Monitoring Station

SMALL EARTH ELEMENTALS (3)

CR 1

XP 400 each

N Small outsider (elemental, extraplanar)

Init +2; Senses darkvision 60 ft.; Perception +5

DEFENSE

HP 20 EACH

EAC 12; KAC 13

Fort +5; Ref +3; Will +1

Immunities elemental immunities

OFFENSE

Speed 20 ft.

Melee slam +9 (1d6+5 B)

TACTICS

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

Morale The elementals fight until they are destroyed.

STATISTICS

Str +4; Dex +2; Con +1; Int -3; Wis +0; Cha +0

Skills Acrobatics +5, Athletics +5

D. Endangered Scientist

NILOTHERA

CR 5

XP 1,600

Marsh large predator

N Large animal

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

DEFENSE

HP 84

EAC 17; KAC 19

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

OFFENSE

Speed 30 ft., swim 30 ft.

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

TACTICS

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

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

STATISTICS

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

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

Other Abilities hold breath

SPECIAL ABILITIES

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

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

E. Outside the Warlock's Hand

ANGA SILAZI

CR 5

XP 1,600

Female human solarian

NE Medium humanoid (human)

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

DEFENSE

HP 72

EAC 17; **KAC** 19

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

OFFENSE

Speed 30 ft.

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

Ranged frostbite-class zero pistol +11 (1d6+5 C; critical staggered [DC 13]) or frag grenade II +11 (explode [15 ft., 2d6 P, DC 13])

Offensive Abilities stellar revelations (black hole [25-ft. radius, DC 15, 15 ft. pull], dark matter, plasma sheath, supernova [10-ft. radius, 6d6, DC 15])

TACTICS

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

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

STATISTICS

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

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

Languages Common, Sarcesian

Other Abilities solar manifestation (weapon), stellar alignment

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

STELLAR REVELATIONS

[Graviton] Black Hole (Su) When fully graviton-attuned, as a standard action you can pull any number of creatures within 25 feet of you closer to you. You choose which creatures are affected and which aren't. Any target that fails a Fortitude save is pulled 15 feet towards you.

[Photon] Supernova (Su) When you are fully photon-attuned, as a standard action, you can deal 1d6 fire damage plus 1d6 additional fire damage per solarian level to all creatures within 10 feet of you. A creature that succeeds at a Reflex save takes half damage.

[Graviton] Dark Matter (Su) As a move action, you gain damage reduction 1/-. This benefit lasts for 1 round or until you leave graviton mode. When you are attuned or fully attuned, your DR from dark matter is equal to half your solarian level.

[Photon] Plasma Sheath (Su) As a move action, you can cause all of your melee attacks to deal fire damage instead of their normal damage type (but are still made as-normal against EAC or KAC as per the weapon's type). This benefit lasts for 1 round or until you leave photon mode. When you are attuned or fully attuned, your attacks with plasma sheath deal additional fire damage equal to half your solarian level.

OBSERVER-CLASS SECURITY ROBOT (2)**CR 1****XP 400 each**

N Small construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +5**DEFENSE****HP 17 EACH****EAC** 14; **KAC** 15**Fort** +1; **Ref** +1; **Will** –1**Defensive Abilities** exigency, integrated weapons; **Immunities** construct immunities**Weaknesses** vulnerable to critical hits, vulnerable to electricity**OFFENSE****Speed** 30 ft., fly 30 ft. (Ex, average)**Melee** slam +6 (1d6+3 B)**Ranged** integrated pulsecaster pistol +9 (1d4+1 E nonlethal, range 30 ft.), or stickybomb grenade I +9 (explode [10 ft., entangled 2d4 rounds, DC 10], range 20 ft.)**TACTICS****During Combat** The robots keep their distance from the skittermanders, firing their pulsecaster pistols.**Morale** The security robots are programmed to fight until they are destroyed.**STATISTICS****Str** +2; **Dex** +4; **Con** —; **Int** +1; **Wis** +0; **Cha** +0**Skills** Acrobatics +10, Athletics +5, Computers +5**Languages** Common**Other Abilities** unliving**Gear** pulsecaster pistol with 2 batteries (20 charges each), stickybomb grenades I (2)**SPECIAL ABILITIES****Exigency (Ex)** An observer-class security robot can expend a large store of energy to temporarily increase its processing power and attempt to avoid an attack. Once per day, it can reroll a failed Reflex saving throw with a +10 circumstance bonus.**Integrated Weapons (Ex)** A security robot's weapons are integrated into its frame and can't be disarmed.