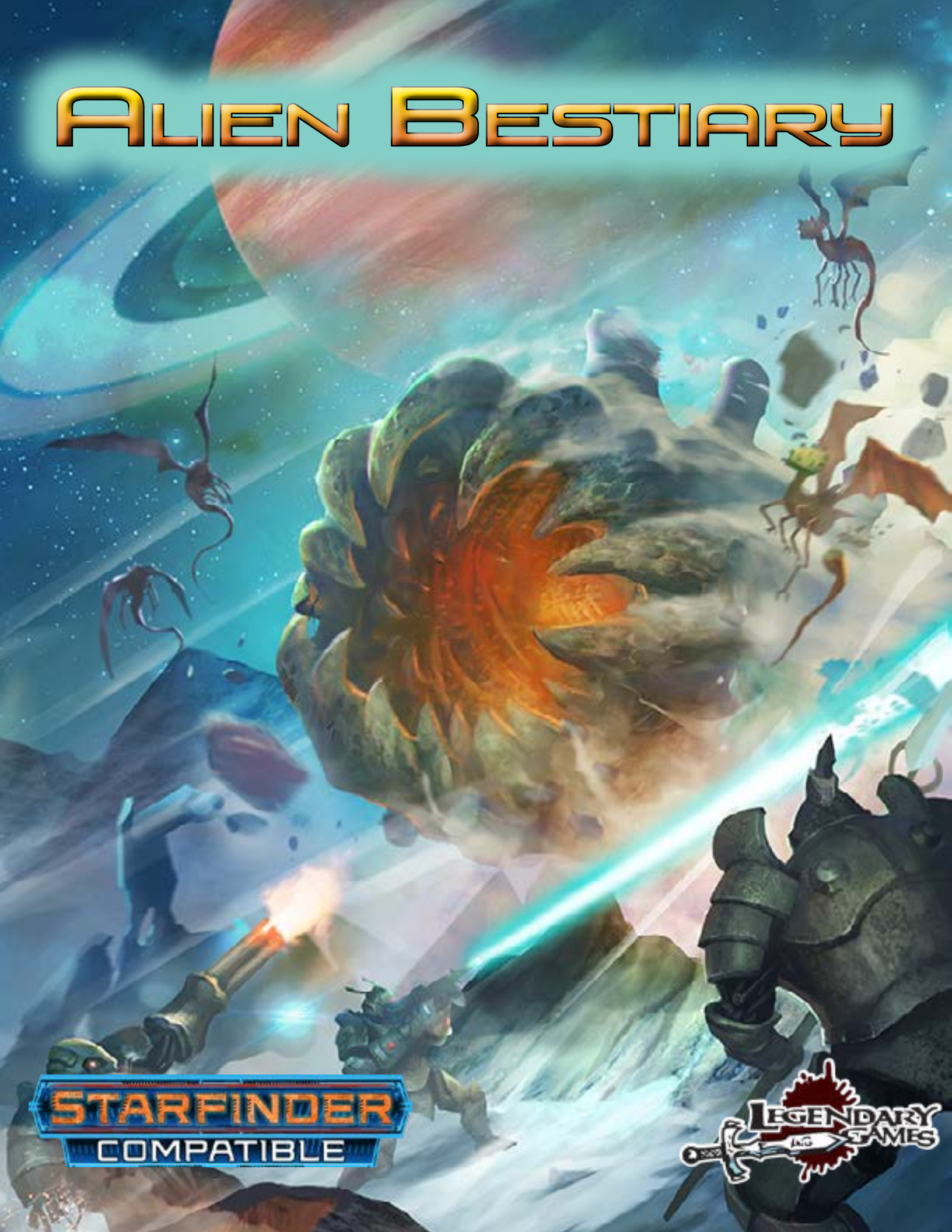


ALIEN BESTIARY



STARFINDER
COMPATIBLE





STARFINDER
COMPATIBLE



IN SPACE, THE ALIENS
DEFINETELY CAN HEAR
YOU SCREAM...



CREDITS

LEAD DESIGNER: Jason Nelson

AUTHORS: Anthony Adam, Kate Baker, John Bennet, Eytan Bernstein, Robert Brookes, Russ Brown, Duan Byrd, Jeff Dahl, Robyn Fields, Joel Flank, Matt Goodall, Robert J. Grady, Jim Groves, Steven T. Helt, Thurston Hillman, Eric Hindley, Tim Hitchcock, Nick Hite, Daniel Hunt, Mike Kimmel Marshall, Isabelle Lee, Jeff Lee, Lyz Liddell, Jason Nelson, Richard Pett, Tom Phillips, Alistair J. Rigg, Alex Riggs, Wendall Roy, Mike Shel, Neil Spicer, Todd Stewart, Russ Taylor, Rachel Ventura, Mike Welham, George Loki Williams, Scott Young

STARFINDER LEAD DEVELOPERS: Lyz Liddell, Landon Winkler

STARFINDER DEVELOPMENT: Kate Baker, Eytan Bernstein, Siobhan Bjorknas, Matthew Craft, Darrin Drader, Naomi Fritts, Matt Goodall, Jim Groves, Phoebe Harris, Joshua Hennington, Daniel Hunt, Jeff Lee, Jason Nelson, Eric Parks, Tom Phillips, Alex Riggs, David N. Ross, James Vance, Rachel Ventura, Mike Welham, Scott Young

EDITING AND DEVELOPMENT: Jason Nelson

ARTISTS: Hanyo Arte, Bruno Balixa, Tyler Clark, Victor Perez Corbella, Laura Diaz Cubas, Yuri Gamberoni, William Hendershot, Jacqueline Hines, Michael Jaecks, Tim Kings-Lynne, Jethro Lentle, Matt Lewis, Dio Mahesa, Chris McFann, Austen Mengler, Andrea Montano, Evan Surya Nugraha, Beatrice Pelagatti, Peyeyo, Dylan Reader, Arrahman Rendi, Julio Rocha, Henrik Rosenborg, Tanyaporn Sangsnit, Chris Smith, Michael Syrigos, Takashi Tan, Justin Tumey, Steve Wood

DESIGN AND LAYOUT: Daniel Marshall

PUBLISHER: Jason Nelson

EXECUTIVE PARTNER: Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura

Starfinder Roleplaying Game requires the Starfinder Roleplaying Game from Paizo Inc. See <http://paizo.com/starfinder> for more information on the Starfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Starfinder is a registered trademark of Paizo Inc., and the Starfinder Roleplaying Game and the Starfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Starfinder Roleplaying Game Compatibility License. See <http://paizo.com/starfinder/compatibility> for more information on the compatibility license.

Alien Bestiary(Starfinder) © 2018, Legendary Games;

Lead Designer: Jason Nelson. Authors: Anthony Adam, Kate Baker, John Bennet, Eytan Bernstein, Robert Brookes, Russ Brown, Duan Byrd, Jeff Dahl, Robyn Fields, Joel Flank, Matt Goodall, Robert J. Grady, Jim Groves, Steven T. Helt, Thurston Hillman, Eric Hindley, Tim Hitchcock, Nick Hite, Daniel Hunt, Mike Kimmel Marshall, Isabelle Lee, Jeff Lee, Lyz Liddell, Jason Nelson, Richard Pett, Tom Phillips, Alistair J. Rigg, Alex Riggs, Wendall Roy, Mike Shel, Neil Spicer, Todd Stewart, Russ Taylor, Rachel Ventura, Mike Welham, George Loki Williams, Scott Young.

ISBN-13: 978-0-9861035-7-5

First printing August 2018

Printed in USA.



Legendary Games

3734 SW 99th St.

Seattle, WA 98126-4026

makeyourgamelegendary.com

LEGAL

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the Starfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well as all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, the Legendary Games Logo, Adventure Path Plug-In, *Alien Bestiary (Starfinder)*, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo Publishing, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Visit us on [Facebook](#), follow us on [Twitter](#), and check out our website at

www.makeyourgamelegendary.com.

LEGENDARY GAMES TEAM MEMBERS

Anthony Adam, Michael Allen, Alex Augunas, Kate Baker, Jesse Benner, Siobhan Bjorknas, Clinton J. Boomer, Savannah Broadway, Robert Brookes, Russ Brown, Benjamin Bruck, Liz Courts, Carl Cramer, Paris Crenshaw, Joel Flank, Naomi Fritts, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Patrick N.R. Julius, Deborah Kammerzell, Jonathan H. Keith, Michael Kortez, Jeff Lee, Lyz Liddell, Nicolas Logue, Luis Loza, Ron Lundeen, Will McCardell, Mike Myler, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, David N. Ross, Wendall Roy, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Onyx Tanuki, Russ Taylor, Greg A. Vaughan, Christopher Van Horn, Rachel Ventura, Ben Walklate, Mike Welham, George Loki Williams, Landon Winkler, Linda Zayas-Palmer, and Clark Peterson

TABLE OF CONTENTS

INTRODUCTION	1	BHUTA	52
ALIENS FROM THE <i>PATHFINDER</i>		BIL'DJOOLI.....	54
ROLEPLAYING GAME	1	BIRD, GREAT.....	56
ABALLONIAN.....	3	BLIGHT, STAR.....	58
ABOLETH	5	BOAR.....	60
ABOLETH, VEILED MASTER.....	6	BODYTHIEF	62
ACHAIERAI.....	9	BRAIN OOZE	64
ADAMANTINE WASP SWARM	10	BREATHLESS ONE	66
ADHERER.....	11	BULETTE.....	68
AETHERWARPED	12	BYAKHEE	69
AKATA	14	CALLER IN DARKNESS.....	71
AKATA HOST	15	CARNIVOROUS BLOB.....	72
ALCHEMICAL OOZE SWARM	16	CARNIVOROUS CRYSTAL	74
ALLIP	18	CARSIAN	76
AMALGAMITE SWARM.....	19	CEREBRIC FUNGUS.....	78
AMERTA	20	CEROPTOR	80
AMOEBAS	22	CHAIN WORM	83
ANIMATED OBJECT.....	23	CHAOS BEAST.....	84
ANKHEG	24	CHIMERIC CORPSE.....	86
AOANDON	25	CHOKER.....	88
ASQUENTI.....	26	CHOKER	88
ASSASSIN VINE.....	29	CLOAKER.....	89
ASTEROID WORM	30	CLOCKWORK LEVIATHAN.....	90
ATOTH	33	CLOCKWORK MAGE	91
AURUMVORAX	36	CLOCKWORK SOLDIER	92
AZAKA	37	CLOCKWORK SPY.....	93
AZAKA THOUGHT SEEKER	39	COLOUR OUT OF SPACE.....	95
AZAKA WARRIOR	40	COMOZANT WYRD.....	97
BAHGRA	42	CONCH TREE	99
BAYKOK	43	CORRUPTED ELEMENTALS.....	100
BEETLE, CHAG	44	DAEMON, OBCISIDAEMON.....	103
BEGEHDI	46	DAEMON, PRISONER.....	105
BEHIR.....	50	DENIZEN OF LENG	107
BENTHONIR.....	51	DESTRACHAN.....	108

DEVOURER	110	GIRALLON, JOWCHIT	170
DINOSAUR	112	GIRATABLILU	172
DIVYMM	113	GOLEM, CLOCKWORK.....	173
DOLOROUS OOZE	115	GOLEM, CONVEYANCE.....	174
DRAGON, METEOR	116	GOLEM, CRYSTAL.....	176
DRAGON, OUTER	118	GOLEM, JUNK	177
DRAKAINIA	126	GOLEM, METEORITE	178
DROUGHT SWALLOWS	130	GOLEM, STEAMWERKS	180
ECORCHE.....	131	GOLEM, STONE	181
EEL.....	132	GREAT OLD ONES.....	182
ELALI	133	GREAT OLD ONE, CTHULHU.....	183
ELDER THING.....	136	GREAT OLD ONE, HASTUR	187
ELEMENTAL, HEAVY METAL.....	137	GREMLIN, GHIZMER	190
ELEMENTAL, ICE.....	140	GREMLIN, HOBKINS	191
ELEMENTAL, MAGMA.....	141	GRIZZAT	192
ELEMENTAL, WOOD	142	GUARDIAN DISK.....	194
ELEMENTAL CONSTRUCT	145	GUG.....	195
EREBUS.....	146	HARIONAGO	197
FEXT	148	HAVRIVEEN	198
FISH, BLADEFISH.....	149	HEAT SWARM	200
FISH, DINICHTHYS.....	150	HELLBIT DRACOLISK	201
FLAMEWRAITH	151	HETZUUD	202
FLESHWORMS	152	HIVESPAWN.....	204
FLUMPH.....	153	HOUND OF TINDALOS	206
FLYTRAP, GIANT	155	INSECTILE CREATURE	207
FROGHEMOTH	156	INTELLECT DEVOURER	209
GEARGHOST	157	INVERTEBRATE	211
GELATINOUS CUBE.....	158	IRONROT LICHEN.....	214
GHORAZAGH.....	159	JAGLADINE.....	215
GHOST, SHAMANIC	160	KARN-TOR.....	217
GIANT, ASH	161	KAULVREX.....	218
GIANT, ECLIPSE	162	KLAVEN.....	220
GIANT, MOON.....	164	KLAVEN WARBEAST	222
GIANT, OCEAN.....	166	KOMETES.....	225
GIANT, SLAG.....	167	KONGAMATO.....	227
GIANT, SUN	168	KRANG.....	228

KYTON	230	PENTORFIN OVERLORD	300
KYTON, ALOADAI	231	PHYCOMID	302
KYTON, AUGUR	234	PLASMA OOZE.....	303
KYTON, CERES	236	PLASMIN	305
KYTON, EPHIALTES.....	238	PURPLE WORM	306
KYTON, FERAL	240	QOMOK.....	308
KYTON, INTERLOCUTOR.....	242	QUEBORRIN.....	312
KYTON, KHLORIS	246	RADIOACTIVE WIND.....	315
KYTON, SACRISTAN.....	248	ROBOT, ANNIHILATOR.....	316
KYTON, TERMAGANT	250	ROBOT, ARACHNID	317
KYTON, TERPSIKHORE.....	252	ROBOT, GEARSMAN	318
LASIODON	254	ROBOT, MYRMIDON	319
LIVING IDOL	257	ROBOT, SURGEON	320
LIVING NEBULA.....	262	ROBOT, TERRAFORMER.....	322
LORAN	264	ROBOT, WALKING EYE	324
MAGMA OOZE	265	SAND GLUTTON.....	325
MANTICORE	266	SANDMAN	326
MANTIS SHRIMP, REEFHAMMER	267	SARLU	327
MI-GO.....	268	SAYONA	330
MINDSLAVE MIMIC.....	269	SCORPION, GIANT	331
MINDSLAVER MOLD	271	SEA SERPENT	332
MOHRG	273	SHADOW AGENT.....	333
MOON-BEAST	274	SHANTAK.....	335
MOONFLOWER.....	276	SHARD SLAG	336
MORLOCK	277	SHREDSKIN.....	337
MU SPORE	278	SKEVILL	338
MUTANT	280	SKREEVAR	339
MYCELOID	282	SKY SPORE	340
NARAV LIZARD.....	284	SOULBOUND SHELL	341
NEH-THALGGU.....	286	SPIDER, GIANT	342
NIGHTGAUNT	289	SPOREWING	343
ONARYX	290	STAR FAIRY.....	344
OTYUGH	294	STAR-SPAWN OF CTHULHU.....	346
OULBAENE	295	STORMGHOST	348
PALE STRANGER	297	SUPERMASSIVE SINGULARITY	350
PELKREV.....	298	SURVEILLANCE OOZE.....	352

SYAANDI	353	ZYOSELAK.....	408
TARGOTHA	354	APPENDIX 1: ADDITIONAL RULES	
TAUR	356		411
TAUSLEK.....	357	APPENDIX 2: CREATURES OF THE	
TENTACLOON	360	AETHERA SYSTEM	415
TERMINUS WARDEN.....	361	APPENDIX 3: GREAT OLD ONE CULTS	
THASK	362		421
THIRSTY ONE	363	APPENDIX 4: TRAPS	423
THRASFYR.....	364	APPENDIX 5: CREATURES BY TYPE	
TOTENMASKE	366		426
TOXIC ERADICATOR.....	367	APPENDIX 6: CREATURES BY CR..	428
TRAPPER.....	369	OPEN GAMING LICENSE 1.0A ..	430
TROLL, MOSS.....	371		
TZITZIMITL	372		
ULTAR.....	374		
VAMPIRE ROSE.....	375		
VENUSI	376		
VIPER VINE.....	379		
VOID CREATURE.....	380		
VOID GRIM	382		
VOORDINE	384		
WASP SWARM.....	385		
WIGHT, BLACKFIRE	386		
WILL-O'-WISP	388		
WITCHFIRE	390		
WOLLIPED	391		
WRAITH	392		
XANTHOS.....	393		
XILL.....	394		
XORAPHOND	395		
YEUX	397		
YLLOSAN	398		
YRTHAK.....	401		
ZAHAJIN.....	402		
ZENNOGA	404		
ZYGOMIND.....	406		

SPECIAL THANKS

Prince of the Universe: Donald A. Turner

Space Program: Bill Treadwell

Space Spawner: David Reynolds
(Pentorfin Overlord)

Space Spawner: Daniel Townsend

Space Spawner: David Starner

Xenobiologist: Daniel Kubicek
(Hivespawn)

INTRODUCTION

The *Alien Bestiary (Starfinder)* is a massive monster supplement for the *Starfinder Roleplaying Game*. This incredible collection brings together nearly 300 new monsters with detailed ecologies and lore, ranging from cosmic horrors to killer constructs, space dragons to playable humanoid races. It includes monsters from the richly developed **Aethera Campaign Setting** and spectacular star-spanning **Legendary Planet Adventure Path**, ranging from CR 1/2 to CR 30. If you want to bring the magic and mystery of outer space and the tropes of science fiction into your *Pathfinder* game, you'll find no resource better than this one.

The monsters in this book follow the same general format and style as those in the *Starfinder Roleplaying Game Alien Archive* and its sequels, with simpler creatures presented simply and more complex creatures with more robustly detailed history, ecology, society, and creature lore. It also provides appendices with useful information and rules on managing adventures in space and sci-fi settings. These monsters draw on standard rules, feats, and monster-building guidelines presented in the *Starfinder Roleplaying Game*, and where necessary you should refer to those books or equivalent online resources for rule specifics.

ALIENS FROM THE *PATHFINDER* ROLEPLAYING GAME

This book introduces a ton of amazing new extraterrestrial monsters for your *Starfinder Roleplaying Game* campaign and is a great supplement to the *Starfinder Roleplaying Game Alien Archive*, but when looking for inspiration for additional alien creatures you can use in your *Starfinder* campaign there is a wealth of amazing options to be explored in creatures previously designed for the *Pathfinder Roleplaying Game*. Using the monster construction rules and creature arrays for *Starfinder*, you can adapt these creatures to your own home games without a great deal of difficulty. Some of the monsters listed below are explicitly extraterrestrial in origin, while others are not as clearly called out as being native to the deeps of space, but their flavor certainly suggests an otherworldly origin and they fit perfectly into almost any sci-fi or space-flavored campaign. Many of them we've already created in this book, and you

can use these as inspiration and as templates for making your own versions as well, tailoring them to each unique planetary environment or deep-space foray your heroes may encounter.

Pathfinder Roleplaying Game Bestiary:

aboleth, ankheg, animated object, assassin vine, behir, bulette, choker, cloaker, cyclops, dark folk (all), devourer, elementals, gelatinous cube, ghost, giant flytrap, gray ooze, intellect devourer, lich, lizardfolk, locathah, manticore, mephit, mimic, mohrg, morlock, neothelid, otyugh, purple worm, roc, russet mold, salamander, scorpion (giant), sea serpent, shadow, spectre, spider (giant), vegepygmy, will-o-wisp, wraith, xill, zombie

Pathfinder Roleplaying Game Bestiary 2:

achaierai, adherer, aeon (all), akata, amoeba, aurumvorax, basidiron, chaos beast, clockwork golem, denizen of Leng, destrachan, elementals, frogemoth, gray render, grindylow, gug, hound of Tindalos, magma ooze, moonflower, mu spore, neh-thalgg, phycomid, sandman, seugathi, shantak, viper vine, witchfire, witchwyrd, yrthak

Pathfinder Roleplaying Game Bestiary 3:

allip, alraune, axe beak, baykok, brain ooze, carnivorous blob, carnivorous crystal, cerebriic fungus, clockwork leviathan, clockwork soldier, clockwork spy, flumph, ghorazagh, giant (ash), great old one (all), kaiju (all), kamadan, kongomato, kyton (all), moon beast, myceloid, pale stranger, plasma ooze, pod-spawned creature, rot grub swarm, thrasfyr, troll (moss), tzitzimitl, wolf-in-sheep's-clothing

Pathfinder Roleplaying Game Bestiary 4:

bodythief, brethedan, clockwork mage, colour out of space, contemplative, dragon (outer dragons – lunar, solar, time, void, vortex), drakainia, elder thing, gathlain, gearghost, giant (ocean, slag), golem (junk), gremlin (hobkins), kyton (all), lunarma, lurking ray (all), mi-go, mindslaver mold, nagaji, nightgaunt, pard, shard slag, shobhad, shredsken, slithering tracker, soulbound shell, star-spawn of Cthulhu, xanthos

Pathfinder Roleplaying Game Bestiary 5:

aatheriexa, android, annunaki, astomoi, caller in darkness, cuero, deep one, deep one elder, deep one hybrid, dragonkin, elemental (aether), fext, giant (eclipse, moon, sun), golem (crystal), gray, guardian disk, mutant, rhu-chalik, robot

(all), stormghost, wolliped, yangethe, zygomind

Pathfinder Roleplaying Game Bestiary 6: aboleth (veiled master), atuikakura, conqueror worm, golem (viridium), great old one (yig), targotha

Certainly, these are not the only monsters from the *Pathfinder Roleplaying Game* suitable for adaptation for use in a *Starfinder* campaigns, as all of the monsters introduced in the "[Metal Gods](#)" [Adventure Path](#) (issues #89-94) are obviously well-suited to conversion for *Starfinder*, especially when you want to introduce more unique types of robots. You also can find monster and rules ideas in the softcover guides to the [Land of Science](#) and to [Faraway Worlds](#) in the official *Pathfinder* campaign setting. For sci-fi and space games with more of a Lovecraftian cosmic horror flair,

monsters drawn from the "[Mythos Adventure Path](#)" are similarly ideal. Exotic animals, plants, and vermin can populate any world, and the natural flora and fauna of a new world can certainly be shaped and characterized to make that world come alive. Primordial oozes likewise can appear almost anywhere in the cosmos, even in areas that are otherwise devoid of life. Aberrations, monstrous humanoids, and magical beasts from any source can make surprisingly good sci-fi monsters without much mechanical alteration, simply by tweaking of their backstory to err on the side of mutation or genetic engineering rather than magical manipulation. Of course, such creatures can be used in their more traditional roles even in a *Starfinder* campaign if your heroes venture into a region where magic still retains a stronger hold and science and technology are rarer.



ABALLONIAN

This insectile construct skitters around on metallic legs, its manipulators clacking and glowing eyes searching.

ABALLONIAN

CR 8

XP 4,800

N Medium construct (technological)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE HP 115

EAC 20; **KAC** 21

Fort +9; **Ref** +9; **Wil** +13

Defensive Abilities deflector screen, DR 5/adamantine; **Immunities** construct traits

Weaknesses Sunlight Dependency

OFFENSE

Speed 40 ft., climb 20 ft.

Melee 2 claws +16 (1d12+14 plus grab)

Offensive Abilities Electrostunner

STATISTICS

Str +6; **Dex** +2; **Con** -; **Int** +4; **Wis** +0; **Cha** +0

Skills Acrobatics +21, Computers +16, Engineering +21, Physical Science +16, Stealth +21

Languages Common; shortwave 100 ft.

Other Abilities rapid rebuild, rebuild, solar cell

ECOLOGY

Environment any

Organization solitary, pair, or network (3–6)

SPECIAL ABILITIES

Deflector Screen (Su) A mythic aballonian is surrounded by an aura of deflective force that grants it a +4 deflection bonus to EAC and a +2 bonus on saving throws against bursts, rays, and line-shaped effects, while also protecting it with a constant entropic shield.

Rapid Rebuild (Ex) Once per encounter, an aballonian can exchange one of its existing abilities for a different ability as a full-round action.

Rebuild (Ex) Aballonian machines are capable of improving and adapting their designs. Each aballonian starts out with one of the abilities listed below. For every two additional abilities it possesses, its CR increases by +1. Aballonians may adapt of their own volition, but it takes 1 day to add each additional ability beyond the first,

and they must also possess the rare materials necessary to make such improvements. An ability can only be gained once unless stated otherwise.

- Gain a plasma cutter that deals 1d6 points of fire damage on a melee attack.
- Gain advanced treads that increase base speed to 60 feet.
- Modify chassis to gain a burrow, climb, or swim speed of 60 feet. This ability may be taken multiple times. Its effects do not stack. Each time it is taken, it applies to a new movement type.
- Add a radar dish that grants blindsight 120 feet.
- Gain an additional claw or slam melee attack (1d6 damage).
- Lengthen arms to extend reach by 5 feet.
- Add armor plating to gain a +4 natural armor bonus to KAC.
- Harden systems to gain resistance 10 against a single energy type (acid, cold, electricity, or fire). This ability may be taken multiple times. Its effects do not stack. Each time it is taken, it applies to a new energy type.
- A creature struck by an aballonian's spark is stunned for 1 round. A creature succeeding on a DC 18 Fortitude is staggered for 1 round instead. A creature with electricity resistance or immunity that prevents damage from the spark is normally immune to this effect.

Shortwave (Ex) An aballonian can communicate with nearby aballonians via invisible waves. This functions as telepathy 100 ft., but only with other aballonians. In combat, if any allied aballonians within range can act in a surprise round, all of them can.

Solar Cell (Ex) An aballonian can store up to one hour of solar energy in its reserve cells, allowing it to ignore its sunlight dependency for that duration.

Spark (Ex) As a standard action, an aballonian can launch an arc of electricity at a nearby creature. This attack has a range of 20 feet with no range increment. In addition, whenever an aballonian makes a check to maintain a grapple,

it can use its spark attack against the creature it is grappling as a free action.

Sunlight Dependency (Ex) Aballonians gain their energy from light. In areas of darkness, they gain the sickened condition.



ABOLETH

Four long tentacles writhe from this three-eyed fish-like creature's flanks, and its green body glistens with thick, clear slime.

ABOLETH

CR 7

XP 3,200

NE Large aberration (aquatic)

Init +4 **Senses** darkvision 60 ft. **Perception** +6

DEFENSE HP 90

EAC 18; **KAC** 19

Fort +6; **Ref** +6; **Will** +12

OFFENSE

Speed 10 ft.; swim 60 ft.

Melee tentacle +17 (2d6+9 B)

Ranged kinetic shock +14 (2d8+7 F)

Spell-like Abilities

1/day—*charm monster* (DC 20)

3/day—*force blast*, *mind thrust*, *see invisibility* (DC 19)

At-will—*detect thoughts*, *mind link* (DC 18)

STATISTICS

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

Skills Athletics +14; Life Science +19; Mysticism +19; Physical Science +14

Other Abilities genetic recall, mucus cloud, slime

ECOLOGY

Environment any aquatic

Organization solitary, small group (1-4)

SPECIAL ABILITIES

Genetic Recall (Ex) Due to the genetic memory passed from parent to child, an aboleth is always considered trained when making a skill check.

Mucus Cloud (Ex) While underwater or in microgravity, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth in such conditions must make a DC 19 Fortitude save or lose the ability to breathe air while gaining the ability to breathe water for the next three hours. Renewed contact with the cloud requires another save, with each failure extending the duration for three hours. Sealed environmental suits prevent the need to make a save.

Slime (Ex) A creature hit by an aboleth's tentacle

while not fully sealed in an environmental suit must make a DC 20 Fortitude save or have their flesh transform into a clear, slimy membrane over the course of the next four rounds. This new flesh is soft and tender, reducing the victim's Constitution by 4 as long as it persists. If not moistened at least once an hour, the victim's flesh will dry out, inflicting 1d10 damage every 10 minutes. *Remove affliction* and similar effects can restore a creature to normal; immunity from disease offers no protection against this attack.

As befits their hideous primeval appearance, the hermaphroditic aboleths are among the world's oldest forms of life. Ancient even when the gods first turned their eyes to the Material Plane, the aboleths have always existed apart from other mortal life, alien and cold and endlessly plotting. They once ruled many worlds with vast empires, and today view most other forms of life as either food or slaves—and sometimes both. They disdain the gods and see themselves as the true masters of creation. An aboleth is 25 feet long and weighs 6,500 pounds.

In the darkest reaches of ocean planets, aboleths still dwell in grotesque cities built in nauseating and cyclopean styles using hybrids of magic and technology. There they are served by countless slaves culled from every nation, air-breathing and aquatic alike, although the air-breathing slaves are doubly bound by magic and the need to constantly replenish their water-breathing ability via the excretions of their aboleth masters. Lone aboleths are often advance scouts for these hidden cities, seeking out new slaves. When a planet's resources decline, aboleth elder brain-pools merge their consciousness to seek out new realms for conquest through the Dimension of Dreams, using their magitech to unleash world-shattering cataclysms to devastate planets they leave behind.

ABOLETH, VEILED MASTER

This monstrosity has six eyes and six long tentacles—four that end in glowing spheres, and two with what look like hands.

ABOLETH, VEILED MASTER CR 14

XP 38,400

LE Large aberration (aquatic, shapechanger)

Init +4; **Senses** darkvision 120 ft.; **Perception** +18

Aura mucus cloud (30 ft., DC 22)

DEFENSE HP 216

EAC 27; **KAC** 28

Fort +12; **Ref** +12; **Will** +19

Immunities electricity, mind-affecting effects;
Resistances cold 20; **SR** 25

OFFENSE

Speed 10 ft., swim 80 ft.

Melee bite +21 (6d6+14 P plus consume memory and slime)

Multiattack bite +15 (4d6+14 P plus consume memory and slime), 2 tentacles +15 (3d6+14 E plus slime; critical stunned [DC 22])

Space 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)

Offensive Abilities dominate anything

Spell-Like Abilities (CL 14th; ranged +23)

At will—*mind thrust* (3rd-level, DC 22), *suggestion* (DC 2)

3/day—*dominate person* (DC 24), *holographic image* (4th-level, DC 24)

1/day—*greater synaptic pulse* (DC 23), *holographic image* (6th-level, DC 25), *mass suggestion* (DC 24)

STATISTICS

Str +0; **Dex** +4; **Con** +0; **Int** +9; **Wis** +0; **Cha** +6

Skills Bluff +25, Disguise +25, Life Science +30, Mysticism +25, Sense Motive +30

Languages Aboleth, Aklo, Aquan, Undercommon, one more; telepathy 300 ft.

Other Abilities change shape (any Small or Medium form)

ECOLOGY

Environment any water

Organization solitary or shoal (1 veiled master and 2–8 aboleths)

SPECIAL ABILITIES

Change Shape (Su): A creature with this special

quality has the ability to assume the appearance of one or more types of creatures but retains most of its own physical qualities. The types of creatures it can transform into are listed in parentheses. Unless otherwise stated the creature can remain in an alternate form indefinitely. The change shape ability does not allow the shape changer to assume the appearance of a specific individual: although many of the fine details can be controlled, the shape changer is unable to copy a specific person's appearance.

While transformed, the shape changer appears exactly like a creature of the type it has assumed, gaining a +10 bonus on Disguise skill checks. The shape changer gains any natural attacks its new form possesses. It uses its own attack bonus for these attacks but deals damage as the creature it is transformed into. The shape changer gains all extraordinary abilities inherent to its new form. At the GM's discretion, the shape changer may also gain some supernatural abilities of its new form.

The shapechanger gains any modes of movement its new form possesses (such as burrow, fly, and swim speeds), at the same speed as the creature it transforms into. If this causes the shape changer to gain a burrow or swim speed, it gains the ability to breathe while burrowing or swimming. If the shape changer assumes the form of a creature that is a different size than its normal form, its space and reach are adjusted to suit its new size.

While transformed, a shape changer loses all extraordinary and supernatural abilities that depend on its original form (such as keen senses, scent, and darkvision), as well as any natural attacks and movement types inherent to its original form.

Consume Memory (Su): When a veiled master bites a creature, it consumes some of that creature's memories. The creature bitten must succeed at a DC 22 Will save or gain one negative level. Each time it inflicts a negative level in this way, the veiled master gains one piece of information from the creature's mind, as though with the spell *mind probe*. The bitten creature may still attempt a Bluff check to resist this effect but takes a –4 penalty on this check. This is a mind-affecting effect. A veiled master can suppress this ability as a free action.

Dominate Anything (Su): Once per day, when using its *dominate person* spell-like ability, a veiled master can target any creature with the

spell, regardless of creature type. It must still succeed at a ranged attack against the target's EAC, and the target is still entitled to a Will save to resist the effect, as normal. Creatures that are immune to compulsions or mind-affecting effects are still unaffected.

Mucus Cloud (Ex): While underwater, a veiled master exudes a cloud of transparent slime in a 30-foot-radius spread. All creatures in this

area must succeed at a DC 22 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 24 hours. Renewed contact with this mucus cloud and failing another save extends the effect for another 24 hours.

Slime (Ex): A creature hit by any of the veiled master's natural attacks must succeed on a DC 22 Fortitude save or have its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new flesh



is soft and tender, reducing its Constitution score by 4 for as long as the condition persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack.

Aboleths are ancient nigh-immortal creatures who have wandered the cosmos through the dreamlands, often influencing or even ruling the primordial deeps long before humanoid races rose to sentience and brought with them the attention of their gods. When younger races arose upon worlds aboleths claimed as their own, or alighted upon them during their exploration of space, aboleths began to manipulate these interlopers like puppets. Some of their kind disguised themselves to walk among their pets, veiling themselves with magic to appear as humanoids. These were the veiled masters—if one were to foolishly attempt to impose human hierarchies upon this alien race, veiled masters would be considered the nobility among their aboleth kin. In truth, while aboleths do treat veiled masters with utmost respect and defer to their decisions, they are not regarded as the rulers of the race. Stranger and still more dangerous entities rule over veiled masters from the deepest trenches below the sea.

While all aboleths are skilled at domination and illusion, veiled masters are the true experts of the arcane. Veiled masters engineered their grandest deceptions and manipulations, their subtle coaxings often encouraging a rise to glory with veiled masters walking among the populace, whispering into their leaders' ears. The people knew the veiled masters as scholars and arcanists, with murmurs that their mysterious cabal was more than human, but veiled masters destroyed the bodies and minds of those who proved too curious. Whenever their proteges showed hubris—believing that they were greater than their patrons—these manipulators brought punishment upon them. Should they fail to fall into line, the veiled masters unleashed their eldritch powers and rituals to invoke world-ending cataclysms while they retreated to the depths of the sea to live on, watching and waiting until the opportunity arose to walk among a new race once more and teach new lessons in secrets with too high a price.

The average veiled master measures 14 feet in length and weighs 1,500 pounds.

ACHAIERAI

This bird-like beast is mostly head, lunging forward on four scaly legs. Wisps of noxious black vapor trail from its hooked beak.

ACHAIERAI

CR 5

XP 1,200

LE Large outsider (evil, extraplanar, lawful)

Init +1; **Senses** darkvision 60 ft.; **Perception** +11

Aura black smoke (10 ft.; 1d6 A; DC 13)

DEFENSE HP 70

EAC 17; **KAC** 19

Fort +9; **Ref** +7; **Will** +4

Resistances fire 10; **SR** 16

OFFENSE

Speed 30 ft.

Melee claw +15 (1d6+10 S) or bite +12 (1d6+10 P; critical bleed 1d4)

Ranged black spit +15 (1d6+5 A)

Space 10 ft.; **Reach** 5 ft. (10 ft. with claw)

Offensive Abilities breath weapon (40 ft. cone, see below, DC 13, usable every 1d4 rounds)

STATISTICS

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

Skills Athletics +11 (+15 when jumping), Stealth +11, Survival +16

Languages Infernal

ECOLOGY

Environment any land (Hell)

Organization solitary, pack (2-4), flock (5-8)

SPECIAL ABILITIES

Aura of Black Smoke (Su) An achaierai has a 10 ft. radius aura of black smoke constantly seeping out from beneath its feathers and from its mouth. Any creature or object that begins its turn within the cloud takes 1d6 acid damage (Fort DC 13 negates).

Breath Weapon (Su) An achaierai can exhale a cloud of choking, toxic smoke. Unless they succeed at a DC 13 Reflex save, all creatures caught within the cloud immediately take 6d6 points of acid damage as their flesh melts and rots away. This black cloud erodes sanity as well as flesh, and anyone who takes damage from the black cloud must also make a DC 13 Fortitude save or become confused. Every

round, the victim may attempt another DC 13 Fortitude save to recover from the confusion; otherwise it persists, lasting indefinitely until the condition is removed or the victim eventually makes its saving throw. This black cloud is a mind-affecting, poison effect. Achaierais are immune to this ability.

An achaierai is a predator and scavenger of the lower planes that looks like a 15-foot-tall flightless bird, though its head and body are fused into one large unit, with four legs and atrophied wings. The thick, oily plumage covering its body all but conceals these tiny wings. An adult achaierai weighs roughly 750 pounds.

Though not devils themselves, achaierais live and hunt on the scorched and blasted plains of Hell, where they make excellent use of their long, stilt-like legs in running down any lost souls or lesser devils who stumble into their feeding grounds. Once it has closed with its target, an achaierai attacks with its two front legs, punching or slashing, as well as biting with its powerful beak. Far smarter than their animalistic form might suggest, achaierais prefer to hunt in shrieking packs and use their prey's confusion and their own reach to their advantage, circling their quarry and darting in to attack as soon as the victim becomes distracted, then retreating again before the prey has a chance to retaliate.



ADAMANTINE WASP SWARM

The sound of metallic clicking drones in your ears as thousands of tiny metal insects descend from the air.

ADAMANTINE WASP SWARM CR 11

XP 12,800

N Fine construct (magical, swarm)

Init +8; **Senses** darkvision 60 ft., low-light vision;
Perception +25

DEFENSE **HP** 180

EAC 24; **KAC** 26

Fort +11; **Ref** +11; **Will** +8

Defensive Abilities swarm defenses; **Immunities** construct immunities, swarm immunities; **SR** 22

OFFENSE

Speed 5 ft., fly 40 ft. (Ex, good)

Melee swarm attack (2d6+14 P plus adamantine wasp venom and distraction)

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities distraction (DC 17)

STATISTICS

Str +3; **Dex** +8; **Con** —; **Int** —; **Wis** +5; **Cha** +0

Skills Acrobatics +20, Stealth +20

Other Abilities mindless, unliving

ECOLOGY

Environment any

Organization solitary, cloud (2–4 swarms), or plague (5–8 swarms)

ADAMANTINE WASP VENOM

Type poison (injury); **Save** Fortitude DC 18

Track Dexterity; **Frequency** 1/round for 4 rounds

Effect progression track is Healthy—Sluggish—Stiffened—Staggered—Immobile; Immobile is the end state. At the Immobile state, the victim freezes solid for 1d4 hours as its body hardens into ice. If the victim is reduced to 0 or fewer hit points while frozen, it shatters into pieces and dies.

Cure 2 consecutive saves

Adamantine wasps are used to guard or patrol areas the creator wishes to keep “off limits.” From a distance, they resemble 1-foot long silver wasps. Usually created by magic, the process has been duplicated by careful engineering; a mechanical swarm gains the technological subtype rather than the magical subtype. Whatever their origin, their creators often enhance the ruse that these creatures are natural insects by constructing fake nests nearby to detract would-be trespassers.

An adamantine wasp is 1-foot long and looks like its namesake only made out of metal. Its body is segmented like a normal wasp (head, thorax, and abdomen) and has carefully and delicately been fitted together to form the wasp. A wicked-looking adamantine stinger protrudes from its abdomen. Its wings are formed of paper-thin adamantine, specially treated during the construction process.

ADHERER

This pallid humanoid creature is wrapped in wispy strips of skin, with bits of detritus and a sour stink clinging to it.

ADHERER

CR 3

XP 800

LE monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE HP 38

EAC 14; **KAC** 16

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

OFFENSE

Speed 30 ft.; climb 10 ft.

Melee slams +12 (1d6+5 plus grab)

Offensive Abilities grab (Large)

STATISTICS

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

Skills Athletics +13, Stealth +8

Languages Aklo

Other Abilities adhesive

ECOLOGY

Environment any temperate or underground

Organization solitary, gang (2-5), or nest (6-12)

SPECIAL ABILITIES

Adhesive (Su) A weapon that strikes an adherer becomes stuck fast to the creature's adhesive flesh unless the wielder succeeds at a DC 12 Reflex save. A creature adjacent to the adherer can attempt to pry off a stuck weapon with a DC 12 Strength check, but doing so provokes an attack of opportunity from the adherer. The adherer's adhesive flesh gives it a +8 racial bonus on grapple combat maneuvers. It can attempt to grapple a foe as a swift action whenever a creature successfully hits it with a natural attack or an unarmed strike. An adherer does not gain the grappled condition when it grapples a foe, nor does it provoke attacks of opportunity when it attempts to do so. Fire can temporarily burn away an adherer's adhesive coating—whenever an adherer takes at least 10 fire damage, it loses its adhesive special quality for 1d4 rounds. *Universal solvent*, alchemical solvent, or a similar fluid removes an adherer's adhesive quality for 1 hour if it fails a DC 15 Reflex save, or for 1d4

rounds if it makes the save. The adherer's skin loses its adhesive quality 1 hour after the adherer dies. An adherer can release anything stuck to it as a free action.

Adherers look vaguely like embalmed and mummified corpses wrapped in dirty linen, but they are in fact otherworldly beings of an entirely different nature. Transformed by hideous processes on the Ethereal Plane, their bodies are riddled with tiny, adhesive strands that can stick to anything, allowing adherers to bind their enemies' weapons and capture living creatures for their depraved rituals.

Though once human, adherers have forgotten all traces of humanity, and now hunt their former kindred with gleeful abandon. Adherers digest food unusually slowly, and as such can feed on a single creature (humans are their favorite meal) for days or even weeks, taking only one or two bites a day and forcing their living captives to endure a hellish, drawn-out death.



AETHERWARPED

A human woman riddled with glowing blue veins clutches her head and lurches wildly. Unattended objects float around her without heed to gravity.

Creatures that spend too much time near aetheric radiation typically experience blackouts, fatigue, weariness, and then a catatonic state as their soul is slowly separated from their body. However, aetheric radiation has a subtler effect if experienced in low dosages over a prolonged period of time. Aetherwarped creatures tend to congregate in locations suffused with aetherite radiation. Curiously, they are also drawn to sources of music and can spend hours listening to the same voxophone recording.

The bodies of aetherwarped creatures twist and mutate due to long term aetherite radiation poisoning, gaining hideous deformities and bizarre supernatural powers. The nature of aetherwarped creatures causes their lifespans to dramatically shorten, though some who perish from their sickened state often rise again as aetherwarped undead.

AETHERWARPED TEMPLATE GRAFT (CR 1/2+)

Aetherwarped creatures are beings that have survived exposure to low-level radiation for prolonged periods of time, eventually becoming twisted and mutated. Aetherwarped creatures gain bizarre supernatural powers from the energies they have been exposed to, but at a terrible cost: their bodies are twisted and mutated, their intellects sapped, and their very lives are drastically foreshortened.

Required Creature Type: Aberration.

Alignment: Any (usually chaotic).

Traits: Increase EAC and KAC by 2; set Intelligence to 2; immunity to radiation.

Abilities: Burn out (see below), shun gravity (see below), thoughtsense (see below), telekinetic thrust (see below).

Burn Out (Ex): Once created, an aetherwarped creature lives for a maximum of 2d10 days, after which it dies. An aetherwarped creature may be resurrected by *raise dead*, but the beacon required for the creature's soul must be worth at

least 15,000 credits. An aetherwarped creature does not count time spent within an area of radiation against the maximum number of days they may live and may persist indefinitely (without needing to eat or sleep) within such areas.

Shun Gravity (Ex): Aetherwarped creatures are so in thrall to the energies flowing through them that they are released from the clutches of gravity. An aetherwarped creature can choose to hover one foot above any solid or liquid surface while moving, unhindered by difficult terrain. Additionally, as long as the aetherwarped creature is within 1 foot of a sufficiently stable solid or liquid surface, it can change its personal gravity with a thought as a free action. As a result, it can move on walls, ceilings, and other surfaces as if they were level floors, including being able to run, jump, or take 5-foot steps.

Thoughtsense (Su): An aetherwarped creature can hear thoughts within a 60-ft. radius. Thoughts perceived in this manner are a disjointed susurrus of words and emotions that cannot be understood but allow the aetherwarped creature to locate thinking creatures within its detection radius as though it had blindsense, with the following exceptions. Thoughtsense functions through solid objects, but nondetection and similar effects can block the effect of thoughtsense. Thoughtsense can distinguish between sentient (Intelligence 3 or greater) and nonsentient (Intelligence 1-2) creatures but provides no other information about the creatures it detects. Creatures without Intelligence scores cannot be detected by thoughtsense.

Telekinetic Thrust (Su): As a standard action, an aetherwarped creature can project a blast of energy at a single target within 30 ft. A creature struck by the blast takes 1d6 points of bludgeoning damage and is pushed back 10 feet, plus an additional 5 feet for every three Hit Dice the base creature has. A successful Fortitude save (DC 10 + 1/2 the aetherwarped creature's Hit Dice + its Charisma modifier) negates the movement effect and halves the damage. This is considered a force effect.

This ability may be used a number of times per day equal to 3 + the aetherwarped creature's Charisma bonus (minimum 1).



AKATA

This hairless blue lion has twin tentacular tails. Dozens more thick tentacles quiver and twitch where its mane should be.

AKATA

CR 1

XP 400

N Medium aberration

Init +2; **Senses** blindsight (sound) 60 ft.; **Perception** +0

DEFENSE HP 20

EAC 11; **KAC** 13

Fort +3; **Ref** +3; **Will** +3

Defensive Abilities no breath; **Immunities** cold, disease, poison; **Resistances** fire 10

Weaknesses blind, vulnerable to sonic

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +8 (1d6+2 P plus parasitic offspring) or tentacle +8 (1d6+1 B)

TACTICS

During Combat Akatas seek to infect as many foes as possible with their parasitic bite.

Morale Akatas fight until destroyed.

STATISTICS

Str +1; **Dex** +2; **Con** +4; **Int** -4; **Wis** +0; **Cha** +0
Skills Acrobatics +5, Athletics +5, Stealth +10

SPECIAL ABILITIES

Parasitic Offspring (Ex) An akata's bite carries thousands of autonomous, parasitic particles of genetic matter. When an akata deals damage with its bite attack, the target must succeed at a DC 10 Fortitude save or be infected with these offspring, which function as the void parasites disease. A creature infected with void parasites that dies rises as a akata host 2d4 hours later.

Void Parasites

Type disease (injury); **Save** Fortitude DC 10

Track physical (special); **Frequency** 1/day

Cure 2 save

ALPHA AKATA

CR 2

XP 600

N Medium aberration

Init +2; **Senses** blindsight (sound) 90 ft.; **Perception** +0

DEFENSE HP 25

EAC 13; **KAC** 16

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

Defensive Abilities no breath; **Immunities** cold, disease, poison; **Resistances** fire 20

Weaknesses blind, vulnerable to sonic

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +10 (1d6+3 P plus parasitic offspring) or tentacle +10 (1d6+2 B)

Multiattack bite +4 (1d6+3 P plus parasitic offspring), 2 tentacles +4 (1d6+2 B)

TACTICS

During Combat Alphan akatas seek to infect as many foes as possible with their parasitic bite.

Morale Alphan akatas fight until destroyed.

STATISTICS

Str +1; **Dex** +2; **Con** +4; **Int** -4; **Wis** +0; **Cha** +0
Skills Acrobatics +7, Athletics +7, Stealth +12

SPECIAL ABILITIES

Parasitic Offspring (Ex) As an akata. The DC of saving throws to resist its parasites is 11.

Akatas hail from a strange, distant planet that long ago succumbed to a cataclysmic end. Countless akatas clung to fragments of the dead planet, entering hibernation and riding these asteroids until they eventually crashed upon a new planet—their cocoons protected them from the impact, and they soon awoke to seek out suitable hosts to spawn their young. Left untended, an akata scourge can quickly grow into a significant threat. A typical akata stands 3-1/2 feet tall and weighs 400 pounds.



AKATA HOST

This tattered and misshapen flesh of this shambling corpse seems strung together with glistening filaments and bulbous tumors.

AKATA HOST

CR 1/2

XP 200

NE Medium undead

Init +2; **Senses** blindsight (sound) 60 ft.;
Perception +9

DEFENSE HP 13

EAC 10; **KAC** 12

Fort +2; **Ref** +2; **Will** +1

Immunities undead immunities; **Resistances**
fire 5

Weaknesses vulnerable to sonic

OFFENSE

Speed 30 ft.

Melee claw +6 (1d6+3 S) or filament +6 (1d6 P
plus 1d2 Str damage)

Multiattack claw +1 (1d6+3 S), 2 filaments +1
(1d6 P plus 1d2 Str damage)

TACTICS

During Combat The akata hosts see any living creature as a source of nourishment and target PCs who look susceptible to their filament attacks.

Morale Akata hosts fight until destroyed.

STATISTICS

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

Skills Stealth +4

Other Abilities unliving

SPECIAL ABILITIES

Filament (Ex) A juvenile version of the akata's tentacles, these long, writhing protrusions seek nourishment in the form of living creatures' blood. When a akata host deals damage with its filament, it also deals 1d2 Strength damage and heals a number of temporary Hit Points equal to the damage dealt. These filaments are fragile, however, and can't penetrate heavy armor or powered armor.

Akata hosts are formed by the infestation of akata larvae bringing on a plague called the void death. The victims of this dread affliction are slowly

eaten from the inside out by wriggling larvae, though their ragged flesh is strung together by sticky filaments and scabrous tumors created by the larvae as they mature, giving the creature a hideous strength and savagery. Akata hosts rarely last more than a few weeks before their structure has become so thoroughly devoured that there is not enough left to hold it together, but while it retains shambling life the larvae guide its movements in search of new potential hosts for themselves and their akata progenitors.



ALCHEMICAL OOZE SWARM

Dozens of tiny globs of slime move on their own, acting as one being, alternately clinging to each other and separating in a riot of oozing momentum.

ALCHEMICAL OOZE SWARM CR 1

XP 400

N Tiny ooze (swarm)

Init +0; **Senses** blindsight (thermal) 60 ft.; **Perception** +5

DEFENSE HP 20

EAC 11; **KAC** 13

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

Defenses elemental adaptation, swarm defenses; **Immunities** ooze immunities, swarm immunities; **Resistances** electricity 5

Weaknesses elemental adaptation

OFFENSE

Speed 10 ft.

Melee swarm attack (1d4+5 B plus viscous)

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities chemical slime, distraction (DC 11), viscous

STATISTICS

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

Skills Athletics +5, Stealth +5

Other Abilities mindless

ECOLOGY

Environment any underground

Organization solitary, pair, or glob (3-4)

SPECIAL ABILITIES

Chemical Slime (Ex) Any living creature that begins its turn affected by an alchemical ooze swarm's viscous ability also suffers a secondary effect lasting 1 round (DC 10 Fortitude negates). This is a mind-affecting, poison effect.

Choleric: Choleric oozes are composed of caustic chemicals rather than mind-affecting poison. Any living creature that begins its turn affected by the swarm's viscous ability takes 1d4 acid damage. Armor or clothing worn by the creature takes the same amount of acid damage unless the wearer succeeds on a DC 11 Reflex save. In addition, a wooden or metal weapon that strikes a

choleric ooze swarm takes 1 acid damage unless the weapon's wielder succeeds on a DC 11 Reflex save. The ooze's touch deals 8 acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 round in order to deal this damage.

Melancholic: Composed of chemical depressants, affected creatures are paralyzed.

Phlegmatic: Composed of volatile mind-altering compounds, affected creatures are confused.

Sanguine: Composed of euphoric hallucinogens, affected creatures laugh uncontrollably and are treated as staggered.

Elemental Adaptation (Ex) Each type of alchemical ooze swarm is resistant and vulnerable to different types of energy.

Choleric: Vulnerability to electricity and resist acid 5.

Melancholic: Vulnerability to acid and resist electricity 5.

Phlegmatic: Vulnerability to fire and resist cold 5.

Sanguine: Vulnerability to cold and resist fire 5.

Viscous (Ex) Whenever an alchemical ooze swarm makes a swarm attack against a creature of Small size or larger, that creature must succeed on a DC 11 Reflex save or be covered in patches of sticky ooze globules. Those who fail are entangled until the patches of ooze are removed. The ooze can be removed by spending a full-round action to fling off the globules. If a creature affected by this ability takes any amount of energy damage, per they type of ooze, the ooze patches are immediate destroyed.

Choleric: Destroyed by electricity damage.

Melancholic: Destroyed by acid damage.

Phlegmatic: Destroyed by fire damage.

Sanguine: Destroyed by cold damage.

Formed from accumulations of runoff from arcane manufactories and laboratories and regions of technomagical calamity, alchemical oozes are fist-sized blobs of volatile chemicals. Although composed of unpredictable compounds and toxins, these mobile oozes pose little threat individually, but in polluted quagmires and tainted sewers

A woman with dark hair, wearing a green and orange futuristic suit, is shown in profile, looking down. Above her head is a large, dense swarm of purple, translucent, blob-like creatures. The background is a bright, hazy orange and yellow, with blue circuit-like patterns on the left and right edges.

can collect in numbers great enough to threaten creatures many times their size.

Swarms of the slimes linger in such contaminated areas and seek new accretions of vital solutions, like those found within the bodies of higher life forms, to fuel their erratic life cycles. Found in numerous varieties with a host of differing abilities, these weird, clinging oozes have been differentiated by likening them to the humors said to compose the bodies of living beings.

Appearing at first to be a collection of tiny blobs of viscous, translucent fluid, alchemical oozes become far more terrifying once their hungry nature becomes apparent. Each swarm is composed of several hundred palm-sized balls of ooze that all scuttle along as a single unit.

ALLIP

This malignant cloud of shadows boils in the air, its skeletal maw eerily babbling as the creature's claws manifest from the darkness.

ALLIP

CR 3

XP 800

NE Medium undead (incorporeal)

Init +6; **Senses** darkvision 60 ft.; **Perception** +8

Aura babble (60 ft., DC 15)

DEFENSE HP 44

EAC 13; **KAC** 15

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

Defensive Abilities incorporeal; **Immunities** undead immunities

OFFENSE

Speed fly 30 ft. (Su, perfect)

Offensive Abilities touch of madness

STATISTICS

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

Skills Intimidate +11, Stealth +8

Languages Aklo, Common

Other Abilities madness, unliving

ECOLOGY

Environment any

Organization solitary, pair, or haunt (3–6)

SPECIAL ABILITIES

Babble (Su) An allip constantly mutters to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed at a DC 12 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach it without breaking the effect, but an attack by the allip does end the effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. This is a sonic, mind-affecting compulsion effect.

Madness (Su) Anyone targeting an allip with a using a spell or effect that makes direct contact with its tortured mind takes 1d4 points of Wisdom damage.

Touch of Madness (Su) As a standard action, an allip can make a melee touch attack (with a +4 bonus on the attack roll) targeting EAC that deals 1d4 Wisdom damage (DC 12 Will negates) on a successful hit. A critical hit deals 1d4 Wisdom

damage and 1 Wisdom drain (instead of double Wisdom damage). With each successful attack, an allip gains 5 temporary Hit Points.

Those who fall prey to madness and take their own lives sometimes find themselves lost on the path to the afterlife, trapped in a state between life and death. These unfortunates, known as allips, suffer from the violent and incurable insanity they faced in life and take out their terror, confusion, and rage upon the living. They reach out to those they encounter—possibly in wrath, but also perhaps oblivious to their own insane nature—spreading the psychoses that led to their own untimely deaths.

Allips often seek to harm those who played a part in causing their mad, unholy condition. When faced with such foes, an allip ignores all other targets that confront it in favor of its hated enemies, attacking them until its tormentors have been forced into a vacant stupor. Alas, such vengeance does not put the allip to rest, but simply serves to further fuel its madness as it finds itself trapped in a world now no longer even holding the satisfaction of vengeance.



AMALGAMITE SWARM

A scuttling mass of metallic bugs surges forward. These insect-like automatons have sharp pincers and are formed from minute shards and splinters of metal.

AMALGAMITE SWARM

CR 8

XP 400

N Tiny construct (swarm, technological)

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE HP 125

EAC 20; **KAC** 22

Fort +8; **Ref** +8; **Will** +5

Defenses swarm defenses; **Defensive Abilities** fast healing 10, hardness 10; **Immunities** construct immunities

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm attack (3d4+4 P)

Ranged acid spit +17 (1d6+8 A)

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities distraction (DC 16), scuttling swarm

Other Abilities unliving

STATISTICS

Str -4; **Dex** +6; **Con** —; **Int** +0; **Wis** +2; **Cha** -2

Feats Step Up

Skills Climb +16, Engineering +16, Stealth +21

Languages Common (cannot speak)

ECOLOGY

Environment any land or underground

Organization solitary, pair, or assimilation (3-6)

SPECIAL ABILITIES

Acid Spit (Ex) Each round as a swift action, an amalgamite swarm can emit a stream of acid at one target with a range increment of 10 feet. Amalgamite swarms are immune to this acid.

Dispersion (Ex) As a full-round action, an amalgamite swarm can disperse, spreading itself across a 30-foot cube. While dispersed, it deals no damage and can't use its other special abilities until it reforms. A dispersed amalgamite swarm can make Stealth checks even without cover or concealment or when being directly observed, and when dispersed it gains a +10 bonus on

its Stealth checks and does not take increased damage from area effects as normal for being a swarm. Reforming into its normal swarm form takes 1 minute, and while reforming its bonus on Stealth checks is reduced to +5.

Scuttling Swarm (Ex) An amalgamite swarm can use its Step Up feat to move and reshape itself when a creature takes a 5-foot step while within the swarm's area. Each part of the swarm can move 5 feet, provided each part of the swarm ends this movement in a square occupied by the creature taking the 5-foot step or in a square that the swarm occupied before taking this movement. Movement taken by the swarm when using this feat does not provoke attacks of opportunity.

Originally forged as a self-replicating tool by a now-extinct race of artificers, these tiny animated machines were subverted by the Hegemony, used to destroy their creators, and then utilized by the Ultari as a weapon of conquest. By itself, each individual amalgamite component has sentience but little more. However, when they bring themselves together to form into insect-like amalgamite units, a hive-like consciousness forms. Amalgamites are inextricably bound to follow their programmed commands but they have the capacity to learn and are often quite cunning in how they follow out their orders.

Amalgamites use their acidic spittle to break down small qualities of common minerals for energy to sustain themselves. They can also rapidly self repair damaged or broken components, but this requires considerably more energy. The process of creating amalgamites is complex and a closely guarded secret, but amalgamites can replicate by themselves. This requires qualities of refined metal imbued with significant amounts of magical energy. Due to the potential danger of amalgamites reproducing out of control and destroying their owner's valuables, amalgamites routinely have strict safeguards integrated into them that limit the total amount of units in a swarm.



AMERTA

A massive serpent of living vegetation twists weightlessly through the air. On close inspection its body is formed from thousands of erahthi.

AMERTA

CR 18

XP 153.600

N Colossal plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +36

Aura fascinate (100 ft., DC 32)

DEFENSE HP 391

EAC 32; **KAC** 34

Fort +21; **Ref** +16; **Will** +20

Defensive Abilities regeneration 5 (fire); **DR** 15/slashing; **Immunities** plant immunities; **SR** 29

Weaknesses vulnerable to fire

OFFENSE

Speed fly 60 ft. (Su; clumsy)

Melee bite +32 (8d12+29 P plus swallow whole) or tail slap +29 (6d12+29 B plus implant root)

Space 30 ft.; **Reach** 20 ft. (30 ft. with tail slap)

Offensive Abilities breath weapon (80 ft. cone, 5d12 P, DC 23, usable 3/day), crush (8d6+29 B)

Spells Known (CL 18th)

6th (3/day) —*enshrining refuge* (DC 23), *telepathic jaunt*

5th (6/day)—*commune with nature*, *dominate person* (DC 22), *resistant aegis*, *retrocognition*

4th (at will)—*reincarnate*, *telepathic bond*

STATISTICS

Str +11, **Dex** +0, **Con** +8, **Int** +2, **Wis** +6, **Cha** +6

Skills Culture +31, Survival +36

Languages plantspeech, telepathy 100 ft.

Other Abilities compression

ECOLOGY

Environment any forest

Organization solitary

SPECIAL ABILITIES

Implant Root (Ex) When an amerta hits with a tail attack, tiny roots implant themselves into the victim's flesh, remaining behind and growing into thick vines within seconds. The target gains the entangled condition and takes an additional 1d8 damage per round until the vines are removed (as a full action).

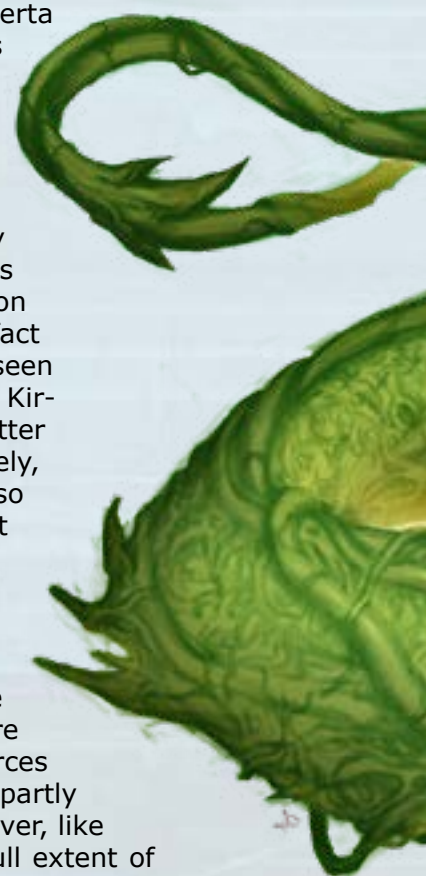
Plantspeech (Ex) An amerta can communicate with normal plants and plant creatures within 30 feet, asking questions and receiving answers from them.

Amerta are enigmatic and little-understood protectors of the erahthi, arising from the impenetrable forests of Kir-Sharaat when its people are threatened or in dire need. Appearing as a twisting serpentine form of melded vines and plants resembling a dragon, the amerta is actually composed from the amalgamated bodies of thousands of erahthi and is believed to contain a gestalt of all of its constituent bodies' experiences.

Erahthi history speaks of the amerta as much more active in the ancient past during the war with the zahajin. Erahthi tales tell of dozens of amerta crashing into the depths of the Darkwild, doing battle with ancient and unspeakable fey allies of the zahajin. Perhaps because of this tremendous activity and sacrifice, few amerta are believed to exist in the modern day.

It is assumed that amerta hibernate for long periods of time, only awakening when called by force and purpose only an amerta understands. It is also possible that the amerta wake only during certain alignments of the cycles of moons on Kir-Sharaat. Given the fact that no amerta has been seen since the taur stole one of Kir-Sharaat's moons, the latter hypothesis seems likely, but the creatures are so shrouded in mystery that not even the eldest of the erahthi can say.

The Tritarch claim that the amerta are extensions of their divine will, representing the more destructive and primal forces of nature and are only partly under their control. However, like much pertaining to the full extent of the Tritarchs' power, little proof has been afforded to these claims, and most erahthi are



content to take this notion at face value. On the handful of occasions an amerta appeared during the Century War, the losses suffered by Hierarchy forces were catastrophic. However, there seemed to be no rhyme or reason to the timing or nature of these attacks. Amerta were nowhere to be seen during the Scourge of Kir-Arkhal, which claimed more than ten thousand erahthi lives.

An amerta is generally peaceful and slow to anger, though once threatened it is relentless in its wrath. Once roused, these implacable hunters do not pause until the offending foe has been destroyed; no quarter is given to one who has slain erahthi within its sight. In combat, an amerta usually begins by flying around the foes,

casting preparatory spells such as *animate plants* to entangle the enemy while it observes their capabilities. It then uses its breath weapon and charges into melee, using its slam attacks to further entangle foes.

Erahthi practicing occult mysticism and divination have sought the counsel of amerta for centuries to no avail. Cabals of knowledge-seeking erahthi operating within Kir-Sharaat desperately cling to the notion that the secrets of their people's genesis and the very power the Tritarch command is contained within these enigmatic entities and go as far as to claim that by ensnaring the power of an amerta, they could control the very Tritarch themselves.



AMOEBA

This blob of protoplasm is somewhat transparent, allowing the bones of undigested meals and a dark nucleus to be seen within.

Thousands of tiny gelatinous clots of animate ooze swarm in a wet mound, surrounded by a cloying stink of rancid vinegar.

AMOEBA, GIANT

CR 1

XP 400

N Small ooze (aquatic)

Init -5; **Senses** blindsight (thermal) 30 ft.; **Perception** -5

DEFENSE HP 26

EAC 11; KAC 13

Fort +4; **Ref** +0; **Will** -1

Immunities mindless, ooze immunities

OFFENSE

Speed 10 ft., climb 10 ft., swim 20 ft.

Melee slam +7 (1d6+3 B & A and grab)

Offensive Abilities constrict (1d6+3 B & A)

STATISTICS

Str +2; **Dex** -5; **Con** +3; **Int** —; **Wis** -5; **Cha** -5
Other Abilities amphibious

ECOLOGY

Environment any land or underground

Organization solitary or colony (2-9)

A giant amoeba is a shapeless mass of living, liquid protoplasm. Though naturally translucent with darker interior spots, its surface is slightly sticky and tends to collect dirt and other debris from its environment; therefore, a moving giant amoeba looks like muddy water. Although happy to prey on creatures smaller than it, the giant amoeba's constant hunger often drives it to attack larger prey, such as humanoids.



AMOEBA, SWARM

CR 1

XP 400

N Fine ooze (aquatic, swarm)

Init -5; **Senses** blindsight (thermal) 30 ft.; **Perception** -5

DEFENSE HP 26

EAC 12; KAC 14

Fort +4; **Ref** +0; **Will** -1

Defenses swarm defenses; **Immunities** mindless, ooze immunities, swarm immunities

OFFENSE

Speed 10 ft., climb 10 ft., swim 20 ft.

Melee swarm attack (1d6 A)

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities distraction (DC 10)

STATISTICS

Str -1; **Dex** -5; **Con** +3; **Int** —; **Wis** -5; **Cha** -5
Other Abilities amphibious

ECOLOGY

Environment any land or underground

Organization solitary or colony (2-5)

An amoeba swarm is a mobile group of amoebas, each about the size of a coin. Giant amoebas may cleave off tiny portions of their substance, which can then become amoeba swarms. At other times, a giant amoeba can spontaneously transform into a swarm, usually if the giant amoeba is starving or in an area with a high concentration of magic. Likewise, a well-fed amoeba swarm may fuse into a single giant amoeba.

When an amoeba swarm is found in the vicinity of a giant amoeba, the two oozes ignore each other. A giant amoeba in the space of an amoeba swarm takes no damage from the swarm's attacks and does not run the risk of becoming distracted as a result of being in the swarm.

ANIMATED OBJECT

This mechanical monstrosity grinds to life with industrial precision and deadly strength.

ANIMATED DRILLER

CR 7

XP 3,200

N Huge construct (magic)

Init -2; **Senses** darkvision 60 ft., low-light vision; **Perception** +14

DEFENSE HP 105

EAC 19; **KAC** 22

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

DR 5/adamantine; **Immunities** construct immunities

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee drills +17 (2d6+12 P)

Space 15 ft.; **Reach** 10 ft.

Offensive Abilities trample (2d6+12 B, DC 15)

TACTICS

During Combat They attack using their trample ability as soon as they notice the PCs.

Morale The drillers are incapable of surrender.

STATISTICS

Str +6; **Dex** -2; **Con** -; **Int** -; **Wis** +0; **Cha** +0

BIOLOGICAL PROCESSOR

CR 9

XP 6,400

N Gargantuan construct (magic, technological)

Init -2; **Senses** darkvision 60 ft., low-light vision; **Perception** +17

DEFENSE HP 145

EAC 22; **KAC** 24

Fort +11; **Ref** +8; **Will** +8

DR 10/adamantine; **Immunities** construct traits

OFFENSE

Speed 20 ft.

Melee slam +21 (2d10+18 B plus grab)

Space 20 ft.; **Reach** 25 ft.

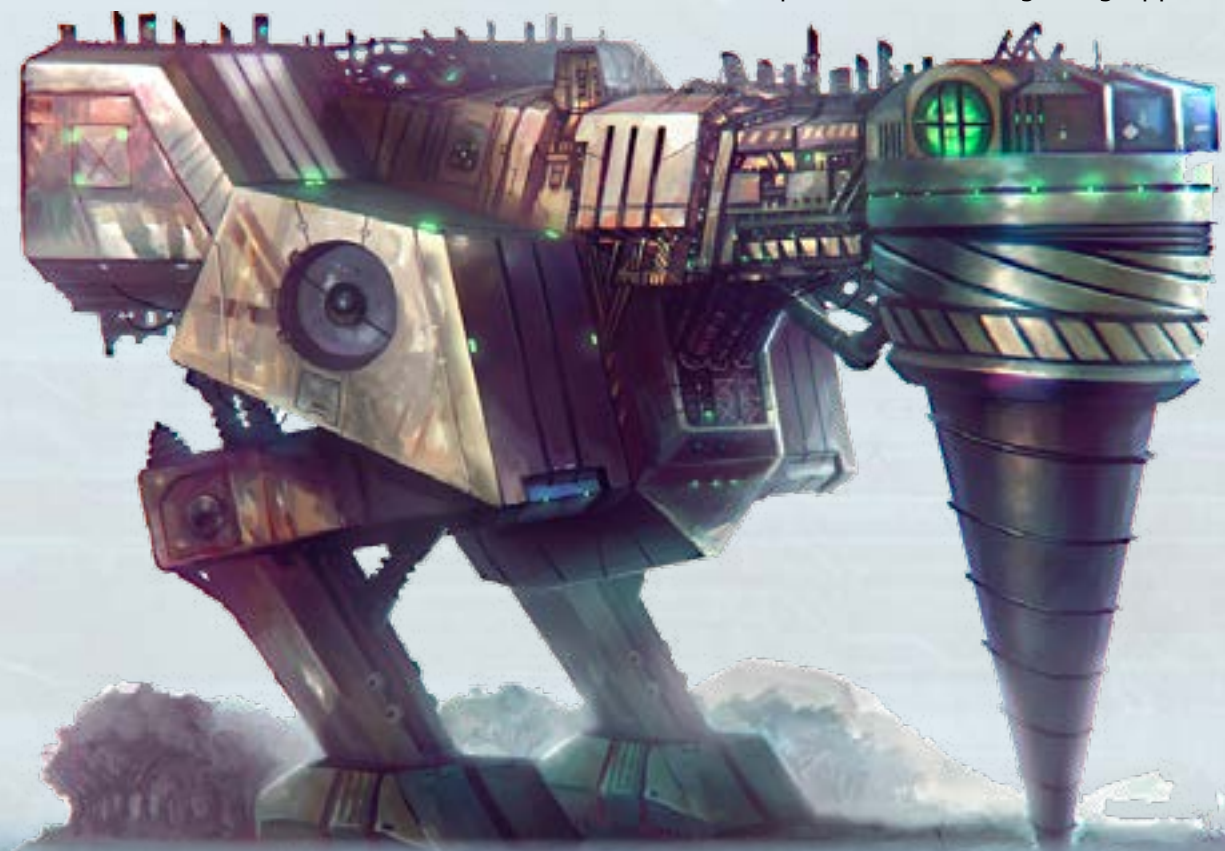
Offensive Abilities fluid sampling

STATISTICS

Str +6; **Dex** -2; **Con** -; **Int** -; **Wis** +0; **Cha** +0

SPECIAL ABILITIES

Fluid Sampling (Ex) Whenever the archivist mechanism successfully maintains a grapple, it drains samples of the grappled creature's bodily fluids with its syringed appendages, dealing 1d2 Constitution damage in addition to any action it takes as part of maintaining the grapple.



ANKHEG

This burrowing, bug-like monster scuttles about on six legs, drooling noxious green ichor from its clacking mandibles.

ANKHEG

CR 3

XP 800

N Large magical beast

Init +0; **Senses** blindsight (vibration) 60 ft., darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE HP 44

EAC 15; **KAC** 17

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

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +11 (2d6+7 P & A and grab; critical burn 1d4)

Offensive Abilities spit acid

STATISTICS

Str +4; **Dex** +0; **Con** +2; **Int** -5; **Wis** +1; **Cha** -2
Skills Athletics +8

ECOLOGY

Environment temperate or warm plains

Organization solitary, pair, or nest (3-6)

SPECIAL ABILITIES

Spit Acid (Ex) Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 acid damage (Reflex DC 12 halves). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, for the duration, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent.

Ankhegs are an all-too-common plague found on many worlds. These horse-sized burrowing monsters generally avoid heavily settled areas like cities, but their predilection for livestock and humanoid flesh ensures that they do not keep to the deep wilderness either. Their preferred habitat is rural farmlands, as the loose soil of such regions makes it easy for the creatures to burrow. Ankhegs

burrow with their legs and mandibles, moving with unsettling speed through loose soil, sand, gravel, and the like—they cannot burrow through solid stone. Burrowing ankhegs can construct tunnels by pausing frequently to shore up the walls with a thicker, less caustic secretion from their mouths. If an ankheg chooses to make a permanent tunnel when burrowing, it moves at half speed. A typical ankheg tunnel is 10 feet tall and wide, roughly circular in cross-section, and from 60 to 150 feet long ([1d10 + 5] × 10). Clusters of ankhegs often share the same territory and create intricate winding networks of tunnels under farmlands, sometimes resulting in sinkholes where too many burrow at once.

In combat, an ankheg prefers to attack with its bite. Against multiple foes, an ankheg often grabs one of the available targets and then attempts to retreat to safety, burrowing into the ground. A creature carried underground can still breathe with difficulty (the ankheg needs to breathe as well, so its tunnels are relatively porous), but is often eaten alive before its allies can rescue it. If captured, ankhegs can be trained to serve as mounts or beasts of burden, though their tendency to squirt acid when frightened or startled makes them dangerous even when domesticated.



AOANDON

The translucent figure of a woman begins fading below the neck and trails off entirely below the waist into scattered motes, shapes, and symbols of holographic blue light.

AOANDON

CR 12

XP 19,200

CE Medium outsider (incorporeal, native)

Init +5; **Senses** true seeing 120 ft.; **Perception** +22

DEFENSE **HP 150**

EAC 24; **KAC** 26

Fort +11; **Ref** +14; **Will** +14

Defensive Abilities incorporeal

OFFENSE

Speed fly 60 ft. (Ex, perfect)

Melee touch of madness +23 (9d6 plus confusion [DC 19])

Offensive Abilities touch of madness

Spell-Like Abilities (CL 12th; melee +23, ranged +23)

1/day—*confusion* (DC 19), *enervation* (DC 19)

3/day—*bestow curse* (DC 18), *psychokinetic strangulation* (DC 18)

At will—*fog cloud*, *inflict pain* (DC 17)

Constant—*true seeing*

STATISTICS

Str —; **Dex** +5; **Con** +0; **Int** +4; **Wis** +0; **Cha** +4

Skills Bluff +22, Culture +22, Mysticism +27

Languages Abyssal, Celestial, Common, Draconic, Infernal

SPECIAL ABILITIES

Touch of Madness (Su) The touch of an aoandon causes maddening fear. As a standard action, the aoandon can make an attack against EAC that deals 9d6 damage. Any living creature damaged by an aoandon's touch attack must succeed at a DC 24 Will save or be confused for 1d4 rounds. A creature that succeeds at this saving throw can't be confused again by this aoandon's touch of madness for 10 minutes. This is a mind-affecting fear effect.

An aoandon is an incorporeal outsider formed from the spirit of a woman who died pursuing some ill-fated relationship. An aoandon waits for her chance to seek revenge on those who wronged

her in her mortal life. If that person is dead, she finds a surrogate—someone who reminds her of the wrongdoer—and acts out her delusions with unrelenting vindictiveness. These spirits can also appear as a result of mishaps with calling spells, but such instances are rare.



ASQUENTI

This pink-shelled tauric crustacean scuttles closer. A slight humming sound comes from its substantially larger pincer.

ASQUENTI

CR 2

XP 600

N Medium monstrous humanoid (aquatic)
Init +1; Senses darkvision 60 ft., incredible sight;
Perception +7

DEFENSE HP 25

EAC 13; **KAC** 15

Fort +4; **Ref** +6; **Will** +3

Resistances sonic 10

OFFENSE

Speed 20 ft., swim 60 ft.

Melee pincer +11 (1d4+4 B)
or sonic pincer +11 (1d6+4 B & So; critical stunned
[DC 11])

Ranged sonic lance +8 (1d4+2; critical stunned
[DC 11])

STATISTICS

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

Skills Athletics +12, Life Science +7, Survival +12

Feats Multi-Weapon Fighting

Languages Aquan, Asquenti

Other Abilities water breathing

ECOLOGY

Environment temperate or warm ocean

Organization solitary, pair, troupe (3-8), assault
(9-20 plus 1 CR 4 lieutenant), army (21-100 plus
1 CR 4 lieutenant per 20 adults, 1 CR 7 spellcaster
specialist, and 1 CR 8 captain), colony (100 to
thousands led by a CR 10 or higher general)

SPECIAL ABILITIES

Incredible Sight (Ex) An asquenti's eyes pick up colors well beyond human range, and it can see perfectly in all light conditions. As long as it is not blinded, it is treated as if it has blindsight (vision) 60 feet.

Sonic Lance (Ex) As a standard action, an asquenti can snap its sonic pincer to generate a ray of sonic energy. This is a ranged attack against EAC with a range of 100 feet (no increment); it has the stunned critical hit effect.

Sonic Pincer (Ex) One of an asquenti's pincers

is significantly larger, snapping shut with supersonic speed. This attack still targets KAC but deals both bludgeoning and sonic damage and has the stunned effect on a critical hit.

Water Breathing (Ex) An asquenti can breathe underwater indefinitely and can freely use spells and other abilities while submerged.

Asquenti live in the shallow and upper reaches of the world's oceans, using their innate sense of the waters around them to hunt for prey with their sonic lance. Once a foe is stunned, asquenti swarm them and finish them off with pincers, hoping to keep them stunned and non-resistant. As apex predators, they have undisputed dominance of their territories.

Asquenti colonies can have several thousand residents, and create wondrous coral cities, coaxing the living coral into useful structures. Scholars and technologists use a combination of subsonic frequencies and their knowledge of the marine world to rapidly increase coral growth and grow buildings in a matter of weeks. Asquenti colonies regularly patrol their territories, ensuring their food isn't poached by others, as well as looking out for kraken agents lurking in the depths.

Their sense of the natural world around them is particularly sensitive to foreign technological or magical pollutants. Not only do these threaten their habitat and their food sources, but an excess of pollutants in their waters catalyzes biochemical reactions in asquenti. These changes affect their psychology to be more militant, and inflame their passions, causing them to attack the cause of the disruption. While this doesn't turn asquenti into mindless killing machines, it does strengthen their martial instincts, causing most asquenti to become aggressive to all outsiders. Most asquenti assume land dwellers pollute their waters, and even when their home waters are pristine, asquenti have an innate distrust of land dwellers. Persistent peaceful overtures can overcome this distrust, especially in the asquenti who fail to succumb to their biochemical drives.

A typical asquenti stands 7 feet tall and weighs 500 pounds.

COLOSSAL ASQUENTI**CR 4****XP 1,200**

N Large monstrous humanoid (aquatic)

Init +1; **Senses** darkvision 60 ft., incredible sight; Perception +10**DEFENSE HP 50****EAC** 16; **KAC** 18**Fort** +6; **Ref** +8; **Will** +4**Resistances** sonic 10**OFFENSE****Speed** 20 ft., swim 60 ft.**Melee** pincer +13 (1d4+7 B) or sonic pincer +13 (1d6+7 B & So; critical stunned [DC 13])**Ranged** sonic lance +10 (1d4+4; critical stunned [DC 13])**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** blood rage**STATISTICS****Str** +3; **Dex** +1; **Con** +5; **Int** +0; **Wis** +0; **Cha** -1**Skills** Athletics +15, Life Science +10, Survival +15**Feats** Multi-Weapon Fighting**Languages** Aquan, Asquenti**Other Abilities** water breathing**SPECIAL ABILITIES**

Blood Rage (Ex) When a colossal asquenti takes damage in combat, at the start of its next turn it can fly into a rage without taking an action. It gains 5 temporary Hit Points and a +1 bonus on melee attack and damage rolls, but it takes a -2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.



Enormous and fierce, these mutant asquenti are particularly rare, typically appearing perhaps once in a generation. However, the Colossal Tiger colony contains a substantial minority of these mutants who serve as its ruling class.

SCINTILLATING ASQUENTI CR 3

XP 800

N Medium monstrous humanoid (aquatic)

Init +1; **Senses** darkvision 60 ft., incredible sight; Perception +8

DEFENSE HP 42

EAC 14; **KAC** 16

Fort +5; **Ref** +7; **Will** +3

Resistances sonic 10

Weaknesses light blindness

OFFENSE

Speed 20 ft., swim 60 ft.

Melee pincer +12 (1d4+5 B) or sonic pincer +12 (1d6+5 B & So; critical stunned [DC 12])

Ranged sonic lance +9 (1d4+3; critical stunned [DC 12])

Offensive Abilities scintillation

STATISTICS

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

Skills Athletics +13, Life Science +8, Survival +13

Feats Multi-Weapon Fighting

Languages Aquan, Asquenti

Other Abilities gleam, water breathing

SPECIAL ABILITIES

Gleam (Ex) By oscillating the frequencies of their sonic pincers, scintillating asquenti cause their carapace to glow and rapidly shift colors without requiring an action. This emits light in a 10-foot radius, of a color of the asquenti's choice.

Light Blindness (Ex) Scintillating asquenti are blinded for 1 round if exposed to bright light, such as sunlight, and are dazzled as long as they remain in areas of bright light.

Scintillation (Ex) Once per day, a scintillating asquenti can intensify its gleam ability to produce hypnotic patterns that distract and entrance other creatures. Non-asquenti within 10 feet of the scintillating asquenti must succeed at a DC 12 Will save or be fascinated. Scintillating asquenti can maintain this effect

for as long as they can maintain concentration, and the effect lingers for 2 rounds afterwards. Once a creature succeeds at the saving throw against this effect, it is immune to that particular asquenti's scintillation for 24 hours. This is a sense-dependent compulsion effect.

Asquenti adapted to the deepest trenches of the ocean have developed both a source of light and an additional defense mechanism. These asquenti are often extremely dangerous, having long served as the front lines of the war with benthonirs inhabiting the same depths.

Transparent asquenti (CR 3) Asquenti who are born near transparent coral gain a +8 racial bonus to Stealth, and if underwater and not moving, gain concealment. They also gain an affinity for water magic, gaining +1 caster level for spells with the water descriptor. Such spells also have their DC increased by 1. They otherwise use the same statistics as the scintillating asquenti, but lack the gleam, light blindness, and scintillation abilities.

ASSASSIN VINE

This gnarled vine, as thick as a man's arm and bearing hand-shaped leaves, convulses across the ground in an unnatural slither.

ASSASSIN VINE

CR 3

XP 800

N Large plant

Init -2; **Senses** low-light vision; **Perception** +8

Aura entangling plants (20 ft., DC 12)

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities electricity, plant immunities;

Resistances cold 10, fire 10

OFFENSE

Speed 5 ft.

Melee slam +11 (1d6+7 B plus grab)

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

STATISTICS

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

Skills Perception +8, Stealth +8

Other Abilities mindless

ECOLOGY

Environment temperate forest

Organization solitary, pair, or patch (3-6)

SPECIAL ABILITIES

Entangling Plants (Su) Mundane plants within 20 feet of the assassin vine grasp at non-plant creatures in that area, entangling them for one round if they fail a DC 11 Reflex save. This aura is suppressed while the assassin vine is waiting in ambush.

The assassin vine is a carnivorous plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots. These remarkable plants can see minute movements in the earth and air and detect changes in light and heat through their broad leaves, giving them exceptional awareness of the area around them. Possessing no intelligence or agenda, they lash out at whatever living things pass nearby, regardless of the target's size, sentience, or potential deadliness. A mature plant consists of a main vine, about 20 feet long; smaller vines up

to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild blackberries. The fruit is tough and has a hearty and typically bitter flavor, although some say the berries change in taste depending on what victims composted a given plant's roots. The most murderous assassin vines supposedly produce the sweetest berries.

An assassin vine can move about, but usually stays put unless it needs to seek prey in a new vicinity. The plants use simple tactics, lying still until prey comes within reach and then attacking. Once an assassin vine is engaged, it pursues prey (albeit slowly) in order to catch and compost the creature. The plants prove tenacious, as long as their quarry remains within sight. Once a creature moves beyond the plant's ability to perceive it, the unthinking vine falls still and lies in wait for the next passerby.



ASTEROID WORM

This titanic worm erupts out of the crater before you, its rocky hide and enormous teeth resembling a planetoid coming to voracious life as it reaches out to engulf you.

ASTEROID WORM

CR 22

XP 614,400

N Colossal vermin

Init +0; **Senses** blindsight (thermal) 120 ft., blindsight (vibration) 30 ft., darkvision 60 ft., low-light vision; **Perception** +37

DEFENSE HP 550

EAC 38; **KAC** 40

Fort +24; **Ref** +22; **Will** +18

Defensive Abilities fast healing 30, impenetrable hide, unstoppable; **DR** 15/adamantine; **Immunities** cold, disease, electricity, exhaustion, fatigue, fire, mind-affecting effects, poison, paralysis, petrification, polymorph; **Resistances** acid 30, sonic 30

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +36 (21d6+35 P plus swallow whole)

Space 40 ft.; **Reach** 50 ft.

Offensive Abilities engulf (DC 26, 21d6+35 B), swallow whole (no damage, EAC 38, KAC 36, 137 HP), thundering trample, trample (21d6+35, DC 26)

STATISTICS

Str +13; **Dex** +0; **Con** +10; **Int** —; **Wis** +7; **Cha** +0

Skills Athletics +42, Stealth +37 (+47 in tunnels)

Other Abilities capacious gullet, mindless, no breath, supercolossal

ECOLOGY

Environment outer space (asteroids, moons, and airless planetoids)

Organization solitary

SPECIAL ABILITIES

Capacious Gullet (Su) An asteroid worm's gullet is vast enough for creatures to move around within it even after being engulfed, as if it were a 20-foot-wide, 20-foot-high tunnel. The walls of this tunnel are roughly curved, extending 5 feet wider on each side at a height of 10 feet from the floor. This tunnel can extend as long

as the GM wishes but should be at least 40 feet long. Creatures swallowed whole or engulfed are not grappled or pinned and do not take additional damage while trapped, though they are considered entangled due to the unstable and shifting rough terrain.

If the worm takes damage while creatures are inside its gullet, it thrashes reflexively as a reaction, causing all trapped creatures to take 8d8+35 bludgeoning damage, falling prone and becoming staggered until the end of their next turn. A successful DC 26 Reflex save halves damage and negates the other effects of this thrashing.

An asteroid worm is treated as a vehicle if creatures in a vehicle wish to escape it. If its bite attack hits a vehicle's KAC, the worm makes an Athletics check against the vehicle's KAC. If the check succeeds, the vehicle is engaged with the asteroid worm (see [Vehicle Rules](#) in Chapter 8 of the *Starfinder Core Rulebook*). If the check succeeds by 5 or more (by 10 or more if the vehicle is Colossal), the vehicle and any creatures on it are swallowed whole. A trapped vehicle can try to break free as a vehicular action, or trapped creatures or vehicles can try to damage the worm sufficiently from the inside that they can escape or force it to eject them, as normal for escaping being swallowed whole.

An asteroid worm can attack a spacecraft that is flying low to the ground or that has landed, treating a spacecraft as a creature that is four sizes larger and dealing only one-quarter damage to spacecraft and their force fields. It cannot engage or swallow spacecraft larger than Medium size (treating them as Colossal creatures).

Impenetrable Hide (Ex) The worm also gains immunity to bleed and critical hits, though this immunity can be bypassed on a critical hit with an adamantine weapon. Spells that target the asteroid worm's EAC have a 50% chance to be harmlessly deflected by its hide, and those that successfully strike it deal only half normal damage and have half the normal effect and/or duration.

Supercolossal (Ex) An asteroid worm is far larger than normal for its size category. Its movement is not impeded by difficult terrain, and it can move through the spaces of other creatures smaller than Huge without impediment (and vice versa). Though its actual



size does not increase, it is considered one size category larger for all other purposes, including its reach and the ability to affect creatures with special attacks based on size. It can swallow other Colossal creatures whole. It can grapple any number of creatures as long as no more than one is Gargantuan or larger.

Thundering Trample (Ex) When an asteroid worm uses its trample ability, it creates a powerful shockwave that can knock smaller creatures off their feet. The worm attempts a single trip combat maneuver and applies that roll against all creatures within 10 feet along the path of its movement. If the result exceeds an opponent's KAC + 18, that opponent is also staggered for 1 round and 1 additional round for every 10 points by which the check exceeded the opponent's KAC + 18.

Unstoppable (Ex) An asteroid worm can always use the charge action, even if its movement is impeded or its path is blocked by another creature (though not if it is grappled). It receives a +20 racial bonus on Strength checks to break or destroy objects and can make one such check as a free action as part of a charge. In addition, asteroid worm's natural weapons bypass 10 points of damage reduction or hardness (5 points of DR/—).

In addition, whenever an asteroid worm would become nauseated, sickened, staggered, or stunned, it can roll twice on the saving throw and select the better result. Even if affected, it gains a new saving throw each round thereafter at the beginning of its turn to remove the effect, even if the original effect did not allow a saving throw (use the standard save DC for effects of a similar nature). Doing so takes no action. The asteroid worm can make a new saving throw every round, but it can remove only one such effect per round.

Asteroid worms are titanic predators of the spaceways, known to haunt airless moons and rocky belts of drifting planetoids. They can hibernate for long periods but even in their torpor they remain sensitive to the presence of living creatures and of the potent energies of interplanetary spacecraft. Their enormous rocky mass is virtually indistinguishable from the ores and minerals of their lairs, and creatures and even small spacecraft may fly into their monstrous gullets thinking to find shelter or a hiding place amid the crags and craters of a desolate planetary crust. Asteroid worms require no air to breathe, but after consuming prey the worms and the parasitic mites living in their gullets may produce pockets of cloying fumes or damp vapor that pool within their bodies, forming a crude and generally noxious atmosphere of sorts for those plumbing the depths of an asteroid worm's interior.

Asteroid worms are omnivorous, subsisting on minerals and energies from decimated starships as well as the organic material of creatures traveling within them. They can continue growing almost indefinitely, and specimens hundreds of feet long and weighing hundreds of tons have been discovered. It is believed that they reproduce hermaphroditically, typically after a particularly abundant spree of consumption, expelling a single rock-like egg into the void to grow and mature. Newly hatched asteroid worms are similar in size, appearance, and abilities to purple worms, though lacking a poisonous sting and not needing to breathe. Once making planetfall, the larval asteroid worm burrows throughout its new home planetoid, honeycombing the planet with caves and cysts as it seeks vital minerals to fuel its growth and build its rocky carapace.

ATOTH

A vague outline like the rippling of heat against cold manifests into the form of a hideous headless humanoid with translucent dead-white skin and clawed hands, a gaping fanged maw where its neck should be. Below its ghastly torso, its ghostly entrails fade into long ethereal streamers trailing in its wake.

ATOTH

CR 19

XP 204,800

CE Large undead (incorporeal)

Init: +11; **Senses** blindsense (life) 120 ft., darkvision 60 ft.; **Perception** +32

DEFENSE HP 385

EAC 33; **KAC** 34:

Fort +16; **Ref** +16; **Wil** +23

Defensive Abilities incorporeal; **Immunities** undead immunities

OFFENSE

Speed fly 60 ft. (Su, perfect)

Melee bite +31 (6d8+19 negative energy plus 1d4 Con drain; critical stunned [DC 26]) or tendrils +31 (3d12+19 negative energy plus 1d4 Con drain)

Multiattack bite +25 (6d8+19 negative energy plus 1d4 Con drain; critical stunned [DC 26]), 2 claws +25 (3d12+19 negative energy plus 1d4 Con drain), tendrils +25 (3d12+19 negative energy plus 1d4 Con drain)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tendrils)

Offensive Abilities cloud mind, create spawn, nightmare rift

Spell-like Abilities (CL 18th)

1/day—*mind thrust* (6th-level, DC 26)

3/day—*greater synaptic pulse* (DC 25)

At will—*interplanetary transport* (DC 26), *telekinesis* (DC 25)

STATISTICS

Str –; **Dex** +11; **Con** –; **Int** –3; **Wis** +6; **Cha** +9

Skills Acrobatics +37, Intimidate +32, Stealth +37

Languages Ashtuul (can't speak), Belligren (can't speak), Common (can't speak), Jagladine (can't speak), Ultari (can't speak); telepathy 60 ft.

Other Abilities dimensional omniscience, feed on fear, unliving

ECOLOGY

Environment any

Organization solitary, pair, or misery (3-5)

SPECIAL ABILITIES

Cloud Mind (Su) As a swift action, an atoth can make itself completely undetectable to a single creature within 100 feet, erasing all awareness of its presence from that creature's mind (DC 26 Will negates). The target cannot perceive the atoth with normal or exceptional senses, including blindsense and blindsight, nor with any form of magical detection. The target can detect obvious changes in its surroundings, including the atoth moving objects or attacking creatures the target can also see, allowing it a new saving throw to perceive the atoth. An ally that can perceive the atoth can use a move action to warn the subject and grant it a new saving throw. The effect ends immediately if the atoth attacks the target.

As a full action, the atoth can use this ability to cloud the minds of up to 17 creatures at once, while increasing the save DC to 30. However, if it attacks any of the creatures whose minds it has clouded, it becomes visible and detectable again by all affected creatures.

Constitution Drain (Su) Creatures hit by an atoth's touch attack take 1d4 points of Constitution drain (DC 26 Fortitude negates) if struck by its incorporeal touch. On each successful attack, the atoth gains 5 temporary hit points.

Create Spawn (Su) Humanoids slain by an atoth become wraiths in 1d4 rounds. These wraiths are not under the control of the atoth but similarly hate all life and attack living creatures they encounter. If not destroyed, they will often stay with the atoth that created them for 1d4 days before departing.

Dimensional Omniscience (Su) Atoths can innately sense the discorporation of mortal souls and spirits, and this act of transitional disembodiment into the verges of its tortured existence attracts their attention. Whenever a living mortal creature within 1 million miles uses a teleportation effect, or a necromancy effect that separates a creature's spirit from its body (such as astral projection or magic jar), the atoth senses their transition and can use its dimensional rift ability to hunt them down. It cannot sense creatures shielded by mind blank unless they are within its line of sight.

Transmutation spells that alter an individual's corporeal form allowing them to travel in overlapping planes (such as *ethereal jaunt* or *shadow walk*) or become incorporeal do not trigger an atoth's dimensional omniscience, but it can sense the presence of creatures using such effects within 1 mile (regardless of whether the atoth is on the Material Plane or a transitive plane like the Ethereal Plane, Shadow Plane, or Dimension of Dreams) and can use its dimensional rift ability to intercept them.

Effects used by outsiders (except for native outsiders) or immortal creatures do not attract an atoth's attention when using effects such as these.

Feed on Fear (Su) Any time an atoth is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 10.

Nightmare Rift (Su) Once per day an atoth can tear holes in the dimensions, allowing it to rip into the dimensional pathways other creatures use to transport themselves across and between dimensions and planes. Rending that pathway asunder, the atoth intercepts such creatures in the midst of their journey, appearing instantaneously adjacent to its targets, interrupting their journey and drawing them into a bounded null-space outside of normal space and time. Creatures can attempt a DC 26 Will save to resist being drawn into the nightmare rift; however, if one or more allies fail a saving throw and are drawn into it, allies who have successfully saved may choose to be drawn in. Creatures that save are not drawn into the nightmare rift, but all creatures that encounter an atoth in this way are have haunting visions of grasping, shadowy beasts stalking them through unseen passages the next time they sleep, affecting them as *mind thrust* (5th-level, DC 25). If the save is failed, these nightmares continue to plague them every time they sleep. These nightmares continue until a creature successfully saves on three consecutive nights. They also can be ended by *remove affliction* (with a successful DC 29 caster level check), *psychic surgery*, *miracle*, or *wish*.

There is no light within the nightmare rift, save what travelers bring with them. In addition, once per round at the end of the atoth's turn it can attempt a caster level check as a swift action to dispel all magical light effects within 60 feet. There is no solid matter within the rift nor any gravity, but all creatures gain a

fly speed of 30 feet (perfect maneuverability). Conjunction effects (including all forms of teleportation or planar travel) do not function within the nightmare rift, though shadow effects that duplicate conjurations do. Likewise, effects that alter the flow of time or allow divination that reveals information about the past or future are suppressed within the nightmare rift. Within the nightmare rift, an atoth gains a +5 Insight bonus to AC and on its saving throws and attack and damage rolls and saving throws, and it also gains fast healing 30 (this stacks with the fast healing from its feed on fear ability).

The rift is a dimension purely of mind, so mindless creatures cannot be drawn into it, nor can unconscious creatures; if either type of creature accompanies those who have failed their save, they are held in a null-border between moments at the edge of the rift while their fellows encounter the atoth. Creatures knocked unconscious within the rift disappear into this null-space as well at the beginning of their next turn after being knocked unconscious, as are the physical remains and gear of creatures killed within the rift. If the atoth is destroyed, the rift collapses and creatures within it continue on to their final destination, accompanied by any wraiths created within the nightmare rift. If all creatures other than the atoth and wraiths are killed or knocked unconscious, they and their remains return to their point of origin in the Material Plane while the atoth and its wraiths are shunted away 1d100 x 100 miles in a random direction.

Tendrils (Ex) An atoth attacks with its ghostly claws and bite with its normal reach, but it also can make one attack each round with its long streamer of ghostly tendrils, with a natural reach of 20 feet; it uses this reach for the purpose of determining its threatened area. When an atoth uses the charge, run, or withdraw action, it can make a single attack at any point during its movement with its tendrils. The target for this tendril attack must be within 10 feet of the atoth's line of movement, and it cannot be the target of the atoth's charge.

Atoths are hideous undead parasites that exist outside of time within the void of space. When a ceraptor dies within its host body during extra-dimensional travel, the material essence

associated with the corporeal body tears free and jettisons into the void. The essence of the material form then reforms, creating the atoth. Lacking souls and therefore devoid of true consciousness, they cannot fully merge with the outer realms. As a result, their forms remain tragically addicted to the egoic consciousness of living things. This means that while the atoths can potentially travel anywhere in the void, they remain inextricably bound to exist in the dimensions that surround the world upon which their old material form was fabricated. Their torso and arms appear almost solid at first glance, though on close viewing their bodies are translucent and ephemeral, barely held together by their hunger and their hate.

Atoths are singularly consumed with feeding off the psychic energies of living creatures, particularly emotional energies such as joy, love, fear, and anger. They are cursed to sense these energies radiating from the material worlds upon which they can no longer manifest, thus whenever a living being breaks from the material form and enter the dimension of non-being, the atoth explode into

a frenzied rush to devour their mortal essence in its discorporate form. Cruelly, they can beget no true sustenance from the emotions of their victims. Following only a brief period of satiation that antecedes their feasting, their emptiness and disconnect returns a thousand-fold, driving them to become even more aggressive and ferocious in their hunts.



AURUMVORAX

Powerful muscles ripple beneath the golden fur of this small yet fearsome eight-legged beast.

AURUMVORAX

CR 9

XP 6,400

N Small magical beast

Init +7; **Senses** blindsight (scent) 30 ft., darkvision 60 ft., low-light vision; **Perception** +14

DEFENSE HP 143

EAC 23; **KAC** 25

Fort +12; **Ref** +12; **Will** +8

Defensive Abilities ferocity; **DR** 10/piercing or slashing; **Immunities** poison; **Resistances** fire 10

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee bite +22 (4d6+16 plus grab; critical 2d6 bleed)

STATISTICS

Str +7; **Dex** +3; **Con** +4; **Int** -4; **Wis** +1; **Cha** +1
Skills Stealth +17

ECOLOGY

Environment temperate plains, hills, or forests
Organization solitary or pair

Aurumvoraxes are very aggressive creatures and lead solitary lives except when they mate. Adults typically claim the hunting area within a mile of their warrens, ruthlessly driving away other predators. In addition to fresh meat, aurumvoraxes are fond of gnawing on metals (particularly gold and copper), though whether they do this to sharpen their teeth or because of some nutritional need is unknown. Aurumvorax warrens can stretch for thousands of feet, often winding deep into the earth. The avaricious appetite of aurumvoraxes has earned them the appellation "golden gorger" among dwarves, who have lost more than a few miners to the dangerous beasts.

In battle, an aurumvorax latches onto its victim with its jaws and gouges savage wounds with its claws. It rarely loses its grip before it or its foe is dead. It typically attacks the nearest living creature regardless of size and ignores any wounds it suffers at the hands of others until its prey is dead.

A typical aurumvorax is only 3 feet long but weighs more than 200 pounds, for it is densely packed with muscle and thick, sturdy bones. Its fur is golden, while its claws are black and sharp. Its weight relative to its body size makes it a poor swimmer, and most dislike crossing water, though they can trundle along the bottom of still or slow water if necessary.

Adult aurumvoraxes are impossible to train, but their offspring are valued for training as guard beasts.



AZAKA

The world of Orbis Aurea is home to a ravenous plague of ancient origin. Dwelling deep beneath the crust of this icy world the azaka tunnel and search relentlessly, transforming thousands of miles of earth into crystalline tunnels and honeycombed hives seething with their kind. These voracious creatures feed on the rich deposits of aetherite in the world and seek out sources of aetheric power to nourish themselves and bring more of their own kind into the world. Little is known or understood about the azaka, from the structure of their society, to their true numbers, to even their motivations. Captured azaka taken from their hive have savage, animalistic intelligence and impart little knowledge of their kind. What little is known of the azaka is a mixture of educated guesses, supposition, and facts gleaned from divination magic.

The most widely-believed origin of the azaka posits that they are survivors of the Collapse, hailing from the now destroyed world of Amrita. Okanta epics speak of a time when stars rained from the sky and covered the world in darkness, giving rise to the veil that now shrouds the sky. The azaka are believed to have traveled to Orbis Aurea on these falling stars, having drifted through the lightless void of space for untold centuries. Neither okanta nor giants have any historic records of encounters with the azaka. The azaka were first encountered following the Requiescat and the arrival of humanity to Orbis Aurea. Since then azaka have raided human, giant, and okanta settlements with increasing regularity.

For azaka, the desire to subjugate other organisms is second only to their drive to consume aetherite. The azaka have the ability to entrap other creatures within aetherite-infused cocoons that transform their victims into mindless, insectile versions of their former species to serve as

mindless slaves to the ever-moving machinations of the hive.

Azaka society is divided into three known groups: the insectile slaves (see the **insectile creature** template), who perform a variety of tasks; azaka warriors, who serve as laborers and combatants; and azaka thought-seekers, who act as hubs for azaka hive-minds. Azaka do not have leaders but make decisions as a hive mind.

Azaka thrive on aetherite, but the material netherite (as described in the **Aethera Campaign Setting**) poses great danger to them. If an azaka fails a Fortitude save against netherite poisoning it suffers the additional effect of temporarily losing all benefit of the azaka hive mind and any psychic magic abilities. This persists until the azaka is no longer affected by the netherite poisoning. Azaka mercilessly kill any of their own who are even temporarily affected by netherite.

AZAKA SUBTYPE

This subtype is applied to aberrations of the azaka race.

Required Type: Aberration.

Traits: hive mind (see below), immunity to radiation sickness and all mind-affecting effects, darkvision 60 ft.

Radioactive Aura (Ex): Azaka emit a radioactive aura that increases in strength and radius with the size of their hive mind.

Hive Mind (Ex): All azaka within 1 mile of an azaka thought-seeker form a single hive mind. Individual azaka in a hive can be further than 1 mile from one another so long as other thoughtseekers form a link between them with no gaps greater than 1 mile. Members of a hive-

AZAKA HIVE MINDS

Hive Size	Minimum Int Modifier	Radioactive Aura Radius	Spell-like Abilities
Small (2 to 8)	+2	low, 60 ft.	1 st (3/day) <i>mind link, mind thrust</i>
Medium (9 to 30)	+3	medium, 60 ft.	2 nd (3/day) <i>mind thrust II, fear</i>
Large (31 to 80)	+4	high, 90 ft.	3 rd (3/day) <i>mind thrust III, synaptic pulse</i>
Huge (81+)	+5	severe, 120 ft.	4 th (3/day) <i>mind thrust IV, modify memory, synaptic pulse (greater)</i>

mind share their awareness and senses freely and cannot be caught flat-footed or flanked. Any azaka in a hive mind treats their effective Intelligence modifier as equal to the minimum intelligence offered by the hive mind, unless their own intelligence score is greater. An azaka hive mind manifests special psychic powers as described in the table below. In combat an azaka hive mind acts on its own initiative count as a Separate entity using its Intelligence modifier to determine its effective initiative, provided at least two azaka remain linked in the hive

mind. If the number of azaka drops to one or fewer, the hive mind dissipates and can take no more actions. An azaka hive mind may take one standard action each round and may cast any of its available psychic magic powers through any azaka currently in the hive mind, using that azaka as the point of origin for the effect.

Azaka are large insectile creatures that feed on radiation. Their telepathic abilities merge the minds of all azaka within range of each other into a single hive mind.



AZAKA THOUGHT SEEKER

This giant creature resembles a praying mantis with crab-like pincers and two blue-white tendrils extending from between its mandibles.

AZAKA THOUGHT-SEEKER CR 6

XP 2,400

LE Large aberration (azaka)

Init +0; **Senses** darkvision 60 ft.; sense radiation; **Perception** +17

Aura radioactive aura (60 ft., DC 17)

DEFENSE HP 75

EAC 16; **KAC** 17

Fort +5; **Ref** +5; **Will** +11

Immunities azaka immunities

OFFENSE

Speed 40 ft.

Melee pincers +10 (1d8+8 P) or claws +10 (1d8+8 S) or psychic lashes +12 (1d6 nonlethal plus sleep)

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

Offensive Abilities radioactive cocoon

Spell-like Abilities CL 10

At will—*confusion (lesser)*, *mind link* (DC 17)

6/day—*fear* (1st level), *hold person*, *holographic image*, *mind thrust* (2nd level) (DC 17)

3/day—*hologram memory*, *suggestion* (DC 17)

STATISTICS

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

Feats Combat Reflexes

Skills Life Science +14, Stealth +17, Survival +17

Languages Azaka, Common, telepathy 180 ft.

Other Abilities sleep, hive mind

ECOLOGY

Environment any underground

Organization solitary, pair, clutch (3-6), swarm (5-8 plus 1-2 azaka thoughtseekers and 3-15 insectile creature slaves), or hive

SPECIAL ABILITIES

Radioactive Cocoon (Ex) As a full-round action, an azaka thought-seeker can entrap a helpless creature in a cocoon of radiation-infused threads. The cocoon has hardness 8 and 30 hit points, and half of any damage that overcomes the cocoon's hardness is also dealt to the entrapped creature. While cocooned, the creature enters a form of

stasis and does not need to eat or breathe, is aware of its surroundings, but can take no actions. A cocooned creature slowly undergoes a horrific transformation, taking 1d4 points of Constitution damage each day it remains trapped. When the cocooned creature reaches 0 Constitution, it emerges as an **insectile creature** (see page xx). The azaka thought-seeker and any member of its hive can give telepathic commands to the creature as a free action. The number of CR worth of insectile creatures that an individual azaka thought-seeker can control is determined by the size of its hive-mind: up to 2 CR (individual azaka thought-seeker); 4 CR (small); 8 CR (medium); 16 CR (large); or 32 CR (huge).

Sense Radiation (Su) An azaka thought-seeker can sense the direction of the nearest source of radiation within 50 miles as if by *detect radiation*.

Radioactive Aura (Su) An azaka thought-seeker emits an aura of low radiation in a 60 ft. radius.

Azaka thought-seekers are the most advanced form of azaka encountered on the surface of Orbis Aurea. While the exact function of these creatures within an azaka hive is unknown, their psychic powers and ability to transform other creatures into servile insect life-forms are well documented. The presence of an azaka thought-seeker usually indicates the nearby presence of other azaka within one mile that they are enhancing as a hive-mind hub.

Azaka thought-seekers are 10 feet tall and weigh about 2,200 pounds.

AZAKA WARRIOR

This enormous insectile abomination resembles a horrific cross between praying mantis and crab. Its multi-faceted eyes glow with blue-white light.

AZAKA WARRIOR

CR 3

XP 300

LE Large aberration

Init +0; **Senses** darkvision 60 ft.; **Perception** +9

Aura radioactive aura (10 ft.; see below)

DEFENSE HP 44

EAC 15; **KAC** 17

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

Immunities azaka immunities

OFFENSE

Speed 40 ft., burrow 10 ft.

Melee pincers +10 P, 1d8+8

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

Offensive Abilities death throes, paralytic grasp

STATISTICS

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

Skills Athletics +12, Intimidate +9, Stealth +9

Languages Azaka, telepathy 120 ft.

Other abilities hive mind

ECOLOGY

Environment any underground

Organization solitary, pair, clutch (3-6), swarm (5-8 plus 1-2 azaka thoughtseekers and 3-15 insectile creature slaves), or hive

SPECIAL ABILITIES

Death Throes (Ex) When killed, an azaka warrior explodes in a burst of radiation that deals 3d4 points of damage in a 10-ft. radius and leaves an area of low radiation that lasts for 2d4 hours. A successful DC 14 Reflex save halves the damage, but all within the area of effect must save against radiation sickness.

Paralytic Grasp (Ex) An azaka warrior can attempt to paralyze a grappled creature as a standard action. By grasping the creature with both pincers on a successful attack roll, it secretes a neuro-toxin into the grappled victim. The creature must succeed at a DC 14 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Constitution-based. This is a poison effect.

Azaka warriors serve as the rank-and-file grunts and workers of their hives. Their formidable pincers serve as both deadly weapons and efficient digging implements. While azaka thought-seekers serve to help the hive find aetherite and transform other lifeforms into insectile slaves, azaka warriors do the actual labor of digging out aetherite crystals and subduing victims for the thought-seekers to entrap. When encountered outside their tunnels, azaka warriors are typically together on a mission to accomplish one or both of these tasks. They almost never work individually.

The azaka have evolved to ensure the continuation of their species even in the direst of circumstances. If a hive loses too many of its thought-seekers, it chooses a small number of azaka warriors to undergo a transformation into thought-seekers. This transformation requires one hundred pounds of raw aetherite per HD of the azaka warrior (typically 400 lbs.) and nine days, after which time the azaka warrior must succeed at a DC 20 Fortitude save or be reduced to a mildly toxic slurry. On a successful save the newly born thought-seeker emerges from its cocoon.

Azaka warriors stand about 7 feet tall and weigh nearly 1,500 pounds.



BAHGRA

Standing roughly five feet tall, this creature resembles an upright canine with a pronounced snout, lolling tongue, and a mouth open clear to the jawbone.

BAHGRA

CR 1/2

XP 200

N Medium humanoid (bahgra)

Init +2; **Senses** low-light vision; **Perception** +0

DEFENSE HP 13

EAC 10; **KAC** 12

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

OFFENSE

Speed 30 ft.

Melee scimitar +6 (1d6+3 S) or bite +6 (1d6+3 P)

Ranged hunting rifle +3 (1d8 P) or frag grenade I +3 (explode [15 ft., 1d6 P, DC 11])

STATISTICS

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

Skills Athletics +9, Intimidate +4, Survival +4

Languages Bahgra, Common (can't speak), Ultari (can't speak)

Other Abilities pack attack

Gear leather armor (as second skin), frag grenade I, hunting rifle with 20 longarm rounds, scimitar (as tactical dueling sword)

ECOLOGY

Environment cold or temperate forest, hills, or plains

Organization solitary, pair, or pack (3–12)

SPECIAL ABILITIES

Pack Attack (Ex) When flanking a target with another bahgra from the same pack, a bahgra gains a +4 bonus to attack rolls instead of the normal +2 bonus from flanking.

The bahgra are often referred to as “dog folk” due to their distinctly canine features. Although they stand upright with fully articulate hands, their heads still portray the bestial snout and teeth of wild dogs. They also communicate through barks, growls, and soulful whines, but struggle to make themselves understood in the languages of other races, lacking the ability to make certain sounds and facial expressions. Generally taller than dwarves,

but shorter than humans, bahgra flourish in both temperate and cold environments thanks to their natural fur—the coloration of which can vary as widely as the ethnicities of other humanoid races.

Bahgra possess a cunning intelligence, but most regard them as little more than apex predators and savages. Discovered by the krang while serving the Ultari Hegemony, the bahgra never escaped the barbaric in-fighting of their planet, clashing repeatedly with off-world visitors and one another. When the krang finally established a peaceful truce with the dog folk and discovered they could learn more advanced concepts through sign language, they found themselves confronted with a significant choice—allow the Hegemony to enslave the bahgra, or quietly “uplift” them so they could rise to the laborer or soldier caste. Choosing the latter, the krang ultimately lacked the time and access to significantly shape bahgra society, and ultimately abandoned them when they defected the Hegemony to join with the Bellanic Accord. Though they convinced some of the dog folk to accompany them, the bahgra species had already spread to other worlds and many remained culturally contaminated by the Hegemony. In time, however, some followed the example of the krang, striking off on their own to reestablish their independence and cultural identity.



BAYKOK

This howling corpse swoops through the air with hideously elongated legs and a pistol glowing with lambent necrotic energy.

BAYKOK

CR 9

XP 9,600

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE **HP 145**

EAC 22; **KAC** 24

Fort +11; **Ref** +11; **Will** +10

Immunities undead immunities

OFFENSE

Speed 30 ft., fly 60 ft. (Su, good)

Melee claw +21 (2d10+13 S)

Ranged spectral needler +19 (3d6+9 P plus 1d6 negative energy plus immobilization)

Special Attacks devour soul, dread howl

STATISTICS

Str +4; **Dex** +6; **Con** –; **Int** +0; **Wis** +0; **Cha** +3

Skills Acrobatics +17, Intimidate +17, Stealth +22

Languages Common

Other Abilities unliving

ECOLOGY

Environment any

Organization solitary, gang (2–5), or flight (6–12)

SPECIAL ABILITIES

Devour Soul (Su) As a standard action, a baykok can eat the soul of an adjacent dead or dying creature. Such a creature can resist this attack with a DC 16 Fortitude save. If the creature is already dead, it is not entitled to a save, though it cannot have been dead for more than an hour. Creatures affected by this ability can be brought back by a 5th-level (or higher) *mystic cure*. When the baykok uses this ability, it heals 5d6+10 points of damage and gains the benefit of a *haste* spell for 4 rounds. This is a death effect.

Dread Howl (Su) Once per day, a baykok can unleash an earsplitting scream. All living creatures within a 30-foot-radius burst become paralyzed with fear for 1 round unless they succeed at a DC 16 Will save. Creatures that make this save are instead shaken for 1 round. This is a fear effect.

Spectral Needler (Ex) The baykok's ghostly pistol fires spectral flechettes that bypass normal armor, targeting a creature's EAC. In addition to dealing additional negative energy damage, these deadly needles paralyze their targets for 1d3 rounds on a successful hit (DC 16 Fortitude negates). If the baykok scores a critical hit, the duration of the paralysis effect is doubled.

When hunters become utterly obsessed with the chase and indulge excessively in the savagery of the kill, their souls become progressively tainted. When such remorseless hunters perish before they can capture and kill their quarry, they sometimes rise from death as baykoks—flying undead horrors that kill purely for the ecstasy that only murder can bring them. Unlike many undead who feed on and hate all living things, a baykok seeks always to prove its mastery of the hunt. Though thoroughly wicked, baykoks often ignore all but the most powerful-looking foe in a group, only picking off lesser creatures if they dare to get between the baykok and its true prey. When it finally lays low its quarry, the baykok swoops down on the victim to devour the creature's soul in an attempt to make sure the creature never returns to seek revenge.



BEETLE, CHAG

A trio of exaggerated horns protrude from the crown of this massive beetle's head and its six legs kick up a large amount of dust as it snorts aggressively.

CHAG BEETLE

CR 5

XP 1,200

N Large vermin

Init +0; **Senses** darkvision 60 ft.; **Perception** +16 (+20 vs. invisible creatures)

DEFENSE HP 75

EAC 17; **KAC** 19

Fort +9; **Ref** +7; **Will** +4

Defensive Abilities iridescent carapace; **DR** 5/bludgeoning; **Immunities** mind-affecting effects, poison

OFFENSE

Speed 30 ft.

Melee gore +11 (2d6+12 P plus 1d2 bleed; critical wound) or slam +14 (1d6+10 B)

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

Offensive Abilities trample (3d4+14 B, DC 13)

STATISTICS

Str +5; **Dex** +0; **Con** +3; **Int** -5; **Wis** -1; **Cha** +2
Other Abilities mindless, probing antennae

ECOLOGY

Environment desert or temperate

Organization single, mated pair (1 chag bull and 1 chag cow), or herd (1 chag bull, 1 chag cow, and 2d6 drones)

SPECIAL ABILITIES

Iridescent Carapace (Ex) A chag bull's chitinous shell has an impressive, highly reflective surface. When in areas of bright illumination, those attempting to attack or otherwise corral a chag bull must succeed at a DC 13 Fortitude save or be dazzled for 1 round by its iridescent carapace.

Probing Antennae (Ex) A chag bull's four sensitive antennae endlessly probe the air. As a result, it treats Perception as a master skill. Because of its sensitivity to light waves, chag



bulls prove especially sensitive to invisible creatures, gaining an additional +4 bonus to Perception checks against such creatures.

Trample (Ex) As a full action, a chag bull can move up to its speed and through the space of any creatures that are at least one size smaller than itself. The chag bull does not need to make an attack roll; each creature whose space it moves through takes 3d4+14 bludgeoning damage. A target of a trample can attempt a DC 13 Reflex save to take half damage; if it does, it can't make an attack of opportunity against the chag bull due to the chag bull's movement. A chag bull can deal trample damage to each creature in its path only once per round, even if it moves through that creature's space more than once.

Chag beetles roam the grasslands in sizable herds, searching for carrion and plant matter. When a mature herd finds a steady supply of food, the beetles revert to a territorial, hierarchical organization typical of many insectoid species. They aggressively protect this territory, as well as their eggs and hatchlings. Despite their appearance, insectoid behavior, and immunity to mind-affecting effects, chag possess an intelligence equivalent to any warm-blooded animal. Chags mate for life, and newly born beetles depart as they mature to start their own herds. During mating season, unmated chag cows attract several bulls which battle one another by charging and tangling horns to win mating rights. The victor is the bull with its

horns still intact after such clashes, and this ritual proves dangerous to anyone stumbling upon them as the beetles stop their singular combat to drive off or kill intruders.

Various races on Rythes have domesticated these foul-tempered beetles and use them as a source of armor, tools, and food. Expert scavengers can strip the chitinous shells protecting chags and fashion them into suits of armor retaining the chitin's resistance to blows. Very few armorsmiths can retain the shell's reflective qualities, however, but many smiths purposely dull the armor to ensure the wearers don't make easy targets on the desert plain. Smaller plates and bull horns are more often fashioned into hammering tools or serrated into saws and other cutting implements. Thanks to the shell's natural hardness, objects crafted from them can withstand a lot of wear before breaking. Despite these benefits, chag meat remains the most popular product harvested from chags. For those unaccustomed to the simultaneously chewy and greasy substance, it demands an acquired taste. However, the beetles' carrion diets surprisingly do not taint the meat, and it proves quite filling. A widespread technique on Rythes transforms the chag meat into jerky which greatly reduces the greasy quality, making it more palatable to offworlders.

Juvenile chags are 3 feet long, but weigh a very compact 150 pounds. The larger cows and bulls are 8 feet long, with cows weighing 500 pounds and bulls weighing nearly a ton.

BEGEDHI

These sinister plants use their mind-altering spores to influence and enslave lesser races while spreading their seed across the galaxy.

This colorful plant with vibrant green leaves and sparkling blue berries seems very delicate.

BEGEDHI SEEDLING

CR 1/2

XP 200

NE Tiny plant

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

DEFENSE HP 13

EAC 10; **KAC** 12

Fort +4; **Ref** +0; **Will** +2

Immunities acid, plant immunities

OFFENSE

Speed 10 ft.

Melee tendril +4 (1d4-4)

Space 2-1/2 ft.; **Reach** 0 ft.

Offensive Abilities spores

STATISTICS

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

Other Abilities unassuming

SPECIAL ABILITIES

Spores (Ex) As a standard action, a begedhi seedling can release spores in a 10-foot-radius burst. Each creature in the area that fails a DC 12 Will save feels a compulsion to protect the seedling and any other begedhi in the area for 1 hour. This otherwise functions as *suggestion*, though the seedling does not need to speak and the effect is not language-dependent.

Unassuming (Ex) A begedhi seedling looks like an inoffensive plant. A creature must succeed at a DC 15 Life Science check to identify the plant or realize it poses any threat.

Thorny vines wriggle from this green, egg-shaped plant. Tumescient boils cover its surface and occasionally burst creating a nauseating scent.

BEGEDHI PARASITE

CR 2

XP 600

NE Small plant

Init +1; **Senses** low-light vision; **Perception** +12

DEFENSE HP 23

EAC 13; **KAC** 14

Fort +3; **Ref** +1; **Will** +5

Immunities acid, plant immunities

OFFENSE

Speed 10 ft.

Melee vine +8 (1d4-1 S plus grab)

Offensive Abilities infest, vines

STATISTICS

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

Skills Bluff +12, Sense Motive +12, Stealth +7

Other Abilities control host, create seedlings

SPECIAL ABILITIES

Control Host (Ex) A begedhi parasite which has fully taken over a host gains access to the host's abilities and memories. Its recollection is not perfect, however, so it must succeed at Bluff checks to fool those familiar with the host. Anyone intimately familiar with the host gain a +4 circumstance bonus on their opposed Sense Motive check. While a parasite controls a host, the CR for the composite creature increases to the host creature's CR+2.

Create Seedlings (Ex) If a begedhi parasite survives its host's death, it can harvest flesh from the host as a full action to produce 1d4 new begedhi seedlings. This process destroys the parasite.

Infest (Ex) A begedhi parasite can enter the body of a helpless creature or be implanted by a mother plant; see below. Once inside, a parasite requires one week to gain full control of the host. During this time, *remove affliction* (DC 13) will kill the parasite. After this point, it must be brought to fewer than 0 hp, and then *remove affliction* can be used to destroy it. A creature with an integrated begedhi parasite uses the template graft provided below.

Vines (Ex) When a begedhi parasite attacks with its spiky vines while inside a host, it deals minimum damage to the host, regardless of whether it strikes its intended target. The creature can make a full attack with two vines and take only a -3 penalty on each attack roll.

BEGEDHI PARASITE HOST TEMPLATE GRAFT (CR 2+)

Required Creature Type: Aberration, animal, dragon, humanoid, magical beast, or monstrous humanoid.

Required Array: Any.

Traits: Regeneration 2 (in areas of sunlight only).

Attack: Gains a vine melee attack that uses the low attack bonus and deals slashing damage as normal for CR, but the host takes the minimum damage from each attack regardless of whether it strikes the intended target. The creature can make a full attack with two vines and take only -3 on each attack roll.

Drawbacks: The begedhi parasite host is treated as both its original type and as a plant creature for effects targeting creatures by type (whichever would be worse for the host).

Systems: brain, spinal column

Suggested Ability Score Modifiers: Charisma, Constitution

Giant tumorous seeds comprise the majority of this plant, which sits atop a nest of writhing, thorny tentacles.

BEGEDHI MOTHER PLANT CR 9

XP 6,400

NE Large plant

Init +0; **Senses** all-around vision, low-light vision; **Perception** +21

DEFENSE HP 125

EAC 20; **KAC** 22

Fort +12; **Ref** +7; **Will** +10

Defensive Abilities regeneration 5 (fire); **DR** 10/-; **Immunities** acid, electricity, plant immunities; **SR** 20

OFFENSE

Speed 10 ft., climb 10 ft.

Melee vine +21 (2d10+17 S plus grab and drag)

Multiattack 3 vines +15 (2d6+17 S plus grab and drag)

Space 10 ft.; **Reach** 10 ft. (15 ft. with vines)

Offensive Abilities entangling vines, implant parasite, spores, strangle

STATISTICS

Str +4; **Dex** +0; **Con** +2; **Int** +1; **Wis** +6; **Cha** +2

Skills Stealth +16

Languages Common (can't speak); telepathy 500 ft. (only with parasites and seedlings it produces)



SPECIAL ABILITIES

All-Around Vision (Su) When it has at least two living seedlings or parasites within 50 feet, a begedhi mother plant can see in all directions and can't be flanked.

Entangling Vines (Su) A riot of vines grows in a 10-foot radius around a begedhi mother plant, creating an effect similar to a xenodruid mystic's grasping vines connection power (DC 16). The mother plant is unaffected by this manifestation.

Grab and Drag (Ex) When a begedhi mother plant hits with its vine attack, it deals normal damage, but if the attack roll hits the target's KAC + 4, it also automatically grapples the foe as a free action or pins the target if it hits KAC + 13. When it grapples a foe in this manner, a mother plant can pull the target 5 feet closer to it without requiring an action. The begedhi mother plant can maintain the grapple on subsequent rounds either by hitting again with its vine attack or by performing a grapple combat maneuver normally.

Implant Parasite (Ex) As a swift action, a begedhi mother plant can force a begedhi parasite down the throat of a creature it has grappled or an adjacent helpless creature.

Spores (Ex) As a standard action, a begedhi mother plant can release spores in a 30-foot-radius burst. A creature within the burst that fails a DC 16 Will save is stunned until the beginning of its turn and can take no actions that turn other than a double move toward the begedhi mother plant. This is a mind-affecting, compulsion effect.

Strangle (Ex) An opponent grappled by a begedhi mother plant cannot speak or use any language-dependent abilities.

Transplanted by the Hegemony from a riotous jungle planet where all flora is inimical to fleshy life, begedhi have appeared on a variety of worlds. The Hegemony believed they could control the parasitic creatures and use them to infiltrate enemy forces, but the begedhi proved unpredictable and attacked anything within reach. Rather than destroy the plants, the Hegemony dumped them on worlds allied with their enemies with the expectation they would eventually arrive as saviors to exterminate the pests and convert such worlds to their side of the conflict.

Begedhi have two growth stages: a seedling and a mother plant. Seedlings are deceptively delicate plants, evolved that way to evoke a sense of protectiveness in other creatures. Their spores enforce this desire, which serves them well when multiple creatures work to remove them. Seedlings rarely defend themselves to give the illusion of helplessness so those left unmolested may eventually mature into a mother plant and further propagate. This process takes five years, during which seedlings feed on rotten organic material or small creatures they overcome. As the years pass, seedling tendrils lengthen and become tentacles, and their cheerfully colored berries transform into sickly green lumps which gestate with more parasites.

Once seedlings become mother plants, complete with fully grown parasites, their demeanor changes. The spore cloud they release covers a larger area and compels living creatures to move closer to them. The plants' tentacles then sprout wicked thorns to ensnare prey more effectively and infect them with parasites. These victims then travel to other locations where they slowly rot, perish, and sprout more seedlings.

Begedhi parasites exist as extensions of their mother plant, but still act as autonomous creatures with a tremendous ability to absorb knowledge and memories from their hosts to mimic them. Since it requires a week for parasites to fully overcome their hosts, mother plants maintain a larder of infected victims in a secluded place and release them when a week has elapsed to spread their progeny. Mother plants cannot regrow parasites, so they die once they have released all their "children." Parasites can maintain a symbiotic relationship with their hosts for up to five years, allowing them to spread throughout the stars without having to draw undue attention to themselves. The only telltale sign of a begedhi-infected host is a small mote of green in one of its eyes.

Begedhi seedlings are about 1 foot in diameter and grow as tall as 3 feet. Mother plants are 10 feet in diameter and grow to a height of 15 feet.



BEHIR

This slithering, multilegged reptile has a fearsome head crowned with two large, curling horns.

BEHIR

CR 8

XP 4,800

N Huge magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision;
Perception +16

DEFENSE **HP 126**

EAC 21; **KAC** 23

Fort +10; **Ref** +10; **Will** +7

Immunities electricity

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +20 (2d8+14 P and grab)

Space 15 ft.; **Reach** 10 ft.

Offensive Abilities breath weapon (20-ft. line, 8d6 E, DC 16, usable every 1d4 rounds), swallow whole (2d8+14 B, EAC 14, KAC 16, 12 hp)

STATISTICS

Str +6; **Dex** +1; **Con** +4; **Int** -2; **Wis** +2; **Cha** +0

Skills Athletics +13

STATISTICS

Environment warm hills and deserts

Organization solitary or pair
Temperamental and avaricious, the behir spends most of its time slithering through the sandy hills and desert cliffs that make up its territory, preying upon all creatures who dare to enter its hunting grounds. The creature's six pairs of powerful, clawed legs remain folded against its sides most of the time, only extending in combat to grapple foes or carry the behir forward in a terrifying, low-slung gallop, or else when climbing the sheer cliff faces common to behir lairs.

Behirs are typically dull in color, from gray to rusty red or weathered green or blue, and the type of energy damage dealt by their breath weapon varies as well, usually corresponding to that of a chromatic dragon

of the same hue. Dragons deny any genetic link between themselves and behirs, disparaging them at every turn, causing many behirs to harbor violent grudges against dragons of all kinds.

The average behir is 40 feet long and weighs 4,000 pounds. In addition to the two prominent horns on its head, many have additional decorative spines at regular intervals along the central ridges of their backs.



BENTHONIR

Most of this roughly humanoid creature ripples and almost seems to blur in the drifting currents, save for gleaming teeth and wickedly sharp claws.

BENTHONIR

CR 2

XP 600

N Medium monstrous humanoid (aquatic)

Init +1; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft.; Perception +7

DEFENSE HP 28

EAC 13; **KAC** 15

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

Defensive Abilities fast healing 5, morphic form; **Immunities** cold

OFFENSE

Speed 20 ft., swim 40 ft.

Melee claw +11 (1d6+6 S; critical 1d4 bleed) or bite +11 (1d6+6 P & S)

STATISTICS

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

Skills Athletics +12, Stealth +7, Survival +7

Languages Aquan, Benthoniri

Other Abilities water breathing

ECOLOGY

Environment any ocean

Organization solitary, pair, cluster (3-10), or swarm (11+)

SPECIAL ABILITIES

Morphic Form (Ex) A benthonir's body is soft and malleable, rendering it immune to critical hits.

Water Breathing (Ex) A benthonir can breathe underwater indefinitely and can freely cast spells and use other abilities while submerged.

Endemic to deepest parts of the ocean, benthonir are transparent humanoids with an undifferentiated biology. Each drop of the condensed slime that makes up a benthonir's body is interchangeable with the rest so long as enough of the body remains viable to maintain life. This extends to the beginning of their lives, with vast fields of benthonir buds growing on the walls of ocean trenches.

Vast schools of benthonir gather in the trenches. There they worship the krakens they believe created

them from the lesser creatures of the trenches and, at the krakens' behest, wage war on the asquenti realms above. In their pantheon, the krakens only bend knee to the even greater Vulnatatoa.

With their great numbers and ever-shifting form, it comes as no surprise that the benthonir are susceptible to a wide variety of mutations. Few human settlers of Melefoni have seen a normal benthonir and fewer still recognize them as kin to the mutants who can be found on the surface. Thankfully for surface dwellers, the benthonir can only bud in the trenches, leaving the surface as yet uninvaded. Known varieties of benthonirs include the following:

Fire Shark benthonirs have red coloration that gathers in scales over their transparent flesh. This appearance grants them a +8 racial bonus to Stealth checks in the tropical waters where endless sargassos of red kelp are present. They are immune to fire rather than cold and often have multiple arms, as the kasatha racial trait.

Human Born benthonirs look completely human, but lose fast healing and their swim speed, instead gaining a normal 30-foot land speed. They can suppress their bite, claw, and morphic form as a free action. Using these abilities can reveal their nature, but otherwise detecting their benthoniri biology requires advanced scientific facilities and a successful DC 20 Life Science check.

Human Mimic benthonirs look like incomplete human beings, wrinkled as their flesh constantly melts and reforms, but could be mistaken for elderly humans in poor light. They have a land speed of 30 feet and a swim speed of 20 feet.

Nemonti benthonirs look like [asquenti](#) and can only be distinguished with a cursory medical examination (Medicine DC 10), or by scoring a critical hit on them in combat. They also possess the base asquenti pincer, sonic lance, and sonic pincer attacks rather than the normal claw and bite attacks of a benthonir.

BHUTA

This ghostly apparition floats in the air on backward-facing feet. Its hands end in sharp talons, and its eyes glow with blue fire.

BHUTA

CR 11

XP 12,800

NE Medium undead (incorporeal)

Init +8; **Senses** blindsight (scent) 30 ft., darkvision 60 ft.; Perception +20

DEFENSE HP 180

EAC 24; **KAC** 26

Fort +13; **Ref** +13; **Will** +12

Defensive Abilities incorporeal; **Immunities** undead immunities

Weaknesses cold iron

OFFENSE

Speed fly 30 ft. (Su, perfect)

Melee incorporeal claw +23 (4d6+11 S; critical 1d8 bleed)

Offensive Abilities blood drain (1d6 Con), possess animal

Spell-Like Abilities (CL 11th)

3/day—*charm monster* (animals only, DC 17)

At will—*holographic image* (3rd-level, as animal with backward feet, DC 17), *tongues* (animals only)

STATISTICS

Str —; **Dex** +8; **Con** —; **Int** +3; **Wis** —1; **Cha** +5
Skills Bluff +20, Sense Motive +20, Survival +20, Stealth +20

Languages Common

Other Abilities unliving

ECOLOGY

Environment any above-ground natural area

Organization solitary or with a group of animals

SPECIAL ABILITIES

Blood Drain (Su) As a standard action, a bhuta can suck blood from an adjacent opponent that is taking bleed damage. The target takes 1d6 Constitution damage (Fort DC 18 for half). The bhuta heals 5 hit points when it drains blood.

Cold Iron Weakness (Su) A cold iron weapon is considered to be magical when used against a bhuta and deals half damage to it. A magic

cold iron weapon always deals full damage when used against a bhuta.

Possess Animal (Su) A bhuta can attempt to possess an animal by projecting its soul into the animal's body. The target animal must be within 100 feet and the bhuta must know where the animal is, though it does not need line of sight or line of effect to the animal. If the animal succeeds at a DC 18 Will save, it resists this possession.

If the bhuta is successful, its life force occupies the host body for up to 10 hours. The host's soul is imprisoned with the bhuta but can still use its own senses (though it can't assert any influence or use even purely mental abilities). The bhuta can communicate telepathically with its host as if it shared a common language. It keeps its Intelligence, Wisdom, and Charisma modifiers, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, and Constitution modifiers, hit points, natural abilities, and automatic abilities. A body with extra limbs doesn't allow the bhuta to make more attacks than normal. It can't activate the body's extraordinary abilities.

As a standard action, the bhuta can shift freely back to its own body regardless of range, so long as it remains on the same plane. If the host's body is killed, the bhuta returns to its own body and the life force of the host departs (it is dead). If the bhuta's body is slain, when the 10-hour duration expires or the host's body is killed, it is slain.

A bhuta is a ghostlike undead creature born of horrible death or murder in a natural setting. It is a manifestation of rage at the injustice of a death that interrupted important business or unsated desires. Doomed to haunt the wilderness within several miles of the site of its demise, a bhuta turns to the local fauna as tools for its vengeance.

A bhuta can appear in a variety of animalistic forms by using its powers of illusion, but its natural appearance is that of a savage and primitive humanoid phantom (often garbed as a priest or covered in mystic tattoos) that floats a foot above the ground as it moves. While bhtas are incorporeal, the touch of their claws creates horrific, bleeding wounds. A bhuta's feet point backward. To disguise its nature, a bhuta can appear solid, manifesting in long robes that help disguise the fact that it floats and has strange feet. Bhtas also can possess living animals to use as

minions; an animal possessed by a bhuta casts no shadow, and therefore prefers to lurk in heavily canopied or thicketed areas, waiting for the right time to strike out and attack intruders.

Unlike ghosts, bhumas often have only a vague or compulsive to their persona and relationships in life. Sometimes they seek to complete tasks left undone in life or may work against those who slew their living forms. Bhumas who have no specific

target for retribution still seek to trouble those living in or near their domains, coaxing passersby into accepting them as traveling companions and using their influence over animals as a testament to their benevolence. When invited to join a group, a bhuta can journey outside its normal territory. However, a bhuta's hunger for living blood usually drives it to attack its companions before it wanders far.



BIL'DJOOLI

A being resembling a humanoid octopus with translucent blue skin bears an unusual metal rod with glowing arcane signals. Its leather vest is connected to a round glass helmet filled with clear fluid.

BIL'DJOOLI

CR 6

XP 2,400

LE Medium aberration (aquatic)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

Aura contamination (5 ft., DC 14)

DEFENSE HP 90

EAC 18; **KAC** 20

Fort +8; **Ref** +8; **Will** +5; -2 vs. diseases and poisons

Resistances cold 10

Weaknesses vulnerability to toxins

OFFENSE

Speed 20 ft., swim 50 ft.

Melee soldier bil'djooli rod +13 (1d8+6 A, C, E, or F)

Multiattack 4 tentacles +11 (1d4+6 B plus contamination)

Ranged soldier bil'djooli rod +16 (1d8+6 A, C, E, or F)

Offensive Abilities contamination (DC 14)

STATISTICS

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

Skills Engineering +13, Mysticism +13, Stealth +16

Languages Bil'djooli, Ultari

Gear soldier bil'djooli rod, freebooter armor II

ECOLOGY

Environment any aquatic

Organization solitary, team (2–4), or squad (5–12)

SPECIAL ABILITIES

Bil'djooli Rod Bil'djooli soldiers wield mystical weapons known as *bil'djooli* rods, which can be wielded in melee and also can be used to make ranged attacks with a range of 60 feet.

Contamination (Ex) Bil'djooli secrete toxins that wash away easily in water, contaminating their threatened squares with a mild paralytic. When the bil'djool is not submerged, the poison only affects those struck by its slam attacks, or who

strike it with nonreach melee weapons. Out of the water, a bil'djool must make a save against this poison once per hour. Older and more powerful Bil'djooli have more potent slime.

Bil'djooli Slime

Type poison (contact), Save Fortitude DC 14

Track Strength, frequency 1/day for 3 days, cure 1 save.

Vulnerability to Toxins Bil'djooli take a -2 racial penalty to saving throws against diseases and poisons.

Bil'djooli are an aggressive race of interplanetary travelers who raid worlds for their own gain and routinely scavenge alien technology. Once sorely pressed, the bil'djooli now range across disparate systems to find the fresh water essential for the continuation of their race. Bil'djooli physiology requires a significant amount of clean, fresh water in order to breathe and metabolize food properly. Their immune systems are strong, but delicate, and they produce toxins offensive to most living creatures very quickly. Without protective gear, bil'djooli poison is actually more dangerous for the bil'djooli than it is for most creatures they encounter. As aquatic creatures, they wear protective helmets full of fresh water they can breathe through a series of gills in their throat, lest they poison themselves and their fellow soldiers.

Regardless of rank or station, all bil'djooli receive intensive martial training, learning to fight with mass-produced technomagical rods that can fire rays of magical energy. Bil'djooli soldiers obey orders without question, owing to a combination of redundant training, negative reinforcement, honored military traditions, and the belief that conquest alone perpetuates their species. Bil'djooli are masters at guerilla and pack tactics in combat and excel at flanking and ambush maneuvers.

The bil'djooli spread filth across the galaxy, polluting entire planets with a naturally occurring byproduct of their toxic skin. Hailing from a dozen different home worlds, their kind has sought a means to inhabit aquatic worlds for generations without having to leave them behind.

Bil'djooli family life is harsh from the beginning. Families are governed by ordered pair which

lay hundreds of eggs over a lifetime. Though bil'djooli have distinctive male and female internal anatomies, their breeding produces a thick slime full of eggs that is then carried by both parents. The slime is spread across a flat surface when the eggs near maturity, and a dozen bil'djooli might hatch from a single clutch. Bil'djooli young learn quickly and train for survival and combat almost from birth, competing with one another for food and favor. While individual families do not always encourage violence among siblings, there are few penalties in the military meritocracy for murdering a sibling with cause.

A single bil'djooli is 7 feet long from head to tentacle. They have somewhat translucent blue or purple skin with a white or pale blue underside to their tentacles. A mature bil'djooli weighs 300 pounds.



BIRD, GREAT

This stout flightless bird stands upon two long, taloned legs, but it is its axe-shaped beak that looks the most ferocious.

AXE BEAK

CR 2

XP 600

N Large animal

Init +2; **Senses** low-light vision; **Perception** +10

DEFENSE HP 33

EAC 14; **KAC** 16

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

OFFENSE

Speed 50 ft.

Melee bite +9 (2d4+6 P)

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

Offensive Abilities sudden charge

STATISTICS

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

Skills Athletics +7

ECOLOGY

Environment temperate plains

Organization solitary, pair, or flock (3-6)

SPECIAL ABILITIES

Sudden Charge (Ex) When charging, an axe beak may attempt to trip its opponent as a free action if it succeeds with its bite attack on that opponent. It gains the benefits of the Improved Combat Maneuver (Trip) feat for this trip attempt.

These keen-witted and powerful avian predators prowl vast, open steppes and prairies. Although feared for their boldness and territorial natures, these giant birds prove eminently tamable, making useful guardians, hunters, and even steeds when kept well fed. Axe beaks are relatively social creatures, forming small groups in which both males and females hunt together and nest in immense mounds of scavenged material. Mature axe beaks stand 9 feet tall and weigh as

much as 500 pounds. Their plumage varies widely, from gray to brown to black in temperate climes, but taking on exotic shades of gold, red, blue, and other vibrant hues in more tropical environs. Axe beaks have lifespans of up to 50 years.





This immense raptor unleashes a shrill cry as it bares its talons, each large enough to carry off a horse.

ROC

CR 9

XP 6,400

N Gargantuan animal

Init +7; **Senses** low-light vision; **Perception** +17

DEFENSE **HP 143**

EAC 23; **KAC** 25

Fort +11; **Ref** +11; **Will** +8

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee talon +23 (3d8+16 S plus grab; critical bleed 2d6) or bite +22 (2d4+16 P)

Multiattack 2 talons +17 (3d6+16 S plus grab; critical bleed 2d6) and bite +16 (1d6+16 P)

Space 20 ft.; **Reach** 15 ft.

STATISTICS

Str +7; **Dex** +3; **Con** +4; **Int** -4; **Wis** +1; **Cha** +0

ECOLOGY

Environment warm mountains

Organization solitary or pair

Rocs are terrifying, legendary birds renowned for their ability to carry off elephants and other big animals. A typical roc is 30 feet long from beak to tail, with an 80-foot wingspan and weight of up to 8,000 pounds. While their beaks are hooked like an eagle's and designed for slashing and tearing, most rocs prefer to seize prey in their massive, clawed talons and drop them from great heights before feasting on the shattered remains. For this reason, they are often followed by flocks of scavengers like rooks, buzzards, and eagles hoping to steal portions of the roc's messy meals. The roc generally ignores such opportunists, but if the scavengers don't take care, they nevertheless may find themselves accidentally consumed by the feeding roc.

Rocs are most commonly white but can be a number of different colors, from dark brown or gold to black or blood red. Their massive feathers are highly prized, and their eggs even more so. Due to their scarcity and the high risk involved in harvesting them, a single man-sized roc egg can net 4,000 gp if transported to market undamaged. A roc can be trained as well as any other animal, but its great size makes this a daunting task for most would-be trainers of human size.x

BLIGHT, STAR

This blob of inky blackness holds a tapestry of stars, many of which look like glowing red eyes. Only when it moves does it betray its nature as an autonomous being.

STAR BLIGHT

CR 20

XP 307,200

CE Medium ooze (blight)

Init +2; **Senses** blindsight (thermal) 120 ft.; **Perception** +39

DEFENSE HP 440

EAC 35; **KAC** 36

Fort +19; **Ref** +15; **Will** +20

Defensive Abilities distance distortion, rejuvenation; **Immune** ability damage, ability drain, acid, cold, ooze immunities

OFFENSE

Speed 30 ft., climb 30 ft., fly 90 ft. (Su, perfect)

Melee slam +29 (5d8+32 C & S plus flash freeze; critical exhausted [DC 27])

Multiattack 4 slams +23 (5d8+32 C & S plus flash freeze; critical exhausted [DC 27])

Offensive Abilities exotic radiation burst

Spell-Like Abilities (CL 20th)

1/day—*corrosive haze* (DC 25), *charm monster* (DC 24), *holographic terrain* (DC 26), *snuff life* (DC 27)

STATISTICS

Str +12; **Dex** +2; **Con** +9; **Int** +6; **Wis** +2; **Cha** +2

Skills Acrobatics +34, Bluff +34, Disguise +34, Intimidate +39, Physical Sciences +39, Stealth +34

Languages Aklo, Common; domain telepathy

Other Abilities cursed domain, favored terrain (vacuum), no breath, sightless, starflight

ECOLOGY

Environment any vacuum

Organization solitary

SPECIAL ABILITIES

Cursed Domain (Su) Blights are living epicenters for domains of evil. Once per year, a blight may infuse an area of its favored terrain, transforming it into a domain of evil with a radius of 5 miles (this effect does not extend beyond the natural border of the terrain). The epicenter of a blight's domain may be targeted by a *remove affliction* effect to temporarily lift this affliction. The DC to remove

a star blight's cursed domain is 10 + the blight's CR. If successful, the *remove affliction* effect suppresses the domain of evil for 1 hour per caster level, during which time the associated blight becomes sickened. The cursed domains of multiple blights can overlap, but the effects do not stack—this simply makes it more difficult to remove the curse effect since there are multiple epicenters. A blight's cursed domain has open borders, and creatures can freely enter and leave. While magic and time are not affected in this cursed domain, each blight infuses the domain with a specific hazard, as detailed in the blight's entry.

Distance Distortion (Su) Gravity and light distort around a star blight. It benefits from concealment (20% miss chance) against attacks from adjacent opponents and total concealment (50% miss chance) against all other foes. Additionally, the range increment for all physical ranged weapons is halved within 300 feet of the blight. *True seeing* counters the miss chance from concealment but has no effect on the reduction of range increment. Within a star blight's cursed domain, skill checks DCs for navigation and piloting are increased by 10.

Domain Telepathy (Su) Blights can communicate telepathically with any intelligent creature within their domain.

Favored Terrain (Ex) A blight favors a specific type of terrain. A blight in its favored terrain leaves no trail and cannot be tracked (although it can choose to leave a trail). Outside of its favored terrain, a blight loses access to its cursed domain, rejuvenation, spell-like abilities, and telepathy; it also gains the staggered condition.

Exotic Radiation Burst (Su) Three times per day as a standard action (but no more often than once every 1d4 rounds), a star blight can release a burst of strange cosmic radiation that affects its entire cursed domain. Creatures adjacent to the blight take 2d4 points of drain from a random ability score (d8 roll: 1—Strength, 2—Dexterity, 3—Constitution, 4—Intelligence, 5—Wisdom, 6—Charisma, 7—roll a d6 twice and apply the drain to each ability, 8—all ability scores). Creatures within 30 feet take 1d4 points of drain from a random ability score, and all other creatures in the blight's cursed domain take 1 point of drain from a random ability score. A successful DC 27 Fortitude save reduces the drain to 1 point for creatures adjacent to the blight and negates it

for all other creatures. Alternatively, a star blight can damage objects with this radiation, dealing 20d6 points of damage to all objects within 10 feet of it, and 10d6 points of damage to all objects further than 10 feet from it but within 60 feet. This damage bypasses hardness, but the object may attempt a DC 27 Reflex save to halve the damage. When a star blight is slain within its cursed domain, it releases this burst as a final retribution against its killers. This occurs regardless of the number of times the blight used this ability.

Flash Freeze (Su) A creature struck by a star blight's slam attack must attempt a DC 27 Fortitude save. On a failure, the creature loses any resistance to cold for 1 round and is stunned for 1d6 rounds. A creature that succeeds on the save retains its resistance to cold and is staggered for 1 round. Creatures immune to cold are immune to this ability.

Rejuvenation (Su) If a blight is slain within its cursed terrain, a new blight of the same type spontaneously forms in 1d10 days at the epicenter of the blight's cursed domain unless the blight's corpse is targeted with a *remove affliction* spell (DC = 10 + the blight's CR).

Starflight (Su) A star blight can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system takes 3d20 hours, while a trip beyond takes 3d20 days. Star blights transformed from mountain blights—already adapted to thin atmospheres and exposure

to cosmic radiation—when civilizations took to the stars. The blights followed the curious travelers to their new homes and attached themselves to popular spaceways. Along the way, they consumed ambient energies thrown off by a multitude of stars and even devoured decaying stars. While they require a portion of this energy to sustain themselves, they keep most of it in reserve, so they can breach ships or harm creatures. They find most humanoids easy prey when separated from their vessels and equipment and delight in toying with their exposed victims, against which they enjoy considerable advantages. The blights make space travel more difficult by bending light and gravity in strange ways, fooling sensors and physical observation alike.

Star blights measure 7 feet in diameter and weigh 300 pounds.



BOAR

This oversized warthog's hide is tough and leathery, with sleek bristles and muscular limbs.

BOAR, WAR

CR 1

XP 400

N Large animal

Init +1; **Perception** +7

DEFENSE **HP 25**

EAC 13; **KAC** 15

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

OFFENSE

Speed 40 ft.

Melee gore +10 (1d6+6 P; critical 1d6 bleed)

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

Offensive Abilities

STATISTICS

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

Skills Perception +7

Other abilities living vehicle, war-trained

ECOLOGY

Environment temperate or tropical forests

Organization solitary, pair, or herd (3-8)

SPECIAL ABILITIES

Living Vehicle (Ex) War boars can be piloting using the vehicle rules and join in vehicle chases using Survival in place of Piloting. While being ridden in this way, the boar cannot take move or standard actions, but does deal 5d4 bludgeoning damage (DC 11 to avoid) when using the ram or run over action.

War-Trained (Ex) A war boar gains a +2 bonus on saving throws vs. fear and reduces the armor check penalty for any armor it wears by 1.

War boars are beasts of battle and burden domesticated by many savage races. They are trained to bear armor and riders into battle, and while savage combatants they are also obedient to the lash. If their riders are slain, they are as likely to continue attacking as they are to flee.

The back of this horse-sized boar rises in a steep slope. Its tiny red eyes are crusted with filth and its bristly flank crawls with flies.

DIRE BOAR (DAEODON)

CR 4

XP 1,200

N Large animal

Init +4; **Senses** blindsight (scent) 30 ft., low-light vision; **Perception** +12

DEFENSE **HP 60**

EAC 17; **KAC** 19

Fort +6; **Ref** +6; **Will** +3

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

Melee gore +13 (2d8+8 P)

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

STATISTICS

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

ECOLOGY

Environment temperate or tropical forests

Organization solitary, pair, or herd (3-8)

Whereas common boars are ill-tempered and generally unfriendly, the towering daeodon (known as the dire boar to most commoners and hunters) is legitimately hateful and violent. Although omnivorous like its smaller kin, the daeodon prefers to feed on flesh, and its razor-sharp tusks and keen eyesight make it particularly well suited as a predator. While the daeodon is primarily a scavenger, it isn't averse to attacking smaller creatures it encounters while searching for easier meals, or those who stumble unwittingly into its territory. A typical adult daeodon is 10 feet long and 7 feet tall at the shoulder. It weighs approximately 2,000 pounds.



BODYTHIEF

This immense plant has jaws inside its central flower and vines that thresh the air. Its ovular seedpods throb like beating hearts.

BODY THIEF

CR 14

XP 38,400

LE Gargantuan plant

Init -5; **Senses** low-light vision; **Perception** +18

DEFENSE HP 264

EAC 29; **KAC** 31

Fort +17; **Ref** +15; **Will** +12

Defensive Abilities vexing vines; **Immunities** plant immunities, sonic; **Resistances** cold 20

OFFENSE

Speed 5 ft.

Melee bite +28 (8d6+22 B & P) or tentacle +28 (1d8+22 B plus grab)

Multiattack bite +22 (4d8+22 B & P), 2 tentacles +22 (4d8+22 B plus grab)

Ranged spit seed +24 (5d10+14 B; critical staggered [DC 20])

Space 20 ft.; **Reach** 20 ft. (40 ft. with tentacles)

Offensive Abilities breath weapon (80-ft. line, 12d6 acid damage, Reflex DC 20 half, usable every 1d4 rounds), swallow whole (4d6 acid damage plus absorb essence; AC 22, 23 hp), transfer

STATISTICS

Str +8; **Dex** -5; **Con** +7; **Int** +5; **Wis** +3; **Cha** +2

Skills Disguise +23, Life Science +18, Sense Motive +18

Languages Castrovelian, Common, Kasatha, Sylvan, Ysoki (can't speak any language); telepathy 1,000 ft. (with spawn only)

Other Abilities spawn pod creature

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Absorb Essence (Su): Creatures in a bodythief's stomach gain 4 negative levels (Fortitude DC 20 half) each round at the start of the bodythief's turn. If the creature dies from the negative levels, its body disintegrates and the bodythief absorbs its life essence. This is a death effect.

Spawn Pod Creature (Su): Once a bodythief has

absorbed the life essence of a Large or smaller creature, it can begin growing a duplicate of that creature as a free action. Growing a Tiny or smaller duplicate takes 1 round, a Small duplicate 3 rounds, a Medium duplicate 5 rounds, and a Large duplicate 10 rounds. Duplicates are identical to the creature whose life essence has been devoured, but they gain the pod creature template. They closely resemble the original creature and retained all its memories. The newly created spawn has none of the original creature's equipment, though the bodythief can vomit forth any surviving swallowed gear as a move action. As the duplicate hatches, the bodythief makes a Disguise check to determine the resemblance to the original. The duplicate must be grown within 24 hours of the original's digestion, or its essence and memories dissipate. Only a single duplicate can be made of any given creature.

Transfer (Ex): A bodythief can transfer a creature grappled with a tentacle to its mouth with a move action and a successful grapple combat maneuver.

Vexing Vines (Ex): A bodythief's vines are able to operate independently of the rest of its body to lash out at prey or protect it from ranged attacks. When a ranged attack is made against the bodythief, as a reaction, it can deflect that ranged attack with one of its tentacles. Additionally, the bodythief can make an extra four reactions each round. These reactions can only be spent on attacks of opportunity made with its tentacle attacks, or to deflect ranged attacks.

Plants of frightfully advanced intellect, bodythieves cannot abide the irrationalities of other intelligent life, particularly emotions. They seek to create a world of perfect order by replacing other life forms with nearly perfect duplicates spawned by the bodythief itself. Indeed, these duplicates improve on the originals, as they can communicate telepathically with the bodythief, and they lack wasteful emotions. Individual bodythieves vary as to their specific plans for building a perfect society of duplicates. A common, though recognized, flaw in their plans is the infertility of their duplicates. To maintain a stable society, the bodythieves must capture creatures to replace the inevitable loss of healthy duplicates.

Bodythieves are nearly immobile, though they can drag themselves along with their vines in extremis. When they must move large distances, they enlist the aid of their spawn.

POD-SPAWNED (CR 13-) TEMPLATE

This plant creature is a near-perfect replica of a creature that was consumed by a bodythief plant.

Required Creature Type: Plant

Suggested Array: Same as original creature.

Automatic Traits: Low-light vision; **Ability Modifiers**—decrease Charisma modifier by 2; **Options**—the pod-spawned creature gains a single feat or special ability possessed by the original creature for every 3 CR it possesses. The pod-spawned creature also gains the mimicry special ability, below.

Mimicry (Ex): A pod-spawned creature retains all the knowledge of its original. It can impersonate the original perfectly except for its lack of emotion. This emotionlessness can be detected with a successful DC 20 Sense Motive check. A creature familiar with the original gains a +5 circumstance bonus on this check. If the pod-spawned creature feigns sincere emotion, the Sense Motive check is opposed by its Bluff check instead. Pod-spawned creatures resemble the original down to hair and blood. Noticing small physical imperfections requires a successful Perception check with a DC determined by the spawning bodythief's Disguise check, made when the pod hatches.

Suggested Ability Modifiers: Same as original creature.

A creature with the pod-spawned template is a duplicate created by the bodythief. It resembles the original and has all its memories but can't exhibit sincere emotion. Pod-spawned creatures can't reproduce and remain the same apparent age as their original at the time of replacement.



BRAIN OOZE

Two slimy tentacles protrude from the sides of this brain-shaped mass of quivering ooze.

BRAIN OOZE

CR 7

XP 3,200

NE Tiny ooze

Init +6; **Senses** blindsight (thought) 60 ft.; **Perception** +12

Aura psychic noise (10 ft., DC 17)

DEFENSE HP 100

EAC 20; **KAC** 21

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

Defensive Abilities evasion, prescience;
Immunities ooze immunities

OFFENSE

Speed 5 ft., fly 60 ft. (Ex, good)

Melee tentacle +15 (1d10+7 E; critical neural pulse)

Spell-Like Abilities (CL 7th; ranged +15)

At will—*detect thoughts* (DC 15)

3/day—*charm monster* (DC 17), *dispel magic*, *modify memory* (DC 19)

1/day—*dominate person* (DC 19)

STATISTICS

Str -2; **Dex** +4; **Con** +0; **Int** +3; **Wis** +0; **Cha** +6

Skills Acrobatics +15, Athletics +12, Bluff +15, Sense Motive +12, Stealth +15

Languages Aklo (can't speak); telepathy 100 ft.

ECOLOGY

Environment any

Organization solitary, pair, flight (3–6), or colony (7–12)

SPECIAL ABILITIES

Neural Pulse (Su): Whenever a brain ooze scores a critical hit against a creature, that creature must succeed on a DC 17 Fortitude save or suffer 2d4 points of Intelligence damage and be staggered for 1d6 rounds. Even on a successful saving throw, the creature suffers 1d2 points of Intelligence damage, and is staggered for 1 round. For every 2 points of Intelligence damage the brain ooze inflicts in this way, it gains 5 temporary hit points.

Ooze Immunities (Ex): A brain ooze is immune to critical hits and precision-based damage, paralysis, poison, polymorph effects, sleep

effects, and stunning. Brain oozes have no eyes and are immune to most sight-based effects. A brain ooze does not need to sleep.

Prescience (Su): Limited precognitive abilities grant a brain ooze a +2 insight bonus on initiative checks and Reflex saves. Brain oozes are never surprised or flat-footed.

Psychic Noise (Su): The discordant psychic noise emitted by a brain ooze dazes nearby creatures for 1d4 rounds. When a creature begins its turn within the aura, it must succeed at a DC 17 Will save to negate this effect. Whether or not the save is successful, that creature cannot be affected again by the same brain ooze's psychic noise for 24 hours. An affected creature may attempt a new saving to shake off the effect at the end of each of its turns. This is a mind-affecting effect.

A brain ooze (sometimes known as a "killer brain") resembles almost precisely the raw brain of a human, save for the eldritch energy surrounding it and the twin tentacles extending from its sides. The creature's thought patterns are unusually powerful and cause painful mental feedback in the minds of other conscious beings. Other intelligent beings are nothing more than cattle and playthings to brain oozes—victims to be tormented, thought patterns to be consumed. Brain oozes prefer to manipulate their prey from the shadows. Rather than assaulting openly, they provoke fights and conflict within groups, or lure one or two victims away for the kill. Brain oozes derive particular satisfaction from forcing an individual to commit terrible acts, then wiping away all knowledge of the crimes from the victim's memory. They torment such hapless puppets again and again, forcing them to commit ever greater atrocities. Once weary of their sport they return the modified memories with dispel magic, and feast upon the delicious misery of the victim's final despair.

Brain oozes feed through their tentacles by extracting the thoughts of living creatures. Animals and less intelligent creatures provide little nourishment, but they prize fey, outsiders, and spellcasters as delicacies. After several feedings, a brain ooze divides into two nearly identical brains, each retaining only a portion of the knowledge and experiences of the parent.



BREATHLESS ONE

This ash-gray figure has an oversized mouth and a concave chest. It clenches its fists and gasps for air as black tendrils composed of necrotized lung tissue erupt from its chest.

BREATHLESS ONE

CR 12

XP 19,200

CE Medium undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +22

DEFENSE HP 190

EAC 26; **KAC** 28

Fort +14; **Ref** +14; **Will** +13

DR 10/magic and slashing; **Immunities** cold, undead immunities

OFFENSE

Speed 40 ft.

Melee tentacle +25 (6d4+20 B and grab; critical sickened [DC 19])

Space 5 ft.; **Reach** 5 ft. (15 ft. with tentacles)

Offensive Abilities kiss of death, pull, steal air

STATISTICS

Str +8; **Dex** +5; **Con** —; **Int** -1; **Wis** +0; **Cha** +4

Skills Athletics +22, Intimidate +22, Stealth +27

Languages Common

Other Abilities create spawn, unliving

ECOLOGY

Environment any

Organization solitary, pair, or vacuum (3-6)

SPECIAL ABILITIES

Create Spawn (Ex) A humanoid creature killed by a breathless one's kiss of death or steal air becomes a breathless one under the control of its killer. A creature killed by kiss of death returns 1d4 minutes later, while a creature killed by steal air returns 24 hours later.

Kiss of Death (Ex) If a breathless one succeeds at a grapple combat maneuver against an adjacent opponent, it clamps its mouth over the opponent's nose and mouth to suffocate it. Each round the breathless one succeeds at a combat maneuver to maintain a grapple and its target fails a DC 19 Fortitude save, the target's condition worsens: it becomes staggered for 1 round, it falls unconscious and is reduced to 0 Hit Points, it immediately loses 1 Resolve Point.

Pull (Ex) If a breathless succeeds at a grapple combat maneuver against an opponent, it can pull that opponent closer to it by 5 feet. This only works on creatures of a size equal to or smaller than the breathless one. The pulled creature stops if it would move into a solid object or creature as a result of the pull.

Steal Air (Ex) When a breathless one hits an opponent, the target must succeed at a DC 19 Fortitude save or take 1d2 Constitution and 1d2 Strength damage. If the target failed its save, the breathless one heals 1d8 Hit Points. Hit Points healed in excess of its maximum are gained as temporary Hit Points to a maximum amount equal to its CR. These temporary Hit Points last for 1 minute.

Alternatively, the breathless one can attempt to dispel a spell or effect (as per *dispel magic*) that provides the target with breathable air. The breathless one uses its CR as its caster level when making the dispel attempt.

When humanoid creatures suffocate, the horror of slowly dying from lack of air drives them mad and they sometimes return as breathless ones. These vengeful undead seek to inflict the same horror on the living while filling their lungs with air as a brief respite from their eternal torment. Breathless ones weigh the same as they did in life, even though their caved-in chests give them the appearance of weighing less.

Since the most common place for death by suffocation is locations with thin or no atmosphere, such as the void of space, breathless ones most commonly appear there. They hide among asteroids or constructed places they can tether themselves, since they have no ability to fly through space. They prefer to attack from hiding, but they also enjoy the terror their visages induce in their victims. Breathless ones use their necrotic lung fibers to puncture their victims' lungs, latch onto them, and reel them in for their deadly embrace. They do this rather than attack from up close to soften up their victims, bolster themselves, and enjoy witnessing their victims' terror at the inexorable fate. They reserve the kill for their kiss of death, since that gives them the rush of air to alleviate their suffering, if only temporarily.

Groups of breathless ones on an inhabited asteroid sabotage or steal equipment necessary to

provide air to the inhabitants. They are not subtle about it, however, so it is easy to see smashed helmets or air bladders. They often purposely make enough noise to rouse defenders and escape into an airless environment with their gains in

full view of their victims, enticing their victims to chase them to recover vital equipment. With the speed at which breathless ones spawn, a handful can wipe out even a well-fortified installation.



BULETTE

This armor-plated creature's toothy maw gapes wide as a fin-like dorsal plate rises between its shoulders.

BULETTE

CR 7

XP 3,200

N Huge magical beast

Init +6; **Senses** blindsight (scent) 30 ft., blindsight (vibration) 60 ft., darkvision 60 ft., low-light vision; **Perception** +12

DEFENSE HP 110

EAC 20; **KAC** 22

Fort +9; **Ref** +9; **Will** +6

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +19 (2d6+13 P; critical bleed 1d8) or claw +18 (1d8+13 S)

Multiattack 4 claws +12 (1d6+13 S; see below)

Space 15 ft.; **Reach** 10 ft.

Offensive Abilities leap

STATISTICS

Str +6; **Dex** +2; **Con** +4; **Int** -4; **Wis** +1; **Cha** -2

Skills Athletics +15

ECOLOGY

Environment temperate hills

Organization solitary or pair

SPECIAL ABILITIES

Leap (Ex) When a bulette charges as a full action, it can attempt a DC 20 Athletics check to jump into the air and land next to its enemies. If it succeeds, it can make a multiattack against foes in reach after it lands.

Multiattack (Ex) A bulette cannot make a multiattack unless it successfully uses its leap ability.

The creation of some unknown arcanist or mad genetic engineer in millennia past, the bulette has bred true to become one of the fiercest predators of the hills. Burrowing rapidly through the earth just beneath the surface, sometimes with its

armored fin cutting a distinctive wake behind it, the bulette launches itself free of stone and soil to tear into its prey without remorse, giving rise to the common appellation "landshark."

Bulettes are notoriously foul-tempered, attacking far larger creatures with no regard for personal safety. Solitary beasts except for the occasional mated pair, they spend most of their time patrolling the perimeters of territories that can stretch up to 30 square miles, hunting game and punishing interlopers with a fury that shakes the hillsides.



BYAKHEE

Its wings rhythmically flapping, a hideous thing rears before you, its disjointed limbs ending in cruel claws and its scabrous tail dripping dark venom. Its skin seems to split in a welter of weeping sores and creases, as though its inward parts were ready to burst.

BYAKEE

CR 8

XP 4,800

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE **HP 125**

EAC 20; **KAC** 22

Fort +10; **Ref** +12; **Will** +9

Defensive Abilities **DR** 5/magic; **Immunities** disease, poison; **Resistances** acid 20, cold 20

Weaknesses mythos minion

OFFENSE

Speed 20 ft., fly 60 ft. (Su, good)

Melee claw +20 (3d4+14 S plus grab)

Multiattack 2 claws +14 (3d4+14 S plus grab), sting +14 (1d10+14 P plus byakhee toxin)

Offensive Abilities carry off, unspeakable molt

STATISTICS

Str +6; **Dex** +4; **Con** +2; **Int** +0; **Wis** +0; **Cha** +0

Skills Acrobatics +21, Athletics +16

Languages Aklo

Other Abilities no breath

ECOLOGY

Environment any (outer space)

Organization single, pair, or flight (3-10)

SPECIAL ABILITIES

Carry Off (Ex) A byakhee that successfully grabs a Medium or smaller creature can move with its target after making its attack, even if its movement for the round would otherwise have been completed, as long as the total distance it moves does not exceed its speed. A byakhee cannot renew the grapple on subsequent turns, and will drop any held creature, potentially damaging them from the fall. If both the byakhee and the creature it dragged are willing, the dragged creature can hold on long enough to mount the byakhee on its next turn as a move action and begin riding it. A byakhee cannot use this ability when carrying a passenger.

Hybrid Mount (Ex) A Medium or smaller creature can ride on a flying byakhee as a mount even though a byakhee is itself Medium-sized. It cannot carry a Medium-sized creature as a rider when not flying.

Mythos Minion (Su) Byakhee are called to serve many who follow the cults of the mythos, taking a -4 penalty on saving throws to avoid mind-affecting effects created by creatures or spells with the mythos descriptor, or by spellcasters that serve any of the Great Old Ones.

Starflight (Su) A byakhee can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion)—provided the byakhee knows the way to its destination.

Unspeakable Molt (Ex) A byakhee's wings are constantly shifting through phases of molt, decay, and regrowth, like those of a decomposing vulture suffused with tissue that is simultaneously insectoid and bat-like, with a corrupted humanoid core underneath. Whenever a byakhee is critically hit, or whenever one is killed, its external tissues rupture and slough off in pestilential shreds, revealing disgustingly malformed new tissues beneath.

Any creature within 30 feet that witnesses a byakhee's unspeakable molt must make a DC 16 Fortitude save. A failed Fortitude save causes a creature to become sickened until the end of its next turn.

BYAKHEE TOXIN

Type poison (injury); **Save** Fortitude DC 16

Track Wisdom; **Frequency** 1/round for 6 rounds

Cure 1 save

Byakhee are inhuman servants of the Great Old Ones and the Outer Gods whom they serve. They are a race of interstellar predators, vaguely humanoid in shape but prone to frequent mutation and aberrant physiology, both internally and externally. They are always winged, with a generally humanoid head



bulbous and insectoid, like the abdomen of a wasp. Those who have beheld the byakhee in person rarely describe them the same way, in part due to the grotesque variation these creatures exhibit, but also due to the fog of nightmares that inevitably follow in the wake of their advent.

It is unknown whether byakhee originated on one of the home planets or prison worlds wherein the Great Old Ones are bound, or perhaps were refugees from a planet long since destroyed by the predations of world-devouring elder things, or perhaps have always been a star-spanning race and never a terrestrial one. What is certain is that as a race they are bound to the will of the Great Old Ones and their masters (especially Hastur the Unspeakable), and often compelled to answer the summons of earthly cultists calling upon their alien patrons for aid. Byakhee are strong flyers and may carry willing supplicants (as well as unwilling victims) far from their terrestrial home into the reaches of space and the dark places between and beyond the stars, though their passengers are best advised to have their own means of survival amid the rigors of space. Byakhee are willing warriors as well when called to serve, snatching up their victims and tearing them limb from limb or dropping them into gaping pits of toxic effluence that open in the byakhee's presence like rents in a reality that rebels against their alien presence.

Byakhee are primarily carnivorous, preferring fresh blood and flesh. They are cruel beasts and enjoy stinging their prey with their mind-rotting venom and allowing their victim to descend into madness, giving themselves over to the byakhee for their feasting pleasure. However, byakhee are also scavengers, taking whatever nourishment they can find to fuel their long interplanetary and interstellar journeys.

and torso and at least four limbs. In some byakhee these are more akin to legs than arms and in some the opposite, and vestigial or accessory limbs are not at all unusual, but in all cases their appendages are tipped with cruel claws. Though byakhee are most comfortable in the air, they typically have webbed digits to aid in swimming. Most byakhee have tails as well, sometimes long and sinuous and in others

CALLER IN DARKNESS

This roiling horror appears to be a swirling vortex of darkness and screaming, ghostly faces.

CALLER IN DARKNESS

CR 9

XP 6,400

CE Large undead (incorporeal)

Init +3; **Senses** darkvision 60 ft.; **Perception** +22

Aura unnatural aura (30 ft.)

DEFENSE HP 117

EAC 19; **KAC** 21

Fort +8; **Ref** +8; **Will** +14

Defensive Abilities incorporeal; **Immunities** undead immunities

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (Su, perfect)

Melee incorporeal lash +17 (3d6+9 and consume mind)

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

Offensive Abilities consume mind, wrap in despair

Spell-Like Abilities (CL 9th)

1/day—*fear* (4th level, DC 21), *mind thrust* (4th level, DC 21)

3/day—*dispel magic*, *suggestion* (DC 20), *synaptic pulse* (DC 20)

At will—*command* (DC 18), *charm person* (DC 18)

STATISTICS

Str —; **Dex** +3; **Con** —; **Int** +4; **Wis** +0; **Cha** +8

Skills Mysticism +18, Sense Motive +18, Stealth +22

Languages Abyssal, Common

Other Abilities unliving

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Consume Mind (Su) Whenever a caller in darkness hits a creature with an attack, or begins its turn occupying the same space as a creature, it drains away a portion of that creature's mind, inflicting 1d4 Wisdom damage. This is a mind-affecting effect, but not a negative energy effect. An intelligent creature slain by the caller in darkness has its mind absorbed in its entirety,

granting the caller in darkness 3d8 temporary Hit Points and access to all of the creature's memories. A creature whose mind is absorbed in this way cannot be resurrected until the caller in darkness is slain, unless the caster first uses a *wish* or *miracle* to free the creature's mind.

Wrap in Despair (Su) Any living creature that begins its turn occupying the same space as a caller in darkness must succeed on a DC 18 Will save or be overwhelmed by crippling depression for 1d4 rounds. Affected creatures are unable to take any action. Adjacent allies can offer words of encouragement as a standard action to grant the creature a new saving throw. If the creature succeeds on a saving throw granted in this way, it is immune to the caller in darkness's wrap in despair ability for 24 hours. Creatures with Intelligence scores of 2 or less are immune to this effect. This is a mind-affecting, emotion, and fear effect.

A caller in darkness grows from the psychic remains of a creature with psychic sensitivity that died a violent death, its restless spirit compelled to visit upon others the horrors that it suffered before dying. As more and more minds are absorbed, it grows, and the original spirit is lost in the swirling mass of hatred, confusion, and despair.



CARNIVOROUS BLOB

Rolling and twitching like a massive wad of translucent ooze, this crimson blob reaches out amorphous pseudopods in all directions.

CARNIVOROUS BLOB

CR 13

XP 25,600

N Colossal ooze

Init +0; **Senses** blindsight (thermal) 60 ft., blindsight (vibration) 120 ft., sightless; **Perception** +23

DEFENSE HP 240

EAC 26; **KAC** 28

Fort +15; **Ref** +13; **Will** +10

Defensive Abilities reactive strike, split (sonic or slashing, 24 HP); **DR** 5/—; **Immunities** acid, ooze immunities; **Resistances** electricity 20, fire 20

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee slam +26 (3d12+21 B plus 1d4 Con drain and grab)

Space 30 ft.; **Reach** 30 ft.

Offensive Abilities absorb flesh

STATISTICS

Str +8; **Dex** +0; **Con** +6; **Int** —; **Wis** +4; **Cha** –2
Skills Athletics +23

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

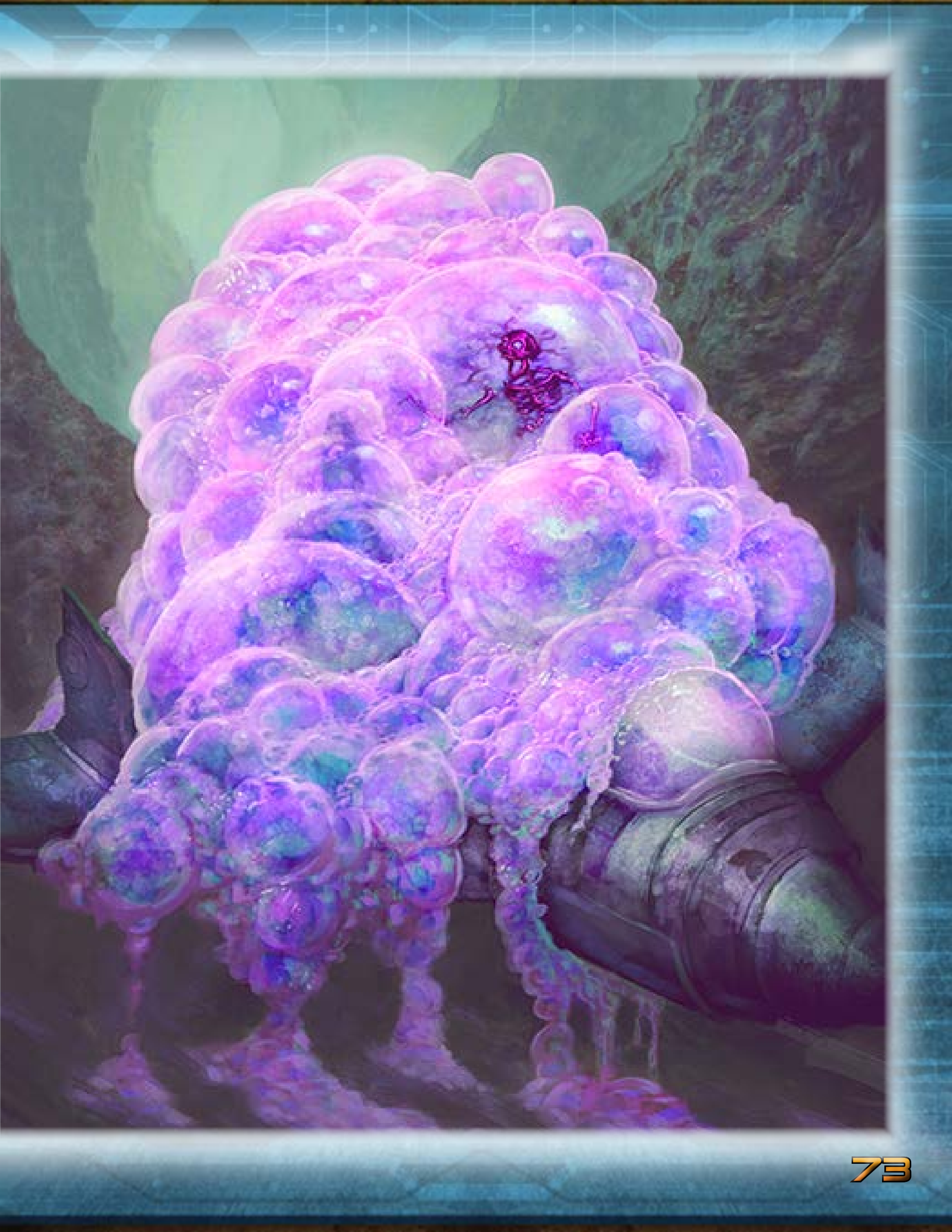
Absorb Flesh (Ex) A carnivorous blob cannot eat plant matter or inorganic matter, but it devours living flesh with a voracious speed by dealing Constitution drain on creatures it slams or maintains a grab. Whenever the blob deals Constitution drain in this manner, it heals 10 Hit Points for each point of Constitution it drains. Excess Hit Points above its normal maximum are gained as temporary Hit Points. As soon as a carnivorous blob has at least 50 temporary Hit Points, it loses those temporary Hit Points and splits as an immediate action.

Reactive Strike (Ex) Whenever a carnivorous blob takes damage, it reflexes lashes out with a slam attack, targeting the creature dealing damage to

it if the creature is adjacent to it. Attacks that deal sonic or slashing damage do not trigger a reactive strike (instead, causing the blob to split). Whenever a carnivorous blob takes cold damage, it cannot use its reactive strike ability until after it takes its next action in combat.

Split (Ex) A carnivorous blob splits into two identical copies of itself if subject to sonic or slashing damage. Each copy has half the original's current Hit Points (rounded down). A carnivorous blob reduced below the listed Hit Points cannot be further split and can be killed normally.

While sages debate whether the first carnivorous blobs were created by a mad wizard, formed in foul fleshwarping vats in some sinister city, or traveled to this world trapped in the core of a meteor, there is one thing they all agree on—none wish to get close enough to study the monstrosity. Carnivorous blobs move like a typical ooze, rolling out blobs of its fleshy material in haphazard directions, and pulling its bulk across the ground, up walls, and even through the water. If a carnivorous blob goes for more than 24 hours without a source of food, it drops into a sort of hibernation, resembling nothing so much as a pool of gelatinous blood. The creature springs to life quickly and hungrily as soon as any living prey comes within range of its senses.



CARNIVOROUS CRYSTAL

The facets of this crystalline formation shift and vibrate, as though in anticipation.

CARNIVOROUS CRYSTAL CR 11

XP 12,800

N Medium ooze (earth, extraplanar)

Init -5; **Senses** blindsight (vibration) 120 ft.;

Perception +20

Aura subsonic hum (60 ft., DC 18)

DEFENSE HP 180

EAC 24; **KAC** 26

Fort +15; **Ref** +11; **Will** +8

DR 10/—; **Immunities** cold, electricity, ooze immunities; **Resistances** fire 20

Weaknesses brittle, vulnerable to sonic

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +23 (4d6+19 P & S plus entrap; critical 2d6 bleed)

Offensive Abilities crystallize, entrap (DC 18, 1d10 rounds, hardness 10, hp 10)

STATISTICS

Str +8; **Dex** -5; **Con** +5; **Int** —; **Wis** +3; **Cha** -5

Skills Athletics +25, Stealth +20 (+25 in rocky environs)

Other Abilities freeze, mindless, split (critical hit from bludgeoning or sonic attacks, 18 hp)

ECOLOGY

Environment any underground

Organization solitary, colony (2-4), or formation (5-10)

SPECIAL ABILITIES

Brittle (Ex) Bludgeoning and sonic attacks can inflict critical hits on a carnivorous crystal. A successful critical hit from such attacks causes the carnivorous crystal to split, even if the attack causes no damage. The crystal remains immune to precision-based damage, such as damage from sneak attacks.

Crystallize (Ex) A creature entrapped by a carnivorous crystal's attack must succeed at a DC 16 Fortitude save each round or become helpless. If a helpless creature fails this save, it becomes petrified as its body crystallizes. In 1d4 hours, the petrified victim shatters and a new

carnivorous crystal emerges from the remains.

Entrap (Ex) A carnivorous crystal's attack encases its target in crystal and restricts the creature's movement. The target must make a DC 18 Fortitude save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Fortitude save or become helpless for the listed duration. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full action to break free; the DC for a helpless creature is +5 greater than the saving throw DC. Destroying the entrapping material frees the creature.

Subsonic Hum (Su) An active carnivorous crystal gives off supernatural sonic vibrations. Any living creature starting its turn within this aura must succeed at a DC 18 Fortitude save or be stunned for 1 round. A creature that successfully saves cannot be affected by the same carnivorous crystal's subsonic hum for 24 hours. This is a sonic mind-affecting effect.

Natives of the endless caverns of the Plane of Earth, carnivorous crystals normally lead quiet existences, subsisting on minerals leached from the surrounding rock. Living creatures, however, provide a veritable feast, as devouring the minerals in their bones and blood allows a crystal to reproduce in mere hours instead of years. Though lacking in anything that could be called intelligence, carnivorous crystals sense the living, and hunger for the sustenance trapped within their bodies. On the Plane of Earth and in the deepest caverns of the Material Plane, ancient carnivorous crystals grow without bounds, reaching incredible sizes.



CARSIAN

Standing close to seven feet tall, this creature has the appearance of a mantis with diaphanous webbing between each pair of its four arms, its scaly back sporting translucent variegated tail wings. Each arm ending not in claws but with paws each with three opposable digits reminiscent of large fat maggots.

CARSIAN

CR 7

XP 3,200

N Medium aberration

Init +4; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE **HP 105**

EAC 19; **KAC** 21

Fort +9; **Ref** +9; **Will** +7

OFFENSE

Speed 30 ft.; ablating glide

Melee claw +17 (2d6+9 S plus grab)

Multiattack 4 claws +11 (1d6+9 S plus grab)

Ranged red star plasma pistol +14 (1d8+7 E & F; critical burn 1d8)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lunge)

Offensive Abilities gliding lunge, lunge, sudden strike

STATISTICS

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

Skills Acrobatics +14, Athletics +14, Stealth +6 (+14 in forest terrain)

Languages Carsian, Common

Gear d-suit II, red star plasma pistol with 1 high-capacity battery (40 charges)

ECOLOGY

Environment temperate forests and jungles

Organization solitary, pod (4–6), swarm (100–200), or hive (1,000 or more)

SPECIAL ABILITIES

Ablating Glide (Ex) When a carsian falls, their reactions and gliding wings can abate the damage of an unexpected fall. A carsian takes full falling damage from unexpected falls of up to 20 feet. They reduce falling damage by 10 feet when falling up to 50 feet. Any fall greater than 50 feet provides sufficient time for the carsian to begin gliding. If a carsian can prepare for a fall, they can glide immediately as they

jump into the fall. This ability provides a carsian the ability to leap between landmasses no more than 100 feet apart.

Gliding Lunge (Ex) When a carsian is 20 feet or more above their prey, they leap out towards their prey, unfurling their wings and gliding silently on approach. As they pass their prey, they are able to make a lunge attack to grapple it and continue with the glide to land 30 feet away from the prey's original position. If the carsian grapples a larger creature, the glide stops rather than continuing.

Lunge (Ex) A carsian's limbs are capable of reaching much farther than normal for a creature of its size. When using its multiattack ability, a carsian can increase its natural reach by 5 feet, but can make only 2 claw attacks when it does so. When lunging in this manner, it gains a +4 bonus on both attack rolls. This extended reach does not increase its threatened area.

Sudden Strike (Ex) A carsian is particularly adept at moving quickly when its foes are surprised. During a surprise round, they can take a full turn's worth of actions, rather than just a single standard or move action.

Carsians evolved after Carsis shattered, becoming the first species able to traverse the space between land masses and naturally sail the stellar winds. It does this by leaping and gliding to the target landing point. Carsians have webbed membranes between each pair of arms, and wings down their back but they are unable to fly. A carsian cannot fly because its wings have neither the strength nor structure to provide the lift required, however, they do slow descent to a safe and gentle speed. The back and tail wings are used to direct the descent allowing a controlled and safe descent to be performed.

When using its ablating glide to traverse between land masses, carsians hold the air they need to breathe in internal extra lungs much like camels store water in their humps.

Virtually invisible when hunting in forests and jungles, wild carsians is greatly feared by those travelling through such lands. A hunting carsian is almost preternaturally patient, waiting for days for a target to pass by. Making a gliding lunge as an ambush tactic, many wagons are found with no trace of riders or occupants anywhere. Wild

carsians hunt individually or in hunting parties often consisting of the family pod.

Carsians range in height from 6 to 8 feet tall, and weigh from 250 to 350 pounds in weight.



CEREBRIC FUNGUS

A swollen, brainlike bulb encrusted with fungal shelves squats atop several ropy legs. A wide mouth bisects the bulb's crown.

CEREBRIC FUNGUS

CR 3

XP 800

N Medium plant

Init +0; Senses darkvision 60 ft., low-light vision;

Perception +13

DEFENSE HP 35

EAC 14 **KAC** 15

Fort +4; **Ref** +2; **Will** +6

OFFENSE

Speed 30 ft.

Melee bite +9 (1d4+4 P; critical touch of madness [DC 14])

Offensive Abilities star shriek, , unsettling appearance

STATISTICS

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

Skills Bluff +13, Diplomacy +8, Intimidate +8, Stealth +13

Languages telepathy 100 ft.

Other Abilities otherworldly mind

ECOLOGY

Environment any

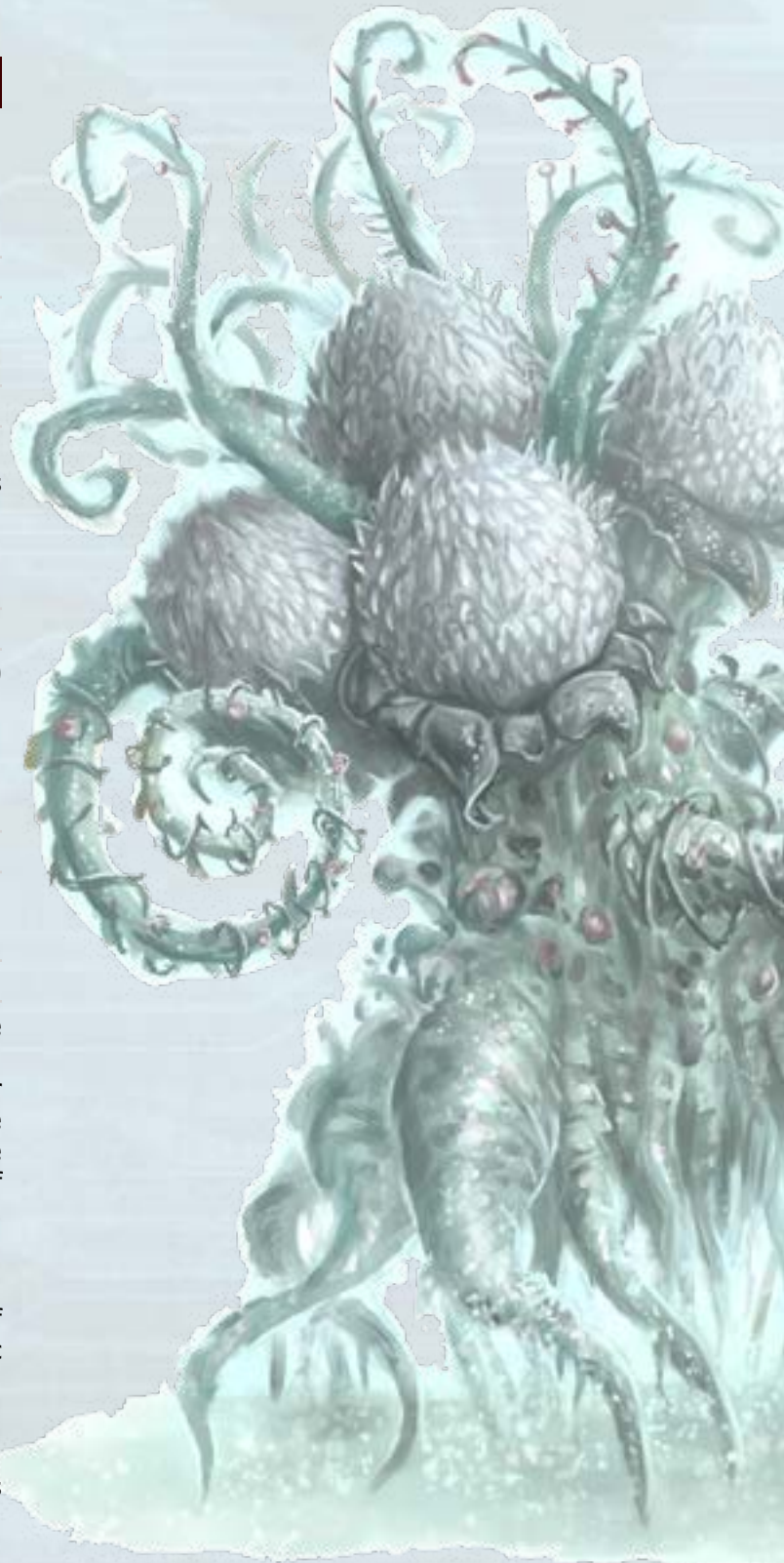
Organization solitary, pair, or colony (3–12)

SPECIAL ABILITIES

Otherworldly Mind (Ex): Any creature attempting to contact a cerebric fungus's mind or read its thoughts with a divination spell or similar ability must succeed at a DC 14 Will save or be overwhelmed by the alien thoughts in the creature's head. Those who fail take 1d4 points of Wisdom damage and are confused for 1d6 rounds, and the divination effect immediately ends.

Star-Shriek (Ex): Once per day as a full action, a cerebric fungus can unleash a shrill scream of madness. All creatures (except other cerebric fungi) within 30 feet must make a DC 14 Will save or be nauseated for 1d4 rounds. This is a sonic, mind-affecting effect.

Touch of Madness (Sp): The cerebric fungus may daze one living creature on a critical hit.



The target creature must succeed at a DC 14 Will save, or it becomes dazed for 1 round per caster level (3 rounds for most cerebric fungi). The dazed subject is not stunned (so attackers get no special advantage against it). This is a mind-affecting enchantment, equivalent to a 2nd-level spell.

Unsettling Appearance (Su): A cerebric fungus constantly scans the minds of those around it, projecting around itself a confusing collage of

images gleaned from their thoughts. Creatures within 60 feet that can see the fungus must succeed at a DC 14 Will save or take a –2 penalty on attack rolls. This is a mind-affecting effect.

Cerebric fungi are a race of carnivorous, intelligent fungi native to a distant planet. Although they are one of the lowliest life forms on their homeworld, the fungi still possess an alien intellect far beyond that of most terrestrial creatures. Cerebric fungi display great curiosity about other races and species when they visit other worlds, asking endless, apparently senseless, questions and engaging in disturbing experiments. Some eccentric scholars claim to have learned unsettling secrets from these interrogations.

Although capable of fine manipulation with their prehensile filaments, cerebric fungi normally forgo the use of weapons in favor of their natural attacks.



CEROPTOR

This creature's hideous head, with a vaguely humanoid face surrounded by a bulbous, multicolored mass of horns, scales, and bony plates, sits atop a glistening welter of stinger-tipped tentacle strands.

CEROPTOR

CR 8

XP 4,800

CE Medium aberration (extraplanar)

Init +2; **Senses** blindsight (life) 60ft., darkvision 60 ft.; **Perception** +16

DEFENSE HP 115

EAC 20; **KAC** 21

Fort +7; **Ref** +7; **Will** +11

OFFENSE

Speed 10 ft., fly 60 ft. (perfect)

Melee stinger +17 (1d12+8 P plus paralysis)

Range frostbite zero pistol +15 (1d10+8 C, critical staggered [DC 18])

Space 5 ft.; **Reach** 5 ft. (10 ft. with stinger)

Offensive Abilities ganglion probe, paralysis 1d4 rounds, DC 18

Spell-like Abilities CL 8

At will—*daze* (DC 17), *fatigue* (DC 17)

1/day—*mind thrust* (2nd level, DC 19), *inflict pain* (DC 19)

3/day—*command* (DC 18), *lesser confusion* (DC 18), *fear* (DC 18)

STATISTICS

Str +0; **Dex** +2; **Con** +2; **Int** +6; **Wis** +2; **Cha** +0

Feats Combat Casting

Skills Bluff +16, Intimidate +16, Mysticism +21, Physical Science +21, Stealth +21

Languages Aklo, Common

Other Abilities steal body

ECOLOGY

Environment any

Organization solitary, pair, or mass (3-8)

SPECIAL ABILITIES

Ganglion Probe (Ex) As a standard action, a ceroptor can forcefully insert one of its ganglia into a helpless creature's nervous system. Inserting the ganglion deals 1d4 points Dexterity damage. For each round thereafter, for as long as the ganglion remains inserted, the ceroptor

continues drawing fluids dealing an additional 1d4 points of Dexterity damage. If this ability damage exceeds the target's Dexterity score, any additional Dexterity damage becomes Dexterity drain. A ganglion probe can be torn out by hand with a successful grapple combat maneuver or a DC 25 Strength check; in either case, a successful check deals 3d6 damage to the creature being probed.

Steal Body (Ex) A ceroptor can take control of a headless corpse of that died within the past 12 hours by affixing itself to the creature's nervous system and absorbing the residual memories of the creature. A ceroptor cannot affix itself to the body of a mindless creature or a creature lacking a central nervous system, such as elementals, oozes, plants, undead, and many aberrations. Mounting itself onto a corpse is a full-round action that provokes attacks of opportunity. Once mounted, the ceroptor's ganglia connect to its host, allowing it to control the body and to make use of the dead creature's skills, feats, class features and abilities (including spellcasting and spell-like or supernatural abilities), and racial traits and abilities. It uses the physical ability scores the dead creature had in life, but retains its own mental ability scores, skills, feats, spell-like abilities, and any other effects or abilities related to its own mental ability scores.

Ceroptors are the dominant predator of the habitable moons orbiting Anshar, hailing originally from the near-lifeless moon the humanoids call Morthos. Created by the dark and alien manipulations of the jagladine, they were designed to manipulate weaker species of the neighboring moons in order to break them into revealing the secrets of the Ancient gates. Of genius and entirely alien intellect, a typical ceroptor appears almost as an oversized, hideous head trailing long ganglion-like structures of thick cartilage. Parasitic predators, they capture, enslave and breed the various humanoid races as if they were cattle. They eat humans when they so desire, but also use their bodies by removing a host's head, inserting their ganglion into their necks and taking over their central nervous systems so they gain full control over the body. This mounting process kills the humanoid host, although the body can remain "alive" and in the possession and control of its host for as long as the host desires or until it

is killed. They also reproduce by laying eggs inside a host body. When the eggs hatch, a brood of tiny ceraptor larvae eats its way out of the corpse. Upon escaping the host, the larvae go into deep caves where they sleep for several months as they mature into fully developed ceraptors. Ceraptors believe themselves to be a paragon species, far superior to all others. Currently ceraptors travel from moon to moon by mentally projecting themselves from their existing head-like bodies, through inner space and into recently hatched ceraptor larvae on other moons. The original form dies, but the same personality lives on in the new form. In this way, they are somewhat immortal. How ceraptors originally traveled between the moons is unknown, though it is speculated that an earlier humanoid race possessed the ability to moon jump and became infested with ceraptor eggs after an encounter with the hostile creatures.

CERAPTOR, BODIED

CR 12

XP 19,200

CE Medium aberration (extraplanar)

Init +11; **Senses** blindsight (life) 60 ft., darkvision 60 ft.; **Perception** +22

DEFENSE HP 185

EAC 26; **KAC** 27

Fort +11; **Ref** +14; **Will** +17

Defensive Abilities cloaking field, evasion, uncanny agility

OFFENSE

Speed 40 ft.

Melee yellow star plasma doshko +21 (2d10+14 E&F, critical severe wound)

Range hailstorm-class zero rifle +23 (2d8+12 C,



critical staggered [DC21])

Offensive Abilities ganglion probe, probe debilitating trick, trick attack +4d8, triple attack

Spell-like Abilities (CL 12th)

3/day—*command*, *confusion* (lesser), *fear* (DC 20)

1/day—*mind thrust* (2nd level, DC 20), *inflict pain* (DC 20)

At will—*daze* (DC 19), *fatigue* (DC 19)

STATISTICS

Str +2; **Dex** +8; **Con** +2; **Int** +6; **Wis** +2; **Cha** +0

Feats Combat Casting

Skills Acrobatics +28, Bluff +23, Intimidate +23, Mysticism +28, Physical Science +28, Stealth +28

Languages Aklo, Common

Other Abilities sure-footed

ECOLOGY

Environment any

Organization solitary, pair, or mass (3-8)

CEROPTOR SWARM

CR 16

XP 204,800

CE Gargantuan aberration (swarm, extraplanar)

Init +5; **Senses** blindsight (life) 60 ft., darkvision 60 ft.; **Perception** +28

DEFENSE HP 280

EAC 30; **KAC** 31

Fort +14; **Ref** +14; **Will** +21

Immunities swarm immunities

OFFENSE

Speed 10 ft., fly 60 ft. (perfect)

Melee swarm attack (4d8+16 P plus paralysis)

Space 20 ft.

Offensive Abilities ganglion probe, paralytic toxin

Spell-like Abilities (CL 16th)

1/day—*mind thrust* (6th-level, DC 24), *true seeing*

3/day—*crush skull* (DC 23), *feeblemind* (DC 23), *greater synaptic pulse* (DC 23), *telepathy*

At will—*mind thrust* (4th-level, DC 22), *confusion* (DC 22)

STATISTICS

Str +0; **Dex** +5; **Con** +7; **Int** +10; **Wis** +4; **Cha** +0

Feats Combat Casting

Skills Bluff +28, Intimidate +28, Mysticism +33, Physical Science +33, Stealth +33

Languages Aklo, Common

Other Abilities steal body

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Ganglion Probe (Ex) As a standard action, a ceroptor swarm can forcefully insert one of its ganglia into a helpless creature's nervous system. Inserting the ganglion deals 1d6 points Dexterity damage. For each round thereafter, for as long as the ganglion remains inserted, the ceroptor swarm continues drawing fluids dealing an additional 1d6 points of Dexterity damage. If this ability damage exceeds the target's Dexterity score, any additional Dexterity damage becomes Dexterity drain. A ganglion probe can be torn out by hand with a successful grapple combat maneuver or a DC 25 Strength check; in either case, a successful check deals 4d6 points of damage to the creature being probed.

Large Swarm (Ex) A ceroptor swarm gains swarm immunities and swarm attack, but does not gain the swarm defenses trait.

Paralytic Toxin (Ex) Creatures subjected to a ceroptor swarm's swarm attack must make a DC 24 Fortitude save or be paralyzed for 1 round for each round they are inside the swarm.

Steal Body (Ex) Individual ceroptors within a swarm can attempt to decapitate and inhabit the corpse of any creatures slain within the last 12 hours that occupy the same space as the swarm. Once the ceroptor takes full control of the host body, it becomes a bodied ceroptor and breaks from the swarm, reducing the swarms HP by 10. In all other respects, the steal body is identical to the ceroptor ability of the same name.

CHAIN WORM

This creature looks like a massive centipede with a bright, reflective silver carapace. Its legs are dull silver and its oversized mandibles are black. A dull black stinger is located at the rear of its body.

CHAIN WORM

CR 12

XP 19,200

N Large vermin

Init +4; **Senses** darkvision 60 ft., blindsense (vibration) 60 ft.; **Perception** +22

DEFENSE HP 200

EAC 26 **KAC** 28

Fort +16; **Ref** +14; **Will** +11

Defensive Abilities elusive

OFFENSE

Speed 30 ft.; climb 20 ft.

Melee bite +25 (6d4+20 P plus grab) or tail sting +22 (6d4+20 P plus chain worm poison)

Offensive Abilities trilling

STATISTICS

Str +8; **Dex** +4; **Con** +5; **Int** —; **Wis** +2; **Cha** -3

Skills Athletics +27, Stealth +22

Other Abilities mindless

ECOLOGY

Environment any land or underground

Organization solitary, pair, or pack (3-5)

SPECIAL ABILITIES

Elusive (Su) Chain worms are rarely encountered unless they wish it. As a full action while in darkness or shadows, a chain worm can move up to its run speed (120 ft.) without leaving any trace of its passing. An elusive chain worm gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a chain worm is considered to be under the effects of a *nondetection* spell (caster level 12th).

Trilling (Ex) By rapidly vibrating its carapace, a chain worm emits a high-pitched trilling sound that stuns and deafens all creatures within range. All living creatures within 30 feet that hear it must succeed on a DC 19 Fortitude save or be stunned for 1d4 rounds and deafened for 24 hours.

Chain worms are subterranean predators with

an insatiable appetite for meat. The creature has a particular fondness for dwarf, gnome, and bugbear flesh. Chain worms often build their nests near communities of these creatures, so their food supply is readily available. Though not particularly fond of cold or damp weather, a chain worm can be found just about anywhere as its chitinous body offers it ample protection against less than friendly environments.

A chain worm's nest is a hole or tunnel littered with rocks, bones, refuse, and debris, and often located on a rocky outcropping or ledge making it inaccessible to most creatures. Any valuables found in its lair are simply the remains of a previous meal that the chain worm couldn't digest or didn't bother eating.

Chain worms stand nearly 6 feet tall and are about 10 feet long with silver carapaces and dull silver legs. Their heads sport oversized dull black mandibles that constantly drip brownish-gray saliva. Its tail stinger is about a foot long and black (as it ages, its tail stinger changes to dull gray).

A chain worm lies in wait for a meal, attacking whenever its target comes within range. It attacks using either a nasty bite or by curling its rear body forward and stinging with its tail stinger. If a chain worm grabs a foe in its mandibles, it holds it and repeatedly stings it until it is dead.



CHAOS BEAST

This thing is a horrid mass of barbed tentacles, glaring eyes, and gnashing teeth, twisting upon itself and reshaping into new forms.

CHAOS BEAST

CR 7

XP 3,200

CN Medium outsider (chaotic, extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE HP 105

EAC 19 **KAC** 21

Fort +11; **Ref** +9; **Will** +6

OFFENSE

Speed 20 ft.

Melee claw +18 (1d6+12 S plus corporeal instability)

Multiattack 4 claws +12 (1d6+12 S plus curse of corporeal instability)

STATISTICS

Str +5; **Dex** +2; **Con** +4; **Int** +0; **Wis** +1; **Cha** -0

Skills Acrobatics +14, Athletics +19, Stealth +14

Other Abilities resistant to transformation

ECOLOGY

Environment any

Organization solitary, invasion (2–5)

SPECIAL ABILITIES

Resistant to Transformation (Ex) Transmutation spells and effects may force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.

A chaos beast's form changes without any goal or purpose. Though at any particular second a chaos beast may appear to have dozens of limbs, whether claws, tentacles, stingers, and so on, the lightning-quick shifts of its body mean most of these are gone before it has a chance to use them, and its attacks are always treated as claws regardless of the creature's appearance.

CURSE OF CORPOREAL INSTABILITY

Type curse; **Save** Will DC 15

Effect A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll). This is a curse effect.

A victim can temporarily regain its own shape by taking a standard action to attempt a DC 15 Will save (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. Spells or effects that change the victim's shape do not remove the curse but hold the creature in a stable form (which might not be its own form, depending on the spell or effect) and prevent additional Wisdom drain for the duration of the spell. The victim takes 1 point of Wisdom drain from mental shock every round that it ends its turn in an amorphous shape—upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time).

Cure If the victim manages to retain a corporeal shape (through force of will or by magic) for 3 consecutive minutes, it removes the curse and returns to its original form.



CHIMERIC CORPSE

A lurching mash-up of rotting flesh, jagged bone, and coarse hair, this humanoid monstrosity reeks of death and decay.

CHIMERIC CORPSE

CR 5

XP 1,600

N Large construct (magical)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

DEFENSE **HP 70**

EAC 17; **KAC** 19

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

Defensive Abilities fast healing 5; **Immunities** construct immunities; **Resistances** cold 5, electricity 5

OFFENSE

Speed 30 ft.

Melee slam +14 (1d6+10 B; critical staggered [DC 13])

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

Offensive Abilities rend (2 slams, 1d6+10 B)

TACTICS

During Combat The chimeric corpse attacks the nearest creature, making full attacks whenever possible and striving to tear its opponents to pieces.

Morale A chimeric corpse fights until destroyed.

STATISTICS

Str +5; **Dex** +3; **Con** —; **Int** —; **Wis** +0; **Cha** -2
Other Abilities mindless, unliving

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Rend (Ex) If a chimeric corpse deals damage with two slam attacks to a single target in the same round, it grasps and tears at the target, dealing an additional 1d6+10 bludgeoning damage.

Chimeric corpses are made from the partially decayed parts of numerous dead creatures but animated through technomagical experimentation rather than true necromancy. No two chimeric corpses are exactly alike in appearance. Most are created from the corpses of humanoid creatures that are then augmented here and there with parts taken from animals, resulting in a monster that stands 6 feet tall and weighs 120 pounds.



CHOKE OOZE

This steaming mass of ooze churns and writhes in a pale tidal mass of anger and hunger. Great chunks of ooze boil upwards and splash back into its horrific bulk.

CHOKE OOZE

CR 17

XP 102,400

N Colossal ooze

Init +5; **Senses** blindsense (vibration) 120 ft., blightsight (vibration) 60 ft.; **Perception** +29

DEFENSE HP 380

EAC 29; **KAC** 31

Fort +19; **Ref** +15; **Will** +15

Defensive Abilities seething skin (2d12); **Immunities** acid, ooze immunities

OFFENSE

Speed 30 ft.

Melee slam +31 (4d12+28 A plus envelop; critical corrode 2d12)

Multiattack 3 pseudopods +25 (3d12+28 A; critical corrode 2d12)

Space 30 ft.; **Reach** 20 ft

Offensive Abilities breath weapon (70-ft. cone, 9d12 A, DC 22, usable every 1d4 rounds), envelop (4d12+28 A, EAC 29, KAC 27, 95 HP)

STATISTICS

Str +11; **Dex** +5; **Con** +8; **Int** -2; **Wis** +0; **Cha** +0

Skills Athletics +34, Survival +29

Other Abilities air production

ECOLOGY

Environment any

Organization solitary or farm (2-5)

SPECIAL ABILITIES

Air Production (Ex) As a natural byproduct of its metabolism, a choke ooze constantly discharges breathable air into its surroundings. This provides breathable air within 30 feet of a choke ooze even in a vacuum and diminishes the effectiveness of gases and clouds within 30 feet. Creatures within 30 feet of a choke ooze gain a +2 circumstance bonus on saving throws against gaseous effects and duration of such effects are halved within 30 feet of the ooze.

Envelop (Ex) This ability functions as swallow whole, except that the choke ooze can continue using envelop normally after a creature cuts its way out.

Seething Skin (Ex) A creature that hits the choke ooze with a non-reach melee weapon is dealt 2d12 acid damage. Any kinetic melee weapon that strikes the ooze is dealt the same amount of damage, ignoring half of its hardness.

Usually these creatures are found in two ways—cultivated or wild. The latter is rare in the extreme for reasons outlined below. Cultivated choke oozes are usually massive—to enable them to yield the maximum amount of harvest. Sometimes smaller versions of these oozes are found cultivated—often where a portable form of air is required in remote locations.

It's rumored that the first true choke oozes were distilled and filleted by the aboleth, used to create vast sub-oceanic domes of air for visitors and air-breathing slaves. Another conjecture has the drow creating them through alchemy. Whatever caused their creation, there seems little doubt that choke oozes were conceived, not discovered.

Their fundamental purpose—and the reason for their being found in such vast quantities when they are met—is their ability to convert sustenance into breathable air. In general, consuming a creature produces enough breathable air to supply a similarly sized creature for a month. This boon not only causes their profligacy, but also may explain why they are so rarely encountered in the wild or randomly met. So great is this boon that the choke ooze is greatly prized, and even an immature specimen may fetch a king's ransom amongst those with a vested interest in bringing air to remote locations.

There are, of course, dangers with the ooze. The first is its hunger—a choke ooze is never sated, its hunger a constant gnawing ache that is never satisfied. This need makes securing the ooze of the greatest importance, since they are drawn to flesh—any flesh—to consume. Unless held within an appropriately tough—usually ceramic or glass—container, they soon run rampant.



CHOKER

This hunched-over wretch has long, pliable arms like tentacles capped with five wide, spiny claws.

CHOKER

CR 2

XP 600

CE Small aberration

Init +2; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE HP 33

EAC 14; **KAC** 16

Fort +3; **Ref** +3; **Will** +3

OFFENSE

Speed 20 ft., climb 10 ft.

Melee tentacles +8 (1d4+8 B plus grab)

Offensive Abilities constrict (1d4+8 B), strangle

STATISTICS

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

Skills Acrobatics +8, Athletics +11, Survival +8

Languages Aklo

Other Abilities Quickness

ECOLOGY

Environment any underground

Organization solitary, pair, or clutch (3-8)

SPECIAL ABILITIES

Strangle (Ex) Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.

Quickness (Su) A choker is supernaturally quick. It can take an extra move action during its turn each round.

Underground predators that often dwell on the outskirts of subterranean ruins or in the deep shadows of nameless caverns and in the cracks and crannies of grimy cities or even spacecraft and space stations when curiosity leads them to investigate, chokers lurk in the darkness and lash out with their long, rubbery arms to grasp prey as it passes by. They seldom attack multiple enemies at once, stalking their quarry until they can isolate a weaker victim from its pack.

Chokers walk with a disturbing, almost comical gait due to their extremely limber legs. Weighing only 35 pounds and standing no taller than a halfling, chokers have no problem skittering across

walls and ceilings, often lodging themselves into shadowy corners, tunnel intersections, walls, or staircases. A choker will attempt to grasp creatures of almost any size but prefers lone prey of its size or smaller.

Chokers appear to have little culture of their own, gathering only briefly to mate before their wanderlust and hunger spurs them again to a solitary existence. Their just-better-than-animalistic intelligence grants them a fascination with the trappings of society even if they do not truly understand it. Accordingly, the grubby lair of a choker (often situated in a difficult-to-reach nook or cranny) usually contains valuable objects such as rings, brooches, cloak clasps, and loose coins gathered from devoured victims.



CLOAKER

This ray-like creature opens a toothy maw and leers with glaring red eyes. Behind it whips a menacing tail of segmented bone.

CLOAKER

CR 5

XP 1,600

CN Large aberration

Init +2; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE HP 77

EAC 18; **KAC** 20

Fort +6; **Ref** +6; **Will** +2

Defensive Abilities shadow shift

OFFENSE

Speed 10 ft., fly 40 ft. (Ex, average)

Melee bite +15 (1d6+10 P) or tail slap +15 (1d8+10 B)

Space 10 ft., 10 ft. reach (5 ft. with bite)

Offensive Abilities engulf, moan

STATISTICS

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

Skills Disguise +14, Sense Motive +11, Stealth +11

Languages Aklo

ECOLOGY

Environment underground

Organization solitary, pair, mob (3-6), or flock (7-12)

SPECIAL ABILITIES

Engulf (Ex) A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Moan (Ex) A cloaker can emit an infrasonic moan as a standard action, with one of four effects.

Fear: All creatures in a 30-foot spread must succeed at a Will save or become panicked for 2 rounds.

Nausea: All creatures in a 30-foot cone must succeed at a Fortitude save or fall prone and be nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet succeed at a Will save or be affected by hold monster for 5 rounds.

Unnerve: Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must succeed at a Will save or enter a trance, helpless until the moaning stops.

Cloakers are immune to these sonic, mind-affecting attacks. A creature that successfully saves against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours. All of the save DCs against a cloaker's moan are DC 14.

Shadow Shift (Su) When in dim illumination, a cloaker can manipulate shadows once per day to cast either *wisp ally* or *holographic image I*.

Resembling hideous flying manta rays, cloakers are mysterious and paranoid creatures. A typical specimen has an 8-foot wingspan and weighs 100 pounds.

A cloaker's motives are hidden and confusing, and they distrust even their own kind. Their strange shape allows them to disguise themselves as a variety of cloaks, tapestries, and other mundane objects, and stories linger of cloakers that ally with other creatures, hitching a ride on their backs and aiding in their ally's protection for their own inscrutable reasons. A rare few are priests of ancient gods, leading cults of cloakers and skum to undertake all manner of hideous rites and working toward singularly sinister goals.



CLOCKWORK LEVIATHAN

Long and metallic, this serpentine construct resembles a massive mechanical eel with paddle-like limbs.

CLOCKWORK LEVIATHAN CR 12

XP 19,200

N Huge construct (hybrid)

Init +9; **Senses** darkvision 60 ft, low-light vision; **Perception** +10

DEFENSE HP 200

EAC 26; **KAC** 28

Fort +12; **Ref** +16; **Will** +9

Defensive Abilities **DR** 5/adamantine; **Immunities** construct traits;

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft, swim 60 ft

Melee bite +25 (6d4+20 P)

Multiattack bite +19 (3d6+20 P), 2 slams +19 (3d6+20 B plus grab)

Space 15 ft; **Reach** 15 ft

Offensive Abilities breath weapon (60 ft line, 6d4+12 F, DC 18 for half, usable every 1d4 rounds), grind, swallow whole

STATISTICS

Str +8; **Dex** +5; **Con** -; **Int** -; **Wis** +4; **Cha** -4

Skills Athletics +27, Stealth +5 (+ 21 in water), Survival +21

Languages Common (cannot speak any language)

Other Abilities mindless, swift reactions, winding

ECOLOGY

Environment any

Organization solitary or pod (2-4)

SPECIAL ABILITIES

Breath Weapon (Su) A clockwork leviathan's breath weapon is a powerful jet of scorching steam—it functions equally well above and under water.

Grind (Ex) A clockwork leviathan deals an additional 1d8+16 points of slashing damage when it makes a successful grapple combat maneuver, because of the myriad twisting gears and churning pistons that make up its jagged underbelly.

Swallow Whole (Ex) A clockwork leviathan's interior is filled with injurious grinding gears and superheated water—in addition to taking damage, a swallowed creature must hold its breath or risk drowning as long as it remains inside a clockwork leviathan's "stomach." Sealed armor or a space suit negates this.

Swift Reactions (Ex) Clockwork constructs gain Lightning Reflexes and Improved Initiative as bonus feats.

Clockwork leviathans are equally capable of functioning on land and in water. Sailors who are haunted by the memories of these treacherous machines need not exaggerate their yarns, for the reality of an aquatic construct such as this holds enough terror in its story for even the hardest of seafarers.

A clockwork leviathan's numerous metal plates and links are made of such resilient material that they never rust, even after long exposure to the briny sea waters that leviathans often patrol. Clockwork leviathans are 25 feet long and weigh just over 3 tons.



CLOCKWORK MAGE

This faceless construct bears a strangely glowing vaporous crystal, bristling with arcane energy.

CLOCKWORK MAGE

CR 9

XP 6,400

N Medium construct (hybrid)

Init +9; **Senses** darkvision, low light vision 60 ft;
Perception +10

DEFENSE HP 120

EAC 21; **KAC** 22

Fort +8; **Ref** +10; **Will** +12

Defensive Abilities DR 5/type; **Immunities** construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft

Melee slam +18 (2d8+15 B)

Ranged aphelion laser pistol +13 (3d4 F; critical burn 1d4)

Offensive Abilities spell gem

STATISTICS

Str +5; **Dex** +8; **Con** -; **Int** -; **Wis** +3; **Cha** -4

Skills Acrobatics +17, Mysticism +17

Languages Common (cannot speak any language)

Other Abilities spell gem, swift reactions, winding

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Spell Gem (Ex) A clockwork mage casts spells from a spell gem. Its creator can equip a clockwork mage with different spell gems to allow it to fulfill different roles. They cast 0-level and 1st-level spells at will, 2nd-level spells 6 times per day, and 3rd-level spells 3 times per day. All spell gems are equipped with the following spells: 0 level—*detect magic*, *mending*; 1st—*overheat*, *magic missile*.

Offensive Gem 2nd—*caustic conversion*, *inject nanobots*, *recharge*; 3rd—*explosive blast*, *arcing surge*

Defensive Gem 2nd—*daze monster*, *security seal*, *mirror image*; 3rd—*healing junkbot*, *resistant armor (lesser)*

Utility Gem 2nd—*spider climb*, *invisibility*, *microbot assault*; 3rd—*dispel magic*, *discharge*

Swift Reactions (Ex) Clockwork constructs gain Lightning Reflexes and Improved Initiative as bonus feats.

These constructs are the pinnacle of clockwork inventions. An ingenious combination of mechanical devices and magical conduits allows a clockwork mage to channel the power of a spell gem into a variety of arcane powers. They often serve powerful arcane spellcasters, or as unflinching and unquestioning casters to those who want the benefit of spells without ego or free thought.

A humanoid figure of mithral, steel, and vapor-filled crystals, a clockwork mage often drapes itself in a cloak or shroud. It stands 7 feet tall.



CLOCKWORK SOLDIER

Cogs and gears are visible in the gaps of this metallic creature's armor. It wields a staff and rifle as it stands ready at attention.

CLOCKWORK SOLDIER

CR 6

XP 2,400

N Medium construct (hybrid)

Init +9; **Senses** darkvision 60 ft, low-light vision; **Perception** +13

DEFENSE HP 90

EAC 18; **KAC** 20

Fort +5; **Ref** +9; **Will** +2

Defensive Abilities **DR** 5/adamantine;

Immunities construct immunities;

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft

Melee carbon staff +15 (1d8+10 B)

Ranged corona laser rifle +13 (2d6+6 F; critical burn 1d6) or frag grenade II +13 (explode [15 ft, 2d6 P, DC 15])

STATISTICS

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

Skills Athletics +18, Intimidate +18

Languages Common (cannot speak any language)

Other Abilities efficient winding, mindless, proficient, standby, swift reactions, winding

ECOLOGY

Environment any

Organization solitary, pair, trio, troop (3-8), or company (9-12)

SPECIAL ABILITIES

Efficient Winding (Ex) A clockwork soldier can function for a number of days equal to 2 x its CR every time it is wound.

Proficient (Ex) A clockwork soldier is proficient with basic and advanced melee weapons, small arms, longarms, heavy weapons, and grenades.

Standby (Ex) A clockwork soldier can place itself on standby as a standard action. While on standby, a clockwork soldier cannot move or take any actions. It remains aware of its surroundings but takes a -4 penalty on Perception checks. Time spent on standby does not count against

the soldier's wind-down duration. A clockwork soldier can exit standby as a swift action—if it does so to initiate combat, it gains a +4 racial bonus on its Initiative check.

Swift Reactions (Ex) Clockwork constructs gain Lightning Reflexes and Improved Initiative as bonus feats.

The clockwork soldier is a mechanical mercenary that fights to the death for its creator. With the ability to wield most weapons with full proficiency, clockwork soldiers are versatile and wholly unpredictable foes. Clockwork soldiers are among the most efficient constructs of their kind. They are ideal for sentry and guard duty. Clockwork soldiers have the same basic shape as a human. They are 6 feet tall and weigh 500 pounds.



CLOCKWORK SPY

This tiny steel creature has one oversized eye, a spherical body, and several spider-like legs of grinding metal.

CLOCKWORK SPY

CR 1/2

XP 200

N Tiny construct (technological)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

DEFENSE HP 12

EAC 10; **KAC** 11

Fort -2; **Ref** +0; **Will** +1

Immunities construct immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft., fly 30 ft. (Ex, clumsy)

Melee slam +4 (1d4+1 B)

Offensive Abilities record audio, self-destruct

STATISTICS

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

Skills Acrobatics +4, Athletics +4, Computers +9, Engineering +9, Stealth +9

Other Abilities mindless, unliving

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Record Audio (Ex) A clockwork spy can record nearby sounds as a swift action, archiving all sound within a 20-foot spread onto a small device worth 50 gp embedded in its body. The clockwork spy can record up to 1 hour of sound per Hit Die it possesses. Starting and stopping playback of recorded sound is a swift action. Removing a recording device or installing it into a clockwork spy requires a DC 21 Engineering check as a full-round action—failure does not damage the device but does erase any recorded sounds on it. Since clockwork spies are not intelligent, they must be given simple commands as to when they are to start recording sounds. A clockwork spy can differentiate between creature types and subtypes, but not between specific individuals—a spy can be ordered to start recording sound as soon as a humanoid (human) or an aberration

comes in range, but it cannot be ordered to start recording when a specific person comes within range. Once a clockwork spy begins recording sound, it cannot cease recording early. Likewise, it cannot record sound onto a device that already contains a recording.

Self-Destruct (Ex) Unless specifically programmed otherwise by its creator, a clockwork spy explodes 1 round after it is destroyed. During this round, the thing shrieks and thrashes about as if undergoing convulsions. On what would normally have been the clockwork spy's next action, it explodes, dealing 1d6 points of fire damage in a 5-foot radius (Reflex DC 11 for half damage). A DC 16 Engineering check made as a standard action can halt the spy's self-destruct sequence but does not prevent it from dying. A clockwork spy that self-destructs automatically destroys its recording device, along with any information contained inside it.

These spindly and discreet mechanical arachnids are ideal for surveillance and reconnaissance missions and can be vital tools in political intrigues or illicit consortium tactics. Their retractable, insectile wings make the swift creatures even craftier foes than most would anticipate. As they are less combat-oriented than many other clockworks, if a clockwork spy is caught in the act of recording its target, escape is usually the most practical course of action for it. Clockwork spies are about 2 feet wide from leg to leg and weigh less than 40 pounds.

CLOCKWORK ASSASSIN DRONE

CR 3

XP 800

N Tiny construct (magic, technological)

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

DEFENSE HP 30

EAC 14; **KAC** 15

Fort +2; **Ref** +6; **Will** +2

DR 5/—; **Immunities** construct immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft., fly 50 ft. (Ex, perfect)

Melee sting +9 (1d4+5 P plus poison cache)

Offensive Abilities poison cache

TACTICS

Morale If reduced to less than 15 Hit Points, the drones will withdraw in an attempt to preserve their recordings.

STATISTICS

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

Skills Engineering +13, Sleight of Hand +8, Stealth +13, Survival +8

Languages Common (cannot speak)

Other Abilities recording, winding

SPECIAL ABILITIES

Poison Cache (Ex) The clockwork assassin drone can carry a dose of poison among its inner workings, to be injected with its sting. Extracting any unused doses of poison from a disabled drone takes one minute and a successful DC 23 Engineering check. On a failed check, the poison is instead destroyed. These particular drones are outfitted with blue whinnis.

Recording (Ex) A clockwork assassin drone can record whatever it can detect its vision and hearing, recording up to 2 hours of images and sounds before filling its data banks. These recordings can be played back on command, the drone projecting a three-dimensional image of the data, including recorded audio. The recording can skip forward or back as desired by whoever commands the drone.

Winding (Ex) Clockwork creations, must be wound up before they animate. The creator of a clockwork crafts a unique key for each creation. This key is typically inserted into the clockwork's back and turned clockwise to wind it. Turning the key counterclockwise has the effect of winding the machine down, though only a willing (or completely helpless) machine will allow itself to be unwound in this way, meaning either its creator or someone its creator has specifically designated can normally do so. Since each key is totally unique, construction of a new key (or bypassing a key entirely) requires a successful Engineering check (DC = 20 + the clockwork's CR).

Some clockwork spies are modified for infiltration and assassination, armed with deadly poison and more sophisticated surveillance equipment than ordinary models.



COLOUR OUT OF SPACE

An eerie radiance, a glow unlike anything else, suddenly suffuses the area, bringing with it a stifling sense of latent malignancy.

COLOUR OUT OF SPACE CR 10

XP 9,600

CN Huge ooze (incorporeal)

Init +12; **Senses** blindsense (life) 120 ft.; Perception +24

Aura lassitude (300 ft., DC 17)

DEFENSE HP 165

EAC 23; **KAC** 25

Fort +14, **Ref** +10, **Will** +9

Defensive Abilities amorphous, incorporeal; **Immunities** acid, cold, fire, mind-affecting effects, ooze immunities, poison, sonic; **SR** 15

Weaknesses susceptible to force effects

OFFENSE

Speed 30 ft., fly 50 ft. (Su, perfect)

Melee disintegrating touch +22 (6d6; DC 17)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities feed

STATISTICS

Str —, **Dex** +8, **Con** +5, **Int** +3, **Wis** +6, **Cha** +3

Skills Acrobatics +19, Life Science +19, Stealth +24

Languages Aklo (can't speak)

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Aura of Lassitude (Su) A creature within 300 feet of a colour out of space (even when the colour is hiding within a solid object) must succeed at a DC 17 Will save or become overwhelmed with listlessness and ennui. While under this effect, the creature takes a –4 penalty on all Will saving throws, and doesn't willingly travel farther than a mile from the area where it failed its saving throw against that colour's aura of lassitude. A *break enchantment* spell (DC 17) ends the effect, as does removing the victim from the aura's area of effect. Every 24 hours, a creature affected by an aura of lassitude can attempt a new DC 17 Will save to cast off the effects of the aura. A creature that succeeds at this saving throw is

immune to that colour's aura of lassitude for 24 hours. A creature that is under the effects of an aura of lassitude from a colour out of space can't be further affected by this ability from other colours. This is a mind-affecting effect.

Disintegrating Touch (Su) A colour's touch causes a terrible disintegration of flesh, bone, and plant life. This touch attack targets EAC. A successful DC 17 Fortitude save halves the damage caused by a colour out of space's touch attack. A creature reduced to 0 hit points by a colour out of space's touch attack must succeed at a DC 17 Fortitude save or be immediately slain and reduced to a pile of fine ash.

Feed (Su) A colour can attempt to feed on any living creature or a region of plant life as a full action. If it feeds on a single creature, the colour must have line of sight and be within 300 feet of the target. If it feeds on a region of plant and animal life, it only needs to be within that region. It can attempt to feed on a region once per week, and upon a living creature at will (but only once per day per living creature). Feeding on a region of plant life is automatically successful, blighting that region of plant life and causing it to grow increasingly pale, wither, and die over the course of 2d4 days.

A creature can resist being fed upon by a colour out of space by succeeding at a DC 17 Will save, in which case the colour must wait 24 hours before attempting to feed on that creature again. If this saving throw fails, the victim takes 1d4 points of Charisma drain and Constitution drain.

A creature whose Constitution score is drained to 0 by a colour out of space's feed attack immediately dies, crumbling into a mass of desiccated tissue.

A creature whose Charisma score is drained to 0 by a colour out of space's feed attack gains the colour-blighted simple template graft. Every time a colour successfully feeds on a creature, it gains 1 growth point. A colour out of space can never have more than 100 growth points—it can expend 100 growth points after spending 24 hours concentrating on its growth, and in so doing gains 10 permanent Hit Points.

Susceptible to Force Effects (Ex) A colour out of space takes half again as much damage (+50%) from force effects and takes a –4 penalty on all

saving throws to resist force effects. A colour out of space can't damage force effects with its disintegrating touch. Its aura of lassitude and feed ability is blocked if the colour is completely entrapped by force effects.

The deepest, strangest parts of space hold truly alien beings—and of those, few are more notorious than the colour out of space. The lack of a physical body does little to impede this deadly alien life form's ability to cause incredible devastation to other life it encounters. A colour out of space's life cycle requires periodic visits to the deepest reaches of space for the creature to gestate and grow in the vicinity of powerful gravitational fields (such as those created by planets), and this custom only increases the monster's opportunities to bring ruin to countless worlds.

The colour out of space is just that—a mobile radiance. Its glow is unlike any seen in nature. The few who encounter one of these creatures and survive sometimes describe the radiance or portrayed it in art as a sinister, green-gray illumination, but these depictions are flawed reproductions. To witness the colour out of space is to know there are things no humanoid mind can fully comprehend, describe, or explain.

Very little is known about the life cycle of a colour that dwells in the depths of space, for it is only when it comes to a planet to grow and reproduce that other life forms encounter it. A colour's arrival upon a world is typically via a small meteorite

strike—the colour itself infuses a meteoroid, and shortly after the falling star's arrival, the rock crumbles away to expose the semisolid mass of a larval colour that seeps into the surrounding landscape. Although a colour is incorporeal, and thus able to move through solid objects, it can also exist as a free-floating, eerie radiance. Natural sunlight doesn't particularly harm colours out of space, but they prefer to dwell in darkened areas like deep caves or abandoned wells where their own radiance is the only light.

Over the course of several weeks, months, or even years, the colour feeds upon the surrounding plant and animal life—the act of being fed upon is weirdly addictive to its victims, who develop a self-destructive lassitude that prevents them from fleeing the region. When a colour has absorbed enough life to grow to full maturity, it gathers its strength and erupts from its den, coruscating into the sky as it launches the majority of itself back into space. Sometimes, enough remains of the parent colour to survive on its own, and in these cases the life cycle repeats again and again. Areas blighted by a colour out of space are singularly recognizable, not only for the eerie pallor of local plant life and large swaths of blasted, barren landscape, but also by the presence of those the colour has fed on. These unfortunate, deformed individuals, known as colour-blighted creatures, never live for long, but while they do, their madness often drives them to violent behavior, be they people or beasts.

COLOUR-BLIGHTED SIMPLE TEMPLATE GRAFT (CR +0)

A creature with the colour-blighted simple template appears hideously deformed and glows with the same unnamable color as the creature that blighted it.

Required Creature Type: Aberration, animal, dragon, humanoid, magical beast, or monstrous humanoid.

Traits: *Blighted (Su):* In order to remove this simple template from a creature, one only has to restore all of its drained ability scores to normal. As long as a creature suffers the colour-blighted template, it becomes aggressive toward creatures that do not exude the colors of a colour out of space, and gains a +1 bonus on attack rolls and weapon damage rolls against such targets.

Drawbacks: Every 24 hours, a creature suffering from this simple template graft must succeed at a DC 12 Fortitude save or crumble into fine, white ash—such a doom means instant death and, for many color-blighted creatures, the only chance at escape from a life filled with pain.

Suggested Ability Score Modifiers: A colour-blighted creature's ability scores are already drained as a result of being fed upon by a colour out of space, but once a creature gains this template it becomes immune to further feed attacks from colours out of space until it loses the colour-blighted simple template. A Charisma score drained to 0 by a colour out of space's feed attack is raised to 1; otherwise, its ability scores are not altered by this template.

COMOZANT WYRD

A floating wisp of heatless blue, green, and violet plasma twists in midair and fades through nearby objects.

COMOZANT WYRD

CR 4

XP 1,200

N Small outsider (air, elemental, extraplanar, incorporeal)

Init 3; **Senses** darkvision 60 ft.; **Perception** +15

DEFENSE **HP** 45 **RP** 3

EAC 16; **KAC** 18

Fort +1; **Ref** +8; **Will** +7

Defensive Abilities incorporeal, plasma form;
Immunities cold, elemental immunities

OFFENSE

Speed 20 ft., fly 30 ft. (Su, good)

Melee lightning lash +9 (1d4+4 E)

Ranged lightning lash +12 (1d4+4 E)

Offensive Abilities

TACTICS

During Combat If confronted with violence, the comozant wyrd responds in kind with its lightning lash only as long as it takes to find an opening to escape.

Morale The comozant wyrd attempts to flee combat as soon as possible.

STATISTICS

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

Skills Acrobatics +15, Diplomacy +10, Sense Motive +10

Languages Auran

Other Abilities illuminating flames, storm speaker

SPECIAL ABILITIES

Elemental Immunities (Su) Unless the effect specifically states that it works against them, elemental creatures are immune to bleed, critical hits, paralysis, poison, sleep, and stunning effects. An elemental creature can't be flanked.

Illuminating Flames (Su) As a standard action, a comozant wyrd can extend an aura of buzzing static electricity reminiscent of flames around all creatures within 30 feet of itself, imposing a –10 penalty on Stealth checks; this effect persists until the wyrd is out of range. The comozant wyrd can communicate empathically with creatures

affected by this ability, and can spend 1 Resolve Point to convey insight or information equivalent to a *divination* spell.

Lightning Lash (Su) As a standard action that does not provoke attacks of opportunity, a comozant wyrd can strike a single opponent to which it has line of effect within 30 feet with a lash of electricity. It can choose for this damage to be nonlethal with no penalty to its attack roll. If the target is affected by the comozant wyrd's illuminating flames, that target is stunned for 1 round unless it succeeds at a DC 13 Fortitude save, and the illuminating flames dissipate.

Plasma Form (Ex) A comozant wyrd is composed of heatless plasma; it gains the incorporeal ability but cannot exist within in a solid object. It must begin its turn attached to a solid object size Small or larger or else it takes 5 damage. Attacks targeting the wyrd take a –4 penalty on the attack roll or are resolved against both the wyrd and whatever object it is attached to.

Storm Speaker (Sp) A comozant wyrd can cause storms in an area to intensify or dissipate by concentrating for 10 minutes. The change takes 10 minutes to take effect and lasts for 4d12 hours, though dissipated storms typically don't reform unless the environment is particularly prone to storms.

A comozant wyrd appears to be approximately 3 feet of heatless blue or violet plasma jutting from solid, protruding objects. Manifested on the Material Plane, the creature emits an uncanny buzzing, hissing noise, but does not consume creatures or objects it touches. Creatures adjacent to it or to targets of its illuminating flames often find their hair literally standing on end and their bodies crawling with harmless but unnerving sparks, and often experience flashes of sudden insight or inspiration, glimpsing images within the wyrd's mind that reveal clues to a puzzle, hidden secrets in the hearts of those nearby, or visions of places far away.

Comozant wyrds are most often encountered in the hearts of the greatest storms or high in the atmosphere during auroras or other magnetospheric events. They are incredibly rare, and almost always solitary. They have no society as such and rarely speak even to those fluent in Auran, preferring to communicate in a more primal

way, using their illuminating flames. Those who have "conversed" with a wyrd in this way describe an alien mode of communication that is as much raw emotion and image as it is concept and word, and a mysterious mixture of knowledge and ignorance. For instance, when first encountered, a wyrd apparently does not understand how different from itself mortals are, or how dangerous storms are to mortal creatures. Overlying everything is an unsettlingly alien but somehow childlike inquisitiveness, mixed with rage or fear if the wyrd feels threatened.



CONCH TREE

Several stalks of thick seaweed rise from the ocean floor, with large round stones decorating the silt nearby.

CONCH TREE

CR 7

XP 3,200

N Large plant (aquatic)

Init +0; **Senses** blindsense (vibration) 60 ft.; **Perception** +19

DEFENSE HP 105

EAC 19; **KAC** 21

Fort +9; **Ref** +6; **Will** +6

Immunities plant immunities

OFFENSE

Speed 0 ft.

Melee harpoon tentacle +17 (2d6+11 P plus swallow whole)

Space 10 ft.; **Reach** 60 ft.

Offensive Abilities collapse, swallow whole (2d6+11 B, EAC 19, KAC 17, 26 HP)

STATISTICS

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

Skills Stealth +14

Other Abilities mindless

ECOLOGY

Environment any ocean

Organization solitary, pair, or grove (3–30)

SPECIAL ABILITIES

Collapse (Ex) Once a conch tree swallows a creature whole, it can collapse into a smaller hard shell to protect itself while it digests its prey. The tree curls around its prey, reinforcing its own outer flesh and changing colors to represent mud or stone. Its gains a +6 bonus to AC when being attacked by anyone but the swallowed victim and a +6 bonus on Stealth checks on the ocean floor.

Conch trees are frequently cultivated as living barriers, unsporting hedges against unwanted incursions. After centuries of breeding and experimentation, they developed an instinct for discerning regular travelers among their groves from visiting prey. In the wild, entire schools of fish can vanish instantly over a conch grove.

Conch trees reproduce by implanting a single

seed in a partially digested corpse. The corpse is then expelled so the seed can absorb nutrients before sprouting and taking root. Conch trees never stop growing, but an average adult specimen is 20 feet tall.

Stralleth

Price 50 credits

Weight —

Stralleth comes from the respiratory organs of the dangerous conch tree, unique to Varen's ocean floors. When the pulp is dried and alchemically treated, it yields handful of bitter turquoise crystal. With practice, a creature can convert water to breathable air as it passes over the crystals. A single pinch of this crystal placed in a creature's mouth allows the creature to breathe air by taking in a mouthful of water for one hour.

The cost above is the price for a single pouch of stralleth, delivered in dry seaweed to preserve the crystals. A pouch contains four pinches.



CORRUPTED ELEMENTALS

Familiar elementals warped and twisted by sudden changes to their environment or Plane can become corrupted beyond recognition. These former elementals cluster near their homes, or what remains of them, yearning for normalcy. Over time, these pitiable creatures corrupt the very landscape around them as if in their own, agonized way they seek to reverse the changes that created them.

Bone elementals are the warped remains of former wood elementals, now wearing physical bodies of splintered bone and petrified wood. Many of the hulking monstrosities remain frozen within glaciers. The ice, however, only traps them fully during the colder months, and when they do surface during the summer thaw, they rampage against any living thing that crosses their path.

Twisted into viscous, crimson aberrations, blood elementals are the remains of water elementals left stranded from their homes. Most of the violent, rampaging creatures are blessedly trapped, locked away in underground salt formations. Blood elementals are most often encountered by mining operations that accidentally drill or tunnel into the salt domes that most frequently serve as their prisons, releasing them to wreak their own manner of poisonous havoc.

Vacuum elementals are all that remain of air elementals, and most float adrift in the cold and airless depths of space. Those encountered by ships in transit are an incredible danger as they possess the ability to consume atmosphere, leading to more than one ship drifting to its destination with only the bloody-eyed corpses of its suffocated crew left to bear witness to their killers.

Radiation elementals are the brilliant, deadly evolution of corrupted fire elementals. They blight and warp huge stretches of forest, leaving it blighted and dead. More commonly, they appear deep underwater, where they emerge from deep-sea vents and rifts, brilliantly illuminating the water with an eerie ghost-light of burning, blinding blue-white radiation.

Former earth elementals, ruin elementals are found adrift on their own in space, or enveloped within asteroids. The ruin elementals seem obsessed with destroying any newly built structures, making them a bane upon settlements and mining operations.

The rarest of the corrupted elementals are those formerly associated with the mysterious element of

aether. These once bright, ethereal and mysterious creatures are now reduced to things of darkness, like clouds of nothingness with fangs and claws of black glass. The wraith-like abominations sow ruin in their wake. Blessedly, the creatures are exceptionally few in number, but their appearance seems almost random, with no specific world laying claim to their origin, which remains a mystery that few are eager to explore.

CORRUPTED ELEMENTAL, BONE

This shambling amalgamation of bone and petrified wood seems a twisted mockery of the humanoid form. Sickly light seeps in through the otherwise hollow eye sockets of its assorted craniums.

Languages Sylvan

ECOLOGY

Environment any

Organization solitary, pair, or charnel (3–6)

SPECIAL ABILITIES

Bone Break Aura (Ex) The elemental radiates an aura that affects bones and wood, gnawing at their structural integrity. Creatures within a 20-ft. radius are exhausted as long as they remain within the aura and for one round after unless they succeed at a Fortitude save. Additionally, creatures that fail the save take 1 point of Dexterity damage each time they take damage from a bone elemental while still exhausted. Creatures without bones that are also not of the plant type are immune to this ability.

Elemental Immunities (Ex) Elementals have immunity to the following effects: bleed, critical hits, flanking, paralysis, poison, sleep effects, and stunning.

Shattering Stride (Ex) A bone elemental can move at its full speed through undergrowth and other plant-based difficult terrain similar to a wood elemental's plant stride. In addition, it can burrow through bones, wood or plant matter, living or dead, as easily as a fish swims through water. Its burrowing leaves behind no tunnel, nor does it create any bulge or other sign of its presence. Additionally, when a bone elemental emerges from any material it traversed using its shattering stride, it does so amid a spray of splinters, bone fragments, or shards of petrified wood, dealing CR*1d4 points of piercing damage to any creature in an adjacent square.

SMALL BONE ELEMENTAL CR 1

XP 400

NE Small outsider (elemental)

Init +0; **Senses** darkvision 60 ft.; **Perception** +10

Aura bone break aura (30 ft., DC 10)

DEFENSE HP 22

EAC 11; **KAC** 13

Fort +5; **Ref** +3; **Will** +1

Immunities elemental immunities

OFFENSE

Speed 20 ft., burrow 10 ft.; shattering stride

Melee slam +6 (1d6+5 B plus bone break aura)

STATISTICS

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

Skills Intimidate +5, Stealth +5, Survival +5

MEDIUM BONE ELEMENTAL CR 3

XP 800

NE Medium outsider (elemental)

Init +0; **Senses** darkvision 60 ft.; **Perception** +13

Aura bone break aura (30 ft., DC 11)

DEFENSE HP 44

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

DR 5/bludgeoning; **Immunities** elemental immunities

OFFENSE

Speed 30 ft., burrow 10 ft.; shattering stride

Melee slam +9 (1d6+7 B plus bone break aura)

STATISTICS

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

Skills Intimidate +8, Stealth +8, Survival +8

LARGE BONE ELEMENTAL CR 5

XP 1,600

NE Large outsider (elemental)

Init +0; **Senses** darkvision 60 ft.; **Perception** +16

Aura bone break aura (30 ft., DC 12)

DEFENSE HP 77

EAC 17; **KAC** 19

Fort +9; **Ref** +7; **Will** +4

DR 5/bludgeoning; **Immunities** elemental immunities

OFFENSE

Speed 40 ft., burrow 20 ft.; shattering stride

Melee slam +12 (1d6+10 B plus bone break aura)

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

STATISTICS

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

Skills Intimidate +11, Stealth +11, Survival +11

HUGE BONE ELEMENTAL CR 7

XP 3,200

NE Huge outsider (elemental)

Init +0; **Senses** darkvision 60 ft.; **Perception** +19

Aura bone break aura (30 ft., DC 15)

DEFENSE HP 110

EAC 19; **KAC** 21

Fort +11; **Ref** +9; **Will** +6

DR 10/bludgeoning; **Immunities** elemental immunities

OFFENSE

Speed 50 ft., burrow 20 ft.; shattering stride

Melee slam +15 (2d6+12 B plus bone break aura)

Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str +5; **Dex** +0; **Con** +4; **Int** -1; **Wis** +2; **Cha** +0

Skills Intimidate +14, Stealth +14, Survival +14

GREATER BONE ELEMENTAL CR 9

XP 6,400

NE Huge outsider (elemental)

Init +0; **Senses** darkvision 60 ft.; **Perception** +22

Aura bone break aura (30 ft., DC 16)

DEFENSE HP 153

EAC 22; **KAC** 24

Fort +13; **Ref** +11; **Will** +8

DR 10/bludgeoning; **Immunities** elemental immunities

OFFENSE

Speed 50 ft., burrow 20 ft.; shattering stride

Melee slam +19 (2d10+15 B plus bone break aura)

Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str +6; **Dex** +0; **Con** +4; **Int** -1; **Wis** +3; **Cha** +0
Skills Intimidate +17, Stealth +17, Survival +17

ELDER BONE ELEMENTAL CR 11

XP 12,800

NE Huge outsider (elemental)

Init +0; **Senses** darkvision 60 ft.; **Perception** +25

Aura bone break aura (30 ft., DC 18)

DEFENSE **HP** 188

EAC 24; **KAC** 26

Fort +15; **Ref** +13; **Will** +10

DR 15/bludgeoning; **Immunities** elemental immunities

OFFENSE

Speed 50 ft., burrow 20 ft.; shattering stride

Melee slam +21 (4d6+19 B plus bone break aura)

Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str +8; **Dex** +0; **Con** +5; **Int** -1; **Wis** +3; **Cha** +0

Skills Intimidate +25, Stealth +20, Survival +25



DAEMON, OBCISIDAEEMON

This massive fiend has thick claws like a lion's, the broad wings of an eagle, and the legs of a massive canine. Its face is that of a three-eyed wolf with the jaws of a saber-toothed tiger. While two of the thing's eye sockets are merely empty holes that trickle blood, the middle eye glows a sickly yellow. A cloud of globular soul-stuff cloaks the creature's hulking body, bits dripping loosely from its barbwire-covered arms.

OBCISIDAEEMON

CR 19

XP 204,800

NE Gargantuan outsider (daemon, evil, extraplanar)

Init +3; **Senses** blindsight (life) 60 ft., darkvision 60 ft., *true seeing*; **Perception** +37

Aura scorched earth (60 ft., DC 24)

DEFENSE HP 425

EAC 33; **KAC** 35

Fort +22; **Ref** +20; **Will** +16

DR 15/good and silver; **Immunities** acid, death effects, disease, poison; **Resistances** cold 30, electricity 30, fire 30; **SR** 30

OFFENSE

Speed 30 ft., fly 60 ft. (Su, average)

Melee bite +31 (15d6+28 P) or unholy devastation apocalypse blade +34 (12d8+28 S plus inherit soul)

Space 20 ft.; **Reach** 20 ft.

Offensive Abilities cloak of souls, quickened corrosive haze

Spell-Like Abilities (CL 19th)

1/day—*disintegrate* (DC 24), *gravitational singularity* (DC 24), *snuff life* (DC 24), *summon allies* (1 CR 18 [or lower] daemon, 50%)

3/day—*call cosmos* (DC 23), *greater dispel magic*, *greater synaptic pulse* (DC 23)

At will—*corrosive haze* (DC 22), *teleport*

STATISTICS

Str +9; **Dex** +3; **Con** +11; **Int** +1; **Wis** +4; **Cha** +6

Skills Bluff +32, Intimidate +32, Mysticism +32, Sense Motive +32

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

Gear unholy devastation apocalypse blade

ECOLOGY

Environment any (Abaddon)

Organization solitary, pair, or holocaust (3–6)

SPECIAL ABILITIES

Cloak of Souls (Su) An obcisaedaemon is attended by the souls it has captured—a mass often resembling a tattered, ethereal cloak or a roiling cloud of dust at its feet. When an obcisaedaemon successfully captures a soul with its inherit soul ability, the soul becomes a part of its cloak of souls, taking up one soul slot. An obcisaedaemon has a number of soul slots equal to its Charisma modifier (6 for the typical obcisaedaemon). Destroying the daemon frees any souls in its cloak, though this does not return the deceased creatures to life. Any attempt to resurrect a creature whose soul is trapped in a cloak of souls requires a DC 24 caster level check. Failure results in the spell having no effect, while success tears the victim's soul free from the cloak and returns the creature to life as normal. If the daemon is in an unholy location, such as on Abaddon, the DC of this caster level check increases by 2. Once a soul is consumed, only *miracle* or *wish* can restore the creature to life. As a swift action, an obcisaedaemon can consume a soul from its cloak to achieve one of the following effects.

- Increase the save DC of the next spell-like ability the obcisaedaemon uses that round by 2.
- Gain the benefit of a mystic cure (6th-level) spell.
- Add +1d6 cold, electricity, or fire damage to the obcisaedaemon's next melee attack that round.

Inherit Soul (Su) Whenever an obcisaedaemon kills a creature with a weapon it wields, that creature must immediately succeed at a DC 24 Fortitude save or be consumed by the daemon's cloak of souls. This is a death effect. If the cloak cannot consume this soul without exceeding its number of soul slots, the daemon can release a soul as a free action in order to make room for the new soul; otherwise, the killed creature automatically succeeds at its save and its soul is not absorbed.

Quickened Corrosive Haze (Sp) Three times per day, an obcisaedaemon can use its *corrosive haze* spell-like ability as a swift action.

Scorched Earth (Su) A creature that dies within 60 feet of an obcisaedaemon and is not drawn into

the daemon's cloak of souls via its inherit soul ability must immediately succeed at a DC 24 Fortitude save or its body is utterly consumed in unholy fire equivalent to the effect of a *disintegrate* spell.

The obcisisaemon personifies the darkest elements of war. Obcisisaemons strip away the veneer of honor and battlefield glory, leaving only the brutal and violent pragmatism at its core, and then divest it of any humanity to reveal naught but scorched earth and genocide. Reflecting the disgraceful values of ethnic cleansing, depopulation, and all other forms of the clinical, systematic obliteration

of civilian populations, obcisisaemons are among the most powerful members of daemonkind. These paragons of inhumanity arrive in the heart of great cities and leave only wastelands of rubble and ashes in their wake. Where an obcisisaemon walks, not even the ghosts of the dead remain to lament the destruction, for the daemon wipes out not only innocent individuals, but also their entire histories and bloodlines, ensuring that no future exists for its victims in any sense of the word.

Obcisisaemons stand 25 feet tall, have a wingspan of 30 feet, and weigh over 15,000 pounds.



DAEMON, PRISONER

A deadly and vicious bouquet of insectile claws sprouts from the rusty steel-scaled body of this multi-limbed insectoid monstrosity.

PRISONER DAEMON

CR 13

XP 25,600

NE Large outsider (daemon)

Init +5; **Senses** all-around vision, darkvision 60 ft.; Perception +28, detect magic, see invisibility

Aura feeblemind (DC 19)

DEFENSE HP 225 RP 5

EAC 27; **KAC** 29

Fort +15, **Ref** +15, **Will** +12

DR 10/good; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 24

OFFENSE

Speed 40 ft.

Melee claws +26 (6d4+20 S)

Multiattack 5 claws +23 (3d4+20 S)

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

Offensive Abilities rending claws, sickening critical, swarm summoner

Spell-like Abilities (CL 12th)

At will—*overheat* (DC 16)

3/day—*fear* (2nd level) (DC 17), *force blast* (DC 17)

1/day—*irradiate* (DC 18)

STATISTICS

Str +8, **Dex** +5, **Con** +4, **Int** -2, **Wis** +3, **Cha** +3

Skills Intimidate +22, Perception +27, Sense Motive +22

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

Other Abilities swarmwalking

SPECIAL ABILITIES

Cloud of Misery (Su) A prisoner daemon is always accompanied by a symbiotic [adamantine wasp swarm](#). The daemon can control this swarm's movements telepathically as a free action.

Feeblemind Aura (Su) By grinding and clicking its mandibles and chitinous plates together (a free action), the daemon can affect all creatures within 30 feet as a feeblemind spell. Daemons are immune to this effect, but all other creatures must succeed on a DC 19 Will save to resist

the effects. A creature that makes this save is immune to the effect for 24 hours. A creature that fails remains affected as long as the daemon continues to maintain the aura and the subject remains within 30 feet of the daemon. Once either condition ends, the victim of this effect can attempt a new DC 19 Will save once per minute to recover from the effect; otherwise, it can be cured by psychic surgery, multiple restoration spells, or similar magics. A derghodaemon cannot use its spell-like abilities or rend attack in any round in which it uses its feeblemind aura. This is a sonic mind-affecting effect.

Rending Claws (Ex) Once per round, if a prisoner daemon makes only a single attack with its claws and hits the target, it can make an additional attack with the same bonus against another creature adjacent to the target. If it makes a full attack and hits a target with two or more claw attacks in the same round, it can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional 1d8+12 S plus 2 points of Constitution damage.

In addition, a prisoner daemon can spend 1 Resolve Point as a standard action to attempt a special coup de grace attack. If the target is killed, its physical remains are torn into oblivion and all remnants of its existence (including any objects worn or carried) are plunged into an entropic void of nothingness. Creatures so slain are treated as disintegrated and cannot be returned to life by miracle or wish.

Sickening Critical (Ex) When the prisoner daemon scores a critical hit, the victim gains the sickened condition for 1 minute.

Spy Drone (Ex) A prisoner daemon can spend 1 round creating a temporary spy drone ([as described in Chapter 7 of the Starfinder Roleplaying Game Core Rulebook](#)), which functions for up to 10 minutes.

Swarm Summoner (Sp) As a swift action, a prisoner daemon can summon a single wasp swarm to appear at any point within 30 feet. The swarm remains stationary unless the daemon uses a move action to redirect it to a new location within 30 feet; if it has summoned multiple swarms, it can redirect one swarm as a move action or all summoned swarms as a standard action. The swarms remain for 1 minute or until destroyed. The daemon can use this ability three times per day.

The daemon can use this ability as a standard action instead while spending 1 or more Resolve Points in order to summon multiple wasp swarms simultaneously, summoning two swarms per RP it spends. All swarms must appear within 60 feet of the daemon, but they need not be adjacent to each other.

Swarmwalking (Su) A prisoner daemon is immune to damage or distraction effects caused by swarms.

These brutal daemons personify death resulting

from violent insanity, such as being murdered by a maniac or torn to shreds by a pack of rabid predators, as well as those driven beyond sanity by imprisonment or who perish by violence in lunatic asylums and in the laboratories of mad scientists. These insectoid creatures roam the Outer Planes, seeking gateways to prison planets and secret institutions of evil experimentation, where they hunt the deranged and dying in the depths of their travail by sending their insectoid minions to crawl through the cracks and crevices in search of prey. A prisoner daemon stands 9 feet tall and weighs 800 pounds.



DENIZEN OF LENG

Shrouded in tattered leather robes, this strange humanoid looks more alien and horrific the more one studies its twitching visage.

DENIZEN OF LENG

CR 8

XP 4,800

CE Medium outsider (chaotic, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE HP 100

EAC 20; **KAC** 21

Fort +7; **Ref** +9; **Will** +11

Defensive Abilities unusual anatomy;
Immunities poison; **Resistances** cold 30,
electricity 30; **SR** 19

OFFENSE

Speed 40 ft.

Melee bite +17 (1d12+8 P plus Dexterity drain) or
claws +15 (1d8+8 S)

Ranged corona laser pistol +15 (2d4 F; critical
burn 1d4)

Offensive Abilities trick attack 4d8

Spell-Like Abilities (CL 8th; melee +15, ranged +15)
2nd (1/day)—*fear* (2nd-level, DC 17), *mind thrust* (2nd-level, DC 17)
1st (3/day)—*confusion, lesser* (DC 16), *detect thoughts, flight, holographic image* (1st-level, DC 16), *plane shift* (self only)
0 (at will)—*ghost sound, psychokinetic hand*

STATISTICS

Str +0; **Dex** +4; **Con** +0; **Int** +6; **Wis** +0; **Cha** +2

Skills Bluff +21, Culture +16, Disguise +21,
Intimidate +16, Mysticism +21, Stealth +16

Languages Aklo, truespeech

Other Abilities planar fast healing

ECOLOGY

Environment any

Organization solitary or blaze (3–6)

SPECIAL ABILITIES

Dexterity Drain (Su) The otherworldly teeth and tongue of a denizen of Leng deal 1d6 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful DC 18 Fortitude save reduces the Dexterity drain to 1 point.

Planar Fast Healing (Su) A denizen of Leng

maintains a connection to Leng at all times, and when away from Leng, it has fast healing 5. It loses this ability on Leng or in areas where planar connections do not function. If killed, a denizen's body dissolves into nothingness in 1d4 rounds, leaving behind its equipment. A slain denizen reforms in Leng, similar to a slain summoned creature; it can only be permanently killed if its fast healing is negated.

Unusual Anatomy (Ex) A denizen's internal anatomy varies from individual to individual and has a 50% chance to treat any critical hit or precision damage against it as a normal hit.

These eerie denizens travel the universe from their strange homeland of Leng, walking uncontested only when they disguise themselves as humans by wearing loose-fitting robes and wrappings about the head and face. Under these disguises, they have horned brows, clawed fingers, mouths full of tentacles, and crooked goatish legs with cloven hooves.

A denizen of Leng weighs 200 pounds and stands roughly 5-1/2 feet tall.



DESTRACHAN

The hunched, reptilian beast lopes on two clawed feet, its eyeless head dominated by a huge circular maw filled with jagged teeth.

DESTRACHAN

CR 8

XP 4,800

NE Large aberration

Init +5; **Senses** blindsight (sound) 100 ft.; **Perception** +21

DEFENSE HP 125

EAC 20; **KAC** 22

Fort +10; **Ref** +10; **Will** +9

Defensive Abilities protection from sonics; **Immunities** gaze attacks, visual effects, illusions, and attacks relying on sight; **Resistances** sonic 30

OFFENSE

Speed 30 ft.

Melee bite +19 (3d4+14 P) or claw +19 (1d10+14 S)

Multiattack bite +13 (3d4+14 P) and 2 claws +13 (1d10+14 S)

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

Offensive Abilities destructive harmonics

STATISTICS

Str +6; **Dex** +1; **Con** +2; **Int** +1; **Wis** +4; **Cha** +1

Skills Athletics +16, Sense Motive +16, Stealth +16, Survival +16

Languages Common (can't speak)

ECOLOGY

Environment underground

Organization solitary, pair, or pack (3–5)

SPECIAL ABILITIES

Destructive Harmonics (Su) Every 1d4 rounds, a destrachan can project a blast of sonic energy in a cone up to 80 feet long or in a 30-foot radius burst centered on itself as a standard action. It can adjust the harmonics of its sonic cry to generate one of two different effects on targets within the area of effect but can only create one of these effects with each use of this ability.

Destruction: All creatures within the area of effect of the destructive harmonics take 9d6 sonic damage (DC 16 Reflex halves). If the destrachan wishes, this effect can instead deal nonlethal damage rather than sonic damage. Alternatively,

the destrachan can target a single crystal, metal, stone, or wooden object within 80 feet with this attack; that object takes 9d6 sonic damage. This damage is not halved when applied to the object's hit points but is reduced by the object's hardness. A magical or attended object can attempt a DC 16 Reflex save to halve the damage. *Pain:* Rather than deal damage, the destrachan can cause intense pain and overwhelming sound to affect all creatures within the area. Targets in the area must succeed on a DC 16 Fortitude save to avoid being stunned for 1 round and deafened for 1d6 rounds.

Protection from Sonics (Ex) A destrachan gains a +4 racial bonus to its EAC and on all saves against sonic attacks. It is immune to the effects of its own destructive harmonics. A destrachan whose sense of hearing is impaired is effectively blinded.

Despite its bestial appearance, the destrachan is in fact a creature of cunning and cruel intellect that enjoys inflicting pain and viciously toying with its prey. It has no eyes, and is completely blind, but possesses a pair of complex, tripartite ears it can adjust to different levels of sensitivity to sound, allowing the destrachan to hunt in absolute darkness as if it were able to see.

Destrachans are carnivores, preferring to stalk and kill live prey, although they also feast on carrion. This habit serves them well, since they often kill more than they can immediately consume. They often hunt in packs, using a complex series of clicks, shrieks, and whistles to communicate with each other. While destrachans cannot speak, they are capable of understanding spoken languages like the common tongue, and often take pleasure in their victims' cries and pleas for mercy.



DEVOURER

This dry, hovering corpse's chest is a prison of jagged ribs, within which is trapped a small tormented ghostly form.

DEVOURER

CR 11

XP 12,800

NE Large undead (extraplanar)

Init +7; **Senses** darkvision 60 ft.; **Perception** +25

DEFENSE HP 170

EAC 24, **KAC** 25

Fort +10; **Ref** +10; **Will** +16

Defensive Abilities spell deflection; **Immunities** undead immunities; **SR** 22

OFFENSE

Speed 30 ft.; fly 20 ft. (Su, perfect)

Melee claw +21 (2d10+19 S plus energy drain)

Offensive Abilities damaging touch, devour soul, energy drain (1 level, DC 20)

Spell-like Abilities (CL 11th)

At will—*animate dead* (4th-level, DC 20), *bestow curse* (3rd-level, DC 19), *confusion* (4th-level, DC 20), *control undead* (6th-level, DC 22), *suggestion* (3rd-level, DC 19), *true seeing* (6th-level, DC 22).

STATISTICS

Str +8; **Dex** +2; **Con** -; **Int** +3; **Wis** +2; **Cha** +5

Skills Bluff +20, Intimidate +20, Mysticism +25, Sense Motive +20,

Feats Blind-Fight, Cleave

Languages Abyssal, Celestial, Common, Infernal, telepathy 100 ft.

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Devour Soul (Su) By making an attack as a standard action against a target's EAC, a devourer can deal 8d20 points of damage. A DC 20 Fortitude save reduces this damage to 2d20. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction (or a spell deflection—see below) releases its soul. A devourer can hold only one soul at a time. The trapped essence

provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level (for sake of ease, spell levels for its spell-like abilities are included in its stats).

At the start of an encounter, a devourer generally has 3d4+3 essence points available. The trapped essence gains one permanent negative level for every 5 points of essence drained—these negative levels remain if the creature is brought back to life (but they do not stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a *miracle* or *wish*.

Spell Deflection (Su) If any of the following spells are cast at the devourer and overcome its spell resistance, they instead affect a devoured soul: *confusion*, *detect thoughts*, *dominate person*, *fear*, *suggestion*, or any form of charm or compulsion.

While none of these effects harms the soul, the caster makes a DC 20 caster level check when a spell is deflected—success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal.

Devourers are the undead remnants of fiends and evil spellcasters who became lost beyond the farthest reaches of the multiverse. Returning with warped bodies, alien sentience, and a hunger for life, devourers threaten all souls with a terrifying, tormented annihilation. These withered corpses stand 10 feet tall but weigh a mere 200 pounds.



JETHRO
LENTWE

DINOSAUR

This bipedal dinosaur's front arms seem small compared to the rest of its bulk, but its enormous head is split by a mouth that is all teeth.

TYRANNOSAURUS

CR 9

XP 6,400

N Gargantuan animal

Init +4; **Senses** low-light vision, scent; **Perception** +21

DEFENSE HP 165

EAC 22; **KAC** 24

Fort +12; **Ref** +12; **Will** +11

OFFENSE

Speed 40 ft.

Melee bite +21 (2d10+22 P plus grab)

Offensive Abilities swallow whole (1d8+12, EAC 20, KAC 16)

STATISTICS

Str +6; **Dex** +4; **Con** +2; **Int** -4; **Wis** +2; **Cha** +0

Feats Run

Skills Survival +21

Other Abilities ferocity, powerful bite

ECOLOGY

Environment warm forests and plains

Organization solitary, pair, or pack (3-6)

SPECIAL ABILITIES

Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.

The tyrannosaurus is an apex predator that measures 40 feet long and weighs 14,000 pounds.



This small, sleek dinosaur has vicious, snapping jaws and feet that end in large talons for gutting prey.

VELOCIRAPTOR

CR 2

XP 600

N Small animal

Init +4; **Senses** blindsight (scent) 60 ft., low-light vision; **Perception** +12

DEFENSE HP 28

EAC 13; **KAC** 15

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

Defensive Abilities evasion

OFFENSE

Speed 60 ft.

Melee bite +10 (1d6+3 P) or talon +10 (1d6+3 S; critical bleed 1d4)

Offensive Abilities leaping charge

STATISTICS

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

Skills Acrobatics +7, Stealth +12

ECOLOGY

Environment warm forests or plains

Organization solitary, pair, or pack (3-12)

SPECIAL ABILITIES

Leaping Charge (Ex) A velociraptor can jump while charging, allowing it to ignore difficult terrain when it charges. When a velociraptor makes a charge in this way, it deals double damage with its talon.

A smaller cousin of the deinonychus, the velociraptor is a swift, cunning pack hunter. It has no fear of Medium or even Large creatures. Its leaping charge attack grants it a significant advantage against foes in thick underbrush. A velociraptor is around 1-1/2 feet tall and 7 feet long, and weighs 35 pounds.

DIVYMM

Elegantly form-fitting plating encases this metallic person. A small panel inset into this individual's chest shines with energy and a circular rune on this being's forehead glows the same color.

DIVYMM

CR 1

XP 400

N Medium construct (hybrid, sentient)

Init +1; **Senses** darkvision 60 ft., low light vision; **Perception** +5

DEFENSE HP 17

EAC 11; **KAC** 12

Fort +3; **Ref** +1; **Will** +2; +2 vs. mind-affecting effects, nausea, sickening, sleep, stunning

Defensive Abilities hardness 2; **Immunities** sentient construct immunities

OFFENSE

Speed 30 ft.

Melee slam +7 (1d4+5 B)

Ranged pulsecaster pistol +5 (1d4+1 E nonlethal)

STATISTICS

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

Skills Computers +10; Diplomacy +5, Engineering +10, Physical Science +10, Piloting +5

Languages Belligren, Common

Other Abilities offline reverie, repair, sentient construct, unity lifeforge

Equipment pulsecaster pistol with 2 batteries (20 charges each)

ECOLOGY

Environment any

Organization solitary, pair, or gestalt (3-8)

SPECIAL ABILITIES

Offline Reverie (Ex): As a full-round action, a divymm can enter a state of suspended animation, freezing in place and becoming motionless. While in offline reverie, spells or abilities that detect life indicate that the divymm is neither alive nor dead and abilities which detect or read thoughts don't reveal any thoughts from the divymm. However, the divymm responds to changes in external conditions or bodily harm as if asleep. A divymm can remain in offline reverie indefinitely and can exit this state after a predetermined time or as a full-round action in response to external conditions.

Repair: Repairs can fix a damaged divymm. A successful DC 20 Engineering check and 30 minutes of work repairs 10% of a divymm's maximum Hit Points. Failing this check by 10 or more deals 1d4 damage to the divymm but this damage can't reduce the divymm to fewer than 1 HP. One bulk worth of divymm repair raw materials costs 10 UPBs and each successful Engineering check uses up 1 bulk of raw materials.

Sentient Construct: A divymm is a mind and living soul in a constructed body. This ability replaces the standard features of the construct type. A divymm counts as a living creature as well as a construct for the purpose of spells and other effects. Divymms are immune to fatigue, exhaustion, nonlethal damage, bleed effects, disease, paralysis, and poison unless those effects specifically effect constructs. A divymm is not subject to ability damage or ability drain to physical ability scores (Strength, Dexterity, and Constitution), but is subject to ability damage or ability drain to mental ability scores (Intelligence, Wisdom, Charisma). Divymms gain a +2 racial bonus on saving throws against mind-affecting effects, sleep effects, stunning, and any effect that causes the sickened or nauseated condition unless those effects specifically target constructs. Any numerical bonuses, penalties, or other modifiers from morale, fear, and emotion-based effects are halved for a divymm.

Divymms do not naturally heal hit points but do naturally heal ability damage as normal. Spells and supernatural abilities that heal hit point or ability damage to living creatures cure only half the normal number of hit points. Spells and abilities that heal constructs (such as *make whole*) function normally. A 4th-level or higher *mystic cure* can restore a divymm to life as if he or she were a living creature.

Divymms do not need to breathe or eat, but do need to sleep (or use offline reverie) for 2 hours per day.

Unity Lifeforge (Ex): Divymms can instantly recognize each other on sight. All divymms instinctively know that they serve a common purpose and while they may have differences of opinion, one divymm cannot knowingly attack or harm another.

DIVYMM RACIAL TRAITS

Ability Adjustments: +2 Str, +2 Int, -2 Cha.

Hit Points: 6

Size and Type: Divymm are Medium constructs with the sentient subtype.

Exceptional Vision: Divymm have darkvision out to 60 feet and low-light vision.

Physical Structure: Divymm are constructed from durable materials and gain hardness 2.

Slam: Divymms are always considered armed. They can deal 1d4 lethal damage with a slam attack and this attack doesn't count as archaic.

Machine Empathy: Divymm receive a +2 racial bonus on Engineering checks.

Offline Reverie: See page 124.

Sentient Construct: See page 124.

Repair: See See page 124.

Unity Lifeforge: See See page 124.

The divymm are an enigma: a race of intelligent constructs and androids, created long ago by the ancient Patrons, though whether the divymm were servitors or 'children' of the Ancients and whether the divymm were left behind for some purpose or simply abandoned by these goodly Ancients when they disappeared is lost to history. Not even the divymm know, for they lack any memory or knowledge of their makers. The divymm don't have a single homeworld, instead, they've been found across many different worlds, usually in an ageless state of torpor or offline reverie. Elder members of the Bellanic Accord have recently activated a number of divymm, but lately many others have come out of suspended animation on their own, as if in response to some unseen trigger.

A divymm is a mind and living soul in a constructed body. Divymms are physically powerful, and intellectually cognizant, but are often emotionally detached. Their purely mechanical body presents an emotive obstacle between their psyche and those around them. Divymms often find their emotions seemingly diluted by how they artificially interface with their environment. Divymms each have their own unique personality and identity and many work hard to convey who they are to those around them. Despite their physical forms, most divymms strongly identify themselves as having a specific gender. Divymms are known to react badly

to the implication that they have no emotions or any inference that they are just machines.

Divymms come in many different shapes and sizes, apparently suited for a variety of purposes at the time of their construction. Some are completely humanoid, taking on more of the characteristics of an android, and others are hulking brutes, chiseled in stone, metal, or with other strange technological attachments. Given sufficient time and resources, divymms can modify their mechanical form considerably and many make cosmetic changes to suit their own personal tastes and personality.

Divymms all recognize one another as emanating from the same source, or lifeforge as they refer to it. Divymms often have a glowing rune or sigil on their forehead or chest, but even without this, divymms can automatically identify each other and share a bond passed down by the Ancients which unites them far beyond the roles they currently serve. Nevertheless, at the present time, the divymm are an important part of the Bellanic Accord, defending the multiverse from malevolent incursions.



DOLOROUS OOZE

This sticky green gelatinous mass quivers and heaves as it squelches forward.

DOLOROUS OOZE

CR 1

XP 400

N Large ooze

Init -5; **Senses** blindsight (vibration) 60 ft.; **Perception** -5

DEFENSE HP 20

EAC 11; **KAC** 13

Fort +5; **Ref** -5; **Will** -5

Immunities ooze immunities; **Resistances** electricity 5

Weaknesses sightless, vulnerability to acid

OFFENSE

Speed 10 ft.

Melee pseudopod +8 (1d6+3 B plus viscous)

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

Offensive Abilities paralyzing slime (DC 10), viscous (DC 10)

STATISTICS

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

ECOLOGY

Environment any

Organization solitary, pair, or pool (3-8)

SPECIAL ABILITIES

Caustic Caution (Ex) When a dolorous ooze takes more than 3 points of acid damage, it is forced to move at least 5 feet away from the source of the acid damage on its next turn (DC 15 Fortitude negates).

Ooze Immunities (Ex) Oozes have immunity to the following effects, unless the effect specifies that it works against oozes: critical hits, mind-affecting effects, paralysis, polymorph effects, poison, sight-based effects, sleep, and the stunned condition. An ooze can't be flanked.

Paralyzing Slime (Ex) Dolorous oozes are composed of chemical depressants. Any living creature that begins its turn affected by the ooze's viscous ability must succeed at a DC 10 Fortitude save or be paralyzed for 1 round. This is a mind affecting effect. Creatures immune to poison are immune to this effect.

Sightless (Ex) This creature has no visual senses and is thus immune to effects that require the target to see (such as gaze attacks or visual-only illusions).

Viscous (Ex) Whenever a dolorous ooze damages a creature of Small size or larger, that creature must succeed at a DC 10 Reflex save or be covered in patches of sticky globules. Those who fail are entangled until the patches of goo are removed. The goo can be removed by taking a full action to fling off the globules. If a creature affected by this ability takes any amount of acid damage, the sticky patches are immediately destroyed.

A dolorous ooze is a carnivorous mass of protoplasm that can consume any type of organic matter. It bonds with such matter rapidly and tenaciously, with a clinging stickiness that is difficult to remove without first destroying the ooze. The enzymes released when it begins bonding with organic matter send most living creatures into a state of shock, unable to move or escape as the dolorous ooze flows over them and begins to leach nutrients from their tissues. Unlike many primordial creatures, a dolorous ooze is not corrosive to flesh, and in fact exposure to caustic acid or alkali solutions may cause the ooze to recoil.



DRAGON, METEOR

The ground shifts and groans as an immense reptilian form pulls itself from the impact crater, still glowing with the heat of impact.

METEOR DRAGON

CR 15

XP 51,200

N Huge dragon (earth, fire)

Init +0; **Senses** blindsight (vibration) 60 ft., darkvision 60 ft., low-light vision; **Perception** +26

DEFENSE HP 275

EAC 29; **KAC** 31

Fort +19; **Ref** +19; **Will** +15

Defensive Abilities hibernation; **DR** 15/adamantine;

Immunities fire, paralysis, sleep, vacuum

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft., burrow 20 ft., fly 200 ft. (Ex, clumsy)

Melee bite +29 (8d6+24 B & F; critical burn 4d6)

Multiattack bite +23 (8d6+24 B & F type; critical burn 4d6), 2 claws +23 (3d6+24 F & S), tail slap +23 (4d6+24 B & F)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Offensive Abilities breath weapon (20-ft. radius burst, 120 ft. range, 16d6 B plus push, DC 21, usable every 1d4 rounds), natural alloy

STATISTICS

Str +9; **Dex** +0; **Con** +7; **Int** -2; **Wis** +5; **Cha** +5

Skills Acrobatics +26 (+18 while flying), Physical Science +26, Intimidate +31

Languages Draconic, Ignan, Terran

ECOLOGY

Environment any

Organization solitary, pair, or shower (3–12)

SPECIAL ABILITIES

Breath Weapon (Ex) The meteor dragon's breath weapon consists of a rocky mass that fragments and explodes on impact with a hard surface. Anyone failing their saving throw against the breath weapon is pushed ten feet away from the center of the burst (with the dragon choosing the exact destination if that is unclear).

Hibernation (Ex) All cold damage is treated as nonlethal damage by the meteor dragon. A dragon reduced to 0 hit points by cold damage or suffocation goes into a state of deep hibernation,

distinguishable from death only by examining the dragon for at least one minute and succeeding at a DC 30 Medicine or Physical Science check. The hibernating dragon does not need to breathe, heals 15 hit points per day, and will awaken from its hibernation if it is dealt more than 30 fire damage in a single round.

Natural Alloy (Ex) Meteor dragons' natural attacks ignore hardness of less than 30 and count as adamantine for the purposes of bypassing DR. A hibernating meteor dragon collision deals 5d6 damage to a starship, awakening if it deals any damage to the hull, and an awakened dragon burrowing on a ship deals 1d6 damage directly to the hull for every 5 feet it moves.

Distant cousins of the outer dragons, meteor dragons spend most of their life cycle in the vacuum of space. Over countless millennia, they consume asteroids and grow until they are awakened by impact with a celestial body or sufficiently large starship.

Awakened meteor dragons are voracious, drawn to deposits of the same rare minerals that make up their bodies. Left to their own devices, the dragons ignore most humanoids, but consume the technology so many of them depend upon. They find adamantine alloy, batteries, and the power cores of starships particularly satisfying. These minerals collect in the dragon's body, resulting in a corpse containing roughly 100,000 credits in adamantine alloy and other rare metals.

With enough food and time, a mated pair of meteor dragons will begin to populate nearby asteroids, abandoned starships, artificial satellites, and even liberated chunks of planets with their hibernating young. This process has created many unnaturally dense and mineral-rich asteroid fields that are even more dangerous than the risk of collision would imply.



DRAGON, OUTER

Native to the vastness of space, outer dragons rarely appear on the surface of habitable planets. Instead, they lord over the endless space between them and the countless other celestial bodies that make up the universe.

Outer dragon's natural weapons are starship scale and are generally not used against smaller targets. Outside of starship combat, they should be treated as hazards doing up to ten times the listed starship damage.

Bite: Dragons of sufficient size can bite from their front arc at targets up to one hex away. Even when a dragon's bite begins doing damage as a capital weapon, it does not suffer a penalty attacking smaller starships.

Claws: Outer dragon claws are melee weapons and can be used only during the Flyby Attack maneuver. They are not considered to be in their own arc for purposes like weapon system damage and the Broadside gunner action.

Dragon Breath: Although the full effects of outer dragon breath change with age and breed, they are all treated as turret-mounted weapons with long range.

Tail: Like the dragon's bite, their tails can attack targets in the rear arc up to one hex away. The tail also functions as a point defense weapon for that arc using the dragon's Piloting bonus to hit.

Wings: In addition to pushing against the fabric of space itself, older dragons can use their wings to attack targets up to one hex away. Each wing also functions as a point defense weapon in its arc using the dragon's Piloting bonus to hit.

All outer dragons have the following abilities, but they also gain several more from their specific breed (see below).

Dragon Eyes (Ex) Outer dragons's eyes function as budget long-range sensors. When taking the Scan or Target System science officer actions, the dragon can use its Perception bonus in place of Computers.

Living Starship (Ex) While an outer dragon is a living creature, it is so immense that it functions as a starship (and thus engages only in starship combat). Though it has no crew, it can still take a gunner and pilot action (one of each during the

appropriate phases using the listed bonuses). Instead of these actions, it may instead make an engineer or science officer action.

Assume it has ranks in the Engineering, Perception, and Piloting skills equal to its tier and a Base Attack Bonus equal to its tier.

Use the following table to determine the effects when an outer dragon takes critical damage. The outer dragon's brain does not take critical damage conditions.

OUTER DRAGON CRITICAL EFFECT	
%	System Effect
01-40	Natural Weapons - Randomly determine one art with a weapon (including melee); condition applies to all gunner actions using weapons in that arc
41-80	Wings - Condition applies to all pilot actions and gunner actions using either wing
81-90	Heart - Condition applies to all engineering actions, except when patching or repairing the heart
91-100	Eyes - Condition applies to all science officer actions

WYRMLING OUTER DRAGON TIER 4

N Small starship dragon

Speed 10; **Maneuverability** good (turn 1)

AC 22; **TL** 19

HP 50; **DT** —; **CT** 10

Attack (Turret) dragon breath 3d6

Attack (Melee) claws 6d6

Offensive Abilities dragon trait

Skills Engineering +10, Perception +10, Piloting +13

Power Core wyrmling heart (100 PCU); **Drift** none; **Systems** mk 7 armor, mk 5 defenses, dragon eyes, s10 wings; **Expansion Bays** none

Other Abilities living starship, no breath

VERY YOUNG OUTER DRAGON TIER 6

N Medium starship dragon

Speed 10; **Maneuverability** average (turn 2)

AC 24; **TL** 21

HP 85; **DT** —; **CT** 17

Attack (Turret) dragon breath 6d6
Attack (Melee) claws 8d6
Offensive Abilities dragon trait
Skills Engineering +13, Perception +13, Piloting +18
Power Core very young dragon heart (130 PCU);
Drift none; **Systems** m10 wings, mk 8 armor, mk 6 defenses, dragon eyes; **Expansion Bays** none
Other Abilities living starship, no breath

YOUNG OUTER DRAGON TIER 8

N Large starship dragon
Speed 10; **Maneuverability** average (turn 2)
AC 25; **TL** 22
HP 190; **DT** —; **CT** 38
Attack (Turret) dragon breath 6d6
Attack (Melee) claws 12d6
Offensive Abilities dragon trait
Skills Engineering +16, Perception +16, Piloting +21
Power Core young dragon heart (200 PCU); **Drift** none; **Systems** l10 wings, mk 8 armor, mk 5 defenses, dragon eyes; **Expansion Bays** none
Other Abilities living starship, no breath

JUVENILE OUTER DRAGON TIER 9

N Large starship dragon
Speed 10; **Maneuverability** average (turn 3)
AC 27; **TL** 23
HP 200; **DT** —; **CT** 40
Attack (Turret) dragon breath 10d6
Attack (Melee) claws 12d6
Offensive Abilities dragon trait
Skills Engineering +17, Perception +17, Piloting +22
Power Core juvenile dragon heart (250 PCU);
Drift none; **Systems** l10 wings, mk 9 armor, mk 7 defenses, dragon eyes; **Expansion Bays** none
Other Abilities living starship, no breath

YOUNG ADULT OUTER DRAGON TIER 11

N Huge starship dragon
Speed 10; **Maneuverability** average (turn 3)
AC 28; **TL** 25
HP 230; **DT** —; **CT** 46
Attack (Turret) dragon breath 10d6
Attack (Melee) claws 2d4x10
Offensive Abilities dragon aura (DC 18), dragon trait
Skills Engineering +20, Perception +20, Piloting +25

Power Core adult dragon heart (300 PCU); **Drift** none; **Systems** h10 wings, mk 9 armor, mk 8 defenses, dragon eyes; **Expansion Bays** none
Other Abilities living starship, no breath

ADULT OUTER DRAGON TIER 12

N Huge starship dragon
Speed 10; **Maneuverability** average (turn 3)
AC 30; **TL** 27
HP 255; **DT** —; **CT** 51
Attack (Front) bite 6d4
Attack (Aft) tail 3d4 point
Attack (Turret) dragon breath 10d6
Attack (Melee) claws 2d4x10
Offensive Abilities dragon aura, dragon trait
Skills Engineering +22, Perception +22, Piloting +27
Power Core adult dragon heart (300 PCU); **Drift** none; **Systems** h10 wings, mk 10 armor, mk 9 defenses, dragon eyes; **Expansion Bays** none
Other Abilities living starship, no breath

MATURE ADULT OUTER DRAGON TIER 13

N Huge starship dragon
Speed 10; **Maneuverability** average (turn 3)
AC 31; **TL** 28
HP 275; **DT** —; **CT** 55
Attack (Front) bite 6d4
Attack (Aft) tail 3d4 point
Attack (Turret) dragon breath 15d6
Attack (Melee) claws 2d6x10
Offensive Abilities dragon aura (DC 19), dragon trait
Skills Engineering +23, Perception +23, Piloting +28
Power Core adult dragon heart (300 PCU); **Drift** none; **Systems** h10 wings, mk 10 armor, mk 9 defenses, dragon eyes; **Expansion Bays** none
Other Abilities living starship, no breath

OLD OUTER DRAGON TIER 15

N Gargantuan starship dragon
Speed 8; **Maneuverability** poor (turn 4)
AC 31; **TL** 28
HP 400; **DT** —; **CT** 80
Attack (Front) bite 6d4
Attack (Aft) tail 3d4 point
Attack (Turret) dragon breath 15d6 plus special
Attack (Melee) claws 2d6x10

Offensive Abilities dragon aura (DC 21), dragon trait, special breath (DC 21)

Skills Engineering +26, Perception +26, Piloting +31

Power Core wyrm heart (400 PCU); **Drift** none;

Systems g8 wings, mk 10 armor, mk 9 defenses, dragon eyes; **Expansion** Bays none

Other Abilities living starship, no breath

VERY OLD OUTER DRAGON TIER 16

N Gargantuan starship dragon

Speed 8; **Maneuverability** poor (turn 4)

AC 33; **TL** 30

HP 440; **DT** —; **CT** 88

Attack (Front) bite 2d4x10

Attack (Port) wing 3d4 point

Attack (Starboard) wing 3d4 point

Attack (Aft) tail 3d4 point

Attack (Turret) dragon breath 15d6 plus special

Attack (Melee) claws 2d10x10

Offensive Abilities dragon aura (DC 22), dragon trait, special breath (DC 22)

Skills Engineering +28, Perception +28, Piloting +33

Power Core wyrm heart (400 PCU); **Drift** none;

Systems g8 wings, mk 11 armor, mk 10 defenses, dragon eyes; **Expansion** Bays none

Other Abilities living starship, no breath

ANCIENT OUTER DRAGON TIER 17

N Gargantuan starship dragon

Speed 8; **Maneuverability** poor (turn 5)

AC 36; **TL** 32

HP 500; **DT** —; **CT** 100

Attack (Front) bite 2d6x10

Attack (Port) wing 3d4 point

Attack (Starboard) wing 3d4 point

Attack (Aft) tail 5d6 point

Attack (Turret) dragon breath 15d6 plus special

Attack (Melee) claws 2d10x10

Offensive Abilities dragon aura (DC 22), dragon trait, special breath (DC 22)

Skills Engineering +29, Perception +29, Piloting +34

Power Core wyrm heart (400 PCU); **Drift** none;

Systems g8 wings, mk 13 armor, mk 12 defenses, dragon eyes; **Expansion** Bays none

Other Abilities living starship, no breath

WYRM OUTER DRAGON TIER 18

N Gargantuan starship dragon

Speed 8; **Maneuverability** poor (turn 5)

AC 38; **TL** 35

HP 560; **DT** —; **CT** 112

Attack (Front) bite 2d6x10

Attack (Port) wing 5d4 point

Attack (Starboard) wing 5d4 point

Attack (Aft) tail 5d6 point

Attack (Turret) dragon breath 15d6 plus special

Attack (Melee) claws 2d12x10

Offensive Abilities dragon aura (DC 23), dragon trait, special breath (DC 23)

Skills Engineering +31, Perception +31, Piloting +36

Power Core wyrm heart (400 PCU); **Drift** none;

Systems g8 wings, mk 14 armor, mk 14 defenses, dragon eyes; **Expansion** Bays none

Other Abilities living starship, no breath

GREAT WYRM OUTER DRAGON TIER 20

N Colossal starship dragon

Speed 8; **Maneuverability** clumsy (turn 6)

AC 36; **TL** 33

HP 650; **DT** —; **CT** 130

Attack (Front) bite 3d6x10

Attack (Port) wing 5d6 point

Attack (Starboard) wing 5d6 point

Attack (Aft) tail 5d8 point

Attack (Turret) dragon breath 2d6x10 plus special

Attack (Melee) claws 3d12x10

Offensive Abilities dragon aura (DC 25), dragon trait, final power, special breath (DC 25)

Skills Engineering +34, Perception +34, Piloting +39

Power Core great wyrm heart (500 PCU); **Drift** none; **Systems** c8 wings, mk 14 armor, mk 14 defenses, dragon eyes; **Expansion** Bays none

Other Abilities living starship, no breath

Outer Dragon Breeds

The individual breeds of outer dragons each have their own abilities, indicated in the above statistics as dragon aura, dragon trait, final power, and special breath.

LUNAR DRAGON

Of the outer dragons, lunar dragons are the most interested in the inhabitants of planetary bodies and the smaller moons they observe. They can frequently be found near gas giants, meddling in the affairs of colonists and passing starships alike.

Suggested Alignment: Chaotic neutral

Dragon Aura (Su) Once per turn, when a young adult lunar dragon moves adjacent to a starship or through that ship's hex, each member of it's crew must attempt a Will save against the listed DC or suffer a -2 penalty to Charisma, Intelligence, and Wisdom based skill checks until the end of the encounter. This penalty is cumulative.

Dragon Trait (Ex) When an attack with a laser weapon misses a lunar dragon, it can reflect the light off its hide, resolving a new attack from that dragon's location for the same damage.

Final Power (Su) A great wyrm lunar dragon can create an area of icy darkness during its

piloting action, completely filling one hex. The crewmembers of any starship beginning its round in that hex are dealt 8d6 cold damage (DC 25 Fortitude save for half). Also, those who failed their save and have not changed duty positions since last round take 1d4 Dexterity drain as ice grows over their bodies.

The icy darkness left by a lunar dragon has no known duration but can be canceled by the dragon and will fade with its death.

Special Breath (Ex) The breath of old lunar dragons confuses victims as to their intended roles. When a ship's hull is damaged by the dragon's breath, each crewmember must succeed at a Will save of the listed DC or move to a random duty position next round. If they are unable to move to a new duty position, they instead struggle and injure themselves for 1d8 + their Strength modifier.



SOLAR DRAGON

These regal dragons glow like miniature suns in their own right, claiming all they can see in the vastness of space and even suggesting they are the creator of life on the planets around their home stars.

Suggested Alignment: Lawful neutral

Dragon Aura (Su) Once per turn, when a young adult solar dragon moves adjacent to a starship or through that ship's hex, each member of its crew must attempt a Fortitude save against the listed DC or be blinded by its radiance for the next hour. In addition to the normal effects of blindness, the victims have a 50% miss chance on any starship combat attack unless their target is target locked by a science officer.

Dragon Trait (Ex) Solar dragons can channel the power of life, enabling them to take the hold it together or patch action during the engineering phase along with their normal pilot and gunner actions.

Final Power (Su) A great wyrm solar dragon can transform into a beam of pure light and travel in that form. In starship combat, they may elect to teleport to any hex rather than taking their normal piloting action.

Special Breath (Ex) The breath of old solar dragons irradiates its victims. When a ship's hull is damaged by the dragon's breath, the crewmembers are exposed to harmful radiation with the listed save DC.





TIME DRAGON

Seeing themselves as guardians of history and watchers over the time stream, these dragons are generally considered legendary until a brilliant scientist or rogue technomancer draws their ire.

Suggested Alignment: Neutral

Dragon Aura (Su) Once per turn, when a young adult time dragon moves adjacent to a starship or through that ship's hex, each member of it's crew must attempt a Will save against the listed DC or be temporarily slowed in time. These afflicted individuals cannot attempt push actions until after the next helm phase.

Dragon Trait (Ex) Time dragons can read the threads of time, gaining a bonus equal to half their Tier on Piloting checks to determine the order of actions in the Piloting phase.

Final Power (Su) A great wyrm time dragon can travel to any point in time up to three times in its life, bringing up to ten willing creatures with it.

Special Breath (Ex) The breath of old time dragons pushes their enemies partially out of phase with time. When a ship's hull is damaged by the dragon's breath, its crewmembers must attempt a Fortitude save of the listed DC. Any failing crew disappear entirely, reappearing at their duty station after the next gunnery phase.

VOID DRAGON

Nesting in the great emptiness between the stars, void dragons are curiously divided between loathing what little matter exists in the universe and coveting it as their birthright.

Suggested Alignment: Neutral evil

Dragon Aura (Su) Once per turn, when a young adult void dragon moves adjacent to a starship or through that ship's hex, each member of it's crew must attempt a Fortitude save against the listed DC or be sickened for 1d4 rounds.

Dragon Trait (Ex) Void dragons are perfectly at home in the vastness of space, reducing their turn radius to 1 if they are further than 20 hexes from the nearest celestial body.

Final Power (Su) A great wyrm void dragon's claws destroy the bonds of matter. Each time the void dragon deals damage to a starships hull with its claws, that ship suffers critical damage (in addition to any critical damage from critical hits or crossing damage thresholds).

Special Breath (Ex) The breath of old void dragons destroys air even within ships. When a ship's hull is damaged by the dragon's breath, any crew in sealed armor must attempt Fortitude saves with the listed DC or lose 1d6 days of air from their armor. It also thins the air such that each round, exposed crewmembers must make a save against suffocation. This thin air lasts until an engineer uses a divert action to boost the life support.





VORTEX DRAGON

These grim dragons serve as messengers and oracles for gods, more powerful outer dragons, and strange beings that live in the unfathomable depths of black holes.

Suggested Alignment: Lawful neutral

Dragon Aura (Su) Once per turn, when a young adult vortex dragon moves adjacent to a starship or through that ship's hex, the space around that ship is distorted, causing each hex to count as five for that ship's weapons. A science officer can find new paths through the diverted space with a special scan action against the listed DC. This ends the effect but does not give any information on the dragon.

Dragon Trait (Ex) Vortex dragons can create a vortex of twisted space during their pilot action, marking one hex within 10 hexes of their position. Any pilot entering a hex adjacent to the

vortex must attempt a Piloting check of 15 + the dragon's tier or be moved into the vortex and their movement stopped. The dragon can have one active vortex at a time, with each use of this ability closing the old vortex.

Final Power (Su) A great wyrm vortex dragon can move instantly from its current position to the position of its vortex. In starship combat, this takes place before its Pilot action in the helm phase and, if there is any ship in the vortex, make an attack against it in gunnery as though the dragon had succeeded on a Flyby attack.

Special Breath (Ex) The breath of old vortex dragons disorients the members of crew. When a ship's hull is damaged by the dragon's breath, each crewmember must attempt a Fortitude save against the listed DC. Any crewmember that fails their save is sickened for 1d4 rounds. Further, while the ship's pilot is sickened by this effect, the ship's effective turn distance is increased by 2.

DRAKAINIA

This woman's upper body is shapely and beautiful, but her lower body is bloated, with pulsating tumors and writhing tentacles.

DRAKAINIA

CR 25

XP 1,638,400

NE Huge aberration

Init +6; **Senses** darkvision 120 ft., lifestense, *true seeing*; **Perception** +41

Aura mutation aura (30 ft., DC 30)

DEFENSE HP 600 RP 12

EAC 41; **KAC** 42

Fort +21; **Ref** +21; **Will** +28

Defensive Abilities regeneration 10 (negative energy); **DR** 10/good; **Immunities** disease, poison, polymorph effects; **SR** 36

OFFENSE

Speed 50 ft., climb 30 ft., swim 30 ft.

Melee claws +36 (12d12+31 S; critical demon fever [DC 30])

Multiattack 4 claws +32 (6d12+31 S)

Ranged noxious spit +34 (8d6+25 A)

Spell-Like Abilities (CL 25th)

1/day—*mass inflict pain*, *regenerate*, *greater resistant armor*, *snuff life*

3/day—*corrosive haze*, *dominate person*, *mystic cure* (5th-level), *resistant aegis*

At will—*dimension door*, *status*

Offensive Abilities drakainia's kiss

STATISTICS

Str +8; **Dex** +6; **Con** +6; **Int** +12; **Wis** +2; **Cha** +15

Feats Improved Critical

Skills Bluff +41, Life Science +46, Mysticism +46, Sense Motive +41

Languages Abyssal, Aklo, Aquan, Common, Draconic, Infernal, Terran

Other Abilities birth spawn, mutation aura, sacrifice spawn, transfer suffering, well of life

ECOLOGY

Environment any

Organization solitary plus 1d3 spawn and 1 one favored spawn

SPECIAL ABILITIES

Birth Spawn (Su) As a full-round action, a drakainia can spend a Resolve Point to give birth

to a spawn. This ability functions as the [summon creature](#)^{AA} spell, except the drakainia's spawn remain until destroyed or die of natural causes (usually within 2d4 days, with the exception of favored spawn, as described below). Use the statistics for a Small, Medium, or Large elemental, apply the aberration summoning graft below, and add a random mutation from the table. A drakainia may only have as many spawn as her base number of Resolve Points at any given time. Spawn created by this ability, as well as those incubated from creatures slain while mutated by its aura, are completely under the control of the drakainia as if dominated.

Drakainia's Kiss (Su) A drakainia can kiss a helpless or grappled target with a full action similar to a coup de grace. A kissed opponent must succeed on a DC 30 Fortitude save or begin a hideous transformation into a drakainia spawn. In 1d4 rounds, the target begins to mutate, gaining the staggered condition and two of the mutations on the table below (these are in addition to any mutations from the mutation aura ability). In another 1d4 rounds, the target must succeed at a second DC 30 Fortitude save or begin changing physical shape into a tentacled monstrosity, gaining the stunned condition for 1d4 rounds and the aberration creature type. These changes can be reversed by *greater remove condition* or *psychic surgery* spells. If the target fails a third DC 30 Will saving throw, it transforms fully into a drakainia spawn under the control of the drakainia. This full transformation can only be reversed by a successful *break enchantment* spell followed by *greater remove condition* or *psychic surgery* spells.

Mutation Aura (Su) A drakainia's aura pulses with developing life. All poisons or diseases active within her 30-foot aura have an onset of 1 round and a frequency of 1/minute. In addition to this, all creatures within a drakainia's mutation aura must succeed at a DC 30 Fortitude save or be afflicted with a random mutation from the list below. Mutated creatures take a -4 penalty to Charisma and a -2 penalty on saving throws against diseases. These mutations can only be reversed by a *greater remove condition* or *psychic surgery* spell; the mutations are removed 1 minute after successfully casting either spell. Creatures that die within the drakainia's aura absorb its twisted energies, incubating drakainia



spawn in 1d4 rounds. Creatures killed this way can't be resurrected by any effect short of a *miracle* or *wish*.

Sacrifice Spawn (Su) When a drakainia uses her *dimension door* spell-like ability, instead of the normal range, she can choose to teleport to any space occupied by one of her spawn that is within 1 mile of her. On arrival, she explodes out from her offspring, destroying it entirely.

Transfer Suffering (Su) As a swift action, a drakainia can transfer a single harmful spell effect or condition from herself to one of her offspring that is currently within her mutation aura.

Well of Life (Su) By spending 1 Resolve Point, a drakainia can unleash the primal life energy within her body to channel positive energy in a 30-foot radius burst, healing herself and all her spawn within this range for 3d8+2 HP.

The terrifying drakainia is the progenitor of any number of mutated cosmic horrors, as she draws in life energies unto herself from the world around her. This stolen vitality keeps her humanoid features eternally young and beautiful while engorging her monstrous parts with terrible fecundity, allowing her to give birth to mutated horrors and abominations beyond description, all of which serve their beloved mother faithfully unto death. She is always encountered with at least a handful of her favored children, as well as other progeny she can sacrifice to protect herself. With their help, she seeks to spread mutation and misery, warping those she encounters into a twisted mockery of life.

DRAKAINIA SPAWN

Each creature a drakainia spawns, and any creature affected by its mutation aura, gains one of the following mutations. While potentially powerful, these abilities come at the cost of agonizing physical and mental trauma. Spawn born with mutations know nothing but such misery, but creatures mutated by a drakainia's mutation aura become shaken and fatigued by the shock of mutation. They can attempt a Fortitude save each round to end the fatigue and a Will save each round to end the shaken condition, with a cumulative +1 bonus to each save for every round after the first. A drakainia can use its dominate person spell-like ability on any creature mutated by its power, regardless of its type; humanoids mutated by it take a -2 penalty on their saving throws against its *dominate person* ability.

ABERRATION (SUMMONING GRAFT)

Type: Aberration

Alignment: NE

Traits: darkvision 60 ft.,

Skills: Add Athletics, Acrobatics, Stealth, Survival

Languages: Aklo, telepathy 100 ft.
(drakainia and drakainia spawn only)

SPAWN MUTATIONS

%	Mutation
01-10	Impenetrable Skin (Ex): The drakainia spawn's skin is tough and scaly. It gains DR 5/—.
11-20	Covered in Eyes (Ex): Eyes cover the front and back of the creature's head. Opponents gain no bonuses against the creature from flanking, and the creature gains a +5 bonus to initiative and Reflex saves, and a +10 bonus to Perception. The creature gains darkvision 60 feet if it did not already have the ability.
21-30	Chameleon Scales (Ex): This creature is covered in scales that shift their hue to blend in with their surroundings. The creature gains a +8 racial bonus on Stealth checks and can make Stealth checks to hide even if it lacks cover or concealment. The creature also gains the trick attack class ability as if it had levels in the operative class equal to its CR.
31-40	Poison Glands (Ex): The creature has a pair of poison sacs near its mouth. It gains immunity to poison, and three times per day it can spit a dose of deathblade poison up to 20 feet as a ranged touch attack.
41-50	Pestilent (Ex): Creatures gaining this mutation become Small in size, gain immunity to disease, and infect targets with demon fever on a critical hit.
51-60	Giant Growth (Ex): Creatures gaining this mutation become Large in size, gaining +4 to Strength.
61-70	Energy Resistant (Ex): Creatures gaining this mutation gain immunity to radiation effects and energy resistance 10 to three energy types from the following list: acid, cold, electricity, fire, force effects, negative energy, or sonic. Alternatively, the creature may instead gain immunity to radiation effects and to one of the listed energy types.
71-80	Multiple Heads (Ex): The creature has 2d4 heads, granting it a +4 racial bonus on saving throws against illusions and enchantments and a +8 racial bonus on Perception checks. The creature speaks an additional number of languages equal to its total number of heads. Each head speaks with a different voice, allowing it to cast <i>confusion</i> once per day.
81-90	Tentacles (Ex): The creature's legs are replaced with multiple tentacles. It can't be tripped, gains a 20 ft. climb and swim speed, and gains a +8 racial bonus to perform a grapple combat maneuver.
91-00	Favored Spawn (Su): Favored spawn are those a drakainia has marked as successful or quasi-successful mutations. These powerful spawn gain a +4 luck bonus on all saving throws, a +4 increase to KAC, and a +4 inherent bonus to two ability scores. Creatures who gain this mutation from the drakainia's aura must succeed at a DC 30 Will save or be subject to the drakainia's control as though affected by a <i>dominate person</i> spell. If the subject succeeds, the drakainia can attempt to establish control again in 1d4 rounds.

DROUGHT SWALLOWS

A massive flock of red-eyed birds descends upon you, filling the air with shrill cries. As it passes overhead, your flesh cracks and begins crumbling away.

DROUGHT SWALLOW SWARM CR 6

XP 2,400

N Tiny magical beast (swarm)

Init +5; **Senses** low-light vision; **Perception** +13

Aura desiccation field (20 ft., DC 14)

DEFENSE HP 90

EAC 18; **KAC** 20

Fort +10; **Ref** +10; **Will** +5

Defensive Abilities swarm defenses;
Immunities swarm immunities

OFFENSE

Speed 10 ft., fly 80 ft. (Ex, perfect)

Melee swarm attack (1d6+5 P)

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities distraction (DC 14)

STATISTICS

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

Skills Acrobatics +18, Perception +13

ECOLOGY

Environment any desert

Organization swarm or plague (2-6)

SPECIAL ABILITIES

Desiccation Field (Su) Drought swallows are surrounded by a magical field that evaporates moisture from living creatures. Those beginning their turn inside the aura take 2d6 nonlethal damage from dehydration (DC 14 Fortitude negates). Like damage from normal dehydration, it cannot be cured unless the victim has adequate water and the victims are fatigued until the damage is cured.

Drought swallows have sand-colored feathers and reddish eyes. Flying alone or in small groups they are harmless, if not particularly friendly. In larger masses, however, often provoked by cries of distress or concentrations of creatures in or near their nesting areas, drought swallows form raging swarms that can decimate whole caravans. Experienced travelers keep their eyes out when

drought swallows are spotted, looking for the cliffside rookeries or twisted hillside thorn bushes where they roost in massive colonies of hundreds or even thousands. When agitated, teeming masses of drought swallows surge out of their nests and surround intruders in their territory, leaching the moisture from their bodies and leaving desiccated husks behind.

Thankfully, drought swallows are very territorial not only with respect to other creatures but toward other flocks of drought swallows as well. Unrelated flocks frequently fight for dominance and choice nesting grounds, engaging in pitched aerial skirmishes, striking and peeling away until one flock submits and retreats. Fortunately for settled kingdoms, drought swallows rarely encroach on civilized lands. On the few occasions, when this has occurred, rivers have dried up, crops have withered, and livestock has perished in vast numbers. Most sentient races consider drought swallows a deadly menace to be eradicated.



ECORCHE

The skin of the person before you splits asunder and peels back, revealing a skinless, blood-soaked muscles and ripping claws of an abomination far larger than the ruined flesh of its skin-suit should have been able to contain.

ECORCHE

CR 16

XP 76,800

CE Large undead

Init +9; **Senses** darkvision 60 ft.; Perception +28

Aura frightful presence (60 ft., DC 22)

DEFENSE HP 300

EAC 30; **KAC** 32

Fort +18; **Ref** +18; **Will** +16

Defensive Abilities fast healing 5; **DR** 15/good and silver; **Immunities** acid, undead immunities

OFFENSE

Speed 30 ft.

Melee claw +30 (6d10+27 S; critical 1 Con bleed)

Multiattack 2 claws +24 (6d10+27 S; critical 1 Con bleed)

Ranged vortex scattergun +27 (3d12+16 P)

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

Offensive Abilities seize skin

STATISTICS

Str +10; **Dex** +5; **Con** —; **Int** +1; **Wis** +0; **Cha** +7

Skills Athletics +28, Disguise +33, Stealth +28

Languages Common

Other Abilities unliving, wear skin

Gear vortex scattergun with 12 shells

ECOLOGY

Environment any land

Organization solitary or gang (2–4)

SPECIAL ABILITIES

Seize Skin (Su) Whenever an ecorche damages the same target with both attacks in its multiattack, the target must succeed at a DC 22 Fortitude save to resist being skinned alive. Those who fail the save become staggered and take 1 point of Constitution drain per round. Both of these effects are permanent but can be removed with a *regenerate* or *mystic cure* (4th-level or higher) spell (or 1 round of regeneration). The ecorche can use its wear skin ability to don a skin stolen in this way as a full-round action.

Wear Skin (Su) An ecorche can steal the skin of a dead Small, Medium, or Large humanoid and wear it as its own. When it does this, the ecorche takes on the creature's size and appearance and gains a +10 bonus on Disguise checks made to impersonate the victim. While wearing a stolen skin, an ecorche cannot use its frightful presence. This stolen skin is preserved while the ecorche wears it, but is destroyed if the ecorche takes more than 10 points of damage or if the ecorche chooses to destroy the skin as a standard action. Those within 60 feet who see an ecorche's stolen skin destroyed are immediately subjected to its frightful presence and take a –5 penalty on the related Will save. An ecorche reverts to its normal size if its stolen skin is destroyed.

The bodyguards and spies of undead masterminds, ecorches appear as gory giants with musculatures overdeveloped by infusions of necromantic toxins and grafts of reanimated sinew. Although its natural form possesses no skin, an ecorche can steal the flesh of another creature, flaying its victim in mere seconds and leaving it in unimaginable shock and pain with only moments to seek aid before perishing. Yet this gruesome act of violence is only the first stage of the chaos an ecorche spreads with its violence. An ecorche possesses incredible control over its gruesome form, allowing it to compress its body into the skin of a much smaller creature. Wearing such grisly garb, these terrors walk among the living, doing the bidding of their terrible masters or searching for more influential individuals to murder, skin, and impersonate. If an ecorche's unholy nature is revealed, the monster is quick to dispose of its now-useless disguise, bursting from the suit of flesh and exposing its terrible form to the unprepared, few of whom can withstand such unabashed gore.

An ecorche stands approximately 8-1/2 feet tall and weighs upward of 600 pounds.

EEL

This six-foot-long, snake-like fish moves slowly. A strange popping and snapping sound occasionally emits from the creature's body.

ELECTRIC EEL

CR 2

XP 600

N Small animal (aquatic)

Init +8; **Senses** low-light vision; **Perception** +7

DEFENSE HP 25

EAC 13; **KAC** 15

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

Resistances electricity 10

OFFENSE

Speed 5 ft., swim 30 ft.

Melee bite +10 (1d6+4 P & S) or tail +10 (1d4+2 E; critical stunned [DC 11])

STATISTICS

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

Skills Acrobatics +7, Athletics +12, Perception +7, Stealth +12

ECOLOGY

Environment any aquatic

Organization solitary

The electric eel is a curious fish that breathes air instead of water, yet certainly its most unusual characteristic is its ability to generate powerful jolts of electricity. An electric eel is 6 feet long and weighs 45 pounds.

This sixteen-foot-long eel slithers through the water with uncanny grace, mouth open to display large teeth and a second set of jaws.

GIANT MORAY EEL

CR 6

XP 2,400

N Large animal (aquatic)

Init +2; **Senses** low-light vision; **Perception** +13

DEFENSE HP 95

EAC 18; **KAC** 20

Fort +10; **Ref** +10; **Will** +5

OFFENSE

Speed swim 30 ft.

Melee bite +13 (3d4+13 P & S plus grab)

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

Offensive Abilities gnaw

STATISTICS

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

Skills Acrobatics +18, Athletics +18, Perception +13, Stealth +13

ECOLOGY

Environment warm oceans

Organization solitary, pair, or nest (3-6)

SPECIAL ABILITIES

Gnaw (Ex) If a giant moray begins a round with a grabbed foe, it inflicts automatic bite damage (3d4+13 P & S). A giant moray eel has a second set of jaws in its throat that aid in swallowing: it can make a second bite attack (+11 attack, 1d8+6 P & S) against a foe it has already grabbed.

Grab (Ex) If a giant moray's bite attack hits the target's KAC + 4, the giant moray also automatically grapples the foe as a free action in addition to dealing damage normally. (If it hits the target's KAC + 13, it instead pins the target and deals damage normally.) The giant moray can maintain the grab either with another successful bite attack or by performing a grapple combat maneuver normally.

The moray eel is a ferocious predator, capable of holding prey in its primary jaws while a smaller set of jaws inside its throat chews away bite-sized portions.



ELALI

Strange tattoos belie this humanoid's alien nature where the midpoint of its head splits like a flower with lavender skin overlapping its exposed brain.

ELALI

CR 4

XP 1,200

NG Medium humanoid (elali)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE HP 45

EAC 16; **KAC** 17

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

Immunities paralysis; **Resistances** electricity 10, fire 10; **SR** 15

OFFENSE

Speed 30 ft.

Melee survival knife +8 (1d4 S)

Ranged static arc pistol +10 (1d6 E; critical arc 2)

Offensive Abilities mental paralysis

Elali Spell-Like Abilities (CL 4th)

1/day—*modify memory* (DC 18), *invisibility*

3/day—*disguise self* (humanoid only),

suggestion (DC 16), *supercharge weapon*

At will—*flight* (2nd-level, self only)

STATISTICS

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

Skills Diplomacy +10, Medicine +10, Mysticism +15, Perception +10, Sense Motive +15

Languages Celestial, Common, Elali, Ultari; telepathy 100 ft.

Gear basic tempweave (as basic lashunta tempweave), static arc pistol with 1 battery (20 charges), survival knife

ECOLOGY

Environment any land

Organization solitary, pair, or cluster (3–12)

SPECIAL ABILITIES

Mental Paralysis (Su) Elali can assail the minds of lesser creatures with waves of psychic energy to temporarily restrict conscious control of their bodies. As a standard action, an elali can use this ability to target a single creature within 30 feet as a mind-affecting effect. As long as the creature has an Intelligence score but a modifier less than that of the elali itself, it must succeed at a DC 15 Will saving throw or gain the

paralyzed condition for 1d4+1 rounds similar to a *hold person* spell. Each round, on its turn, an affected creature can attempt a new saving throw to end the effect as a full-round action which does not provoke attacks of opportunity. Once targeted by this ability (whether successful or not), a creature is immune to further mental paralysis from that elali for the next 24 hours. An elali may only maintain one instance of mental paralysis at a time.

A powerful psychic species—and the elder statesmen of the Bellanic Accord—elali have long cultivated a reputation as benevolent shepherds of the multiverse. Ages ago, they evolved on a lush, mountainous world with vicious predators, forced to rely on cunning and intellect to survive. As a result, they also prefer to remain in the shadows of interplanetary affairs, often shaping events on other worlds through proxies and intermediaries until native species are ready to accept their presence. The true agenda of the elali is sustain the master plans and prophecies of the ascended Patrons, moving the multiverse towards a similar enlightenment and joint commonality.

Capable of channeling their psychic talents in impressive displays of mental dominance and deception, the elali loathe to use their powers on the unwilling. This self-imposed ban on the unethical abuse of their abilities—as well as their dwindling population and slow reproductive cycle—is all that keeps them from becoming a conquering force in the universe; a well-known fact by other species, especially their enemies among the Ultari Hegemony. Only marginally shorter in stature than an average-sized human, elali commonly stand 5-1/2 feet tall and weigh around 120 pounds.

Ecology

Originating on the mountainous, arboreal world of Ternastra, the elali developed in the shadows of massive, translucent, fungal-like trees which filtered much of the light from the world's twin, blue-white suns. They developed nascent psychic abilities as a defense against the world's fiercest predators, hiding in small, migrating communes among such forests. Only after millennia eking out a living while being hunted, did the first elali ascend into the mountains and skies of their planet. Settling on the tops of the gargantuan



fungal blooms and highest peaks, the elali created their first true settlements, made from the picked carcasses of the colossal beasts, below. From this moment, the elali race learned what it meant to truly look down upon other creatures, safe from reprisal and able to develop their culture at a pace of their own choosing.

One of the few species to directly interact with the immortal Patrons, the elali once again adapted to the greater multiverse after accepting an interplanetary gate connected to the Weave. Mastering psychic trickery, they took the form of other humanoid species, often passing among them as idealized versions of the local culture to better influence civilizations in positive ways. Unfortunately, psychic communication with these initial species often led to misunderstandings, fear, or—in extreme cases—terrible accidents, with the elali unintentionally overriding the synapses of lesser species and rendering them in a state of permanent catatonia. Since then, the elali have grown more accustomed to neural differences within other species, though psychic intrusion still results in moments of deep shock. For this reason, elali prefer telepathy for communication, reserving the direct sharing of minds only for others of their kind.

Habitat & Society

The peaceful elali abhor war even when it proves absolutely necessary. Capable of extending psychic energy into the very weapons they wield, only a handful embrace martial traditions because of their aversion to violence. Instead, most use deception to avoid combat or turn enemies against one another. This prevents them from inflicting lasting harm on others, as they believe the mind is always far more important than the flesh. Because of this, elali particularly guard against psychic enemies, especially those among the Ultari Hegemony.

Elali almost always live among the societies of other worlds, appearing as a member of the native species while manipulating events until a situation warrants their direct hand. From this position, they work to influence important leaders and improve the lives and advancement of their adopted species. When discovered or confronted about their presence, the elali use more invasive psychic powers to carefully alter memories and disappear, cultivating new identities and new

relationships to continue their work. Because of this activity, members of the Hegemony often paint the elali as master manipulators, meddling in the affairs of lesser species for nefarious reasons, and the elali are then forced to repair and defend their reputation once revealed.

Small groups of more adventurous elali occasionally explore the Weave on scouting missions to discover or intervene among the neutral worlds of the multiverse coveted by rival forces. Able to remain hidden for years at a time, these agents foment resistance to brutal dictators and Hegemony incursions, especially any outbreaks of the vile assimilation strains manufactured by the jagdaline. Such atrocities always evoke a more militaristic approach by the elali, as they know full well the dangers an assimilation strain can pose to unprepared species yet to discover the dangers of the greater multiverse. On worlds not yet under the direct threat of the Ultari Hegemony,

visiting elali covertly act to uplift a local species in hopes of discouraging interstellar conflict and guide peaceful outcomes toward interplanetary diplomacy and unification.

Outside their sojourns across the cosmos, groups of elali also hold council among the greatest strongholds of the Bellanic Accord, often debating the greater actions of the coalition's multiracial alliance while discussing the master plan of their enigmatic Patrons. Even so, the elali rarely show themselves beyond mandatory appearances among the leaders of the Accord, preferring to spend their individual time contemplating Patron philosophy and pursuing the shared revelations of the vast neural network provided by their kind.

Advanced elali gravitate toward certain spell-like abilities at higher CRs, including *dominate person*, *mass suggestion*, *nondetection*, and *teleport*.

ELDER THING

This strange creature has a star-shaped head and numerous writhing appendages arranged radially around its barrel-shaped body.

ELDER THING

CR 5

XP 1,600

LN Medium aberration

Init +2; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE HP 70

EAC 17; **KAC** 19

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

Defensive Abilities unflankable; **Immunities** cold; **Resistances** fire 10

OFFENSE

Speed 30 ft., fly 20 ft. (Su, clumsy), swim 40 ft.

Melee mass of tentacles +14 (1d6+8 B plus grab)

Offensive Abilities constrict (1d6+8)

STATISTICS

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

Skills Athletics +11, Life Science +11, Mysticism +16

Languages Elder Thing

Other Abilities hibernation, limited starflight

ECOLOGY

Environment any

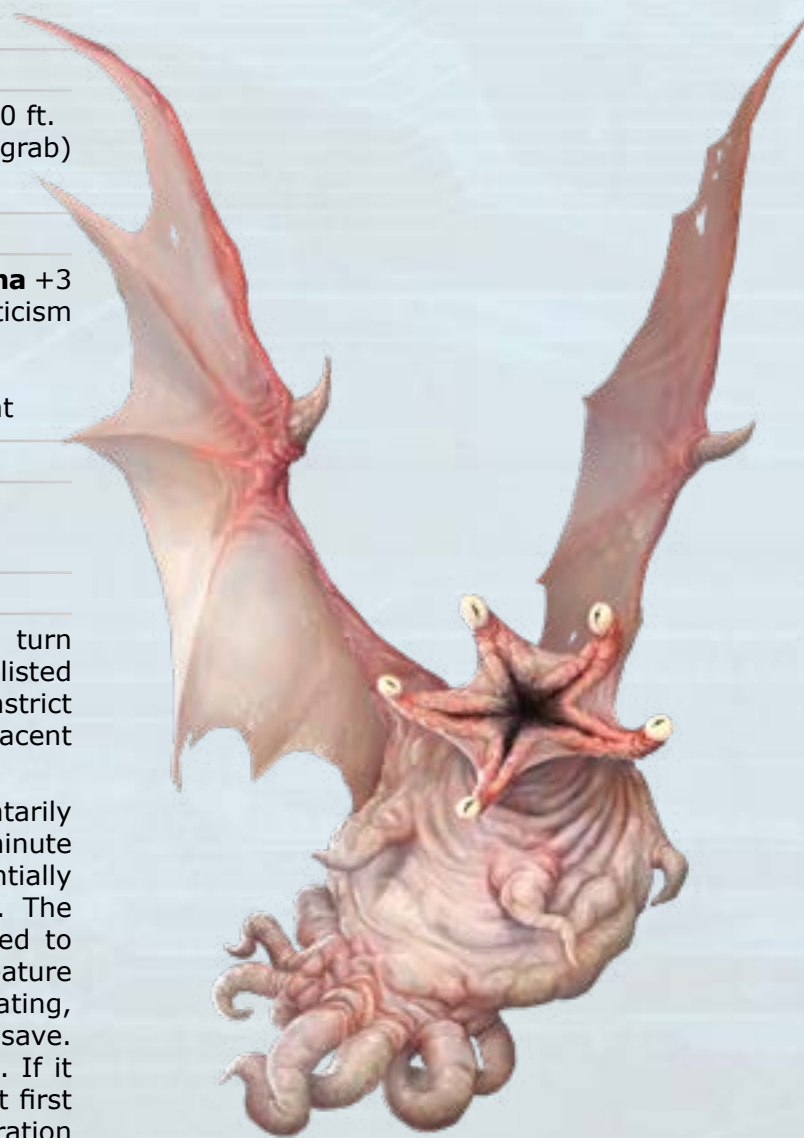
Organization solitary

SPECIAL ABILITIES

Constrict (Ex) A creature that begins its turn grappled by the elder thing takes the listed damage. An elder thing can grapple and constrict multiple creatures as long as they are adjacent to it.

Hibernation (Ex) An elder thing can voluntarily enter a state of hibernation with 1 minute of preparation. In this state, it is essentially helpless, much like being in deep sleep. The duration has no limit and it does not need to eat or drink, nor does it age. If another creature touches it or it suffers damage while hibernating, an elder thing can attempt a DC 18 Will save. If successful, it awakens after 2d4 rounds. If it fails, it takes 1d4 days to awaken. When it first enters hibernation, it can set a specific duration for the state. When the time has elapsed, it only takes 1d3 rounds for it to be ready to act.

Limited Starflight (Ex) An elder thing can survive in deep space, despite the lack of air. Unlike certain other creatures, it cannot remain conscious during space travel, nor can it travel at extremely fast speeds. It calculates the distance and then relies on inertia and remains in hibernation to survive the journey.



ELEMENTAL, HEAVY METAL

Out of the molten magma sea arises a mass of shiny metal. Somewhere between liquid and solid, the featureless blob forms into roughly humanoid shape with large flat appendages and glowing red eyes.

HEAVY METAL ELEMENTAL

Languages Terran

ECOLOGY

Environment any hot

Organization solitary, pair, or gang (3–8)

Treasure none

SPECIAL ABILITIES

Elemental Immunities (Ex) Elementals are immune to the following effects unless a specific effect states that it works against elementals: bleed, critical hits, paralysis, poison, sleep effects, and stunning. An elemental can't be flanked.

Forced Conduction (Ex) A heavy metal elemental takes no damage from fire, but its thermally conductive mass does heat up, making its natural attacks searing hot. If the creature has been attacked with fire damage within the last round or is in direct contact with a fire source, such as the Ocean of the Volretz, its slam attacks deal fire damage in addition to normal damage. If the creature has taken cold damage within the last round, the creature's body cools down and slam attacks do not add this damage.

Hurl Magma (Ex) Heavy metal elementals can form wide, flat, shovel-like arms that can scoop up and toss nearby material with surprising accuracy. If the material is magma from the Volretz ocean, the attack also deals fire damage equal to the creature's forced conduction damage.

SMALL HEAVY METAL ELEMENTAL CR 1

XP 400

N Small outsider (earth, elemental, native)

Init +1; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft.; **Perception** +5

DEFENSE HP 20

EAC 11; **KAC** 13

Fort +5; **Ref** +3; **Will** +1

Immunities acid, fire, elemental immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft., swim 60 ft.

Melee slam +9 (1d6+5 B)

Ranged hurl magma +6 (1d6+1 B)

Offensive Abilities forced conduction (1d3)

STATISTICS

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

Skills Athletics +10

MEDIUM HEAVY METAL ELEMENTAL CR 3

XP 800

N Medium outsider (earth, elemental, native)

Init +1; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft.; **Perception** +8

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities acid, fire, elemental immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft., swim 60 ft.

Melee slam +12 (1d6+7 B)

Ranged hurl magma +9 (1d6+3 B)

Offensive Abilities forced conduction (1d4)

STATISTICS

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

Skills Athletics +13

LARGE HEAVY METAL ELEMENTAL CR 5

XP 1,600

N Large outsider (earth, elemental, native)

Init +3 **Senses** blindsense (vibration) 30 ft., darkvision 60 ft.; **Perception** +11

DEFENSE HP 70

EAC 17; **KAC** 19

Fort +9; **Ref** +7; **Will** +4

Immunities acid, fire, elemental immunities

Weaknesses vulnerable to electricity

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

OFFENSE

Speed 20 ft., swim 60 ft.

Melee slam +15 (1d6+10 B)

Ranged hurl magma +12 (1d8+5 B)

Offensive Abilities forced conduction (1d6)

STATISTICS

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

Skills Athletics +16

HUGE HEAVY METAL ELEMENTAL
CR 7

XP 3,200

N Huge outsider (earth, elemental, native)

Init +4; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft.; **Perception** +14

DEFENSE HP 105

EAC 19; **KAC** 21

Fort +11; **Ref** +9; **Will** +6

DR 5/—; **Immunities** acid, fire, elemental immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft., swim 60 ft.

Melee slam +18 (2d6+12 B)

Ranged hurl magma +15 (2d8+7 B)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities forced conduction (1d8)

STATISTICS

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

Skills Athletics +19



GREATER HEAVY METAL ELEMENTAL CR 9

XP 6,400

N Huge outsider (earth, elemental, native)

Init +4; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft.; **Perception** +17

DEFENSE HP 145

EAC 22; **KAC** 24

Fort +11; **Ref** +13; **Will** +8

DR 10/—; **Immunities** acid, fire, elemental immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft., swim 60 ft.

Melee slam +22 (2d10+15 B)

Ranged hurl magma +19 (5d4+9 B)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities forced conduction (1d10)

STATISTICS

Str +6; **Dex** +4; **Con** +3; **Int** -1; **Wis** +0; **Cha** +0

Skills Athletics +22, Stealth +17

ELDER HEAVY METAL ELEMENTAL CR 11

XP 12,800

N Huge outsider (earth, elemental, native)

Init +5; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft.; **Perception** +22

DEFENSE HP 180

EAC 24; **KAC** 26

Fort +13; **Ref** +15; **Will** +10

DR 10/—; **Immunities** acid, fire, elemental immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft., swim 60 ft.

Melee slam +24 (4d6+19 B)

Multiattack 3 slams +18 (2d8+19 B)

Ranged hurl magma +21 (3d10+11 B)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities forced conduction (1d12)

STATISTICS

Str +8; **Dex** +5; **Con** +3; **Int** -1; **Wis** +0; **Cha** +0

Skills Athletics +25, Stealth +22

The only creatures native to the molten world of Volretz, heavy metal elementals are related to earth elementals, but consist of more unusual metals, such as antimony and platinum. Some miners claim that the elementals have developed elaborate societies and civilizations deep under the seas, but no one has traveled there to find out. The creatures clearly do not approve of the presence of the colonists on the planet. The elementals do appear intelligent, coordinating with each other in combat, and they share a language with their earth elemental brethren. Further, they have learned to use their native terrain to their full advantage, throwing clumps of molten metal or making searing hot slam attacks. Heavy metal elementals pose the largest threat to mobile mining stations outside of the environment itself, and the creatures have even traveled over land to attack land-based mining stations too close to the shore. This is exceedingly dangerous for the miners who aren't necessarily well-equipped for combat. Ironically, the bodies of killed elementals are something of a windfall, as they are composed of many desirable metals, and some miners deliberately go hunting for elementals. Officially, the company discourages such practices, but the generous bounty for the return of a heavy metal elemental's body tells a very different story. The elementals have never trekked all the way to Morkansia in the middle of the continent, but many residents wonder if the city is prepared for such an attack.

ELEMENTAL, ICE

This icy creature's features are vaguely humanoid, though massive and chunky.

GREATER ICE ELEMENTAL CR 9

XP 6,400

N Huge outsider (air, cold, extraplanar, water)

Init +3; **Senses** darkvision 60 ft., snow vision; **Perception** +17

DEFENSE HP 145

EAC 22; **KAC** 24

Fort +11; **Ref** +11; **Will** +10

DR 10/—; **Immunities** cold, elemental immunities

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft., ice glide, ice walking

Melee slam +22 (2d10+15 B & C plus numbing cold)

Offensive Abilities numbing cold (DC 16)

STATISTICS

Str +6; **Dex** +3; **Con** +4; **Int** -1; **Wis** -; **Cha** -

Skills Athletics +17, Stealth +22

Languages Aquan

ECOLOGY

Environment any land or water (Plane of Water)

Organization solitary, pair, or gang (3–8)

STATISTICS

Ice Glide (Ex) A greater ice elemental can burrow through nonmagical ice and snow like a fish swims through water. This leaves no trace or tunnel. Casting a *control gravity* spell on the area where a greater ice elemental is burrowing flings the creature back 30 feet, stunning it for 1 round, unless it succeeds at a DC 15 Fortitude save.

Ice Walking (Ex) A greater ice elemental can climb icy surfaces as per the *spider climb* spell. It takes no penalty when doing so and does not need to make Acrobatics checks when running or charging on ice.

Numbing Cold (Su) Each time a greater ice elemental deals cold damage with its slam attack, the target must succeed on a Fortitude save or be staggered for one round.

Snow Vision (Ex) A greater ice elemental's vision is unaffected in snow and it suffers no penalties in snowy conditions.



ELEMENTAL, MAGMA

This rocky monster glows with an internal heat. Red light spills from its eyes and mouth, as well as fractures in its outer surface.

ELDER MAGMA ELEMENTAL CR 11

XP 12,800

N Huge outsider (earth, elemental, extraplanar, fire)
Init +3; **Senses** darkvision 60 ft.; **Perception** +20

DEFENSE HP 180

EAC 24; **KAC** 26

Fort +13; **Ref** +13; **Will** +12

DR 10/—; **Immunities** fire, elemental immunities

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +24 (4d6+19; critical burn 3d4)

Offensive Abilities lava puddle

STATISTICS

Str +8; **Dex** +3; **Con** +5; **Int** -1; **Wis** -; **Cha** -

Skills Athletics +25, Intimidate +20

Languages Ignan

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, or gang (3-8)

SPECIAL ABILITIES

Earth Glide (Ex) An elder magma elemental can burrow through stone, dirt, lava, or any other kind of earth except metal like a fish swims through water. This leaves no trace or tunnel. The area feels warm for 1 round after its passing and often retains a smooth feel as if it had been polished.

Lava Puddle (Su) Once per day, a magma elemental can extrude a puddle of lava as a full-round action, filling its space to a depth of 3 inches. This counts as difficult terrain. A creature that moves through the lava takes 2d6 points of fire damage. The damage continues for 1d3 after the creature leaves the lava, though these additional rounds only deal 1d6 damage. After 2 minutes, the lava solidifies and is safe to touch. At the GM's discretion, while the lava is hot, it can start secondary fires.



ELEMENTAL, WOOD

This tangle of branches, vines, and brambles has two arm-like masses protruding from its sides. Dark holes like eyes and a mouth are formed in the upper half of the central mass.

WOOD ELEMENTAL

Languages Sylvan

ECOLOGY

Environment any

Organization solitary, pair, or gang (3–6)

SPECIAL ABILITIES

Absorb Wood (Ex) The elemental deals double damage to wooden objects. A wooden object it destroys is absorbed into its mass and grants temporary hit points equal to twice the elemental's CR that last for one hour. An object destroyed this way cannot be restored even by magic until the elemental is slain.

Entangle (Ex) The elemental ensnares creatures it strikes with its slam attacks with fast-growing plants. A creature must succeed at a Reflex save or become entangled for 10 minutes. An entangled creature that fails its save against this ability a second time is rooted in place and cannot leave its current square. A flying creature not adjacent to a surface is not rooted in place, but it cannot use wings to fly and falls to the ground on a second failed save. An entangled creature can be freed with a Strength check against the same DC or by dealing CR*5 points of damage to the vines (no attack roll required). If the creature is rooted in place, the Strength check DC increases by 2.

Plant Stride (Ex) A wood elemental can move at its full speed through undergrowth and other plant-based difficult terrain. In addition, it can burrow through wood or plant matter, living or dead, as easily as a fish swims through water. Its burrowing leaves behind no tunnel, nor does it create any bulge or other sign of its presence.

Verdant Demise (Ex) When a wood elemental is slain, it instantly creates an area of permanent light undergrowth with a spread of CR*5ft. This effect only lasts for CR*1 rounds if the elemental was a summoned creature.

SMALL WOOD ELEMENTAL CR 1

XP 400

N Small outsider (elemental)

Init +0; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE HP 22

EAC 11; **KAC** 13

Fort +5; **Ref** +3; **Will** +1

Defensive Abilities absorb wood; **Immunities** elemental immunities

OFFENSE

Speed 20 ft., burrow 10 ft., climb 20 ft; plant stride

Melee slam +6 (1d6+3 B plus entangle, DC 10)

STATISTICS

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

Skills Medicine +10, Stealth +5, Survival +5

Other Abilities verdant demise

MEDIUM WOOD ELEMENTAL CR 3

XP 800

N Medium outsider (elemental)

Init +0; **Senses** darkvision 60 ft.; **Perception** +8

Defense HP 44

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Defensive Abilities absorb wood; **Immunities** elemental immunities

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft; plant stride

Melee slam +9 (1d6+5 B plus entangle, DC 12)

STATISTICS

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

Skills Medicine +13, Stealth +8, Survival +8

Other Abilities verdant demise

LARGE WOOD ELEMENTAL CR 5

XP 1,600

N Large outsider (elemental)

Init +0; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE HP 77

EAC 17; **KAC** 19

Fort +9; **Ref** +7; **Will** +4

Defensive Abilities absorb wood; **Immunities** elemental immunities



OFFENSE

Speed 40 ft., burrow 20 ft., climb 20 ft; plant stride
Melee slam +12 (1d6+8 B plus entangle, DC 13)
Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str +3; **Dex** +0; **Con** +5; **Int** -1; **Wis** +2; **Cha** +0
Skills Medicine +16, Stealth +11, Survival +11
Other Abilities verdant demise

HUGE WOOD ELEMENTAL CR 7

XP 3,200

N Huge outsider (elemental)

Init +0; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE HP 110

EAC 19; **KAC** 21

Fort +11; **Ref** +9; **Will** +6

Defensive Abilities absorb wood; **Immunities** elemental immunities

OFFENSE

Speed 50 ft., burrow 20 ft., climb 30 ft; plant stride
Melee slam +15 (2d6+11 B plus entangle, DC 15)
Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str +4; **Dex** +0; **Con** +5; **Int** -1; **Wis** +2; **Cha** +0
Skills Medicine +19, Stealth +14, Survival +14
Other Abilities verdant demise

GREATER WOOD ELEMENTAL CR 9

XP 6,400

N Huge outsider (elemental)

Init +0; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE HP 153

EAC 22; **KAC** 24

Fort +13; **Ref** +11; **Will** +8

Defensive Abilities absorb wood; **Immunities** elemental immunities

OFFENSE

Speed 50 ft., burrow 20 ft., climb 30 ft; plant stride
Melee slam +19 (2d10+13 B plus entangle, DC 16)
Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str +4; **Dex** +0; **Con** +6; **Int** -1; **Wis** +3; **Cha** +0

Skills Medicine +22, Stealth +17, Survival +17
Other Abilities verdant demise

ELDER WOOD ELEMENTAL CR 11

XP 12,800

N Huge outsider (elemental)

Init +0; **Senses** darkvision 60 ft.; **Perception** +20

DEFENSE HP 188

EAC 24; **KAC** 26

Fort +15; **Ref** +13; **Will** +10

Defensive Abilities absorb wood; **Immunities** elemental immunities

OFFENSE

Speed 50 ft., burrow 20 ft., climb 30 ft; plant stride
Melee slam +21 (4d6+16 B plus entangle, DC 18)
Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str +5; **Dex** +0; **Con** +8; **Int** -1; **Wis** +3; **Cha** +0
Skills Medicine +25, Stealth +20, Survival +20
Other Abilities verdant demise

Wood elementals clamber slowly and methodically across and through the impossibly vast towering trees that make up the Elemental Plane of Wood, seeking peaceful vistas to take in for a few hours—or a few millennia—and rotted-out wood to absorb and remake as new wood. These creatures are famous for destroying and absorbing wooden weapons and items carried by adventurers, most often in areas of Kir-Sharaat where dense thickets open into wood elemental vortexes.

Many wood elementals have a roughly humanoid shape like several tree trunks joined together, but some prefer vaguely animalistic shapes like those of bears or spiders. Others look like nothing so much as tangles of barkless and leafless branches forming a vast mouth and glimmering amber eyes.

WOOD ELEMENTAL SIZE

Elemental	Height	Weight
Small	4 ft.	30 lbs.
Medium	8 ft.	250 lbs.
Large	16 ft.	2,000 lbs.
Huge	32 ft.	16,000 lbs.
Greater	36 ft.	19,000 lbs.
Elder	40 ft.	22,000 lbs.

ELEMENTAL CONSTRUCT

This vaporous creature resembles a spread-winged eagle, though the edges of its form blur into indistinct wisps of cloud.

AIR ELEMENTAL CONSTRUCT CR 13

XP 25,600

N Huge construct (air, elemental, extraplanar, magical)

Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +23

DEFENSE HP 220

EAC 27; **KAC** 29

Fort +13; **Ref** +13; **Will** +10

Defensive Abilities air mastery, insubstantial form; **DR** 10/adamantine; **Immunities** construct immunities, elemental immunities, magic

OFFENSE

Speed fly 100 ft. (Su, perfect)

Melee slam +27 (3d12+19 B)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities wind blast (30-ft. radius, 14d6 B; DC 19, usable every 1d4 rounds)

STATISTICS

Str +6; **Dex** +8; **Con** —; **Int** —; **Wis** +4; **Cha** -4

Skills Acrobatics +28, Stealth +23

Other Abilities mindless, unliving

ECOLOGY

Environment Plane of Air

Organization solitary

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -2 penalty on attack and damage rolls against an air elemental construct.

Immunity to Magic (Ex) An air elemental construct is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A [cosmic eddy](#) spell deals 1d6 damage per caster level to an air elemental construct. The construct can attempt a Fortitude save for half damage.

Flesh to stone or [call cosmos](#) slows (as the *slow* spell) an air elemental construct for 2d6 rounds.

Note, the *flesh to stone* spell does not change the construct's form, nor does a *call cosmos* spell actually damage the construct.

A [rapid repair](#) spell heals an air elemental construct of all its lost hit points.

Insubstantial Form (Ex) An air elemental construct cannot run, wear armor, or enter water or other liquids. It can pass through holes and small openings—even cracks. It can also occupy spaces occupied by its enemies. Any piercing or slashing attack against an air elemental construct has a 20% miss chance. Bludgeoning attacks deal damage normally.

Wind Blast (Ex) An air elemental construct can transform the air in a radius around it into a forceful blast of wind and debris. This effect works similarly to a breath weapon.

Elemental constructs are unliving creatures forged into existence from the substance of fundamental alchemical elements. They can be built in any shape their creator desires, from humanoids to animal forms to the semblance of mechanical devices. They cannot speak or otherwise vocalize, and are brutish and mindless combatants, battering their foes with elemental fists or using their innate elemental powers.



EREBUS

This dark-skinned being has a stocky build and an overall craggy appearance. Its blue eyes glow with an inner light that seems to pierce the souls of everything it views.

EREBUS COADJUTORC

CR 6

XP 2,400

Erebus mystic

N Medium humanoid (erebus)

Init +0; **Senses** blindsense (emotion) 60 ft., low-light vision; **Perception** +13

DEFENSE HP 75

EAC 17; **KAC** 18

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

Defensive Abilities mental fortitude

OFFENSE

Speed 30 ft.

Melee survival knife +8 (1d4+5 S)

Ranged thunderstrike sonic pistol +10 (1d8+6 So; critical deafen [DC 16])

Offensive Abilities emotionsense, empathy, force of will, greater mindlink

Mystic Spell-Like Abilities (CL 6th)

At will—*mindlink*

Spell-Like Abilities (CL 6th)

2nd (3/day)—*mystic cure* (2nd-level), *hold person* (DC 19)

1st (6/day)—*charm person* (DC 18), *life bubble*, *reflecting armor*

0 (at will)—*detect magic*, *stabilize*

Connection empath

STATISTICS

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

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

Other Abilities limited mental connection

Languages telepathy 100 ft.

Gear freebooter armor II, tactical knife, thunderstrike sonic pistol with 2 batteries (20 charges each)

ECOLOGY

Environment any temperate or warm lands

Organization solitary, pair, or gestalt (3–20)

Erebuses have human origins but have evolved into their own species, primarily due to the

human inhabitants on a remote planet who experimented with instant mental communication between members of their species. The lead scientist, Erebus Thainozen, had already opened up his mind's potential to give him incredible psychic gifts, and he used those to augment the technological aspects of his peoples' advancement. The procedure was successful, and Erebus became the core of an Overmind connecting everyone on the planet. With all minds working as a harmonious collective, the erebuses expanded beyond their planet. As time passed, the Overmind lost all of its progenitor's personality, and it currently acts as a hub for its scattered people. The intense gestalt on the erebus home world has allowed them to repel even magically or technologically superior invaders, since the erebuses can instantaneously coordinate a response. Away from their home, though, they lose the strong connection among themselves but retain an empathic connection which eases communication among their species.

Even an erebus born apart from the gestalt mind still feels a connection to it and finds a way to contact the Overmind before reaching adulthood. Adventuring erebuses are the norm, since their collected knowledge and experiences add to the whole and provide the Overmind a better understanding of the current state of the universe. Most erebuses leave their home planet upon reaching maturity and only return near the end of their natural lifespans, passing their memories on to the gestalt before dying.

Erebuses tend toward true neutral alignments, but their individual experiences shift their viewpoints. Erebuses are split equally between good and evil, but the connection to a gestalt makes them more prone to shift to lawful alignments as opposed to chaotic. Extreme alignments are exceedingly rare among erebuses. Their focus on the mind and its capabilities leads many erebuses to choose psychic as their primary class or to pursue psionic disciplines. Some erebuses choose classes, such as cavalier where they can share teamwork feats with their allies, in order to simulate the connection they have with erebuses.

Average erebuses stand at 5 and a half feet tall. Their dense flesh causes them to weigh more than humanoids of their size, and they weigh in excess of 300 pounds. Erebuses enjoy long lives, nearly matching an elf's lifespan.

EREBUS RACIAL TRAITS

Ability Adjustments: +2 Int, +2 Cha

Hit Points: 2

Size and Type: Erebus are Medium humanoids with the eribus subtype.

Erebus Vision: Erebus have low-light vision.

Mental Fortitude: Erebus spend some time in a gestalt mind, enforcing their mental endurance. They receive a +2 racial bonus on Will saves to resist mind-affecting effects. In addition, if they fail such a save, they receive another save 1 round later to prematurely end the effect (assuming it has a duration greater than 1 round).

Force of Will: Erebus add +1 to the saving throw DCs for enchantment spells and spell-like abilities.

Skilled: Erebus gain an additional skill rank per level.

Limited Mental Connection: Erebus have a +8 racial bonus on Bluff checks to pass secret messages to other erebus and cannot deliver a wrong message to an erebus regardless of the check.



FEXT

This creature's pallid skin and dead, vacant eyes belie its healthy, powerful physique. It is clad in fearsome armor.

FEXT

CR 10

XP 9,600

LE Medium undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +24

DEFENSE HP 165

EAC 23; **KAC** 25

Fort +9; **Ref** +12; **Will** +12

Defensive Abilities unkillable; **DR** 10/glass or obsidian; **Immunities** undead immunities

OFFENSE

Speed 30 ft.

Melee microerrated longsword +22 (2d10+18 S; critical bleed 2d6)

Ranged combat rifle +19 (3d8+10 P) or frag grenade IV +19 (explode [15 ft., 6d6 P, DC 17])

Spell-Like Abilities (CL 10th, melee +22)
3/day—*bestow curse* (DC 18)

STATISTICS

Str +8; **Dex** +5; **Con** —; **Int** +3; **Wis** +0; **Cha** +5

Skills Disguise +20, Engineering +20, Intimidate +20

Feats Cleave, Spring Attack

Languages Common, Infernal

Gear combat rifle with 36 rounds, microerrated longsword, frag grenades IV (4)

SPECIAL ABILITIES

Ungillable (Su) When reduced to 0 Hit Points by anything other than a glass weapon or an obsidian weapon, a fext is not destroyed, but instead becomes unconscious. Additionally, 1d4 minutes after falling unconscious, a fext gains fast healing 1. To be completely destroyed, a fext must be reduced to 0 Hit Points by a glass or obsidian weapon, or once it is rendered unconscious, its head must be severed with a piece of glass or obsidian. Once destroyed, a fext dissolves into fine ash.

Strange rituals, curses, or perhaps terrible fate or prophecy doom a child to becoming a fext, ensuring its twisted immortality. Usually male and usually human, the child is destined from birth to die young, but will shine in undeath as a great military leader. Wicked rites corrupt the child while it's still in its mother's womb, infusing it with a power that burns brightly during its development,

only to dim upon reaching adulthood into a spiral of blackness followed by an immediate descent into undeath. Once risen, a fext's pallid skin and dead, vacant eyes belie its healthy, powerful physique. It is clad in fearsome armor.

Any good general forbids mention of fexts among his ranks, but such strictures do little to prevent soldiers from whispering tales of undying officers leading enemy units. These supernatural officers—often the targets of dozens of strikes and attempted assassinations over the course of their careers—never seem to fall to these attempts, and when they do, they return for the next clash unfazed. Soldiers whisper that these undead officers are only vulnerable to glass arrows, glass bullets, or glass daggers. Tales of fexts, usually dismissed as camp folktales derived from soldiers' frustration at failed campaigns and lost battles, are most frighteningly true—a truth living officers keep from the normal rank and file, for it takes a truly strong leader to send his soldiers against an unkillable foe.



FISH, BLADEFISH

A school of human-sized grey fish moves as one. Their long flat bills and rigid fins are bordered in razor-thin silver scales.

BLADEFISH

CR 5

XP 1,600

N Medium animal (aquatic)

Init +5; **Senses** blindsight (vibration) 10 ft., low-light vision; **Perception** +11

DEFENSE HP 200

EAC 17; **KAC** 19

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

OFFENSE

Speed swim 60 ft.

Melee blade +14 (1d6+8 S; critical bleed 1d6) or tail slap +14 (1d6+8 B)

Offensive Abilities razor fin

STATISTICS

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

Skills Athletics +16, Survival +11

ECOLOGY

Environment any ocean

Organization family (3-6), school (7-12), or storm (12-50)

SPECIAL ABILITIES

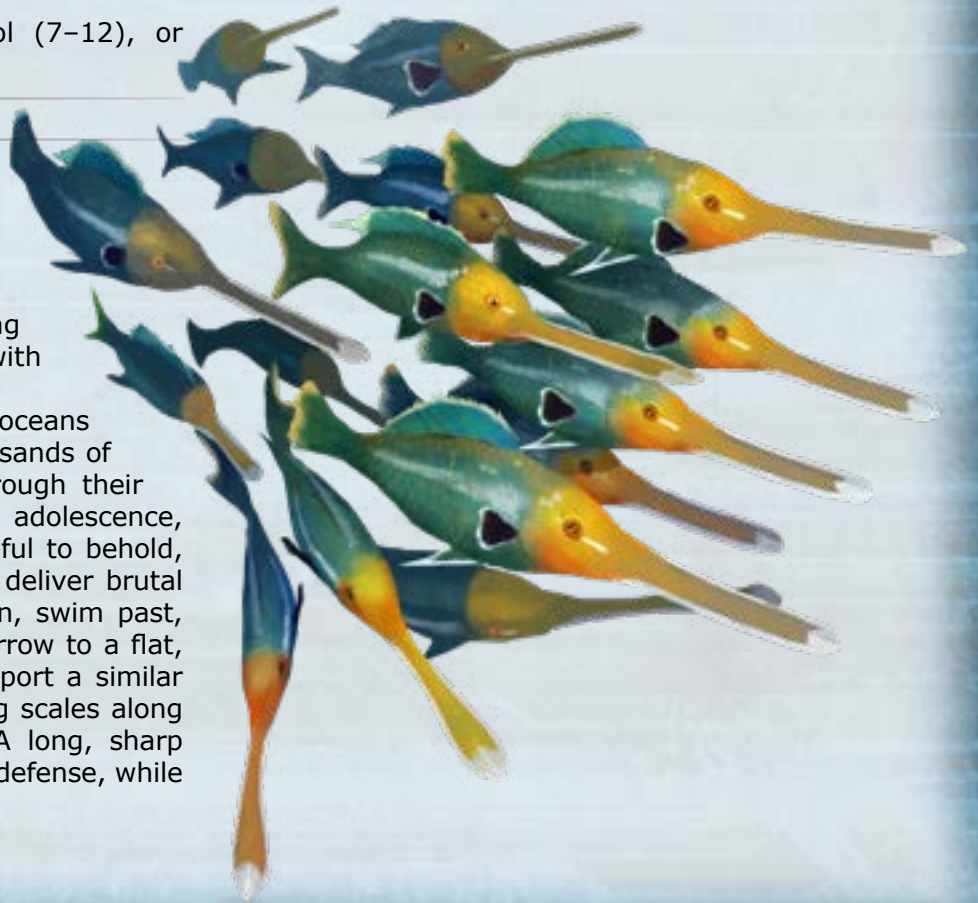
Razor Fin (Ex) A bladefish has quick reflexes and powerful muscles along its length. It can attack underwater as though it had the Spring Attack feat. It can also make a full attack while using the feat as long as one attack is with each of its natural weapons.

Fast and strong, bladefish swim across oceans in instinctive circuits that cover thousands of miles. These circuits take them through their entire life cycle, including live birth, adolescence, hunting, and mating. Though beautiful to behold, bladefish are deadly carnivores and deliver brutal blows very rapidly as they charge in, swim past, and charge in again. Their skulls narrow to a flat, horizontal blade and their tail fins sport a similar vertical protrusion. Both bear shining scales along these sharp edges as decoration. A long, sharp mouth blade is ideal for hunting and defense, while

the brightest sheen along its blades attracts the most desirable mates.

The greatest weapon bladefish have is in their numbers. Vast storms of them swim their lifelong circuits from the water's surface down to 200 feet deep. When one senses an intruder, it determines whether the threat is manageable or overwhelming and reacts by charging or fleeing, respectively. The entire community of bladefish joins in that reaction, swimming away as one or attacking in a rapid frenzy of sharp bills. Weaker bladefish are left behind or join the fight late and risk losing their meal to more aggressive members.

An adult bladefish is 7 feet long and weighs 600 pounds. Larger, rarer species can reach 40 feet in length and live for over a hundred years.



FISH, DINICHTHYS

This horrific fish has a powerful grey body, with a head of hard white plates. Its wide mouth more resembles curved blades of bloodstained bone.

DINICHTHYS

CR 12

XP 19,200

N Huge animal (aquatic)

Init +4; **Senses** blindsense (scent) 60 ft., darkvision 60 ft., low-light vision; **Perception** +27

DEFENSE HP 200

EAC 26; **KAC** 28

Fort +16; **Ref** +16; **Will** +11

OFFENSE

Speed swim 50 ft.

Melee bite +25 (6d6+20 P plus rupture; critical rupture 1d4)

Space 15 ft.; **Reach** 5 ft.

Offensive Abilities rupture, swim-by attack

STATISTICS

Str +8; **Dex** +4; **Con** +5; **Int** -5; **Wis** +0; **Cha** +0

Skills Athletics +22, Survival +22

ECOLOGY

Environment any ocean

Organization solitary, pair, or clutch (3-5)

SPECIAL ABILITIES

Rupture (Ex) The large, jagged teeth of the dinichthys tear through large sections of armor with any successful bite. If their victim has active environmental protections, they lose 1 day of protection or 1d4 days on a critical hit.

Swim-By Attack (Ex) The dinichthys can attack while swimming as though using the Spring Attack feat.

Among the deadlier animals of the sea, the mighty dinichthys holds its own against dragons and magical beasts. Its punishing bite allows it to both defend itself and feed from the ocean's hardest animals. Dinichthyse hunt at any depth

greater than 20 feet, chasing prey for miles in any direction before resuming a natural migration toward decennial mating waters.

Dinichthyse are voracious, often biting a chunk of flesh out of a sizable creature so it can follow the wounded quarry to its herd for a larger meal.

Dinichthyse live for approximately 100 years. An adult is 30 feet long and weighs 22,000 pounds.



FLAMEWRAITH

This misshapen entity's body is composed of nearly transparent ghostly flames shot through with strange colors giving off a withering heat.

FLAMEWRAITH

CR 3

XP 800

NE Medium undead (fire, incorporeal)

Init +4; **Senses** darkvision 60 ft.; **Perception** +8

Aura ghost flames (5 ft., DC 12)

DEFENSE HP 38

EAC 14; **KAC** 16

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

Defensive Abilities incorporeal; **Immunities** fire, undead immunities

Weaknesses vulnerable to cold

OFFENSE

Speed fly 30 ft. (Su, perfect)

Melee flame lash +8 (1d6+5 F; critical burn 1d4)

Ranged flame blast +13 (1d4+3 F; critical burn 1d4)

Offensive Abilities inferno

STATISTICS

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

Skills Stealth +13

Languages Ignan

Other Abilities unliving

ECOLOGY

Environment any

Organization solitary or blaze (3–6)

SPECIAL ABILITIES

Flame Blast (Su) A flamewraith's flame blast has a range of 60 feet (no increment).

Ghost Flames (Su) A flamewraith is constantly surrounded by a nimbus of flickering, ghostly flames that deal 1d4 fire damage to adjacent creatures (Reflex DC 12 half). If a flamewraith takes any amount of cold damage, this aura is suppressed for 1 round.

Inferno (Su) As a full action, a flamewraith can expand and intensify its ghost flames aura. The flames blaze outward, dealing 1d6 fire damage to creatures in a 10-foot-radius burst centered on the flamewraith (Reflex DC 12 half). It can't activate this ability again for 1d4 rounds, during which its ghost flames aura is suppressed.

Undead Immunities (Ex) Undead have immunity to the following effects, unless the effect specifies that it works against undead: ability damage, ability drain, bleed, death effects, disease, energy drain, exhaustion, fatigue, mind-affecting effects, negative levels, nonlethal damage, paralysis, poison, sleep, and stunning. An undead is immune to any effect that requires a Fortitude save unless the effect works on objects.

Unliving (Ex) A construct or undead has no Constitution modifier and is immediately destroyed when it reaches 0 Hit Points. An unliving creature doesn't recover from damage naturally, but a construct can be repaired with the right tools. Spells like *make whole* can heal constructs, and negative energy can heal undead. An unliving creature with fast healing benefits from that ability. Unliving creatures don't breathe, eat, or sleep. They can't be raised or resurrected.

Flamewraiths are the fading remnants of fire elemental creatures whose life force has been drained, either by contact with the undead or at the planar verge between the Elemental Plane of Fire and the Negative Energy Plane. They are birthed into the cosmos amid the fading flames of dying stars, cast out into the void by collapsing neutron stars or in the explosive aftershocks of nova and supernova explosions. Some flamewraiths linger roaring halos around the stellar surface in the wake of their creation, but others soar through the heavens seeking only to slay and burn out their hate and fury of the living before they themselves dissipate into cosmic nothingness.



FLESHWORMS

This nauseating carpet of wriggling white grubs undulates outward in a pallid wave of hunger.

FLESHWORM SWARM

CR 5

XP 1,600

N Fine vermin (swarm)

Init +3; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE HP 70

EAC 17; **KAC** 19

Fort +9; **Ref** +7; **Will** +4

Defensive Abilities swarm defenses; **Immunities** swarm immunities

OFFENSE

Speed 10 ft.

Melee swarm attack (1d8+5 plus infestation)

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities distraction

STATISTICS

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

Other Abilities mindless

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Infestation (Ex) Any living creature that takes damage from a fleshworm swarm must attempt a DC 13 Reflex save to avoid becoming infested. An infested creature takes 1d4 Constitution damage per round as the fleshworms burrow through and consume its flesh—this effect continues as long as the victim remains in the swarm and continues for 1d6 rounds after it leaves the swarm. Any energy-based attack (including damage from negative energy) that deals at least 5 of damage to the victim automatically destroys all of the fleshworms infesting it, ending the effect prematurely. Additionally, any effect that removes disease instantly ends a fleshworm infestation, though immunity to disease offers no defense.

Fleshworms are foul, nauseating parasites that feed on flesh and use corpses as nests in which to grow. While fleshworms can derive nourishment from dead flesh, their true hunger is for the flesh of the living. Thankfully, these swarms occur only rarely, as they require the infested carcass of a Huge or larger creature and many weeks to build up the numbers necessary to constitute a swarm.

ROT GRUB SWARM

CR 7

XP 3,200

N Fine vermin (swarm)

Init +6; **Senses** blindsight (thermal) 30 ft.; **Perception** +14

DEFENSE HP 105

EAC 19; **KAC** 21

Fort +9; **Ref** +9; **Will** +6

Defenses swarm defenses; **Immunities** mindless, swarm immunities

OFFENSE

Speed 10 ft.

Melee swarm attack (1d6+7 P plus infestation)

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities distraction (DC 15), infestation

STATISTICS

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

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Infestation (Ex) As above, but the save DC is increased to 15 and the infestation deals 1d6 points of Constitution damage per round.

Rot grubs are more ferocious and aggressive than ordinary fleshworms, feeding only on living flesh and using dead flesh as an incubator. Undead are not harmed by an infestation of rot grubs, but if they inhabit a corporeal, non-skeletal undead and that host strikes (or is struck by) a living creature with a touch attack or natural weapon, the target is affected by the rot grub swarm's infestation ability (DC 13), dealing 1d3 points of Constitution damage per round. The CR of an infested undead creature is increased by 1.



FLUMPH

This pale, jellyfish-like creature floats gently in the air, two long eyestalks extending from either side of its puckered mouth.

FLUMPH

CR 1

XP 400

LG Small aberration

Init +4; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE HP 17

EAC 11; **KAC** 12

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

OFFENSE

Speed 5 ft., fly 30 ft. (ex, perfect)

Melee sting +4 (1d4+1 P plus acid injection)

Offensive Abilities stench spray

STATISTICS

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

Skills Acrobatics +5, Culture +5, Diplomacy +10, Sense Motive +10, Stealth +10

Languages Aklo, Common

ECOLOGY

Environment any land or underground

Organization solitary, pair, or colony (4-16)

SPECIAL ABILITIES

Acid Injection (Ex) When a flumph strikes an opponent with its spikes, it injects a burning, irritating acid that deals 1d4 points of acid damage immediately and another 1d4 points of acid damage on the round after the attack. The target can end the acid's effects by submerging the wound in water for a round or by being treated with a DC 15 Medicine check. A creature that grapples or swallows the flumph takes this acid damage automatically every round it maintains this contact with a living flumph.

Stench Spray (Ex) A flumph can spray a 20-foot line of foul-smelling liquid once every 1d4 rounds. The target must succeed at a DC 12 Fortitude save or be sickened for 5 rounds. Alternatively, the flumph can concentrate the spray on a single target within 5 feet. To use this version of its stench spray, the flumph must succeed at an attack roll against its target's KAC. If the target is hit, it must make a DC 12 Fortitude save or become nauseated for 5 rounds; otherwise, it is

sickened for 5 rounds. The odor from this spray lingers in the area and on all creatures struck for 1d4 hours and can be detected at a range of 100 feet (creatures with the scent ability can smell it at double this range).

Come from distant stars to protect unprepared worlds from cosmic horrors, flumphs are jellyfish-like creatures that float in the air and hunt with acidic spikes growing from their undersides. Gentle at heart, flumphs understand that their appearance often terrifies viewers, and thus conceal themselves and observe neighboring settlements from afar, only revealing themselves when absolutely necessary. They also know full well the limitations of their fragile forms, and rather than directly opposing the horrors they seek to defeat, they prefer to recruit and advise heroes to tackle these dangerous tasks instead.

Flumphs float and speak via a constant flow of air through tiny pores in their white bodies, emitting a rhythmic puffing whenever they're aloft. Typical flumphs weigh 15 pounds and are 3 feet across. Flumphs deeply revere dreams, seeing them as omens and portents. While they normally mate and reproduce on the world of their birth, flumphs occasionally engage in a ritual called the Seeding, in which seed pods are flung into outer space in order to provide other planets with guardians.

Strange and enigmatic creatures, often feared for their bizarre appearances, flumphs live a difficult life, constantly attempting to warn intelligent species of horrors from other worlds, only to find themselves shunned by the very creatures they hope to enlighten.

FLUMPH GUARDIANS

Some flumphs possess a radical degree of insight into the hidden secrets of the universe, allowing them to serve as quiet guardians of it. Flumph guardians are generally CR 3 creatures, with appropriately higher ability scores and hit points than their ordinary kin, as well as the following special ability.

Cosmic Awareness (Su) A flumph has extrasensory powers that allow it to sense the presence of hostile alien and transdimensional creatures. It can [detect thoughts](#) at will, though this ability functions only against aberrations and outsiders. Its awareness of such creatures also

grants it blindsense with a range of 30 feet against aberrations and outsiders and uncanny agility (as the 7th-level operative class feature) against attacks by such creatures, and a flumph always can act in the surprise round when encountering aberrations or outsiders.

In addition, a flumph gains 1 Resolve Point per day, which it can spend only in combat with an

aberration or outsider, or to cast *augury* or *hologram memory* to learn more about an aberration or outsider or *remove condition* to negate a condition caused by an aberration or outsider. Alternatively, it can expend its Resolve Point to grant an adjacent creature blindsense 30 ft. against aberrations and outsiders, or to grant itself blindsight 60 ft. against such creatures; either effect lasts 1 hour.



FLYTRAP, GIANT

This towering plant is a mass of vines and barbs. Several stalks are horribly mobile, each ending in a set of green, toothy jaws.

GIANT FLYTRAP

CR 10

XP 9,600

N Huge plant

Init +7; **Senses** blindsight (vibration) 60 ft., low-light vision; **Perception** +24

DEFENSE HP 168

EAC 23; **KAC** 25

Fort +14; **Ref** +12; **Will** +9

Immunities plant immunities; **Resistances** acid 20

OFFENSE

Speed 10 ft.

Melee bite +22 (2d10+15 P plus swallow whole)

Multiattack 4 bites +16 (1d10+15 P plus swallow whole)

Space 15 ft.; **Reach** 10 ft.

Special Attacks swallow whole (1d10+15 A & B, EAC 23, KAC 21, 42 HP)

STATISTICS

Str +5; **Dex** +3; **Con** +8; **Int** -5; **Wis** +1; **Cha** -2

Skills Stealth +19, Survival +19

ECOLOGY

Environment temperate swamps

Organization solitary, pair, or grove (3–6)

SPECIAL ABILITIES

Swallow Whole (Ex) A giant flytrap can only swallow whole targets that are at least two size categories smaller than itself. When the flytrap swallows a victim whole, the seal formed is airtight, so the victim risks suffocation. The victim is also considered pinned. A giant flytrap that is grappling or pinning a foe cannot attack other targets with that bite but is not otherwise hindered.

A hardy plant that grows in areas with poor soil but abundant animal life, this dangerous predator is an immense version of its more common (and much smaller) kin. Whereas the smaller flytraps supplement their growth by catching insects, the giant flytrap does the same with animals, humanoids, and anything else foolish enough to draw too near.

It can lumber slowly along the ground, using its writhing roots like tentacles to relocate to more populous hunting grounds, and is quite canny at blending in with the surrounding foliage. A giant flytrap's jaws and stalks are swift-moving—it reaches out and snaps at passersby with lightning speed. The plant itself even has a modicum of intelligence, and is capable of limited tactical choices, such as knowing when to break off an attack against a powerful foe.

A giant flytrap's stalks are 20 feet long, but generally sprawl relatively close to the central mass—a set of full-grown flytrap jaws is 7 feet across. A giant flytrap weighs 9,000 pounds.



FROGHEMOTH

This immense, three-eyed frog-like creature rears up on powerful hind legs. In place of arms, four huge tentacles thrash and writhe.

FROGHEMOTH

CR 13

XP 25,600

N Huge aberration

Init +8; **Senses** all-around vision, blindsight (thermal) 30 ft., darkvision 60 ft.; **Perception** +28

DEFENSE HP 232

EAC 27; **KAC** 29

Fort +15; **Ref** +15; **Will** +14

Immunities electricity (partial); **Resistances** fire 10

Weaknesses slowed by electricity

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +26 (3d12+21 P plus swallow whole) or tentacle +26 (2d12+21 B plus grab) or tongue +23 (2d8+21 B plus grab)

Multiattack bite +20 (3d12+21 P plus swallow whole), 2 tentacles +20 (2d12+21 B plus grab), and tongue +17 (2d8+21 B plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tongue)

Offensive Abilities swallow whole (3d12+21 A, EAC 27, KAC 25, 58 HP)

STATISTICS

Str +8; **Dex** +4; **Con** +6; **Int** -4; **Wis** +1; **Cha** +0

Feats Cleave, Deadly Aim (+6 damage), Lunge

Skills Stealth +23

ECOLOGY

Environment temperate marsh

Organization solitary

SPECIAL ABILITIES

All-Around Vision (Ex) A froghemoth's stalked eyes allow it to see in all directions at once. It cannot be flanked.

Slowed by Electricity (Ex) Although a froghemoth is immune to damage from electricity, whenever it would otherwise take such damage it is instead *slowed* (as per the spell *slow*) for 1 round.

Thankfully rare, the froghemoth is one of the deep swampland's most ferocious and monstrous predators. Capable of catching and eating dinosaurs and even dragons, the froghemoth is a

frighteningly effective ambush hunter. When lying in wait for prey, the immense creature secrets itself in deep marsh pools and mud so that only the top of its eyestalk emerges from the surface. The froghemoth's eyes are incredibly keen, but even more impressive is the monster's tongue. Like a snake, a froghemoth can "taste" its surroundings with extraordinary accuracy.

Scholars have long debated the origin of this strangely immense predator, arguing that its unusual senses, physiology, and resistances make it something more than an animal. Druids and other servants of the natural world agree—the froghemoth may act like an animal, but it never seems fully "comfortable" in its environs. Perpetually ill-tempered, a froghemoth often seems to kill simply for the sake of killing—vomiting up partially digested meals in favor of new prey when it encounters such. It's not unheard of to find these strange creatures far from their normal habitations, as if the marsh didn't agree with them and sent them wandering in search of a new home. Some sages argue that the froghemoth isn't from this world at all, and that these wanderings are instinctual urges to seek out its true home—a home not represented by the strange world in which the beast finds itself trapped.

A froghemoth is 22 feet tall at the shoulder and weighs 16,000 pounds.



GEARGHOST

Grasping arms emerge from a tangled cluster of debris and mechanical parts. A metal skull hovers above the clanging mess.

GEARGHOST

CR 5

XP 1,600

CE Tiny undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE HP 60

EAC 16; **KAC** 17

Fort +4; **Ref** +4; **Will** +10

Defensive Abilities rejuvenation; **DR** 5/—;

Immunities undead immunities

OFFENSE

Speed fly 20 ft. (Su, perfect)

Melee slam +10 (1d4+3 B)

Spell-Like Abilities (CL 5th)

3/day—*make whole*, *telekinesis* (DC 20)

At will—*detect magic*, *mending*

STATISTICS

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

Skills Acrobatics +11, Computers +16, Engineering +16

Languages Aklo, Common, Undercommon

Other Abilities create trap, resetter, unliving

ECOLOGY

Environment any

Organization solitary or gang (2-6)

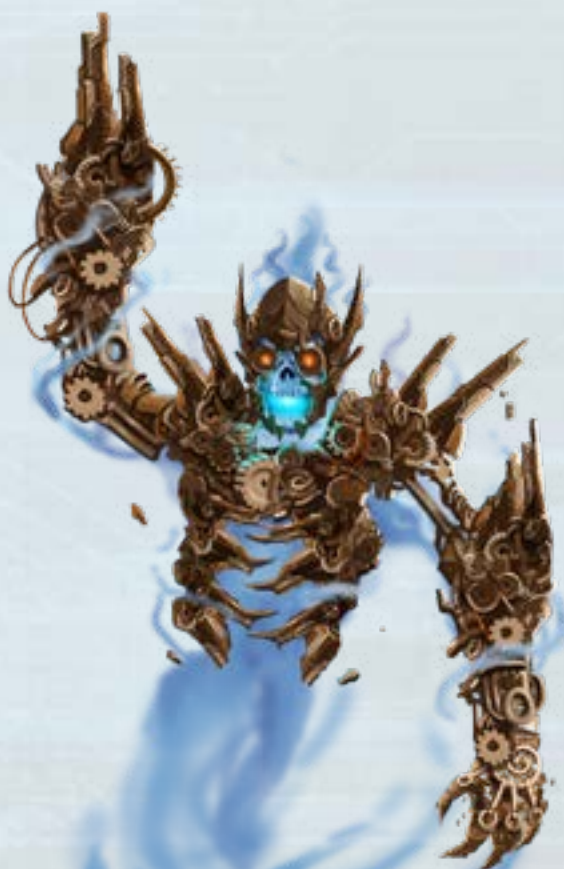
SPECIAL ABILITIES

Create Trap (Ex) Once per week, a gearghost can construct a mechanical or technological trap of CR 4 or lower as a full-round action. No checks are required to construct these traps. Two or more gearghosts working together on a trap increase the trap's maximum CR by 2 for each additional gearghost working together. For example, three gearghosts can create any CR 8 or lower trap.

Rejuvenation (Su) A destroyed gearghost reforms in 2d6 days. To permanently destroy a gearghost, a *discharge* or *overload systems* spell must be cast on the creature. To complete the destruction, every trap created by the gearghost must be successfully disabled or destroyed.

Resetter (Ex) A gearghost can reset and repair traps with ease. It can reset a trap with a repair or manual reset as a move action. If a trap has an automatic reset longer than immediate, it can reset the trap without taking an action.

Formed from the unquiet soul of an operative or spy wrenched from life by a deadly booby trap, a gearghost delights in rigging up the same threats and tortures to which it succumbed. Eager to witness the deaths of others, the gearghost prowls the place of its death, constantly maintaining and resetting any traps in that area as it waits for victims to fall into its clutches. A gearghost also has the ability to create and set new traps, and as such its lair is usually choked with such perils. A gearghost only keeps treasure as a lure for hapless adventurers, often using such treasure as the trigger for one of its devious creations.



GELATINOUS CUBE

Bits of broken weapons, coins, and a partially digested skeleton are visible inside this quivering cube of slime.

GELATINOUS CUBE

CR 3

XP 800

N Large ooze

Init +0; **Senses** blindsight (thermal) 60 ft., sightless; **Perception** +8

DEFENSE HP 48

EAC 13; **KAC** 15

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

Immunities electricity, ooze immunities

OFFENSE

Speed 15 ft.

Melee slam +11 (1d6+7 A and B)

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

Offensive Abilities engulf, paralysis

STATISTICS

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

Skills Stealth +13, Survival +8

Special Qualities transparent

ECOLOGY

Environment any underground

Organization solitary

SPECIAL ABILITIES

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. The gelatinous cube merely has to move over its opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 12 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and damage from its slam attack, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 12 Fortitude

save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

Gelatinous cubes spend their existence mindlessly roaming dark caverns, swallowing up organic material such as plants, refuse, carrion, and even living creatures. Materials the cube cannot digest, such as metal and stone, can eventually fill up the creature's mass with such detritus, and at times the creature may excrete some of this material out of its body. Often the possessions of past victims remain inside the gelatinous cube, leaving a ghostly impression of their material remains.

Gelatinous cubes are generally 10 feet to a side and weigh upward of 15,000 pounds, though subterranean explorers report larger specimens in deep caverns. In locations with plentiful sources of food, gelatinous cubes can exist for hundreds of years, if not thousands. However, if denied organic material for more than 6 months, a gelatinous cube begins shrinking. Eventually this stresses its walls and the creature leaks rapidly evaporating slimy liquid until its body collapses and disappears completely.



GHORAZAGH

With an armored spherical body, numerous tentacular legs, and a multi-eyed visage, this creature is truly hideous.

GHORAZAGH

CR 13

XP 25,600

NE Large aberration

Init +4; **Senses** bloodsense, darkvision 60 ft.; **Perception** +23

DEFENSE HP 250

EAC 28; **KAC** 30

Fort +15; **Ref** +15; **Will** +15

Weaknesses vulnerable to sonic

OFFENSE

Speed 40 ft., climb 40 ft., fly 40 ft. (Su, perfect)

Melee bite +26 (2d12+20 P plus blood drain [1d4 Con]) or claws +23 (3d12+20 S) or tentacles +26 (2d12+20 B plus grab)

Multiattack bite +20 (2d12+20 P plus blood drain [1d4 Con]), claws +17 (3d12+20 S), tentacles +20 (2d12+20 B plus grab)

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

Offensive Abilities blood drain, blood spray

STATISTICS

Str +8; **Dex** +4; **Con** +6; **Int** +0; **Wis** +0; **Cha** +0

Skills Athletics +23, Engineering +23, Survival +28

Languages Aklo, chemical communication

Other Abilities unliving

ECOLOGY

Environment any underground

Organization solitary, pair, colony (3-9), or hive (10-40)

SPECIAL ABILITIES

Bloodsense (Su) A ghorazagh notices living creatures within 60 feet just as if it possessed the blindsight ability.

Blood Spray (Su) Once every 1d4 rounds, a ghorazagh can unleash a 20-foot cone of blood and eldritch enzymes. Any living creature struck by a ghorazagh's bloodspray must succeed at a DC 19 Fortitude save or be affected as by the spell *slow*. A slowed creature struck by a ghorazagh's bloodspray a second time must make an additional save or be paralyzed. These effects last for 2d6 rounds. A ghorazagh can also

consciously alter its enzymes, producing a spray that removes all effects of this ability.

Chemical Communication (Ex) Ghorazaghs can communicate with other ghorazaghs within 60 feet via pheromone transmission. In a ghorazagh hive, this range extends to cover the entire hive. This is a silent and instantaneous mode of communication that only ghorazaghs can understand.

Ghorazaghs—or gore weavers—float like tumorous specters through the deepest, most alien cavities of the lightless underground, preying upon the wretched vermin of those horrid places. Cunning, with minds and drives unknowable and obscene to those of lands above, the gore weavers only recently became aware of the fertility and bounty of the surface world and are now slowly turning their ebon eyes upward.

While ghorazaghs can digest nearly anything, they are incapable of digesting blood. Their digestive systems process flesh, bone, and all other organic material, filtering out blood and storing it in large reservoirs within their bodies, whereupon the blood is mixed internally with mucus and other strange fluids to form a thick, gluelike substance. While a ghorazagh can spray this fluid as an attack to impede prey, the primary use of the foul substance is as a building material. Ghorazagh hives are constructed entirely of this material, which when it dries has the strength of metal while retaining a dark red resinlike appearance. A ghorazagh hive is a nightmare place as a result—twisting tunnels with an eerily organic appearance that can wind for miles on end.



GHOST, SHAMANIC

The translucent spirit-form hovering before you is decorated in mysterious body markings and primitive tribal garb, its mien suggesting great age and wisdom.

SHAMANIC GHOST

CR 19

XP 204,800

CN Medium undead (human, incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +17

DEFENSE HP 350

EAC 32; **KAC** 33

Fort +16; **Ref** +16; **Wil** +23

Defensive Abilities incorporeal, regeneration 10 (fire); **Immunities** undead traits; **SR** 30

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Melee ghostly hand +29 (9d8+19)

Offensive Abilities channel negative energy, corrupting touch, frightful moan

Spell-Like Abilities (CL 17th)

At will—*greater invisibility*, *psychokinetic hand*, *telekinesis*

Mystic Spells Prepared (CL 17th)

6th (3/day)—*flesh to stone* (DC 24), *mass inflict pain* (DC 24), *mind thrust* (DC 24), *snuff life* (DC 24)

5th (6/day)—*greater dispel magic* (DC 23), *mind thrust* (DC 23), *greater remove condition*

4th (at will)—*confusion* (DC 22), *enervation* (DC 22)

STATISTICS

Str –; **Dex** +1; **Con** –; **Int** +6; **Wis** +9; **Cha** +11

Skills Culture +37, Diplomacy +37, Mysticism +37, Sense Motive +32

Languages Common, Human, Kalmoc, Lashunta, Shirren, Vesk

Other Abilities phantasmagoria

ECOLOGY

Environment Any

Organization Solitary

SPECIAL ABILITIES

Channel Negative Energy (Su) The shamanic ghost can release a wave of mystical negative energy that deals damage to living creatures and heals the undead. Channeling energy

causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the ghost. The amount of damage dealt or healed is equal to 10d6. Creatures that take damage from channeled energy receive a DC 26 Will save to halve the damage. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost.

Corrupting Touch (Su) By passing part of its incorporeal body through a foe's body as a standard action, the shamanic ghost inflicts 7d6 damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A DC 26 Fortitude save halves the damage inflicted.

Frightful Moan (Su) The shamanic ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC26 Will save or become panicked for 4d4 rounds. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours. This is a sonic mind-affecting fear effect.

Phantasmagoria (Su) 8/day, the ghost can create an elaborate illusion. This illusion functions similarly to the *holographic image* spell in combination with multiple major images, allowing it to recreate any scene, setting, or characters it wishes. It even incorporates itself into the effect, appearing as it wishes within the illusion. The entire illusion can be disbelieved with a DC 26 Will save. If any part of the illusion is dispelled, the entire illusion fades.

Shamanic ghosts are the assimilated remains of ancient wisdom kept alive by persistent ancestor worship among primitive cultures. Their devotion keeps alive these ancient spirits, which linger in the sacred spaces of their tribe to offer prophecy and counsel to those they deem worthy, or wrath and judgment to those who profane their shrines. Each shamanic ghost typically represents an ethos or a tribal principle, and while each may embody the appearance of a specific tribal elder of ancientry, their strength represents the pooled mystic energies of untold generations of priestly power.

GIANT, ASH

Towering above a typical human, this misshapen giant's pale flesh is covered in purulent sores and bulbous tumors.

ASH GIANT

CR 11

XP 12,800

CN Large humanoid (giant)

Init +3; **Senses** low-light vision; **Perception** +25

DEFENSE HP 185

EAC 24; **KAC** 26

Fort +13; **Ref** +13; **Will** +11

Defensive Abilities rock catching; **Immune** disease, poison

OFFENSE

Speed 30 ft.

Melee club +23 (4d6+19 B plus ash leprosy) or slam +23 (3d8+19 B plus ash leprosy)

Ranged rock +20 (3d10+11 B plus ash leprosy)

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

Offensive Abilities rock throwing (120 ft.)

STATISTICS

Str +8; **Dex** +3; **Con** +5; **Int** -1; **Wis** +1; **Cha** +0

Feats Cleave, Deadly Aim (+5 damage), Great Cleave

Skills Athletics +20, Heal +20, Intimidate +25, Survival +20

Languages Common

Other Abilities vermin empathy

ECOLOGY

Environment any wastelands

Organization solitary or gang (2-5), band (6-9), raid (9-12 plus 1d4 giant vermin), or tribe (13-30 plus 35% noncombatants, plus 1 soldier, and 6-8 giant vermin)

SPECIAL ABILITIES

Vermin Empathy (Ex) An ash giant can use Survival to improve the attitude of a vermin. Vermin are normally mindless, but this empathic communication imparts upon them a modicum of implanted intelligence, which also allows the giant to rear vermin creatures from infancy.

Ash Leprosy

Type disease (injury); **Save** Fortitude DC 18

Track mental and physical; **Frequency** 1/day

Effect no latent state; the victim takes all penalties from progressing on both the mental and physical disease tracks.

Cure 2 consecutive saves

Whether because of disruptive magic, unearthed deep elements, or alien technology that fell calamitously from the sky, ash giants are victims of their barren terrains. Yet they somehow survive and even thrive in these desperate lands. Ash giants have an uncanny ability to bond with the enormous and often mutated vermin they share the landscape with, and sometimes use the largest of these creatures as mounts.

Ash giants are brash and violent, and their humor is incredibly dark. Killing someone through a prank is just as funny as tripping a friend while on a hunt. While not inherently evil, lifetimes of being antagonized by other tribes have practically bred violence into their minds.

Ash giants are 10 feet tall and weigh 1,200 pounds.



GIANT, ECLIPSE

Symbolic representations of the occultation of heavenly bodies decorate the dark gray skin of this massive giant.

ECLIPSE GIANT

CR 19

XP 204,800

N Gargantuan humanoid (giant)

Init +4; **Senses** low-light vision, see in darkness;
Perception +37

DEFENSE HP 110

EAC 33; **KAC** 35

Fort +20; **Ref** +20; **Will** +18

Defensive Abilities rock catching; **Immunities** death effects

OFFENSE

Speed 50 ft.

Melee longsword +33 (10d10+30 S plus imbue strike; critical bleed 6d6)

Ranged rock +30 (9d10+19 B plus imbue strike)

Space 20 ft.; **Reach** 20 ft.

Offensive Abilities awesome blow, imbue strike, rock throwing (200 ft.)

Spell-Like Abilities (CL 19th)

At will—*mystic cure* (6th-level), *snuff life* (DC 24)

STATISTICS

Str +11; **Dex** +0; **Con** +9; **Int** +1; **Wis** +6; **Cha** +4

Feats Deadly Aim (+9 damage), Improved Combat Maneuver (bull rush)

Skills Intimidate +37, Mysticism +32, Physical Science +32

Languages Aklo, Common

Other Abilities adjust illumination, eclipse empowered

ECOLOGY

Environment temperate plains

Organization solitary, pair, or family (3–5 plus 2–3 noncombatants)

SPECIAL ABILITIES

Adjust Illumination (Su) As a standard action, an eclipse giant can adjust the illumination in a 60-foot radius around it by two steps. It can increase illumination up to bright light and decrease illumination one step below darkness. This deeper darkness causes creatures without the see in darkness ability to have the blinded condition.

Once per day, an eclipse giant can plunge a 30-foot radius area within 60 feet of it into the brutal chill of arctic night. This darkened area deals 5d6 cold damage and 1d6 Dexterity damage to creatures within it. A creature succeeding at a 24 Fortitude save negates the Dexterity damage but not the cold damage. A creature that does not move more on its turn gains the helpless condition as it is encased in ice. The giant can use a move action to move the area of this effect up to 10 feet in any direction. This darkened area lasts for 2 minutes.

Awesome Blow (Ex) As a standard action, an eclipse giant may perform an awesome blow combat maneuver. If its maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes 10d10+30 bludgeoning damage and is knocked flying 10 feet in a direction of the giant's choice and falls prone. The giant can only push the opponent in a straight line, and the opponent can't move closer to the giant than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Eclipse Empowered (Ex) When an eclipse giant is in the presence of, and can see, either a solar or a lunar eclipse, the giant gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and 19 temporary hit points for as long as the eclipse lasts.

Imbue Strike (Su) Three times per day, an eclipse giant can imbue its longsword or a thrown rock as a swift action, casting either its *mystic cure* or *snuff life* spell-like ability just before it attacks. If it imbues an attack with *snuff life*, the attack targets touch AC, and a creature hit by the attack is also affected as if it were the target of the spell. If the giant imbues an attack with *mystic cure*, a creature struck by the attack (which deals no damage) or that catches the rock with the rock catching special ability is affected as if it were the target of the *mystic cure* spell. If the attack so imbued either misses the target or the rock is not caught (in the case of a *mystic cure*-imbued rock) the effect is lost.

While these massive giants might appear brutish, they are actually esoteric wanderers and

thinkers who take very little notice of the world around them. Instead, their attention is fixated on the heavenly bodies, as they search for the empowering presence of solar or lunar eclipses.

While in their search for such cosmological events, eclipse giants are uncaring and may be obviously destructive, as they are quite large, and they don't watch where they step. While in the presence of an eclipse, however, an eclipse giant becomes truly active, unlocking an inspired inner self that varies from giant to giant. While one eclipse giant might enter a violent frenzy and rage against the world and other creatures, another might produce a fragment of writing that will

one day become one of the greatest plays of her generation, and another might solve a complex formula that predicts the celestial movements of the planets.

Some eclipse giants are able to predict the coming of eclipses and call themselves eclipse seers. While some believe this knowledge is divinely inspired, in truth most such giants are able to derive the eclipses using mathematical formulas. Eclipse seers often are advanced creatures with class abilities.

Eclipse giants stand 40 feet tall and weigh 30,000 pounds.



GIANT, MOON

This giant's gray skin sparkles as if with reflected light and is pocked with what look like impact craters on its rocklike surface.

MOON GIANT

CR 15

XP 51,200

LN Huge humanoid (giant)

Init +9; **Senses** low-light vision, *true seeing*;
Perception +31

Aura lunar (60 ft., DC 21)

DEFENSE HP 285

EAC 29; **KAC** 31

Fort +17; **Ref** +17; **Will** +15

Defensive Abilities improved rock catching;
Resistances cold 30, fire 30

OFFENSE

Speed 50 ft.

Melee slam +28 (9d6+26 B; critical knockdown)

Ranged rock +25 (8d6+15 B plus impact crater)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities rock throwing (180 ft.)

Spell-Like Abilities (CL 15th)

1/day—*arcane eye*, *commune with nature*

3/day—*clairvoyance/clairaudience*, *control gravity* (DC 22), *divination*

At will—*dancing lights*, *detect magic*, *telepathic message*

Constant—*true seeing*

STATISTICS

Str +11; **Dex** +5; **Con** +8; **Int** +3; **Wis** +4; **Cha** +3

Feats Deadly Aim (+7 damage), Quick Draw

Skills Life Science +26, Mysticism +26, Sense Motive +31, Stealth +26

Languages Common, Terran

ECOLOGY

Environment warm hills or mountains

Organization solitary, pair, or cult (2–5 plus 35% noncombatants and 1 mystic)

SPECIAL ABILITIES

Impact Crater (Ex) When a moon giant throws a rock, it creates an area of difficult terrain in a 10-foot radius around the spot where the rock landed. If the rock was thrown at a creature, the giant can choose the point of origin for this

radius anywhere within the target's space. If the moon giant misses with a rock attack, roll to determine where the rock lands as if it were a thrown weapon.

Improved Rock Catching (Ex) A moon giant receives a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Lunar Aura (Su) Creatures within 60 feet of a moon giant are affected by its lunar aura as long as they remain with range (Will DC 21 negates). The giant can choose one of the following effects.

Waning: Affected creatures are calmed and cannot take violent actions (they can, however, defend themselves). This effect suppresses (but does not dispel) any morale bonuses benefiting affected creatures. It also suppresses any fear effects and removes the confused condition from all creatures. Aggressive action against a calmed creature breaks this effect. When the effect ends, preexisting spells or effects take hold of the creature again, provided that its duration has not expired in the meantime.

Waxing: Affected creatures are enraged, gaining a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a –2 penalty to EAC and KAC.

A creature that succeeds at its save against the aura is immune to that particular moon giant's lunar aura for 24 hours. A moon giant can activate, suppress, or change the effect of the aura as a free action, and the giant can choose whether to include itself as part of the same free action.

Moon giants dwell in rocky badlands and other scarred, deserted places. They revere the moon, stars, and comets and seek wisdom in these celestial bodies' movements. Though they are normally placid scholars, more likely to enter a lively philosophical debate with other creatures than a brawl, moon giants can become violent when disturbed or when under the influence of a bad moon.

Most moon giants stand about 24 feet tall and weigh almost 18,000 pounds.



GIANT, OCEAN

This blue-skinned giant's clothing and beard whip about like sails caught in a storm.

OCEAN GIANT

CR 14

XP 38,400

CG or CE Huge humanoid (aquatic, giant)

Init +4; **Senses** low-light vision; **Perception** +30

DEFENSE **HP 260**

EAC 28; **KAC** 30

Fort +16; **Ref** +16; **Will** +14

Immunities paralysis, *slow* (and other spells or effects that impede movement) **Resistances** cold 20, electricity 20

OFFENSE

Speed 50 ft., swim 40 ft.

Melee trident +27 (8d6+22 P) or slam +27 (4d10+22 B; critical knockdown)

Ranged rock +24 (5d10+14 B; critical knockdown)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities conch focus, rock throwing (110 ft.)

Spell-Like Abilities (CL 14th)

1/day—*gravitational singularity* (DC 21)

3/day—*cosmic eddy* (DC 19), *life bubble*, *summon creature IV* (swimming creatures only), *synaptic pulse* (DC 18)

STATISTICS

Str +8; **Dex** +0; **Con** +6; **Int** +1; **Wis** +2; **Cha** +4

Feats Deadly Aim (+7 damage), Improved Combat Maneuver (bull rush)

Skills Athletics +25, Intimidate +30, Life Science +25, Survival +25

Languages Aquan, Common

Other Abilities amphibious

ECOLOGY

Environment any oceans

Organization solitary, gang (2–5), family (2–5 plus 35% noncombatants and 1 mystic)

SPECIAL ABILITIES

Conch Focus (Su) When holding its conch, an ocean giant can cast *greater synaptic pulse* (DC 20) and *summon creature V* instead of *synaptic pulse* and *summon creature IV*. If the conch is destroyed (hardness 5, 20 hp), the giant can spend 1 week to craft a replacement.

Ocean giants embody the great extremes of the sea. Their skin colors vary from deep blue to pale green, and their eyes and hair range from foamy white to coral pink. They decorate themselves with the treasures of the sea, wearing shell jewelry or scrimshaw, and clothing woven from underwater plants, or even salvaged sails. Each ocean giant carries a hand-crafted musical horn made from a conch shell, an object of cultural significance representing its family history and travels on the vast sea.

Many ocean giants view themselves as guardians of the sea, its creatures, and those who travel the waves, safeguarding their charges from remarkable coral towers. Others, however, claim domains measuring thousands of leagues, enslaving the beasts and aquatic races within and shattering any ship that dares trespass near their citadels of urchins and bones.

Adult ocean giants stand approximately 22 feet tall and weigh about 15,000 pounds. Most live to be about 500 years old.



GIANT, SLAG

Soot, ash, and coal dust streak this giant's rust-colored skin. Her eyes hold a look of both determination and detachment.

SLAG GIANT

CR 7

XP 3,200

LN Large humanoid (giant)

Init +2; **Senses** low-light vision; **Perception** +14

DEFENSE HP 110

EAC 19; **KAC** 21

Fort +9; **Ref** +9; **Will** +8

Defensive Abilities rock catching; **Resistances** fire 20

OFFENSE

Speed 40 ft.

Melee warhammer +16 (2d6+12 B) or slam +16 (2d4+12 B)

Ranged rock +13 (2d6+6 B)

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

Offensive Abilities rock throwing (120 ft.), shattering blow

STATISTICS

Str +5; **Dex** +2; **Con** +4; **Int** +0; **Wis** +1; **Cha** +0

Feats Deadly Aim (+3 damage), Improved Combat Maneuver (sunder)

Skills Engineering +14, Intimidate +19

Languages Common

ECOLOGY

Environment warm mountains or underground

Organization solitary, pair, or mining expedition (3–7), or tribe (5–20 plus 25% noncombatants and 1 mystic or 1 soldier)

SPECIAL ABILITIES

Shattering Blow (Ex) A slag giant who makes an attack against a metal or stone object or structure deals double damage.

Slag giants usually evince a cold, detached attitude about everything other than their work. Their inherent understanding of metalworking and resistance to fire allow them to craft arms and armor from inside their huge forges, sometimes working the metal with their bare hands. Small families of slag giants often ally

with clans of other giants, providing masterwork armor and weapons in exchange for ore and the freedom to practice their crafting skills in peace. Even militaristic fire giants (who pride themselves on their strength and martial prowess) respect the fine work of the weaker slag giants, and usually attempt to ally with the artisans rather than enslaving them.

Slag giants have long limbs with lean muscles; they stand 14 feet tall and weigh 3,000 pounds. Slag giants' skin color ranges from a deep and ruddy hue to a rusty orange. Their hair is black, gray, or white, though males and females both tend to keep their hair cropped close or shaved off. Slag giants can live to be 400 years old.



GIANT, SUN

This giant has the arms and armor of an ancient warrior. Her golden skin and flame-colored hair amplify the light around her.

SUN GIANT

CR 16

XP 76,800

CG or CE Huge humanoid (giant)

Init +3; **Senses** low-light vision; **Perception** +33

Aura solar (60 ft., DC 22)

DEFENSE HP 320

EAC 30; **KAC** 32

Fort +18; **Ref** +18; **Will** +16

Defensive Abilities rock catching; **Immunities** blindness, dazzled, fire; **Resist** cold 30, electricity 30

OFFENSE

Speed 50 ft.

Melee heavy mace +30 (8d8+26 B) or slam +30 (6d10+16 B; critical knockdown)

Ranged atlatl dart +27 (6d10+16 B & F plus sun dart)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities blistering invective

Spell-Like Abilities (CL 16th; melee +27)

1/day—*synapse overload* (DC 21), *waves of fatigue*

At will—*arcane eye*, *remove condition*, *explosive blast* (DC 19)

STATISTICS

Str +10; **Dex** +3; **Con** +7; **Int** +2; **Wis** +5; **Cha** +3

Feats Deadly Aim (+8 damage), Quick Draw

Skills Athletics +28, Intimidate +33, Survival +28

Languages Common, Ignan

ECOLOGY

Environment warm deserts or mountains

Organization solitary, pair, or family (3–5 plus 35% noncombatants and 1 mystic)

SPECIAL ABILITIES

Blistering Invective (Su) Three times per day as a swift action, a sun giant can make an Intimidate check to demoralize each enemy within 30 feet of it. Enemies that are demoralized this way take 1d10 fire damage and must succeed at a DC 22 Reflex save or catch fire.

Solar Aura (Su) Light levels within 60 feet of a

sun giant increase by one step (supernatural darkness becomes normal darkness). This does not count as a light effect for the purpose of light and darkness effects; a solar aura is not hindered by any type of magical darkness, and its effect is applied after all light and darkness effects. In areas of bright light, a solar aura causes sighted creatures to become dazzled for as long as they remain in the aura.

As a swift action, a sun giant can direct light toward a single target within her solar aura, and that creature must succeed at a DC 22 Fortitude save or be permanently blinded.

Sun Dart (Ex) If a sun giant misses a target's KAC but strikes the target's EAC with its atlatl dart, it still deals 3d10+8 fire damage. A Large or smaller creature damaged by a sun giant's sun dart becomes entangled and immobilized.

A creature can free itself with a successful DC 22 Escape Artist or Strength check as a standard action or by breaking the sun dart (hardness 5, hp 20).

Sun giants view themselves as soldiers in an eternal war against the forces of darkness and shadow. In ancient days, sun giants were a benevolent people, fighting for the good of all living things. Over time, the majority of sun giants have become selfish, demanding tribute and even blood sacrifices in exchange for the protection they provide, ruling by might and opposed by those few brave and benevolent souls willing to take to the shadows to fight for freedom.

Many evil sun giants pay homage to demon lords of the sun and warfare or to eldritch elder gods of sun, stars, and flame. Even evil sun giants, however, retain a vicious hatred for creatures of pure darkness and denizens of the Plane of Shadow.

Though they live for centuries, sun giants are blessed with eternally youthful appearances, a blessing that remains even for those who become selfish and corrupt. They tower over 25 feet tall and weigh roughly 18,000 pounds.



GIRALLON, JOWCHIT

Emerging from the jungle this towering, four-armed ape covered in reddish-blond fur stares at you with soft violet eyes that hold obvious intelligence. A brightly colored tabard covers its torso, belts and pouches tied around its waist.

JOWCHIT GIRALLON

CR 9

XP 6,400

NG Large magical beast

Init +7; **Senses** darkvision 60 ft., lifesense, low-light vision, scent; **Perception** +17

DEFENSE HP 142

KAC 22; **EAC** 24 (lashunta tempweave)

Fort +12; **Ref** +11; **Will** +8

Immunities disease, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +21 (1d10+14 P), 4 claws +21 (1d10+14 S plus rend)

Ranged 2 sentinel spears +18 (2d6+5 P)

Offensive Abilities dilettante combat training, rend (4 claws, 1d10+16)

Spell-Like Abilities (CL 12th)

Constant—*detect magic, nondetection*

3/day—*dispel magic, remove affliction*

1/day—*enshrining refuge, plane shift* (DC 21), *shield other*

STATISTICS

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

Skills Athletics +22, Diplomacy +17, Survival +17

Languages Garil, Girallon, Vanara

Other Abilities dilettante training

ECOLOGY

Environment The Deep Green, Quoh

Organization solitary, tribe (2-4 Jowchit girallons, 12-24 garil or vanara), or empire (8-12 Jowchit girallons, 50-100 garil or vanara)

SPECIAL ABILITIES

Dilettante Combat Training (Ex) Jowchit girallons practice a wide variety of combat techniques and are highly adaptive in their training. They never take a penalty on attack rolls for fighting with improvised weapons in melee or as thrown weapons. In addition, Jowchit girallons

gain [Adaptive Fighting](#)^{SF} as a bonus feat, and they can study and practice for one full day in order to exchange one of the virtual feats gained with this feat for a different combat feat rather than only changing feats when they gain a level.

Dilettante Training (Ex) Because of their wide-ranging study, Jowchit girallons gain an additional good skill from the following list: Culture, Diplomacy, Engineering, Life Science, Physical Science, Survival. They can make skill checks against any of these skills even if they have no ranks, and once per day they can add an additional +2 bonus on a check against any of these skills. They may choose

Four-Armed (Ex) While Jowchit girallons are peaceful by nature, they are fearsome in battle if provoked. In melee, they can rend a creature struck by all four claw attacks. In ranged combat, they can draw and throw two sentinel spears per round without taking the usual -4 penalty for making a full attack. If they already have four sentinel spears in hand, they can throw all four in a single round by making a full attack with the usual -4 penalty.

Girallons are found on many worlds and are often truly savage killers, but the ape-world of Jowchit features a seemingly unique offshoot of their race. Their large frame and imposing visage belie gentle spirits and inquisitive natures. Their gigantic, four armed bodies are a surprising vehicle for a race of quiet scholars and gentle monks. Physically, Jowchit girallons are larger, more evolved versions of their lesser cousins. They stand 9 feet tall and weigh nearly a thousand pounds. Mentally they are even more different, boasting a much higher intelligence than their smaller brethren on other worlds. They also lack the reclusive nature and evil alignment of their cousins, tending to live in mixed communities with garil and vanara.

According to their oral tradition, the girallon were somehow brought to Jowchit millenia ago. They first arrived on the island of Ade in the Footprints of Jira. Their ancestors were devotees of dark ways and it is speculated in some circles that dark magic was involved. Over the generations the strange radiations and primal forces of the world wrought changes on the girallon. They became larger and more intelligent, stronger and yet more peace loving.

For the most part the garillions of Jowchit eschew weaponry, preferring to use whatever is nearby and are experts at improvising what they need should combat prove unavoidable. Their relationship with magic is similar and just as intuitive. They can often coax effects from magic items and can always see magical auras.

It is not known how long the association between the garil and the garillon of Jowchit has existed, but it is practically symbiotic at the cultural level.

The girallon of this world form a significant cross section of the great thinkers and sages of the planet, and for the most part they live amongst the garil and vanara population. For the most part they avoid leadership positions, although the occasional leader will rise from their ranks.

All Jowchit girallons pick a specific area of scholarly study as their focus to represent their area of research and dedication to the pursuit of knowledge.



GIRATABLILU

The humanoid torso of a chitin-scaled warrior rises from the front of this monstrously huge scorpion.

GIRATABLILU

CR 8

XP 4,800

N Large monstrous humanoid

Init +2; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.; **Perception** +16

DEFENSE HP 125

EAC 20; **KAC** 22

Fort +10; **Ref** +12; **Will** +9

OFFENSE

Speed 50 ft.

Melee sentinel spear +20 (1d10+14 P) or claw +17 (1d6+14 S plus grab)

Multiattack 2 claws +14 (1d6+14 S plus grab), sentinel spear +14 (1d10+14 P), sting +14 (1d6+14 plus girtablilu poison)

Ranged thunderstrike streetsweeper +17 (2d8+8 So, critical knockdown) or sentinel spear +17 (1d10+14 P)

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

Special Attacks constrict (1d6+14 S)

STATISTICS

Str +6; **Dex** +2; **Con** +4; **Int** +0; **Wis** +2; **Cha** +0

Skills Athletics +21, Stealth +16, Survival +16

Languages Common, Girtablilu

Other Abilities undersized weapons

Gear freebooter armor II, thunderstrike streetsweeper (40 charges)

ECOLOGY

Environment warm deserts

Organization solitary, pair, patrol (3-5), or cult (6-14 plus 3-6 temple soldiers, 1 mystic 6th level)

SPECIAL ABILITIES

Poison (Ex) Creature's struck by a girtablilu's sting are exposed to girtablilu poison.

Undersized Weapons (Ex) Girtablilu use manufactured weapons as if they were Medium-sized creatures.

Girtablilu Poison

Type poison (injury); **Save** Fortitude DC 16

Track Dexterity; **Frequency** 1/round for 6 rounds

Cure 2 consecutive saves

Girtablilus are tauric creatures, their scaled humanoid torsos surmounting the bodies of monstrous scorpions. They are obsessively devoted to ancient history in general, and to their own ancestors in particular. They seek out archaeological treasures of all kinds, zealously guarding them from grave robbers and relic hunters, piously protecting their charges far from civilized eyes.

All girtablilu share a zeal for religion, although the objects of veneration vary from clan to clan. Some girtablilu tribes still serve long-forgotten deities, preserving the divinities' names and holy rituals. Others embrace religions derived from prehistoric worship, devoted to the idea of gods that once were or might never have been. Their leaders are always mystics responsible for the tribe's religious observances and laws. Tradition and service to the group are important. Those who violate tribal beliefs are killed or exiled into the harsh wasteland. Girtablilus believe that no sacrifice in life (including death in the service of the gods) goes unrewarded in the hereafter; this belief makes them fierce and fearless fighters.

A girtablilu is 13 feet long and weighs 800 pounds.



GOLEM, CLOCKWORK

A vaguely humanoid shape made of metal lurches to life with the grinding whir and frantic ticking of hundreds of gears.

CLOCKWORK GOLEM

CR 12

XP 19,200

N Large construct (magical)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +22

DEFENSE HP 200

EAC 26 **KAC** 28

Fort +12; **Ref** +12; **Will** +9

DR 10/adamantine; **Immune** construct immunities, magic

OFFENSE

Speed 30 ft.

Melee slam +26 (6d4+20 B plus grab)

Offensive Abilities grind, wall of gears

STATISTICS

Str +8; **Dex** +5; **Con** —; **Int** —; **Wis** +4; **Cha** -5

Skills Athletics +27

Other Abilities death burst, mindless, unliving

ECOLOGY

Environment any

Organization solitary or gang (2-4)

SPECIAL ABILITIES

Death Burst (Ex) When a clockwork golem is reduced to 0 or fewer hit points, it explodes in a shower of razor-sharp gears and debris. All creatures within a 10-foot burst take 12d6 slashing damage—a DC 19 Reflex save results in half damage.

Grind (Ex): A clockwork golem deals an additional 2d10+12 slashing damage when it succeeds at a grapple combat maneuver as razor-sharp gears and blades emerge from its body to grind and slice its foe.

Immunity to Magic (Ex) A clockwork golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a clockwork golem, as noted below.

A *grease* spell cast on the golem causes it to move quickly for 1d6 rounds, as if under the effects of *haste*.

An *entropic grasp* spell deals damage to a clockwork golem normally, and makes the golem staggered for 1d6 rounds (no save).

Wall of Gears (Su) As a standard action, a clockwork golem can fold into a whirling wall of grinding gears measuring 10 feet by 10 feet or 5 feet by 20 feet. Anyone passing through the wall takes 15d6 points of slashing damage. If the wall appears in a creature's space, that creature can attempt a DC 19 Reflex save to leap to one side and avoid the damage entirely. The clockwork golem can take no actions while in this form except to resume its normal form as a move action. A clockwork golem's EAC, KAC, and immunities remain the same while it is in this form.

Forged from thousands of gears, the clockwork golem is a precision creation. In combat, a clockwork golem is ruthlessly efficient, moving with swift conviction to grind and slice its foes to ribbons.



GOLEM, CONVEYANCE

This flying metal skimmer has a windowed compartment, but the window provides no view inside. The front part of the skimmer parts vertically, giving it the appearance of a metallic maw.

CONVEYANCE GOLEM

CR 7

XP 4,800

N Huge construct (technological)

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +19

DEFENSE HP 100

EAC 19; **KAC** 21

Fort +7; **Ref** +7; **Will** +4

DR 10/adamantine; **Immunities** construct immunities, electricity; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 40 ft., fly 60 ft. (Ex, good)

Melee bite +18 (2d6+12 B plus swallow whole) or slam +18 (1d8+12 B)

Multiattack bite +12 (2d6+12 B plus swallow whole) and 2 slams +12 (1d8+12 B)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities restraining tentacles, subduing gas, swallow whole (2d6+12 B, EAC 19, KAC 17, 25 HP)

STATISTICS

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

Feats Improved Combat Maneuver (bull rush)

Other Abilities transformation

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Restraining Tentacles (Ex) A conveyance golem possesses 8 restraining tentacles in its interior. It can only grapple opponents it has swallowed whole with these tentacles. The tentacles have 19 hp but otherwise have the same statistics as the golem. Damaging the tentacles deals no damage to the golem.

Subduing Gas (Ex) Once every 1d4 rounds, a conveyance golem can release an aerosol that induces unconsciousness. This only affects creatures it has swallowed whole.

Swallow Whole (Ex) A creature swallowed by a conveyance golem is no longer considered grappled unless the golem's restraining tentacles grab the creature. A swallowed creature must still succeed at a grapple check to return to the golem's "mouth." The golem can choose not to deal bludgeoning damage to creatures it has swallowed whole. If a creature cuts through the golem's bolstered interior, the cut benefits from a *make whole* effect at the beginning of the golem's next turn.

Transformation (Ex) A conveyance golem can adapt to its environment as a transport device. As a full-round action, it can reconfigure itself as an air- or space-borne vehicle, a ground-based vehicle, or seaborne vehicle. Its base configuration is as an airborne vehicle. When it switches to a ground-based vehicle, it loses its fly speed and slam attack, but its base speed increases to 80 ft. As a seaborne vehicle, it loses its fly speed and instead gains a swim speed of 60 feet. In all cases, the creatures contained within the golem (either willingly or not) do not suffer from a change in environment.

CONVEYANCE SUBDUING GAS

GOLEM

Type poison (inhaled); **Save** Fortitude DC 15

Track Constitution (special); **Frequency** 1/minute for 6 minutes

Effect progression track is Healthy—Unconscious; no end state. Damage to a victim wakes up the victim.

Cure 2 consecutive saves

Conveyance golems provide comfortable travel for creatures negotiating their service from their owners. Their interiors are climate-controlled to the specifications of their inhabitants. They have rudimentary intelligence, allowing them to follow a programmed set of instructions, usually getting clients to their destinations as quickly and safely as possible. Since they are immune to the rigors of space, they provide short-distance transportation among asteroids or other closely-clustered objects. Conveyance golems are capable of passing through multiple environments and change their forms to suit the conditions. For those within, a few seconds

of freefall or seemingly uncontrolled driving proves unsettling as the golems change form, but they take precautions to ensure their passengers remain otherwise unbothered by the transformation.

Unscrupulous owners can also employ conveyance golems in kidnappings. The golems can quickly transform themselves to create openings with which to snag creatures. The interior restraints used to keep passengers safe also work to pin unwilling captives. The climate control can instead pump anesthetizing gas to incapacitate victims. When all else fails, the golems make the transportation highly turbulent to throw victims around the interior.



GOLEM, CRYSTAL

This bulky humanoid figure is cut from blue crystal that shines with an inner light.

CRYSTAL GOLEM

CR 11

XP 12,800

N Large construct (magical)

Init +3; **Senses** blindsight (thoughts) 60 ft., darkvision 60 ft., low-light vision; **Perception** +20

DEFENSE HP 180

EAC 24; **KAC** 26

Fort +11; **Ref** +11; **Will** +8

DR 10/adamantine; **Immunities** construct immunities, magic

OFFENSE

Speed 20 ft.

Melee slam +24 (4d6+19 B)

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

Spell-Like Abilities (CL 11th)

3/day—*mind thrust* (2nd-level, DC 16)

1/day—*crush skull* (DC 19)

Offensive Abilities ethereal fists

STATISTICS

Str +8; **Dex** +3; **Con** —; **Int** —; **Wis** +5; **Cha** —5

Skills Athletics +20, Intimidate +20

Other Abilities mindless, psychic amplification, unliving

ECOLOGY

Environment any

Organization solitary or expatriation (2–5)

SPECIAL ABILITIES

Ethereal Fists (Su) A crystal golem's fists reach simultaneously into the Ethereal and Material planes, allowing it to deal normal damage with its slam attack to ethereal creatures. The miss chance due to etherealness doesn't apply (other miss chances, such as from concealment, still apply).

Immunity to Magic (Ex) A crystal golem is immune to spells or spell-like abilities that allows spell resistance. Certain spells and effects function differently against the creature, as noted below.

- An [entropic grasp](#) spell deals 50% more damage to the golem and slows it (as the *slow* spell) for 3 rounds (no saving throw).
- A magical attack that deals fire damage

ends any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal.

Psychic Amplification (Su) Each time a creature within 30 feet of a crystal golem uses a mind-affecting spell or spell-like ability, the caster can choose to double either the range or the duration of the spell or ability. A crystal golem can use its own spell-like abilities as a swift action.

Crystal golems are rough-cut humanoid constructs hewn from spars and blocks of bluish crystal. Shining with an inner light, crystal golems cannot speak but emit a constant hum of psychic energy. A typical crystal golem is 10 feet tall and weighs over 1,800 pounds.



GOLEM, JUNK

A walking rubbish heap heaves towards you, roughly humanoid in shape and barely holding itself together.

JUNK GOLEM

CR 4

XP 1,200

N Medium construct (technological)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE HP 55

EAC 16; **KAC** 18

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

Defensive Abilities junk repair; **DR** 5/adamantine; **Immunities** construct immunities, magic

OFFENSE

Speed 30 ft.

Melee slam +13 (1d6+9 B plus tetanus)

STATISTICS

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

Skills Athletics +10, Intimidate +10

Other Abilities discorporate, mindless, unliving

ECOLOGY

Environment any

Organization solitary or gang (2–6)

SPECIAL ABILITIES

Discorporate (Ex) A junk golem can break apart into its constituent pieces as a standard action, becoming a swarming mass of parts. It gains the swarm subtype, its space changes to 10 feet, and its reach changes to 0. In this form, it gains a swarm attack that deals 1d4+9 bludgeoning damage and inflicts tetanus but loses its slam attacks. It can revert back to its normal form as a full action.

Immunity to Magic (Ex) A junk golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against the creature, as noted below.

- An *entropic touch* spell deals 50% more damage to the golem.
- A *grease* spell affects the junk golem as if it were *haste* for 1d6 rounds and ends any *slow* effect on it.
- A *hold portal* spell affects the junk golem as if it were a *slow* spell for 1d6 rounds and

breaks any *haste* effect on it.

- A *discharge* spell causes a junk golem to discorporate and dazes it for 1 round.

Junk Repair (Ex) A junk golem has fast healing 2 when in an area with a high concentration of debris, such as a refuse heap or the area created by another junk golem's discorporate ability.

Tetanus

Type disease (injury); **Save** Fortitude DC 13

Track physical; **Frequency** 1/day

Effect At the weakened and higher states, there is a 50% chance the victim's jaw muscles stiffen, preventing speech and the use of spells with verbal components for 2 hours.

Junk golems are assembled from trash and spare parts, and often leave trails of garbage in their wakes.



GOLEM, METEORITE

This humanoid figure is double in size and composed mostly of silicate minerals that have melted to it while they were free-floating objects in space. When in alternative form it disguises as an asteroid field.

METEORITE GOLEM

CR 16

XP 76,800

N Huge construct (magical, shapechanger)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +28

DEFENSE HP 300

EAC 30; **KAC** 32

Fort +16; **Ref** +16; **Will** +12

DR 15/adamantine; **Immunities** construct immunities, magic

Weaknesses rust vulnerability

OFFENSE

Speed 30 ft.

Melee slam +30 (6d10+27)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities magnetic attraction

STATISTICS

Str +10, **Dex** +5, **Con** —, **Int** —, **Wis** +7, **Cha** -5

Skills Acrobatics +28, Athletics +28, Stealth +33

Other Abilities asteroid field, mindless

METEORITE GOLEM (ASTEROID FIELD FORM)

N Gargantuan construct (magical, shapechanger, swarm)

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

DEFENSE HP 300

EAC 30; **KAC** 32

Fort +16; **Ref** +16; **Will** +12

DR 15/adamantine; **Immunities** construct immunities, magic, swarm immunities

Weaknesses rust vulnerability

OFFENSE

Speed 30 ft., fly 20 ft. (Su, average)

Melee swarm attack (3d10+11)

Space 20 ft.; **Reach** 0 ft.

STATISTICS

Str -5, **Dex** +0, **Con** —, **Int** —, **Wis** +0, **Cha** -5
Skills Acrobatics +28, Athletics +28, Disguise +20, Stealth +33; **Racial Modifiers** +5 Disguise
Other Abilities asteroid field, mindless

SPECIAL ABILITIES

Asteroid Field (Su) As a swift action, a meteorite golem can expand into a field of tumbling rocks, ice chunks, metal junk and other space debris becoming a swarming mass of Tiny objects. The meteorite golem gains the swarm subtype, and its space is considered difficult terrain. Its size increases one step, but reach becomes 0. The golem drops any items carried as well as any items stuck to it. It maintains its defensive abilities but loses its magnetic attraction ability. The meteorite golem replaces its slam attacks for a swarm attack that deals 3d10+10 damage. It gains a fly speed of 20 ft. and +20 racial bonus to Disguise checks to appear as an asteroid field. This transformation is considered a move action. As a full action that provokes an attack of opportunity, the meteorite golem can pull itself back together, regaining its humanoid form.

Immunity to Magic (Ex) A meteorite golem is immune to spells or spell-like abilities that allow spell resistance. In addition, certain spells and effects function differently against it, as noted below.

- A magical attack that deals electricity damage slows a meteorite golem (as the slow spell) for 3 rounds, with no saving throw.
- A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A meteorite golem gets no saving throw against fire effects.
- A meteorite golem is affected normally by rust attacks, such as those of a rust monster.

Magnetic Attraction (Su) As a swift action, a meteorite golem can choose to attract metal for one round. It may make free grapple combat maneuver attempts on all creatures wearing metal armor or free disarm combat maneuver attempts on all creatures using metal weapons

within 10 feet of the golem. The golem suffers no penalty to the combat maneuver for being unarmed or for not having hands free and does not draw an attack of opportunity. Any weapons disarmed become stuck to the golem, and it requires a successful disarm combat maneuver attempt against the golem to pry it off. However, any metal weapon used against the meteorite golem gains a +2 bonus to attack and damage for one round.

Vulnerability to Rust (Ex) A meteorite golem is affected by rust attacks, such as that of a rust monster.

A meteorite golem has a huge humanoid body made from iron-nickel, stone, rock, amino acids, pre-solar grains, and organic matter. Sections of the golem are comprised of chondrite (often considered to be "the building blocks of the planets"). As with other golems, they are incapable of thinking on their own, and are thus under control of the one that created them. They are created as guardians and keepers and can be given specific orders to guard a specific locale, item, or object

or to attack a specific creature or type of creature. The average meteorite golem stands about 15 feet tall and weighs 5000 pounds. The meteorite golem's features are rough and imperfect with sponge like holes mixed with solid stone, rock, and metal chunks. It has no discernable ears, nose, or mouth. Meteorite golems wear no clothing and never carry weapons, relying instead on their slam attacks and swarm. A meteorite golem cannot speak or make any vocal noise, nor does it have any distinguishable odor.

When encountered while in their alternate form as an asteroid field, the meteorite golem acts like a typical asteroid field until they are close enough to enter melee combat. If encountered while in humanoid form, the golem will use its magnetic attraction ability while engaging in melee. On the second turn of combat, after a full attack they will switch to their asteroid field alternate form to take advantage of the combatants pulled close into their field. If the swarm attack proves to be ineffective against combatants, the meteorite golem will switch back to their humanoid form.



GOLEM, STEAMWERKS

This bloated thing of iron and steel is filthy with soot and oil, its rusting form moving with considerable quickness. Steam belches from countless vents and apertures while its movement is accompanied by the scraping and grinding sound of protesting metal.

STEAMWERKS GOLEM

CR 14

XP 38,400

N Large construct (magical)

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +22

DEFENSE **HP 250**

EAC 28; **KAC** 30

Fort +16; **Ref** +16; **Will** +12

DR 15/adamantine; **Immunities** construct immunities, magic

OFFENSE

Speed 20 ft.

Melee integrated mach I sloop hammer +27 (5d10+22 B; critical knockdown)

Ranged spear strut +24 (5d10+14 P)

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

Offensive Abilities spear struts

STATISTICS

Str +8; **Dex** +6; **Con** —; **Int** —; **Wis** +0; **Cha** +0

Other Abilities mindless, unliving

Gear integrated mach I sloop hammer

ECOLOGY

Environment any

Organization solitary or team (3–4)

SPECIAL ABILITIES

Immunity to Magic (Ex) A steamwerks golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a steamwerks golem, as noted below.

Any spell that would cause electricity damage instead causes the golem to be *slow* (as the spell) for 2d4 rounds.

Any spell that would cause fire damage instead removes any *slow* effect from the golem and heals it 1 hit point for every 3 damage the spell would have done.

Entropic grasp and any effect that causes rust has its normal effect.

Spear Struts (Ex) The steamwerks golem can pull a strut from its body once a round as a swift action, dealing itself 1d4 damage that ignores DR. It can be thrown as a spear dealing the listed damage but is destroyed on impact.

A steamwerks golem is a curious collection of heavy industrialized armor, machines and plating rolled into a large but surprisingly agile construct. Standing at just over ten feet tall and weighing 2,700 pounds the steamwerks golem is able to repeat simple phrases programmed into its making during creation.

Certain companies use steamwerks golems for harder work and create larger specimens as a result. Many specialize in work such as deep mining or dangerous security work. Tales abound of vast steamwerks golems the size of small towns that are used to coordinate various tasks into a single entity. That these creatures sometimes go berserk is a fact few like to admit.

Steamwerks golems can have alternate melee weapons integrated rather than their typical hammer, such as security golems with shock truncheons. Combat models are also sometimes seen with integrated ranged weapons, but most owners are satisfied with the golem's spear struts.



GOLEM, STONE

This towering stone automaton bears the likeness of an archaic, armored warrior. It moves with ponderous but inexorable steps.

STONE GOLEM

CR 11

XP 12,800

N Large construct (magic)

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

Perception +20

Aura slow (10 ft., DC 18)

DEFENSE HP 180

EAC 24; **KAC** 26

Fort +13; **Ref** +10; **Will** +10

DR 10/adamantine; **Immunities** construct immunities, magic

OFFENSE

Speed 20 ft.

Melee slam +23 (4d6+19 B)

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

STATISTICS

Str +8; **Dex** +3; **Con** —; **Int** —; **Wis** +0; **Cha** +0

SPECIAL ABILITIES

Immunity to Magic (Ex) A stone golem is immune to any spell or spell-like ability that allows spell resistance except *flesh to stone*, which removes its DR and immunity to magic for 1 round.

Slow Aura (Su) When a living creature begins its turn within 10 feet of a stone golem, that creature must succeed at a DC 18 Fortitude save or be slowed (as the *slow* spell) until the beginning of its next turn.

A stone golem has a humanoid body made from stone, frequently stylized to suit its creator. For example, it might look like it is wearing ceremonial armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs. Its head is often carved to resemble a helmet or the head of some beast, and it may be sculpted to bear stone weapons, but these aesthetic choices do not affect its combat abilities.

Like most golems, a stone golem cannot speak and makes no sound other than the grinding of stone against stone when it moves. A stone golem is 9 feet tall and weighs around 2,000 pounds.



GREAT OLD ONES

The Great Old Ones are otherworldly entities of almost unimaginable power—beings completely alien to humanity, both physiologically and spiritually. They exist in the forgotten corners of distant worlds or lost dimensions, yet their power is so great they can influence certain sensitive mortal minds in their dreams and nightmares, even if such influence is as accidental as a star's gravitational pull on a tiny mote of dust adrift in space. In such ways, cults devoted to the Great Old Ones can rise on worlds throughout the Material Plane, even without prior contact between these worlds. Some of the Great Old Ones grant access to the domain of Void and its associated subdomains (Dark Tapestry and Stars).

While not all of the Great Old Ones are evil, all are forces of chaos. Their cults are almost always evil and cause harm and madness, but the Great Old Ones are generally content to ignore lesser life such as humans, elves, and dwarves. Yet when their attention is garnered, the results can be catastrophic on an immense scale—for just as the ant who bites someone's toe invites swift destruction on a scale its feeble mind can't envision, so too does humanity invite unimaginable ruin by delving into the affairs of these powerful creatures.

The Great Old Ones themselves often serve and worship even greater powers, such as Azathoth, Nyarlathotep, Shub-Niggurath, and Yog-Sothoth. Those creatures are the Outer Gods, and whereas the Great Old Ones can be thought of as akin to demigods, the Outer Gods are themselves true deities. Cults of the Great Old Ones are described further in the appendices, including their *dream* and *nightmare* mystic spells.

GREAT OLD ONE TRAITS

Great Old Ones are powerful, alien entities whose existences are closer to that of the gods than mortal beings. They originate from other dimensions, planets, and even different points in time. All Great Old Ones are chaotic and most are also evil. They can be any creature type, but most are aberrations.

Creatures of this subtype gain darkvision 60 ft. (or greater). Most also gain secondary senses like blindsight, low-light vision, or the permanent effect of *true seeing*. They treat Perception as an additional master skill. Their natural attacks are considered chaotic and magical for the purpose of overcoming DR. Likewise, their natural attacks also bypass DR from special materials such as adamantine, cold iron, and silver. Great Old Ones

also gain the following special abilities, Great Old One immortality, Great Old One immunities, starry wisdom, and unspeakable presence.

Great Old One Immortality (Ex): A Great Old One that is slain does not remain dead but is forced into a state of dormancy which can last for years, centuries, or even longer. The specifics vary with each Great Old One and are described in creature's individual entry. Methods to permanently slay a Great Old One might exist but remain unknown and free for the GM to define. Great Old Ones do not need to eat, drink, or breathe, nor are they subject to aging, naturally or magically.

Great Old One Immunities (Ex): Immunity to ability damage, ability drain, cold, death effects, disease, energy drain, mind-affecting effects, negative levels, paralysis, and petrification.

Starry Wisdom (Ex): Any creature that attempts to interact directly with a Great Old One's thoughts (such as via *detect thoughts* or telepathy) must succeed at a Will save at the listed DC or contract the starry wisdom mental illness. A Great Old One using its telepathy to communicate does not automatically trigger this ability, it must spend a standard action focusing its mind on a single target to deliberately cause this effect.

STARRY WISDOM

Type disease (telepathic contact, see text); **Save** Will DC (see individual entry)

Track mental (special); **Frequency** 1/round for 5 rounds

Effect progression track is Weakened—Impaired—Befuddled—Disassociated—Comatose; comatose is the end state; non-contagious.

Cure irreversible except for *remove affliction*, *miracle*, or *wish*.

Unspeakable Presence (Su) A Great Old One's aura inflicts intense mental anguish and torment upon all creatures within 300 feet who can see and hear the Great Old One. The exact effects of the aura vary between individual creatures and are described in their entry. A successful Will save at the listed DC reduces or negates the effect.

GREAT OLD ONE, CTHULHU

This towering impossibility, neither quite octopus nor dragon nor giant but something far worse, must surely herald the end of times.

CTHULHU

CR 30

XP 9,830,400

CE Colossal aberration (chaotic, evil, Great Old One)

Init +12; **Senses** darkvision 60 ft., *true seeing*; **Perception** +50

Aura unspeakable presence (300 ft., DC 30)

DEFENSE HP 950

EAC 47; **KAC** 49

Fort +30; **Ref** +30; **Will** +26

Defensive Abilities Great Old One immortality, fast healing 30, insanity (DC 30), non-euclidean; **DR** 20/lawful and magic; **Immunities** Great Old One immunities, vacuum; **Resist** acid 30, electricity 30, fire 30, sonic 30; **SR** 41

OFFENSE

Speed 60 ft., fly 200 ft. (Su, average), swim 60 ft.

Melee claw +45 (21d10+47 S plus grab) or tentacle +45 (21d10+47 B plus grab)

Multiattack 2 claws +39 (15d10+47 S plus grab), 4 tentacles +39 (10d12+47 plus grab)

Space 40 ft.; **Reach** 40 ft.

Offensive Abilities cleaving claws, constrict (8d6+47 B), trample (21d10+47 B, DC 30)

Spell-Like Abilities (CL 30th)

1/day—*gravitational singularity*, *mass inflict pain* (DC 30), *mind thrust* (6th-level, DC 30), *planar barrier*, *plane shift* (self only), *terraform*

3/day—*dominate person* (DC 29), *feeblemind* (DC 29), *greater command* (DC 29)

At Will—*confusion* (DC 28), *dream*, *fear* (4th-level, DC 28), *nightmare* (DC 29), *teleport* (self only)

Constant—*true seeing*

STATISTICS

Str +17; **Dex** +8; **Con** +14; **Int** +11; **Wis** +11; **Cha** +8

Skills Acrobatics +45, Intimidate +45, Mysticism +50, Piloting +45, Sense Motive +45

Languages Aklo; telepathy 300 ft.

Other Abilities compression, living starship, tainted land

ECOLOGY

Environment any (R'lyeh)

Organization solitary (unique)

SPECIAL ABILITIES

Cleaving Claws (Ex) A single attack from one of Cthulhu's claws can target all creatures in a 10-foot-square area. Make one attack roll; any creature in the area whose AC is equal to or lower than the result takes damage from the claw.

Great Old One Immortality (Ex) In addition to the immunities and traits it gains from the Great Old One subtype, if Cthulhu is killed, his body immediately fades away into a noxious cloud of otherworldly vapor that fills an area out to his reach. This cloud blocks vision as *fog cloud* but can't be dispersed by any amount of wind. Any creature in this area must succeed at a DC 30 Fortitude save or be nauseated for as long as it remains in the cloud and for an additional 1d10 rounds after it leaves the area. Cthulhu returns to life, restored to full hit points and health with all remaining unused spell-like abilities after 2d6 rounds, manifesting from the cloud but is staggered for 2d6 rounds (nothing can remove this staggered effect). If slain again while he is staggered from this effect, Cthulhu reverts to vapor form again and his essence fades away after 2d6 rounds, returning to his tomb in R'lyeh until he is released again.

Non-Euclidean (Ex) Cthulhu does not exist wholly in the physical world, and space and time strain against his presence. His apparent and actual position are never quite the same, granting him a 50% miss chance against all attacks. *True seeing* can defeat this miss chance, but any creature that looks upon Cthulhu while under the effects of true seeing must succeed at a DC 30 Will save or be driven catatonic, as per the *feeblemind* spell, for 1d6+1 rounds.

Tainted Earth (Sp) Cthulhu's terraform spell-like ability requires no materials components even while affecting permanent changes to the terrain.

Unspeakable Presence (Su) Failing a DC 30 Will save against Cthulhu's unspeakable presence causes the victim to immediately die of fright. This is a death and fear effect. A creature immune to fear that fails its save against Cthulhu's unspeakable presence is staggered for 1d6 rounds instead of killed.

Known to some as the Dreamer in the Deep, Great Cthulhu is the mightiest of the Great Old Ones. Cthulhu is represented often in artwork—particularly in sculpture, painting, and poetry, for his influence is particularly strong among such sensitive and creative minds. In these eldritch works of art, he is depicted or described as having a vaguely humanoid frame, but with immense draconic wings and an octopus-shaped head. His actual form is somewhat fluid—the Great Old One can shift and reshape his exact countenance as he wills, allowing him to occupy a smaller space than one might expect for a creature that stands over 100 feet tall.

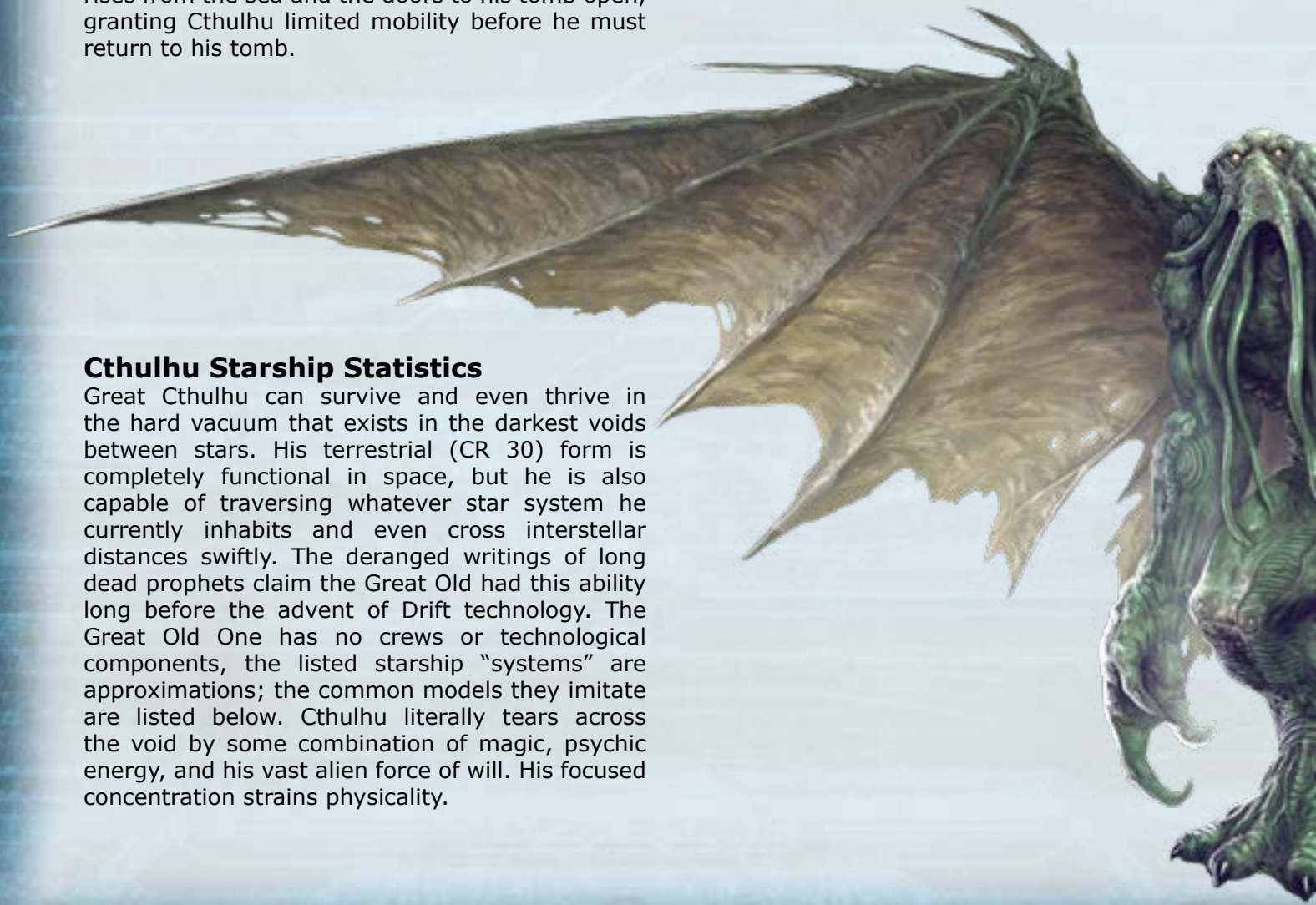
It is fortunate indeed that Cthulhu is currently imprisoned on a distant planet within the sunken city of R'lyeh. There, the Great Old One slumbers away the eons in a state neither quite dead nor living, held in stasis by ancient magic and the potency of the Elder Sign, yet at times the city rises from the sea and the doors to his tomb open, granting Cthulhu limited mobility before he must return to his tomb.

Encountering Cthulhu in space is different than bracing against his malevolent presence planetside. The Great Old One assumes a larger size, unfettered and unrestrained by normal space and the prosaic reality that mortals exude. Looking at Cthulhu's size through the lens of game mechanics, Lovecraft describes Cthulhu as being over 100 feet tall. This exceeds the Colossal size of his terrestrial stat block, and he has the compression special ability to compensate and explain why this is possible. Whereas the starship version of Cthulhu is Huge to provide an appropriate challenge. Yet this puts his size at least 800 feet long. The GM should consider that Cthulhu does not interact with three-dimensional space like mortal beings. He is almost always the size that he needs to be in context to when the PCs encounter him; on a planet, in outer space, or drifting in hyperspace.

Cthulhu's alien nature notwithstanding, thanks to high-energy shields, particle weapons, and

Cthulhu Starship Statistics

Great Cthulhu can survive and even thrive in the hard vacuum that exists in the darkest voids between stars. His terrestrial (CR 30) form is completely functional in space, but he is also capable of traversing whatever star system he currently inhabits and even cross interstellar distances swiftly. The deranged writings of long dead prophets claim the Great Old had this ability long before the advent of Drift technology. The Great Old One has no crews or technological components, the listed starship "systems" are approximations; the common models they imitate are listed below. Cthulhu literally tears across the void by some combination of magic, psychic energy, and his vast alien force of will. His focused concentration strains physicality.



nuclear missiles (in an environment where collateral damage is a lesser priority) the power differential between mortal and demigod shifts. His unspeakable presence is blocked by shields and longer distances, while computer-assisted targeting ignores the insanity his true visage conveys. A capital starship armed with the best defenses and weaponry stands a small chance of survival, although Cthulhu remains immortal even in the outer darkness.

CTHULHU (STARSHIP FORM) TIER 18

CE Huge starship aberration

Speed 10; **Maneuverability** average (turn 3);

Drift 2

AC 36; **TL** 38

HP 280; **DT** 5; **CT** 56

Shields heavy 480 (forward 120, port 120, starboard 120, aft 120)

Attack (Forward) tentacles +18 (4d4 plus immobilize), vortex cannon +18 (2d12x10 plus vortex)

Attack (Port) heavy persistent particle beam +18 (10d6), claw +18 (4d6 plus ripper)

Attack (Starboard) heavy persistent particle beam +18 (10d6), claw +18 (4d6 plus ripper)

Attack (Turret) heavy gravity gun +18 (6d6 plus traffic beam)

Skills Computers +45, Engineering +45, Piloting +45

Power Core Gateway Ultra (500 PCU), Micron Ultra (80 PCU); Drift Engine Signal Booster; Systems advanced long-range sensors, mk 8 armor, mk 10 defenses, power core housing, upgraded light weapon mounts; Expansion Bays none

Other Abilities Great Old One immortality, living starship, no breath

Claws (Ex) Cthulhu's titanic claws on the port and starboard arcs are capable of slashing right into the hull of enemy ships but are largely deflected by functioning shields. The target vessel must be adjacent to either the port or starboard arc and be in an adjacent hex. Halve all damage dealt by the claws to shields.

Great Old One Immortality (Ex) If Cthulhu's HP is reduced to zero or less, he changes into a massive cloud of yellow gas which does not dissipate in the vacuum of space. Cthulhu reforms after 1d10 rounds, his shields restored, but he is unable to act (including making skill checks) for 2d6 rounds. If slain again, he is exiled back to his tomb on R'lyeh. This ability is identical to the ability of the same name in his terrestrial stat block.

Living Starship (Ex) Cthulhu has no crew, but can still take engineer, gunner, and pilot actions



CRITICAL DAMAGE EFFECTS	
D%	System Effect
1-30	Weapons Array - Randomly determine one arc containing weapons; condition applies to all gunner actions using weapons in that arc.
31-60	Propulsion - Condition applies to all pilot actions
61-90	Heart - Condition applies to all engineer actions, except when patching or repairing the heart
91-100	Brain - During the next round, each of Cthulhu's attempted actions have a 25% chance of failure.

(one of each, in the appropriate phases) using the skill bonuses listed above. Modifiers for his size, speed, and maneuverability have already been factored into his statistics. Assume it has a base attack bonus of +18. Use the following table to determine the effects when Cthulhu takes critical damage. Cthulhu's brain doesn't take critical damage conditions.

Tentacles (Ex) Cthulhu's gigantic tentacles dangle from his forward arc and are powerful enough to grab a starship and hold it in place, making it easier for the Great Old One to blast the vessel with its vortex cannon attack. Cthulhu can make a tentacle attack only against a Huge or smaller starship that is in his forward firing arc and in an adjacent hex adjacent. If the attack deals Hull Point damage to the target, that vessel can't move unless its pilot succeeds at a DC 30 Piloting check as an action during the helm phase. A starship that is immobilized in this way takes a -2 penalty to AC and it's target lock.

GREAT OLD ONE, HASTUR

This entity appears to be a skeletal human form hidden under tattered yellow robes, but it moves with unsettling, inhuman grace.

HASTUR

CR 29

XP 6,533,600

CE Medium aberration (chaotic, evil, Great Old One)

Init +16; **Senses** darkvision 60 ft., *true seeing*;

Perception +50

Aura unspeakable presence (300 ft., DC 33)

DEFENSE HP 850

EAC 46; **KAC** 47

Fort +24; **Ref** +24; **Will** +28

Defensive Abilities Great Old One immortality, fast healing 25, starry wisdom (DC 33); **DR** 15/lawful and magic; **Immunities** Great Old One immunities; **Resist** acid 30, electricity 30, fire 30; **SR** 40

OFFENSE

Speed 70 ft., fly 70 ft. (Su, perfect)

Melee tattered lash +42 (20d10+39 S; critical bleed 1d6)

Multiattack 4 tattered lash +36 (10d10+39 s; critical bleed 1d6)

Space 5 ft.; **Reach** 5 ft. (40 ft. with tattered lash)

Offensive Abilities bleed (1d6), fulvous dreams, reveal visage, tattered lash, Yellow Sign

Spell-Like Abilities (CL 30th)

1/day—*mass inflict pain* (DC 33), *mind thrust* (6th-level, DC 33), *snuff life* (DC 33), *subjective reality*, *vision*

3/day—*feeblemind* (DC 32), *greater command* (DC 32), *interplanetary teleport*, *mass suggestion* (DC 33), *veil* (DC 33), *holographic terrain* (DC 32), *holographic image* (6th-level, DC 33)

At Will—*confusion* (DC 31), *dimension door*, *dream*, *fear* (4th-level, DC 31), *greater dispel magic*, *nightmare* (DC 32), *wish* (see text)

Constant—*tongues*, *true seeing*

STATISTICS

Str +10; **Dex** +16; **Con** +13; **Int** +10; **Wis** +10; **Cha** +13

Skills Acrobatics +50, Intimidate +45, Mysticism +50, Sense Motive +50, Stealth +45

Languages Aklo; telepathy 100 ft., *tongues*

ECOLOGY

Environment any

Organization solitary (unique)

SPECIAL ABILITIES

Fulvous Dreams (Su) When Hastur uses his *nightmare* spell-like ability on a creature that has seen the Yellow Sign, he also afflicts that creature with horrifying dreams tinted with a nauseating yellow color and thick with overwhelming sensations of decadence, shame, and entropic disorder. In addition to the effect of *nightmare*, this ability triggers a secondary effect. If the target fails their saving throw against *nightmare*, the target must also succeed on a DC 33 Will save or be compelled to seek out a Yellow Sign, throwing all of its resources and actions into the obsession. While obsessed, the target takes a –4 penalty on Will saving throws and Wisdom-based skill checks. This obsession effect ends immediately if the victim looks upon the Yellow Sign. This is a mind-affecting curse effect.

Great Old One Immortality (Ex) In addition to the other traits of this subtype ability, if Hastur is slain, the robes that drape his frame suddenly drop to the ground as if whatever shape supported them had suddenly ceased to exist. The robes themselves remain inanimate on the ground, but any humanoid creature that touches them must succeed at a DC 33 Will save to resist a sudden urge to put the robes on. Doing so is a full-round action that provokes attacks of opportunity. Once it has donned Hastur's robes, the creature immediately perishes and its body is destroyed. In its place, Hastur lives again, fully healed and restored with any spell-like abilities left unused before he was slain. If the discarded robes are not donned within 24 hours, they fade away, leaving behind a faint yellow stain. In this case, Hastur can't manifest a physical body again until the conditions are right, or until an unwitting cultist or fool calls him forth once again.

Reveal Visage (Su) As a swift action, Hastur may reveal to one adjacent creature the true shape beneath his robes. The creature must succeed at DC 33 Will save or be paralyzed for 1d4 rounds and take 1d4 points of Wisdom drain at the end of its turn each round the paralysis lasts, though the revelation is too awful for memory to retain. This is a mind-affecting fear effect.



Tattered Lash (Ex) Hastur attacks with long strips of his tattered yellow robes. These strips have a reach of 40 feet and are natural slashing attacks. Bleed damage from the strips stacks with itself (up to 10d6 points of bleed damage). Hastur treats targets suffering from a mental illness or affliction as if they were flat-footed when he attacks with these weapons.

Unspeakable Presence (Su) Failing a DC 33 Will save against Hastur's unspeakable presence afflicts a creature with the diminishing soul affliction (see below). If a creature contracts both diminishing soul and starry wisdom, whichever disease was contracted first takes precedence and the creature instead becomes confused for as long as it remains in the area.

Wish (Sp) Although Hastur may use *wish* as a spell-like ability at will, he can do so only to grant the wishes of other creatures, and only once per creature. Invariably, the results of these wishes serve somehow to advance Hastur's agenda.

Yellow Sign (Su) Once per day as a free action, Hastur can touch any solid surface and inscribe the Yellow Sign upon it. Once inscribed, the Yellow Sign remains for a year, but is active only on certain nights when the light from Hastur's distant world shines in the night sky as a star. Any creature that looks upon an active Yellow Sign must succeed at a DC 33 Will save to avoid becoming dominated by Hastur (as *dominate person*); whether or not the save is successful, the creature doesn't have to save against that Yellow Sign again for 24 hours. While the creature is under this domination effect, if the creature's Charisma drain plus Charisma damage ever equal its Charisma score or reaches the dead state on the Charisma poison track, it immediately dies and allows Hastur to manifest physically at the location of its corpse, as if the victim had donned Hastur's tattered robes (see Great Old One immortality). A Yellow Sign can be removed with *disintegrate*, *greater dispel magic* (which requires a DC 33 caster level check) or *remove affliction* (DC 33). *Wish* or *miracle* automatically removes a Yellow Sign. This is a mind-affecting effect.

DIMINISHING SOUL

Type disease (aura, see text); **Save** Will DC 33

Track Charisma Poison (special);

Frequency 1/round for 5 rds

Effect progression track is Weakened—Impaired—Pliable—Catatonic—Dead; non-contagious.

Cure irreversible except for *remove affliction*, *miracle*, or *wish*.

Hastur is the most mysterious of the Great Old Ones. In fact, the entity known as Hastur might actually be an Outer God. The physical manifestation of this entity is known as the King in Yellow, and though most consider this creature—a vaguely human-shaped figure draped in a yellow cloak—to be synonymous with Hastur himself, many scholars believe that the King in Yellow is nothing more than an avatar used by the true Hastur to move among the denizens of the physical world. Hastur himself is said to dwell upon a distant world called Carcosa on the shores of the monstrous Lake of Hali, and his power on a planet is strongest when the baleful light of Carcosa's star is visible in that planet's night sky.

GREMLIN, GHIZMER

This tiny, ugly humanoid creature glows with a bluish light from within.

GHIZMER GREMLIN

CR 2

XP 600

CE Tiny fey (aether)

Init +4; **Senses** darkvision 120 ft., *detect radiation*, low-light vision; **Perception** +12

Aura tech malfunction (30 ft.)

DEFENSE HP 22

EAC 13; **KAC** 14

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

DR 2/cold iron; **Immunities** radiation; **SR** 13

OFFENSE

Speed 30 ft., climb 20 ft., fly 20 ft. (Su, average)

Melee bite +7 (1d4+2 P) or claw +7 (1d4+2 S)

Space 2-1/2 ft.; **Reach** 0 ft.

Offensive Abilities consume power, power discharge

Spell-Like Abilities (CL 2nd)

3/day—*detect tech*

Constant—*detect radiation*

STATISTICS

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

Skills Computers +7, Engineering +12, Sleight of Hand +12, Stealth +7

Languages Aklo

Other Abilities radiation sustenance

ECOLOGY

Environment any urban or space

Organization solitary, pair, glitch (3-4), disaster (5-8), or colony (5-8 plus 2 technomancers and 1 envoy)

SPECIAL ABILITIES

Consume Power (Ex) A ghizmer can consume power by touching an unattended, powered item or by succeeding on an attack targeting EAC against a powered object's wielder. A successful touch drains 1d4 charges from the item. The ghizmer gains 2 temporary Hit Points for each charge drained. A ghizmer also gains 2 temporary Hit Points if it begins its turn in an irradiated area. It cannot gain more than 10 temporary Hit Points. The ghizmer retains these temporary Hit Points for 1 hour.

Power Discharge (Sp) A ghizmer can spend 5 temporary Hit Points gained from consuming power to use *magic missile* or *psychokinetic hand* (CL 2nd).

Radiation Sustenance (Ex) Whenever exposed to radiation, a ghizmer does not need to eat, drink, or breathe.

Tech Malfunction (Su) A ghizmer emanates an aura that interferes with technological functions within 30 ft. If a creature using a technological item within the aura rolls a natural 1 on a check or an attack roll involving that item, and the item does not already have the broken condition, the item releases a blast of energy that deals 1d6 electricity damage to all adjacent creatures and objects, and gains the broken condition. A ghizmer can suppress or resume the effect as a move action.

These malignant aethership pests originate in the Amrita Asteroid Belt, the moons of Seraos, and their counterparts in the Evermorn. Ghizmers delight in causing havoc and use their power over aetherite to cause strange and dangerous mishaps in aetherships and aethertech so that the owners abandon them—allowing the gremlins to scrap them. Most settlements have standing bounties for ghizmer gremlins, typically paying anywhere between 20 to 60 gp (au in the Aethera system) per head. A typical ghizmer stands just over 1 foot tall and weighs 10 pounds.



GREMLIN, HOBKINS

This small, blue-gray humanoid has glowing eyes and huge ears on its round, oversized head.

HOBKINS GREMLIN

CR 1/2

XP 200

NE Small fey

Init +2; **Senses** low-light vision; **Perception** +9

DEFENSE HP 22

EAC 10; **KAC** 11

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

Defensive Abilities out of phase; **DR** 5/cold iron

OFFENSE

Speed 30 ft.; minor levitation

Melee claw +3 (1d4–1 S)

Offensive Abilities collateral damage

Spell-Like Abilities (CL 1st)

*At will—dancing lights, ghost sound (DC 11),
holographic image (1st-level, DC 12)*

STATISTICS

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

Skills Acrobatics +4, Bluff +9, Culture +4,
Intimidate +4, Sense Motive +4, Stealth +9

Languages Aklo, Common

ECOLOGY

Environment any

Organization solitary, gang (2–5), or infestation
(6–30 plus 1 technomancer)

SPECIAL ABILITIES

Collateral Damage (Su) Whenever an attack fails to damage a hobkins, whether due to the attack result being too low, a miss chance, or a failure to penetrate DR, as a reaction the hobkins can redirect the attack to any target that was in range of the original attack (if any). The attack can't be redirected against the original attacker. The attacker rolls a new attack and damage roll against the new target.

Minor Levitation (Su) Hobkins generally float 1 inch above the ground. A hobkins can levitate up to 20 feet straight up as a move action, but at the end of the movement, unless it's found something to cling to, it returns to 1 inch above the nearest flat surface below.

Out of Phase (Su) Hobkins are slightly out of

phase with the Material Plane, causing all ranged attacks against them to suffer a 75% miss chance, including spells that require ranged touch attack rolls. Anything that prevents teleportation spells or effects also prevents this ability from functioning.

Like many gremlins, hobkins enjoy destroying things that others cherish, but unlike their jinkin cousins, hobkins delight in manipulating people into destroying their own belongings. Their favorite strategy is to use their spell-like abilities and their Intimidate skill to frighten a family. A hobkins may wait at a child's window during a storm so that it appears pressed up against the glass when the lightning flashes, only to hide away when they check again. Once its victims work themselves into a frenzy, the gremlin gives them time to arm themselves, then reveals itself, leaping and floating out of reach to force panicked victims to throw anything at hand.

A hobkins stands 3 feet tall and weighs 15 pounds.



GRIZZAT

A bulbous red and black creature just nearly two feet long hovers on thrumming wings. Six-inch-long legs ending in pincers tread the air. Sprouting from the top of the brain-like body are six hairy eye stalks, each ending in a bulbous black eye like a spider's. In the center of its body, an overly large maw opens and closes, filled with miniature serrated teeth.

GRIZZAT

CR 3

XP 800

N Small vermin

Init +1; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE **HP 42**

EAC 14; **KAC** 16

Fort +8; **Ref** +3; **Will** +3

Immunities mind-affecting effects

OFFENSE

Speed 20 ft., fly 60 ft. (Ex, good)

Melee bite +1 (1d6+3 P plus 1d4 bleed; critical wound [DC 12])

Offensive Abilities

STATISTICS

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

Skills Acrobatics +8, Athletics +8

Other Abilities mindless

ECOLOGY

Environment tropical forests

Organization solitary, group (2-6), or nest (7-12)

This creature evolved from the need to survive harsh extremes, short brief seasons requiring rapid growth, an urgency to living, and a life cycle that spawns multitudes in the hope that the strongest few survive. They begin their life as part of a swarm of young bursting forth from subterranean egg chambers. Once born, the swarm moves off like a plague of locust, devouring everything in its path.

After just seven days, the stronger members of the swarm have grown to adulthood. Growing from a thumb sized insect to a two-foot tall, 10-pound adult, they group with fellow adults in small numbers, detaching themselves from their birthing swarm to become a nesting group.

Nesting groups seek appropriate clearings, to

maximize their exposure to the warmth of the sun, and preferably with soft earth into which they burrow and hollow out their egg chamber. This creates a termite mound above ground per adult in the nesting group. The mound is both hollow and tall, its intent is to be the exit for the newly hatched swarm, releasing the swarm high into the air and so avoiding ground predators at the moment of birth.

As the oldest surviving creature from the shattering of the world, they have become a threat to the survival of all other species. Due to their prolific reproductive cycle, the intelligent species actively hunt these nests in order to exterminate this threat.

Thousands of thumb-sized crimson and black mottled brains on wings dance in the air as a bee swarm dances. Everything it passes over is stripped of edible matter by their ravenous mouths.

GRIZZAT SWARM

CR 5

XP 1,600

N Fine vermin (swarm)

DEFENSE **HP 65**

EAC 17; **KAC** 19

Fort +9; **Ref** +7; **Will** +4

Defensive Abilities swarm defenses;
Immunities swarm immunities

OFFENSE

Speed 20 ft., fly 60 ft. (Ex, good)

Melee swarm (1d4+5 P plus 1 bleed and distraction)

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities cling, distraction (DC 13)

STATISTICS

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

Other Abilities mindless

ECOLOGY

Environment tropical forests

Organization solitary, pair, nesting burst (3-6 swarms), or march (7-16 swarms)

SPECIAL ABILITIES

Cling (Ex) If a creature leaves a grizzat swarm's square, the swarm takes 1d6 damage to reflect the loss of its numbers as the crawling pests cling tenaciously to the victim. A creature with constituent grizzats clinging to him takes 1d4 damage at the end of his turn each round. As a full action, he can remove the grizzats with a DC 13 Reflex save. High wind or any amount of damage from an area effect destroys all clinging grizzats.

Consume (Ex) A grizzat swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, a grizzat swarm attack deals 2d6+5 damage plus 1d4 bleed damage if the target is not already affected.

A grizzat swarm is greatly feared on the planet Carsis, a relatively young world in the cosmos that is recovering from a cosmic disaster. The threat to the planetary recovery and native life posed by the voracious appetites of these swarms is the worst imaginable.

Constantly striving to spawn and spread, leaving behind a swath of devastation on plant life and the creatures encountering them.



GUARDIAN DISK

A gleaming polygon of circuit-engraved graphene floats before you, suddenly darting and slashing with its razor-sharp edges.

GUARDIAN DISK

CR 3

XP 800

N Small construct (magical)

Init +2; **Senses** darkvision 60 ft.; low-light vision; **Perception** +13

DEFENSE HP 45

EAC 14; **KAC** 16

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

DR 5/magic; **Immunities** construct immunities

Weaknesses susceptible to mind-affecting effects

OFFENSE

Speed 10 ft., fly 40 ft. (perfect)

Melee slice +12 (1d6+7 S plus critical bleed 1d2)

Offensive Abilities sensory overload

STATISTICS

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

Skills Acrobatics +13, Stealth +8

Languages Common (can't speak)

Other Abilities dangerous dodge, flyby attack

ECOLOGY

Environment any

Organization solitary, pair, or collection (3-6)

SPECIAL ABILITIES

Dangerous Dodge (Ex) A guardian disk flies erratically and dangerously close to other creatures, using them as cover against attacks. A guardian disk adjacent to a creature gains partial cover against attacks by any other creature. In addition, when struck by an attack while adjacent to another creature, as a reaction the guardian disk can dodge partially out of the way so that the attack deals half damage to the disk and half to the adjacent creature; it cannot use this reaction to cause a creature's attack to damage itself.

Flyby Attack (Ex) As a full action, a guardian disk can fly up to its speed and make a single melee attack without provoking any attacks of opportunity from the target of its attack. It can move both before and after the attack, but it must move at least 10 feet before the attack, and the total distance that it moves cannot be

greater than its speed. A guardian disk cannot use this ability to attack a foe that is adjacent to it at the start of its turn.

Sensory Overload (Ex) When a guardian disk hits a creature, the target is automatically dazzled for 1 round. In addition, the target must succeed on a DC 12 Reflex save or be blinded (or blinded and deafened, if the attack was a critical hit). The target can attempt to remove this condition on its next turn by attempting a DC 12 Fortitude save as a move action.

Susceptible to Mind-Affecting Effects (Ex)

As an intelligent construct, a guardian disk is subject to mind-affecting effects.

Guardian disks are deceptive constructs created from enchanted crystal, metal, plastic, or other recording media, designed to protect the databanks, libraries, and sacred texts of magical practitioners. When an intruder enters a proscribed area or touches a prohibited object without first speaking a password or otherwise signaling permission to enter, the guardian disk attacks.

At rest, guardian disks appear identical to any number of different types of magical or non-magical disks, data cards, or similar storage media. When a guardian disk becomes active, it rises in the air and wafts about with casual ease as it approaches its target while magically hardening its edges to the strength of steel. When it attacks, it races past its target, drawing its edges across any exposed flesh, leaving a long, deep, and painful slash that bleeds badly afterward. This is not the scroll's only means of attack, however. It can also unleash flashes of light, sound, and raw data that can disorient a target.



GUG

This towering menace has a horrible, vertically aligned mouth and arms that split at the elbows into twin clawed hands.

GUG

CR 10

XP 9,600

CE Large aberration

Init +3; **Senses** darkvision 60 ft.; Perception +24

DEFENSE HP 180

EAC 23; **KAC** 25

Fort +12, **Ref** +12, **Will** +9

Immunities disease, poison

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +22 (2d10+20)

Multiattack bite +16 (2d10+20), 3 claws +16 (1d10+20)

Space 10 ft.; **Reach** 15 ft.

Offensive Abilities clutch

STATISTICS

Str +8, **Dex** +3, **Con** +5, **Int** +0, **Wis** +2, **Cha** +0

Feats Blind-Fight, Lunge

Skills Athletics +24 (+28 when climbing), Stealth +19, Survival +19

Languages Undercommon

Other Abilities compression

ECOLOGY

Environment any underground

Organization solitary, pair, or camp (3–10)

SPECIAL ABILITIES

Clutch (Ex) A gug gains a +4 bonus to attacks rolls when attempting a grapple combat maneuver against a creature smaller than itself. As a full action, a gug can attempt two grapple combat maneuvers against a creature with a –4 penalty to the attack rolls.

GUG SAVANT

CR 12

XP 19,200

CE Large aberration

Init +3; **Senses** darkvision 60 ft.; Perception +24

DEFENSE HP 200

EAC 26; **KAC** 28

Fort +14, **Ref** +14, **Will** +13

Immunities disease, poison

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +22 (2d10+20)

Multiattack bite +16 (2d10+20), 3 claws +16 (1d10+20)

Space 10 ft.; **Reach** 15 ft.

Offensive Abilities clutch, profane blight

Spell-like Abilities (CL 12th)

1/day—*bestow curse* (DC 18), *enervation*, *invisibility*

STATISTICS

Str +8, **Dex** +3, **Con** +5, **Int** +0, **Wis** +2, **Cha** +4

Feats Blind-Fight, Lunge

Skills Athletics +24 (+28 when climbing), Mysticism +19, Stealth +19, Survival +19

Languages Undercommon

Other Abilities compression

ECOLOGY

Environment any underground

Organization solitary

SPECIAL ABILITIES

Clutch (Ex) A gug savant gains a +4 bonus to attacks rolls when attempting a grapple combat maneuver against a creature smaller than itself. As a full action, a gug savant can attempt two grapple combat maneuvers against a creature with a –4 penalty to the attack rolls.

Profane Blight (Su) Once per day as a standard action, a gug savant can call up unholy power to smite all good and neutral (not evil) creatures within 30 feet of itself. Each affected creature takes 5d8 points of damage and is sickened for 2d4 rounds. A successful DC 19 Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by *remove affliction* or *remove condition*, but *break enchantment* is effective.

Gugs are inhuman monstrosities that dwell in the deep places of the world. Whether they were banished to the dark lands by ancient gods or the light-loving races they terrorized, or perhaps were brought to the deep realms by dark powers from some even more inhuman nightmare realm, is unknown, but gugs are loathed by other races for their carnal rites of slaughter.

Gugs are 16 feet tall and weigh nearly 2,000 pounds, but they move with an eerie, unnatural gait as though their limbs contained far too many joints. They can contort and distend their limbs for greater reach or to wriggle easily through impossibly small passages. Gugs may cling for long hours to cave walls or just within dark side-caverns, lying in wait for prey to stumble too close. Their senses are keen, however, and their joy in the bloody hunt is considerable and gugs who catch the scent of blood may stalk their prey for long days, even venturing at times beyond their caves to dare the bright lands of the surface in search of tasty meat to drag back for their horrific sacrifices.



HARIONAGO

This deathly pale beauty's skin is blemished with bruises and cuts, yet a smile shows behind her flowing tangle of hair.

HARIONAGO

CR 11

XP 12,800

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +20

DEFENSE HP 180

EAC 24; **KAC** 26

Fort +13; **Ref** +13; **Will** +10

DR 10/magic; **Immunities** undead immunities

OFFENSE

Speed 30 ft.

Melee claw +23 (2d8+16 S plus paralysis DC 18)

Multiattack hairbarbs +20 (2d8+16 P plus bleed 1d8), 2 claws +20 (2d8+16 S plus paralysis DC 18)

Offensive Abilities infectious laughter

Spell-Like Abilities (CL 11th, ranged +23)

1/day—*charm monster* (DC 14)

3/day—*flight* (2nd level), *ray of exhaustion* (DC 13)

STATISTICS

Str +5; **Dex** +5; **Con** —; **Int** +3; **Wis** +3; **Cha** +8

Skills Bluff +25, Disguise +20, Intimidate +20, Profession (singer) +20

Languages Common, Elven, Sylvan

SPECIAL ABILITIES

Infectious Laughter (Su) As a full-round action, a harionago can emit a scornful laugh ringing out in a 60-foot burst. A creature that hears the laughter must succeed at a DC 18 Will saving throw or be rendered unable to act and helpless to the harionago. Each round after the harionago acts, the victims may attempt attempt a new save to throw off the effects. A creature that successfully saves against a harionago's infectious laughter can't be affected by that same harionago's laughter for 24 hours. This is a mind-affecting sonic effect.

Paralysis (Su) When a living creature is damaged by one of the harionago's claws, they must succeed at a DC 18 Fortitude save or be paralyzed for 1d4+1 rounds.



HAVRIVEEN

A massive serpentine creature crawls into sight with a stealth and speed that belie its size. This beast superficially resembles a wingless dragon, but has six glowing orbs for eyes, a bifurcated lower jaw, and large hexagonal, pearl-colored scales separated by the pale blue glow of aetherite influence. The dreamscape around it shifts and takes on an ominous cast.

HAVRIVEEN

CR 12

XP 19,200

CN Huge dragon (extraplanar)

Init +3; **Senses** low-light vision, darkvision 60 ft., scent; **Perception** +22

Aura despairing presence (120 ft., DC 19)

DEFENSE HP 200

EAC 25; **KAC** 26

Fort +13; **Ref** +13; **Will** +17

Immunities age, paralysis, sleep

OFFENSE

Speed 50 ft., burrow 30 ft.

Melee bite +22 (2d12+20 P & S) or

Multiattack bite +16 (2d12+20 P & S), 2 claws +16 (3d4+20 S), tail slap +16 (1d12+20)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Offensive Abilities breath weapon (60-ft. cone, Reflex DC 22, 12d8 E & F, usable every 1d4 rounds)

Spell-Like Abilities (CL 12th)

1/day—*mind thrust* (4th level, DC 23), *mind probe* (DC 23)

3/day—*charm monster* (DC 22), *mind thrust* (3rd-level, DC 22), *suggestion* (DC 22), *synaptic pulse* (DC 22)

At will—*command* (DC 20), *hold person* (DC 21)

STATISTICS

Str +8; **Dex** -1; **Con** +5 **Int** +4; **Wis** +1; **Cha** +2

Skills Athletics +27, Bluff +22, Intimidate +22, Mysticism +27, Sense Motive +22

Feats Feat Name, Feat Name

Languages Abyssal, Draconic, Penthe, Terran

Other Abilities dream passage, fray crosser, lucid consumption

ECOLOGY

Environment any (Dimension of Dreams)

Organization solitary

SPECIAL ABILITIES

Dream Passage (Su) A havriveen can physically enter dreamscapes in the Dimension of Dreams and dwell within those dreams without disorientation or other debilitating effect. The havriveen can also attempt impossible feats while in a dreamscape while in its physical body.

Despairing Presence (Su): A havriveen is surrounded by an aura that corrupts the dreamscape whenever it is agitated or angered. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action must succeed at a DC 19 Will save or be shaken while within the dreamscape. Even creatures physically present with no dreamed equipment can be affected by this ability, as the environment of the dreamscape hinders their actions in some way. This is a mind-affecting effect.

Fray Crosser (Su): A havriveen can cross between the Dimension of Dreams and the Material Plane when within a fray by concentrating for 1 minute. They do so only in emergencies, for while they are physically powerful, they feel uncomfortable in the limitations of the Material Plane where many of their abilities have limited use.

Immunity to Age (Ex): A havriveen is a timeless being; it doesn't age, will never die of old age, and is immune to any effect that would cause it to age or grow younger.

Lucid Consumption (Su): Any creature whose lucid body is killed in a dreamscape by a havriveen gains 2 permanent negative levels, as if going through as strenuous an ordeal as being brought back to life by a *raise dead* spell.

The havriveen are the apex predators of Calcarata, stalking the wilds of the planet's shared dreamscape for prey to terrorize and consume. They frequently lurk near frays, waiting for native life and sentient creatures to dream their way into the havriveen's clutches. Havriveen are also known as dreamdrakes, a nickname derived from a loose translation given upon first contact with the native penthe that shared their world.

Havriveen are more than just mindless predators. These ageless, intelligent creatures exhibit potent psychic abilities and intuitive control over dreamscapes. The penthe both fear

and revere these creatures, holding them up as totemic symbols of power and creation within their culture, and offering them tribute when entering their domain.

Havrireen have dominated their isolated pocket of the Dimension of Dreams for all of recorded penthe history, certainly long before

Calcarata was re-discovered by outsiders. Their only natural enemies are night hags, who the havrireen aggressively destroy or drive away when encountered. Few of the soul-snatching hags are brave or ambitious enough to tread upon Calcarata's dreamscape even if they discover the region's obfuscated location.



HEAT SWARM

A hellish-red swirling mass of dancing flames advances toward you.

HEAT SWARM

CR 7

XP 3,200

N Diminutive outsider (elemental, extraplanar, fire, swarm)

Init +4; **Senses** darkvision 60 ft.; **Perception** +14

Aura fiery aura (20 ft., DC 16, 2d6 F)

DEFENSE HP 105

EAC 19; **KAC** 21

Fort +9; **Ref** +9; **Will** +6

Defensive Abilities swarm defenses; **Immunities** fire, swarm immunities

Weaknesses cold

OFFENSE

Speed 30 ft., fly 60 ft. (Ex, average)

Melee swarm attack (2d6 F)

Space 10 ft.; **Reach** 0 ft.

STATISTICS

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

Skills Acrobatics +19, Mysticism +14, Stealth +14

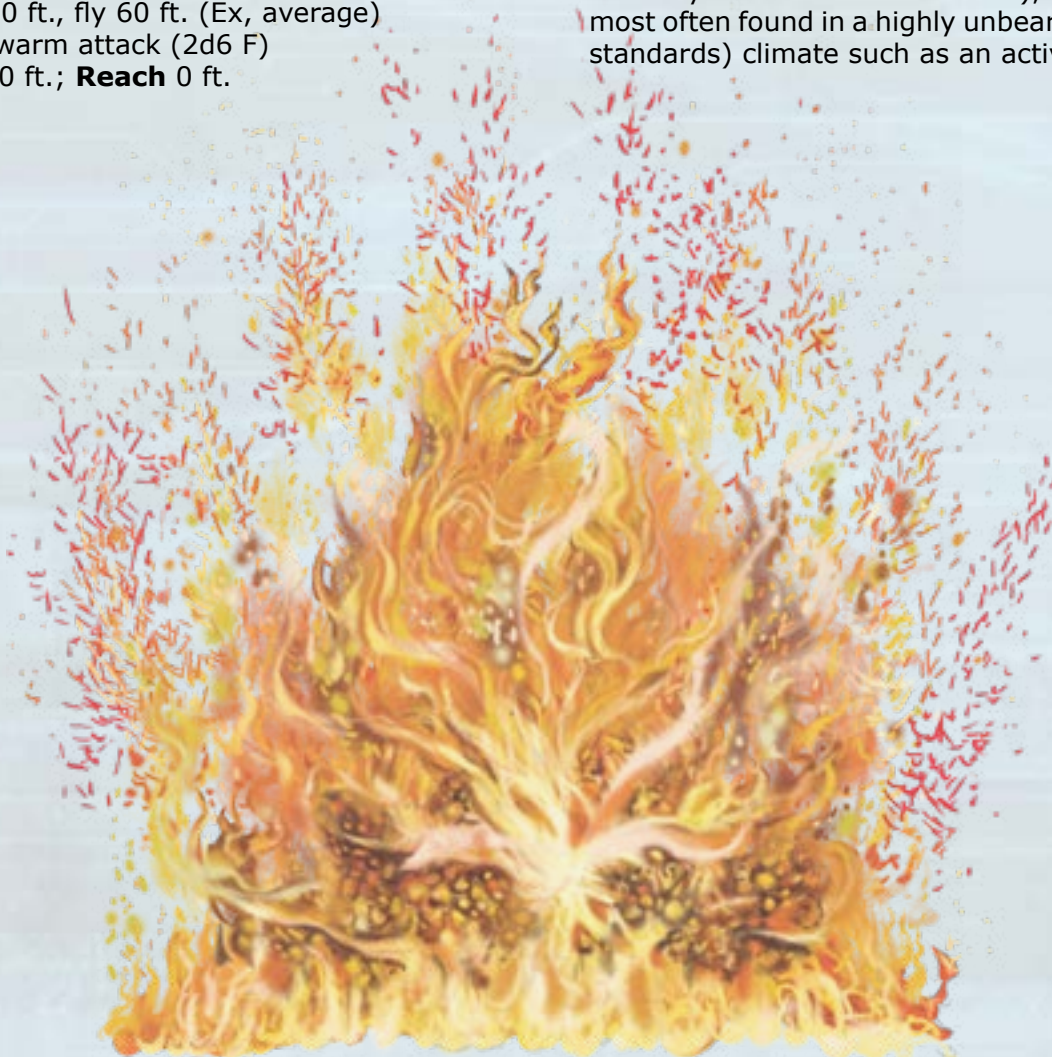
Languages Ignan

SPECIAL ABILITIES

Fiery Aura (Ex) Any creature within 20 feet of a heat swarm must succeed at a DC 15 Fortitude save each round or take 2d6 points of fire damage from the intense heat.

A heat swarm is a mass of flying, aggressive, foul-tempered elementals from the Para-Plane of Heat. A single heat elemental that makes up a heat swarm resembles a thumb-sized ball of fire with vaguely discernible facial features.

When encountered on the Material Plane (which is a very rare occurrence indeed), a heat swarm is most often found in a highly unbearable (by human standards) climate such as an active volcano.



HELLBIT DRACOLISK

This creature resembles a young six-legged dragon with glistening scales and gleaming eyes.

HELLBIT DRACOLISK

CR 7

XP 3,200

N Large dragon

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

DEFENSE HP 110

EAC 19; **KAC** 21

Fort +11; **Ref** +11; **Will** +7

Immunities paralysis, sleep; **Resistances** acid 10, fire 10

OFFENSE

Speed 30 ft., fly 60 ft. (Ex, poor)

Melee bite +18 (2d6+12 P) or
claw +18 (2d6+12 S)

Multiattack bite +12 (1d8+12 P), 2 claws +12 (1d8+12 S)

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

Offensive Abilities breath weapon (30-ft. cone, 8d6 A & F, DC 15, usable every 1d4 rounds), petrifying gaze (30 ft., DC 15)

STATISTICS

Str +5; **Dex** +4; **Con** +2; **Int** +1; **Wis** +0; **Cha** +0

Skills Athletics +19, Sense Motive +14

Languages Draconic

SPECIAL ABILITIES

Petrifying Gaze (Su) Each creature within 30 ft. of the dracolisk must succeed at a DC 15 Fortitude save or suffer 1d6 Dexterity damage as their flesh begins to petrify. If a creature's Dexterity is reduced to 0 in this way, it is fully petrified as *flesh to stone*. Any stage of this petrification can be removed by bathing the effected in the blood or eggs of the dracolisk, either fluid remaining viable for 1 hour after death or cracking.



HETZUUD

A silvery puddle-like blob of malleable goo transforms into a new shape, its surface rapidly taking on detailed textures and color.

HETZUUD

CR 3

XP 800

NE Medium ooze (shapeshifter)

Init +1; **Senses** blindsight (vibration) 60 ft., darkvision 60 ft.; **Perception** +8

DEFENSE HP 35

EAC 14; **KAC** 15

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

Immunities ooze immunities

OFFENSE

Speed 20 ft., climb 10 ft.

Melee slam +9 (1d4+7 B)

Ranged static arc pistol +7 (1d6+3 E; critical arc 2)

Offensive Abilities merge

STATISTICS

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

Skills Athletics +8; Bluff +13; Disguise +13; Stealth +13; Sense Motive +8

Languages Common, Hetzuud (tactile), Ultari

Other Abilities change shape (any [same size category]), compression, internal storage, mimic object, perfect copy

Equipment second skin, static arc pistol with 2 batteries (20 charges each)

ECOLOGY

Environment any

Organization solitary, pair, or colony (3–12)

SPECIAL ABILITIES

Internal Storage (Ex) A hetzuud can secrete and carry equipment inside itself, but can only store items of light or negligible bulk which are smaller than the hetzuud's current form (assumed or natural) with a total bulk less than the 5 + hetzuud's Strength modifier. If a hetzuud spends a full action when using its change shape ability, it can don armor or clothing stored inside it, or ready up to two weapons or other items. A hetzuud can retrieve an item stored inside itself as a swift action without provoking an attack of opportunity.

Merge (Ex) An adjacent hetzuud can merge with

another willing hetzuud as a full action without provoking an attack of opportunity. Up to four hetzuud can merge in this fashion, creating a hetzuud amalgam. Hetzuud within an amalgam remain in constant communication with one another and can coordinate their actions to greater effect while joined, immediately gaining Improved Initiative as a bonus feat. All hetzuud within an amalgam can continue making their own independent actions, manifesting pseudopods to make slam attacks and wielding any manufactured weapons, magic items, or other gear as normal. If a merged hetzuud leaves a square adjacent to the amalgam, it must spend another full action to do so and loses all benefits of the amalgam. A successful sunder combat maneuver dealing at least 1 Hit Point of damage per CR of an amalgam's constituent members can forcibly separate a single hetzuud from an amalgam (determined randomly). An amalgam provides the following additional effects to all its members:

- **Collaborative Resistance:** When making saving throws against individually targeted effects, a hetzuud amalgam uses the highest saving throw modifier of any hetzuud in the amalgam.
- **Conjoined Combat:** Two or more hetzuud within an amalgam may initiate their attacks against the same foe, and they are considered to be flanking that foe as if they were in two opposite squares. In addition, as a standard action any hetzuud in an amalgam may attempt harrying fire regardless of their positioning within the amalgam.
- **Distributed Wounds:** Hetzuud within an amalgam split all Hit Point damage equally by sharing it among themselves.
- **Pliable Transposition:** As a move action, any hetzuud within an amalgam may swap places with another member of the amalgam to occupy a different square within the amalgam.
- **Size Increase:** If there are four hetzuud in the amalgam then they each gain a natural reach of 10 feet and increase their slam attack damage die to 1d6.

Mimic Object (Ex) A hetzuud can use its change shape ability to assume the shape of any inanimate object of the same size category, such as an armchair, bulky chest, door, or statue.

The hetzuud cannot substantially alter its size, unless merged with more its kind (see above). A hetzuud gains a +10 racial bonus on Disguise checks when imitating an object in this manner.

Perfect Copy (Ex) When a hetzuud uses change shape, it can assume the appearance of specific individuals.

A nefarious race of sentient predatory oozes, hetzuud gained notoriety within the Ultari Hegemony as spies and infiltrators capable of altering their shape and density to interact with almost any environment. They excel at mimicking other creatures and objects by modifying their texture and coloration. Multiple hetzuud can also merge into deadlier, greater-sized oozes with dangerous combat abilities, controlling multiple pseudopods with deadly effect.

Currently, hetzuud hold low-ranking status as servitors of the Ultari Hegemony, but they aspire to much more. As a result, when the Hegemony discovered their homeworld, the hetzuud welcomed the invaders rather than resist them. Eager to leave their bleak planet and become part of a greater civilization, they've temporarily aligned themselves with a more dominant power structure, patiently awaiting the day of their own ascendance. Since then, the hetzuud have proven especially capable as warriors, spies, and saboteurs. Their ooze-like characteristics let them squeeze into enemy holdings, and their ability to perfectly duplicate other creatures makes them excellent infiltrators. Hetzuud have their own tactile language, touching each other to silently and quickly communicate as if speaking aloud.

An adult hetzuud weighs around 200 pounds and can squeeze itself into 4 cubic feet, or a 1-foot-radius sphere.



HIVESPAWN

This vaguely reptilian creature is the size of a fully grown human. It has an enormous head when compared to the rest of its body, a hideous fang-filled mouth dripping with caustic spittle, with claws sharp enough to rend solid rock. It stands upright to attack but runs on all fours on the chase.

HIVESPAWN HUNTER

CR 6

XP 2,400

N Medium magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE HP 90

EAC 18; **KAC** 20

Fort +10; **Ref** +10; **Will** +5

Immunities acid

OFFENSE

Speed 40 ft., climb 20 ft.

Melee eviscerate +17 (1d6+11 plus 1d6 acid)

Ranged Attack acid spit +14 (1d10+6)

STATISTICS

Str +5; **Dex** +2; **Con** +3; **Int** -4; **Wis** +1; **Cha** -
Skills Athletics +18, Survival +13

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Acid Spit (Ex) A hivespawn hunter can spit acid at a creature within 20 feet as a ranged attack that targets EAC. A creature hit by this attack takes the listed acid damage each round on its turn until it spends a full-round action washing the acid off with at least a gallon of water or 1 minute passes.

Rage (Ex) A hivespawn hunter that is wounded flies into a rage on the following round of combat, thrashing its enemies until they or it are dead. The hivespawn hunter gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC.

This enormous reptilian monstrosity is the size of an elephant, but that is where the similarity ends. Its razor-sharp, fang-filled mouth, drips corrosive acid as it considers you, the look in its eyes one of alien hunger.

HIVESPAWN QUEEN

CR 13

XP 19,200

N Huge magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +22

DEFENSE HP 200

EAC 26; **KAC** 28

Fort +16; **Ref** +16; **Will** +11

Immunities acid

OFFENSE

Speed 20 ft.

Melee eviscerate +26 (6d4+21 plus 1d6 acid)

Ranged Attack acid spit +23 (6d4+12)

STATISTICS

Str +8; **Dex** +0; **Con** +5; **Int** +1; **Wis** +1; **Cha** +4
Skills Intimidate +27, Survival +22
Other Abilities cursed wounds

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Acid Spit (Ex) A hivespawn queen can spit acid at a creature within 20 feet as a ranged attack that targets EAC. A creature hit by this attack takes the listed acid damage each round on its turn until it spends a full-round action washing the acid off with at least a gallon of water or 1 minute passes.

Cursed Wounds (Su) The acidic spit of the hivespawn queen causes wounds it has inflicted to become cursed. Any wounds inflicted on a creature while that creature is suffering from ongoing acid spit cannot easily be healed. Even if the acid spit is washed off, the curse remains. In order to heal those wounds using magical healing, the caster of the healing spell must make a caster level check against a DC of 23. The wounds cannot be treated with mundane

healing. This curse can be broken with a remove affliction, break enchantment, great dispel magic, or similar spell or effect.

Rage (Ex) A hivespawn queen that is wounded flies into a rage on the following round of combat, thrashing its enemies until they or it are dead. The hivespawn queen gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC.

The native species of the death world Burskar, hivespawns are fierce predators that make effective, if dangerous, guardians or trackers. Relentless hunters, they possess keen senses, razor-sharp teeth and claws, and the ability to spit acid. Hunters and queens are the two primary known variants, but other subspecies may exist as yet undiscovered. In time, further research may yield

other subspecies. Hivespawn hunters, the most common kind, are vaguely reptilian quadrupeds the size of a human. They constantly salivate through their bared fangs. Hivespawn queens are as large as an elephant. They have tentacles in addition to claws and teeth, but their bulk makes them much slower than the hunters.

Hivespawn queens are always female. It is unknown how impregnation is accomplished; they do however give birth to dozens of sexless hunters that grow to full maturity in six months. The sexless hunters instinctively protect the queen and, by extension, anything else around the queen's location. They can be trained as easily as dogs can, but no amount of training will override their imperative to protect the queen. Hivespawns hiss and growl but seem to have no language of their own.



HOUND OF TINDALOS

This gaunt, long-limbed quadruped has huge, soulless eyes and a toothy maw. The lean creature moves with a predatory grace.

HOUND OF TINDALOS

CR 7

XP 3,200

NE Medium outsider (evil, extraplanar)

Init +9; **Senses** darkvision 120 ft.; Perception +14

DEFENSE HP 105

EAC 19; **KAC** 21

Fort +9, **Ref** +9, **Will** +6

DR 10/magic; **Immunities** mind-affecting effects, poison

OFFENSE

Speed fly 40 ft. (Su, perfect)

Melee bite +19 (2d8+11)

Offensive Abilities ripping gaze

Spell-Like Abilities (CL 7th)

1/day—*planar barrier*, *haste*

At will—*fog cloud*, *invisibility*

STATISTICS

Str +4, **Dex** +5, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0

Feats Blind-Fight

Skills Athletics +19 (+23 when jumping), Stealth +14, Survival +14

Languages Aklo

Other Abilities angled entry, otherworldly mind

ECOLOGY

Environment any

Organization solitary, pair, or pack (3–12)

SPECIAL ABILITIES

Angled Entry (Su) Hounds of Tindalos move through the dimensions in ways other creatures cannot comprehend. They may use *interplanetary teleport* (self only) once per round as a swift action and *plane shift* (self only) 3/day as a standard action (caster level 7th). A hound of Tindalos can use these powers anywhere, but its destination point must be adjacent to a fixed angle or corner in the physical environment, such as a wall, floor, or ceiling (as determined by the GM); temporary angles created by cloth, flesh, or small items are not sufficient. It cannot use these abilities to enter curved architecture or open outdoor environments.

Otherworldly Mind (Ex) Any non-outsider attempting to read the thoughts of a hound of Tindalos or communicate with it telepathically takes 5d6 points of nonlethal damage and must succeed at a DC 15 Will save or become confused for 2d4 rounds. This is a mind-affecting effect.

Ripping Gaze (Su) 5d6 slashing damage, 30 feet, Fortitude DC 15 negates. A creature that succeeds on its save is immune to that hound's gaze for 24 hours. Damage caused by a ripping gaze can be defeated by damage reduction, but it bypasses DR/magic and slashing.

Hounds of Tindalos are otherworldly predators from beyond the bounds of known reality, usually appearing only when summoned by reckless spellcasters. Little is known about their nature outside of blood-spattered notes and deranged writings of the nearly insane survivors of their attacks. Although possessed of great cunning and cruel intellect, the hounds show no evidence of understanding or communicating with mortals. They enter the physical world on their own in pursuit of those who have trodden too much the netherways beyond time and reality—time travelers (be it physical travel or simply divinatory glimpses forward or backward in time) and creatures that teleport without regard to how this movement impacts subtle magical currents in the multiverse particularly draw their interest.



INSECTILE CREATURE

A hard, glistening exoskeleton covers this wretched creature's torso and deformed limbs. Snapping mandibles and lashing tongues compete for space in its elongated jaws.

INSECTILE SOLDIER

CR 3

XP 300

Insectile human soldier

N medium aberration (aether, azaka)

Init +5; **Senses** darkvision 60 ft.; **Perception** +11

Aura radioactive aura (30 ft., mild radiation, DC 13)

DEFENSE HP 44

EAC 14; **KAC** 17

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

Defensive Abilities energy defense; **Immunities** azaka immunities

OFFENSE

Speed 30 ft.

Melee bite +8 (1d6+3 P plus radiation) or claws +10 (2d4+5 S)

Ranged azimuth laser pistol +8 (1d4 F)

Offensive Abilities radioactive bite

STATISTICS

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

Feats Blind-Fight

Skills Athletics +13, Stealth +13

Languages Azaka (cannot speak); telepathy 60 ft.

Other abilities hive mind

ECOLOGY

Environment any underground

Organization solitary, pair, or hive (10-100+)

An insectile creature is a twisted, aetherite-infused victim of the azaka. Following a slow, agonizing transformation, such a creature hardly resembles its former self. A chitinous exoskeleton covers most of its body, venomous mandibles protrude from its mouth, and vestigial limbs hideously sprout forth.

The same process that transforms an insectile creature's body also alters its mind. A newly created insectile creature falls under the control of the azaka that created it, becoming its slave. In the presence of azaka, insectile creatures make formidable opponents. Without their masters, they become aimless vermin; dangerous but lacking in intellect or motivation.

Insectile creatures are common on Orbis Aurea, where their azaka creators thrive. Near azaka hives, insectile creatures are found in abundance. They act as guards, laborers, and even soldiers for their hive. The azaka are extremely possessive of their slaves, but they are willing to sacrifice these creatures to protect themselves. Rarely, entire hosts of insectile creatures spew forth from the azakas' subterranean tunnels and attack encroaching settlements, driving them back and capturing more victims for enslavement.



INSECTILE CREATURE TEMPLATE GRAFT (CR 1+)

Creatures cocooned by an azaka thought-seeker are converted into insectile creatures, under the telepathic control of the hive.

Required Creature Type: Aberration

Required Subtype: Azaka

Required Array: Combatant

Alignment: N

Traits: chitin, darkvision, diminished consciousness, insectile servitude, radioactive aura, telepathy

Skills: Perception

Abilities: energy defense, radioactive bite

Chitin (Ex): Insectile creatures gain a protective layer of chitin, adding an additional +3 to their KAC.

Diminished Consciousness (Ex): While an insectile creature retains some of its intelligence, its ability to think and reason is significantly diminished (Intelligence modifier -3). An insectile creature cannot speak or otherwise verbally communicate, though it can still communicate telepathically with any creature with the azaka subtype. An insectile creature cannot act of its own free will, and does not cast spells, use skills, or take any other action except when commanded by its masters. If attacked, an insectile creature still defends itself.

Energy Defense (Ex): An insectile creature's radioactive aura interferes with most energy weapons. Any weapon targeting the insectile creature's EAC incurs a 20% miss chance.

Insectile Servitude (Ex): An insectile creature is bound to the [azaka thought-seeker](#) which created it. It must follow that azaka's commands, as well as the commands of any other azaka in the same hive. Any attempt to take mental control of an insectile creature currently under the command of an azaka, or free the insectile creature from this control, has a chance to fail equal to the number of azaka in its master's current hive-mind. Any creature with the telepathy ability can attempt an opposed Charisma check to disrupt the insectile creature's domination, but the insectile creature receives a bonus on this check equal to the number of azaka hive members within a one-mile radius.

Radioactive Bite (Ex): Any creature subjected to a successful bite attack from an insectile creature must succeed at a Fortitude save (DC 13) or be afflicted with radiation sickness and progress immediately to the weakened stage.

Radioactive Aura (Ex): Insectile creatures emit an aura of mild radiation in a 30 ft. radius. As near-mindless creatures, they do not count as azaka for the purposes of determining the strength of an azaka hive-mind.

Suggested Ability Modifiers: Strength, Constitution

Aside from those found on Orbis Aurea, insectile creatures are rarely encountered except as captured specimens. However, the process that creates insectile creatures works on all manner of living organisms. Horrifying stories of insectile cave giants and other nightmarish abominations are the topic of popular horror stories and tall tales told in cantinas around Orbis Aurea.

Independent researchers on Orbis Aurea have attempted to reverse-engineer the process by which insectile creatures are bred, to little success. Others have gone so far as to attempt capture of individual azaka for study. So far, these experiments have all ended in disastrous failure.

INTELLECT DEVOURER

Devoid of a head, or any features at all save for four short, clawed legs, this creature's body looks like a large, glistening brain.

INTELLECT DEVOURER

CR 10

XP 9,600

CE Small aberration

Init +8; **Senses** blindsight (thermal) 60 ft., *detect magic*; **Perception** +24

DEFENSE HP 160

EAC 23; **KAC** 25

Fort +12; **Ref** +12; **Will** +11

DR 10/adamantine, epic, and magic; **Immunities** fire, mind-affecting effects; **Resistances** cold 20, electricity 20, sonic 20; **SR** 21

Weaknesses vulnerability to good-aligned weapons

OFFENSE

Speed 40 ft.

Melee claw +22 (3d4+13 S)

Multiattack 4 claws +16 (1d10+13 S)

Offensive Abilities body thief, id stimulation, trick attack +3d8

Spell-Like Abilities (CL 8th)

3/day—*mystic cure* (2nd-level), *mind probe* (DC 17)

At will—*confusion* (DC 16, single target only), *daze monster* (DC 15, no HD limit), *mind thrust* (2nd-level, DC 15), *invisibility*

STATISTICS

Str +3; **Dex** +8; **Con** +1; **Int** +2; **Wis** +0; **Cha** +5

Skills Bluff +19, Culture +19, Disguise +19, Sense Motive +19, Stealth +19

Languages telepathy 100 ft.

ECOLOGY

Environment any underground

Organization solitary, brood (2–6), or tribe (7–16)

SPECIAL ABILITIES

Body Thief (Su) As a full-round action that provokes an attack of opportunity, an intellect devourer can reduce its size, crawl into the mouth of a helpless or dead humanoid, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt. If the victim is slain (or already dead), the intellect devourer usurps control of the body and may use it as its own, as if it controlled the target

via a *dominate person* spell. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the intellect devourer can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via spells or effects that preserve corpses). As long as the intellect devourer occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, the intellect devourer emerges and is dazed for 1 round. Only a 5th-level or higher *mystic cure* can restore the victim of body theft. Once per day as a standard action, an intellect devourer can unerringly teleport onto the head of a helpless or dead creature it can see within 100 feet.

Id Stimulation (Su) Once per minute as a standard action, an intellect devourer can overstimulate the pleasure and pain receptors of a creature within 100 feet. The target is stunned for 1d4+1 rounds; a successful DC 18 Will save reduces the duration to 1 round. This is a mind-affecting effect.

Vulnerability to Good-Aligned Weapons (Ex)

Weapons with a good alignment bypass an intellect devourer's damage reduction and deal an additional 50% damage.

Thought by some to be invaders from another dimension or planet, the sinister intellect devourers are certainly one of the world's cruellest races. Incapable of experiencing emotions or wallowing in the sins of physical pleasure on their own, intellect devourers are forced to steal bodies in order to indulge their gluttony, lust, and cruelty. Stories tell of entire cities of these creatures living deep underground, where host bodies are worn like clothes to hideous orgies and vile feasts. Lone intellect devourers often dwell in ruins or caves on the edge of a civilized region so they can make periodic forays into town to "shop" for an attractive new body.

An intellect devourer is 3 feet long and weighs about 60 pounds.



INVERTEBRATE

Muscular tentacles explode from the sand and fold inward towards a toothless central maw.

VARINIAN SEASTAR

CR 6

XP 9,600

N Large vermin (aquatic)

Init +0; **Senses** blindsense (vibration) 30 ft.; **Perception** +13

DEFENSE HP 90

EAC 18; **KAC** 20

Fort +10; **Ref** +8; **Will** +5

Defensive Abilities split, unflankable

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +16 (1d8+11 B plus grab)

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

Offensive Abilities external stomach

STATISTICS

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

Skills Athletics +13

Other Abilities mindless

ECOLOGY

Environment any ocean (Vareen)

Organization solitary, pair, or field (6–24)

SPECIAL ABILITIES

External Stomach (Ex) The Varinian seastar can eject its stomach to begin digestion of a meal. At the beginning of the seastar's turn, it may eject its stomach onto a creature it has grappled, dealing 1d8 acid and bludgeoning damage.

Split (Ex) When the seastar survives a critical hit that dealt at least 9 damage, it splits into two varinian seastars with half of the original's remaining hit points.

Originally hailing from the planet Vareen, these starfish contended with a greater number of dangerous marine threats than on other worlds. Their resulting evolution produced stronger specimens that healed increasingly quickly. The Varinian seastar is a unique result of that evolution with no reproductive mechanism other than to split and eventually heal after being attacked by predators. Ironically, the number of natural enemies that find them delicious ensures their survival.

Varinaian seastars have mouths on both sides of their bodies, allowing them to crawl towards stationary food, or to lie half-buried in sand to ambush prey crawling across the seabed above them.

On Vareen, the average starfish is 7 feet in diameter and weighs 600 pounds. When introduced to the oceans of other worlds, the seastars sometimes secure a role as apex predators, growing substantially larger but splitting less often. Unlike most invasive species, the Varinian seastar can only reproduce in oceans that also contain predators.

A red-brown crab the size of a wagon scuttles forward with an unusual amount of aggression.

MINDCLAW

CR 10

XP 9,600

N Huge vermin (aquatic)

Init +3; **Senses** blindsense (emotion) 30 ft., darkvision 60 ft.; **Perception** +19

DEFENSE HP 165

EAC 23; **KAC** 25

Fort +14; **Ref** +12; **Will** +9

OFFENSE

Speed 30 ft., swim 40 ft.

Melee claws +22 (2d10+18 B plus grab)

Space 15 ft.; **Reach** 10 ft.

Offensive Abilities

STATISTICS

Str +8; **Dex** +3; **Con** +5; **Int** —; **Wis** +3; **Cha** +0

Skills Athletics +24

Other Abilities mindless, shared empathy

ECOLOGY

Environment any water

Organization solitary or cast (2–12)

SPECIAL ABILITIES

Shared Empathy (Su) Mindclaws are automatically affected by any emotion effects or morale bonuses/penalties affecting another non-mindless creature within 30 feet. Even bonuses that would normally be restricted to certain targets (such as an envoy's Get 'Em)



applies to any target the mindclaw may choose. This does not allow a mindclaw to gain emotion effects or morale modifiers directly, only copy them from others.

Whether from a strange branch of evolution or the psychic impression of those dead in the ocean depths, mindclaws are somehow able to pick up and mimic powerful emotions. They behave like mindless crabs most of the time, but they pick up on the feelings of more intelligent lifeforms and are easily influenced by those who understand their mimicry.

An adult mindclaw is 15 feet tall and weighs 4,000 pounds.

Colorful tentacles writhe across this marine creature like long petals on an immense flower.

DEEP TIGER ANEMONE CR 14

XP 38,400

N Colossal vermin (aquatic)

Init +0; **Senses** blindsight (vibration) 60 ft., sightless; **Perception** +25

DEFENSE HP 250

EAC 28; **KAC** 30

Fort +18; **Ref** +16; **Will** +12

OFFENSE

Speed 5 ft.

Melee tentacles +27 (4d12+22 A & B plus swallow whole and poison)

Ranged acid spit +24 (3d12+14 A; critical corrode 1d12)

Space 25 ft.; **Reach** 25 ft.

Offensive Abilities swallow whole (4d12+22 A, EAC 28, KAC 26, 62 HP)

STATISTICS

Str +8; **Dex** +0; **Con** +6; **Int** —; **Wis** +4; **Cha** +2

Other Abilities mindless, reef lurker

ECOLOGY

Environment warm ocean

Organization solitary, pair, or cluster (3–6)

SPECIAL ABILITIES

Reef Lurker (Ex) Over long years, fantastic coral reefs grow around Deep Tiger Anemones. If the anemone has not moved for that time (as most

have not), a character observing the reef must succeed at a DC 30 Life Science check to identify the anemone as dangerous before it attacks. While thus rooted, the anemone is immune to effects that change its positions.

The largest anemones are capable predators despite their plodding movement. They lie in fields of other, usually smaller, anemones and among brightly colored coral societies. These anemones feed local scavengers by attacking large prey or schools of fish, scattering uneaten remains to their neighbors.

DEEP TIGER POISON

Type Poison (injury); **Save** Fortitude DC 20

Track Dexterity; **Frequency** 1/round for 6 rounds

Effect progression track is Healthy–Sluggish–Staggered–Dead

Cure 2 successful saves

IRONROT LICHEN

The patch of rust stirs, exposing plant-like tendrils that extend towards you.

IRONROT LICHEN

CR 7

XP 3,200

N Small plant

Init +5; **Senses** blindsense (vibration) 60 ft., low-light vision; **Perception** +14

DEFENSE HP 105

EAC 19; **KAC** 21

Fort +11; **Ref** +9; **Will** +6

Immune cold, plant immunities, vacuum

OFFENSE

Speed 10 ft., climb 10 ft.

Melee tentacle +17 (1d10+9 A plus ironrot)

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

Offensive Abilities spore cloud (usable every 1d4 rounds)

STATISTICS

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

Skills Athletics +19

Other Abilities mindless

ECOLOGY

Environment any non-aquatic

Organization solitary, pair, or carpet (3–8)

SPECIAL ABILITIES

Ironrot (Ex) The corrosive touch of ironrot lichen is devastating most technological items. When the lichen hits with a tentacle attack, the victim must attempt a DC 15 Reflex save or it corrodes an item of up to five bulk they are carrying. The corroded item drops to half hit points and immediately gains the broken condition. A broken item touched is seized by rust, being reduced to 1 hit point and rendered unusable until repaired. Being mindless, the lichen will generally go after the highest bulk item it can first.

Spore Cloud (Ex) Every 1d4 turns, ironrot lichen can expel a cloud of spores, exposing all living creatures within 10 feet to the Ironrot Plague.

Ironrot lichens faced extermination in most inhabited areas after infestations of the plant wiped out armor, tools, and weapons, while spreading from settlement to settlement on tainted metal.

The hardy plants went into a long dormancy in hidden areas and have thus far avoided complete destruction. Ironrot lichens can enter a long-term stasis, and they reawaken after many locations have forgotten about the massive damage they cause. They also thrive in extreme environments where they could reproduce through red-blooded creatures populating those environments. Patches of dormant ironrot lichen have also spread to airless locations in space, becoming a menace to miners who rely on metal tools and habitats on the asteroids they work. A patch of lichen takes up a roughly 3-foot-diameter space and is virtually weightless.



IRONROT PLAGUE

Type disease (inhaled); **Save** Fortitude DC 15
Track physical; **Frequency** 1/day

Effect Whenever an infected creature fails a saving throw against the disease, a random technological item they're carrying is affected as though they failed a save against the Ironrot ability. When the infected creature reaches the dead condition, their corpse sprouts a fresh patch of ironrot lichen.

Cure 2 consecutive saves

JAGLADINE

Dark, chitinous scales cover the thin legs, multiple forelimbs, and narrow facial features of this tall, spindly creature, its inscrutable gaze peering intently about its surroundings.

JAGLADINE

CR 1

XP 400

NE Medium monstrous humanoid (jagladine)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE HP 17

EAC 11; **KAC** 12

Fort +1; **Ref** +3; **Will** +6

Defensive Abilities fast healing 2; **Immunities** disease, poison

OFFENSE

Speed 30 ft., climb 20 ft.

Melee survival knife +7 (1d4 S) or tactical dueling sword +7 (1d6 S)

Ranged azimuth laser pistol +5 (1d4+1 F; critical burn 1d4)

STATISTICS

Str +0; **Dex** +0; **Con** +1; **Int** +4; **Wis** +; **Cha** +1
Skills Bluff +5, Intimidate +10, Life Science +10, Medicine +5

Languages Aklo, Common, Ultari, Jagladine

Other Abilities multi-armed, reflexive biology

Gear azimuth laser pistol with 1 battery (20 charges), survival knife, tactical dueling sword

ECOLOGY

Environment any land

Organization solitary, pair, or research enclave (3–8 plus 20 klaven)

SPECIAL ABILITIES

Multi-Armed (Ex) A jagladine has four arms, which allows them to wield and hold up to four hands' worth of weapons and equipment. While their multiple arms increase the number of items they can have at the ready, it doesn't increase the number of attacks they can make during combat.

Reflexive Biology (Ex) As a full-round action, a jagladine can absorb a single disease or poison effect without suffering any ill conditions. As a swift action while it has such an effect absorbed,

it can attempt a Fortitude save against the DC of the absorbed disease or poison to excrete a liquified version of the disease or poison. If successful, this excretion remains potent for the next 24 hours. The liquified version of the disease or poison must be applied via ingestion or injury. A jagladine can only store one disease or poison at a time; further disease and poison effects are ignored per their racial immunity.

Of all the member species within the Ultari Hegemony—save the ultari themselves—the jagladine represent the clearest threat to the multiverse. Bereft of the guiding morality found in other species, they see themselves on the cusp of becoming 'living gods'—a self-ascribed title vacated by the more ancient Patons and Principalities which preceded them. Expert biologists in the extreme, the jagladine maintain a research enclaves on dozens of unclaimed worlds, hard at work on developing a means to dominate other species and assimilate them into their growing base of power. From these scientific outposts, the jagladine routinely tamper with the natural evolution of native creatures and pathogens, caring not for the repercussions their research has on the greater multiverse.

Embodying a curious mix of reptilian and insectoid traits, jagladine have a toughened hide for added protection, and display an unnerving knack for crawling about on even the most difficult of surfaces. To compensate for their woefully average physique, they also enjoy a natural immunity to disease and poison, even cultivating an internal means of storing such toxins for future use through their enhanced biology. Typically taller than a human, a jagladine stands 6 feet tall and weighs around 150 pounds.

JAGLADINE SUBTYPE

Required Type: Monstrous humanoid.

Traits: darkvision 60 ft.; low-light vision; fast healing 2 (increases to 5 at CR 8, and to 10 at CR 14); immunity to disease and poison; climb 20 ft.; multi-armed; gains reflexive biology ability.

Multi-armed (Ex): See above.

Reflexive Biology (Ex): See above.



KARN-TOR

A saurian humanoid covered in mottled, scaly flesh steps from the surroundings. Draped in worn, bloodstained hides it points its weapons as a trail of saliva begins leaking through rows of hungry, eager fangs.

KARN-TOR

CR 6

XP 2,400

NE Large humanoid (reptilian)

Init +3; **Senses** blindsight (scent) 60 ft., low-light vision; **Perception** +18

DEFENSE HP 90

EAC 18; **KAC** 20

Fort +10; **Ref** +8; **Will** +5

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

Melee bite +16 (1d4+11 P) or talon +16 (1d4+11 S) or longsword +16 (1d8+11 S)

Multiattack bite +10 (1d4+11 P) and 2 talons +10 (1d4+11 S)

Ranged shortspear +13 (2d6+11 P)

Offensive Abilities leaping charge

STATISTICS

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

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

Languages Common, Karn-Tor

ECOLOGY

Environment any

Organization solitary, pair, war party (3-12), or tribe (13-80)

SPECIAL ABILITIES

Leaping Charge (Ex) A karn-tor can jump while charging, allowing it to ignore difficult terrain when it charges. When a karn-tor makes a charge in this way, it deals double damage with its talon or melee weapon. In addition, a karn-tor can jump through allies' spaces without interfering with its charge. It can even pass through an enemy's space, provided it succeeds on an Acrobatics check to move through the enemy's space). It can take its charge attack at any point during its jump, including at the start, in midair, or at the end of the jump. Any

movement taken while the karn-tor jumps does not provoke attacks of opportunity for leaving threatened squares.

Shortspear (Ex) A karn-tor's ranged attack has a range increment of 20 feet.

The karn-tor are a primitive race of saurian humanoids that inhabit the jungles and swamps of Anshar's warmer moons. They live in small tribes of hunter-scavengers typically under the command of a powerful warlord chieftain.

While they live simply, they aren't unintelligent and prove incredibly resourceful in terms of survival and making do with whatever resources they seize during their raids. While they have no way of manufacturing technological items, they have figured out how to use those they can steal from more civilized races when they encounter them. Of course, they are most interested in military weapons such as guns and bombs but steal whatever tech they can during raids. Beyond plundering, they rarely interact with outsiders, including members of their own species.



KAULVREX

Chitin covers the entirety of this insect-like humanoid. Its multi-faceted eyes reflect their surroundings, while its mandible drip a caustic, green ooze. The creature has two powerful arms, ending in a four-clawed hand. A third, smaller arm, more suited for delicate work, protrudes from its chest. Its lengthy tail ends in two wicked, red-hot prongs.

KAULVREX

CR 6

XP 2,400

N Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; **Perception** +18

DEFENSE **HP 95**

EAC 18; **KAC** 20

Fort +8; **Ref** +10; **Will** +7

OFFENSE

Speed 40 ft., burrow 20 ft., climb 40 ft.

Melee bite +17 (1d8+9 P & A) or
claw +17 (1d8+9 S plus grab) or
tail slap +14 (1d6+9 B & F plus chemical brand;
critical burn 2d4)

Ranged acid spit +14 (1d10+6 A)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tail slap)

STATISTICS

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

Skills Acrobatics +13, Athletics +13, Survival +13

Languages chemical communication

Other Abilities third arm

ECOLOGY

Environment any temperate or warm land

Organization solitary, pair, or hive (3–12)

SPECIAL ABILITIES

Chemical Brand (Ex) When a kaulvrex damages an opponent with its tail, the target gains an indelible chemical marker. A kaulvrex gains blindsight (scent) with a range of 30 feet with respect to the target, and when it detects the marker, it gains a +2 morale bonus on attack and damage rolls against the target. The marked creature must spend an hour scrubbing off the chemical brand to render it undetectable to kaulvrexes.

Chemical Communication (Ex) Kaulvrexes can communicate with other kaulvrexes within 60

feet via pheromone transmission. In a kaulvrex hive, this range extends to cover the entire hive. This is a silent and instantaneous mode of communication only kaulvrexes can understand.

Third Arm (Ex) A kaulvrex has an extra arm that does not give it any extra attacks or actions per round. However, it can manipulate or hold items as well as the kaulvrex's other arms.

Ancient insectile beings engineered kaulvrexes as a servitor species with proficiency in combat. They are highly adaptive creatures and can live and thrive in all but the most hostile environments, a feature that allowed them to serve as their creators' proxies in wars (sometimes between the creators) on a variety of planets. Kaulvrexes emancipated themselves from their makers helped in part by a devastating disease that wiped out most of the creators while leaving kaulvrexes untouched. They retained their warlike instincts but generally refuse to fight one another en masse, preferring champions to settle disputes between hives. They also retreated to more inhospitable locations on the worlds where they were stranded and maintain a distance from other habitations.

Kaulvrexes gather in hives led by a kaulvrex who becomes angendered when it assumes leadership. Sages who study kaulvrexes do not know whether this transformation was "programmed" in by their creators to prevent romantic distractions during battle or the kaulvrexes developed this after the won their freedom. Kaulvrexes of both genders serve equally as soldiers and workers. Their bodies adapt to the role they currently carry out. Soldiers' carapaces harden, and their musculature increases, while workers are weaker, but their third arms are defter. An individual kaulvrex usually remains in a specific role for its entire life but switching between roles is not uncommon. Kaulvrexes that specialize in their roles take class levels, with warriors taking levels as soldiers and solarrians, while workers tend to become envoys or operatives. The most commonly encountered kaulvrexes are soldiers, who protect the hive or hire themselves out as mercenaries. Kaulvrexes who work outside a hive develop strong bonds with their partners and allies and adapt their communication to the languages spoken by other species. Among other species, they often develop odd phrases meaningful to their shared experiences and use these to replicate the chemical communication they otherwise share

with other kaulvrexes. Non-kaulvrexes view this as a propensity on the kaulvrexes' part for developing "inside jokes," and react with a level of amusement.

Typical kaulvrexes stand over 6 and a half feet in height and weigh nearly 250 pounds. They

have relatively short lifespans, appropriate to their engineered nature, with the longest-lived specimens reaching the age of 50.



KLAVEN

This imposing humanoid advances with unblinking, milk-white eyes, its claws and wicked bone spurs ready to rend as green, calcified skin covers its body like a hardened exoskeleton.

KLAVEN FOOT SOLDIER CR 1/2

XP 200

LE Medium humanoid (human)

Init +1; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE HP 13

EAC 10; **KAC** 12

Fort +4; **Ref** +2; **Will** +0; +2 vs. disease, ingested poison, nauseated, and sickened

Immunities fear

Weaknesses malign influence

OFFENSE

Speed 30 ft.

Melee tactical battleaxe +6 (1d8+3 S) or bone spur +6 (1d6+3 S)

Ranged spur rifle +3 (1d6 P)

STATISTICS

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

Skills Athletics +4, Intimidate +9, Stealth +4 (+8 in forest or jungle)

Languages Common, Ultari

Special Abilities converted host, energy modulation (1/day), nanite exchange

Gear tactical battleaxe (as longsword), spur rifle (see page 238) with 5 spurs

SPECIAL ABILITIES

Converted Host (Ex) Klaven transformations leave nothing to allow for restoration of a base creature to its original self. As a result, klaven cannot be killed and returned to life with *raise dead* or similar effects, though spells such as *miracle* and *wish* could be used to do so.

Energy Modulation (Su) Once per day as a reaction, a klaven foot soldier can treat positive and negative energy effects as if it were an undead creature, taking damage from positive energy and healing damage from negative energy. This effect lasts until the start of the klaven's next turn.

Malign Influence (Su) Klaven take a -2 penalty to resist charm and mind-affecting (compulsion)

effects from evil creatures. This penalty increases to -6 if the creature also has the jagladine subtype.

Nanite Exchange (Su) Klaven nanites swarm around each klaven on a microscopic level, providing a continuous awareness of the location and condition of other klaven within 60 feet, as the *status* spell. Klaven can communicate with one another by passing memories and sensory information through their nanites but must come into physical contact to do so. This exchange of memories requires a full-round action and only consists of perceptions and first-hand experiences. Klaven cannot exchange skills, special abilities, or other individual qualities in this manner.

Klaven are an artificially created species, incrementally modified to serve the jagladine—and by extension, the Ultari Hegemony—as foot soldiers and shocktroops. Their jagdaline masters perfected this process to transform natives of conquered worlds into an occupying force. The conversion protocol begins with a creature's infection, typically by a virus referred to as an assimilation strain, which introduces nanites to remap a victim's brain patterns and overall psychology, predisposing them towards evil. The second stage requires a fitted *minds slave harness*, which conditions victims towards complete obedience, reception of telepathic commands, and eventual networking with others of its kind. Those who survive these experiences become candidates for full conversion into klaven, a process which involves submersion into vats of organic mutagens to amplify the victim's strength, alter the visual spectrum of its eyes, and grow natural claws. Klaven typically have greenish skin and milky-white eyes, with smooth hairless skin calcified into a hard, armored exoskeleton overlaying their former physiology.

The final result draws horror-worthy comparisons to an undead monstrosity, but all klaven are still living soldiers. Those familiar with klaven biology realize their appearance often signals an assimilation plague has already run its course, but klaven lack all memory of their former lives, devoid of compassion and slaying others without hesitation. Only officers possess the ability to speak, with all others communicating purely through an exchange of nanites. Their jagdaline



masters also have the technological means to tap into their neural network, monitoring the condition of their soldiers while remotely issuing commands. It is believed the Hegemony's weaponeers also

occasionally download their soldiers' memories, analyzing their experiences for further insights into those they encounter.

KLAVEN WEAPONS

Weapon	Level	Price	Damage	Critical	Range	Capacity	Usage	Bulk	Special
Spur Rifle	1	100	1d6 P	—	80 ft.	6 spurs	1	1	Analog, see text
Lieutenant Spur Rifle	3	2,250	1d10 P	Injection DC +2	80 ft.	6 spurs	1	1	Analog, see text

Spur Rifle: Designed by the jagladine for use by their klaven footsoldiers, this ranged weapon fires thorny projectiles of a hard, resin-like substance, and can hold up to six spurs at a time in a self-contained case attached to the stock. As long as the rifle holds ammunition, its wielder can ready a new projectile with a free action, but loading a new case requires a full-round action which provokes attacks of opportunity. The jagladine grow the various components for spur rifles from organic biomass cultivated in the swamps of their homeworld, making them immune to spells such as *heat metal* and *warp wood*, but they still count

as objects for the purposes of other spells and effects. The spurs themselves are porous and easily poisoned, often bearing jagladine toxins used to incapacitate other species for capture, interrogation, and experimentation. This is a longarm in the projectile category with a range of 80 feet.

Lieutenant Spur Rifle: Issued only to jagladine lieutenants or those higher in rank, the lieutenant spur rifle functions identically to the typical spur rifle, but it deals more damage and gains the critical hit effect injection DC +2.

KLAVEN WARBEAST

The white eyes and calcified fur of this large wolf belies its alien nature as it advances with a menacing snarl.

KLAVEN WARBEAST

CR 2

XP 600

LE Medium animal

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +12

DEFENSE HP 25

EAC 13; **KAC** 15

Fort +6; **Ref** +6; **Will** +1; +2 vs. disease, ingested poison, nauseated, and sickened

Immunities fear

Weaknesses malign influence

OFFENSE

Speed 50 ft.

Melee bite +10 (1d6+6 P plus jagladine neurotoxin and trip) or

claw +10 (1d6+6 S)

Offensive Abilities poison

STATISTICS

Str +4, **Dex** +1, **Con** +2, **Int** -4, **Wis** +0, **Cha** -1
Skills Intimidate +7, Stealth +7 (+11 in forests or jungles)

Languages Common, Ultari (can't speak any language)

Special Abilities converted host, energy modulation (1/day), nanite exchange

SPECIAL ABILITIES

Converted Host (Ex) Klaven transformations leave nothing to allow for restoration of a base creature to its original self. As a result, klaven cannot be killed and returned to life with *raise dead* or similar effects, though spells such as *miracle* and *wish* could be used to do so.

Energy Modulation (Su) As a reaction, a klaven can treat positive and negative energy effects as if it were an undead creature, taking damage from positive energy and healing damage from negative energy. This effect lasts until the start of the klaven's next turn. The ability can be used once per day at CR 1; twice per day at CR 8; and three times per day at CR 12.

Malign Influence (Su) Klaven take a -2

penalty to resist charm and mind-affecting (compulsion) effects from evil creatures. This penalty increases to -6 if the creature also has the jagladine subtype.

Nanite Exchange (Su) Klaven nanites swarm around each klaven on a microscopic level, providing a continuous awareness of the location and condition of other klaven within 60 feet, as the *status* spell. The range of this ability increases to 100 feet for klaven of CR 8 or higher, and up to 1 mile for klaven of CR 12 or higher. Klaven can communicate with one another by passing memories and sensory information through their nanites, but must come into physical contact to do so. This exchange of memories requires a full-round action and only consists of perceptions and first-hand experiences. Klaven cannot exchange skills, special abilities, or other individual qualities in this manner.

Trip (Ex) When a klaven warbeast hits with its bite attack, it deals damage normally, but if its attack hits the target's KAC + 4, it also knocks the target prone.

JAGLADINE NEUROTOXIN

Type poison (injury); **Save** Fortitude DC 11

Track Constitution (special); **Frequency** 1/round for 6 rounds

Effect progression track is Healthy—Weakened—Weakened—Unconscious; no end state.

Cure 1 save

Klaven warbeasts are engineered by their jagladine masters to produce a nanite-based neurotoxin which interferes with the higher brain functions and central nervous system of living targets. The nanites attack a victim's mind, racking them with terrible agony. While potent, this effect is never compounded by additional applications of the poison until the first nanites have run their course.

Shaped by a modification of lupine species with an assimilation strain, klaven warbeasts are the most common non-humanoid klaven employed by the Hegemony. As a result of their transformation, the afflicted wolf is granted a rudimentary intelligence, thereby allowing communication with other klaven and the ability to understand (but not speak) the



languages of the Hegemony. This newfound intellect means little to a warbeast, whose entire existence is determined by its jagladine superiors. Adorned with a thick upper carapace with the consistency of layered scales, a typical klaven warbeast stands 3 feet tall and weighs 160 pounds.

Variations: A klaven warbeast is the result of creating a creature with the animal type and the klaven template graft. Larger, mountable creatures—known as klaven warsteeds—can be created in a similar process with a Large creature. Warsteeds are the second most common variety of animal-based klaven offspring, often used by klaven commanders as personal mounts in the field.

Other animal breeds infected with the assimilation strain undergo conversion with varying degrees of success. Jagladine scientists maintain hidden outposts on several unclaimed worlds, vying to successfully apply the strain on apex predators, in hopes of creating a revolutionary weapon. The very nature of their mission requires the jagladine to occupy locations inhabited by the most powerful of creatures, ranging from dinosaurs to extinct megafauna. Thankfully for the rest of the multiverse, these experiments have met with limited success, and the Hegemony employs only a handful of such death-dealing monstrosities.

KLAVEN TEMPLATE GRAFT (CR 1/2+)

Any living or recently deceased animal or humanoid creature can be infected with a jagladine assimilation strain and fitted with a *minds slave harness* to become a klaven. An intact dead creature that meets these prerequisites can be revived as a klaven within 48 hours of their death. If similar actions are performed on a living creature, they can be converted into a klaven within 8 hours. Upon transformation, klaven are healed of all prior ability and physical damage, including that caused by a jagladine assimilation virus.

Required Creature Type: Animal, humanoid, magical beast, or monstrous humanoid.

Required Array: Combatant.

Alignment: LE, though in rare cases, some creatures react poorly to the effects of an assimilation strain and instead become neutral evil or chaotic evil.

Traits: Darkvision 60 ft.; immunity to fear; malign influence (see below); +2 to saving throws against disease, ingested poison, and the nauseated and sickened conditions; gains natural bone spur attack (P or S) using high attack value and damage appropriate to CR.

Skills: Master or good Intimidate; gains +4 bonus to Stealth checks in forest/jungle terrain.

Abilities: Converted host (see below), energy modulation (see below), nanite exchange (see below).

Converted Host (Ex): Klaven transformations leave nothing to allow for restoration of a base creature to its original self. As a result, klaven cannot be killed and returned to life with *raise dead* or similar effects, though spells such as *miracle* and *wish* could be used to do so.

Energy Modulation (Su): As a reaction, a klaven can treat positive and negative energy effects as if it were an undead creature, taking damage from positive energy and healing damage from negative energy. This effect lasts until the start of the klaven's next turn. The ability can be used once per day at CR 1; twice per day at CR 8; and three times per day at CR 12.

Malign Influence (Su): Klaven take a -2 penalty to resist charm and compulsion effects from evil creatures. This penalty increases to -6 if the creature also has the jagladine subtype.

Nanite Exchanges (Su): Klaven nanites swarm around each klaven on a microscopic level, providing a continuous awareness of the location and condition of other klaven within 60 feet, as the *status* spell. The range of this ability increases to 100 feet for klaven of CR 8 or higher, and up to 1 mile for klaven of CR 12 or higher. Klaven can communicate with one another by passing memories and sensory information through their nanites, but must come into physical contact to do so. This exchange of memories requires a full-round action and only consists of perceptions and first-hand experiences. Klaven cannot exchange skills, special abilities, or other individual qualities in this manner.

Suggested Ability Modifiers: Strength, Constitution. A klaven's minimum Intelligence modifier is -4, even for animals.

KOMETES

This towering humanoid seems to be made of billowing, glowing blue mist and clumps of dark rock.

KOMETES

TIER 11

LN Tiny starship fey

Speed 10; **Maneuverability** good (turn 1)

AC 27; **TL** 29

HP 45; **DT** –; **CT** 9; **RP** 5

Shields heavy 480 (130 forward, 130 port, 130 starboard, 150 aft)

Attack (Turret) microcomet +20 (8d8 plus irradiate [low]), microcomet +19 (8d8 plus irradiate [low])

Attack (Aft) comet tail +20 (8d6)

Skills Culture +23, Life Sciences +23, Mysticism +28, Perception +28, Physical Sciences +28, Piloting +23, Sense Motive +23

Power Core cosmic heart (250 PCU); **Drift** none; **Systems** mk 4 armor, mk 6 defenses

Other Abilities immunity to radiation, interplanetary senses, living starship, no breath, stellar acrobat, telepathy (within same star system)

ECOLOGY

Environment any vacuum

Organization solitary, cluster (2–4), or shower (5–8)

SPECIAL ABILITIES

Comet Tail (Su) The swirling icy plasma that flows from a kometes's head like hair can blaze at enemy starships at a prodigious distance. The comet tail is a direct-fire weapon with long range and the broad arc and point (+18) properties. A starship struck is encrusted with ice and micrometeorites and takes a –2 penalty to gunnery checks, checks requiring sensors, and Piloting checks until it is cleaned. The cleaning process takes 10 minutes and requires exterior access. At the start of a round, the kometes can choose to lose the point property until the start of the next round to give the comet tail the line property for the same duration.

Interplanetary Senses (Ex) Distance does not affect a kometes's ability to see (or the DC of its Perception checks to see) anywhere within the same star system. It can make Perception checks to notice things that it has line of sight to within the same solar system, with the base

DC ranging from 10 (for Medium creatures and objects in the nearest orbit) to 50 (for Medium creatures and objects on the opposite side of the star system). Additionally, a kometes can make a Perception check against this DC to hear when spoken messages are addressed to its parent comet, regardless of distance, and if successful hears the entirety of the message.

Living Starship (Ex) A kometes is a living creature, although its stellar haunts mean it almost exclusively engages in starship combat. It has no crew, although it can still take engineer, gunner, pilot, and science officer actions using the skill bonuses listed above (one of each, in the appropriate phases). It uses Mysticism in place of Computers and Engineering for starship actions and can take science officer actions as if it had a sensor system. Treat it as having 12 ranks in Computers, Engineering, Mysticism, and Piloting, and a base attack bonus of +12 for purposes of starship combat. It ignores critical damage effects that affect crew. It is immune to radiation.

Microcomet (Su) A microcomet is a tracking weapon with long range, speed 14, and irradiate (low).

Stellar Acrobat (Ex) A kometes can spend RP as part of pilot actions.

A kometes is a spirit born from the dancing tails of comets, especially comets that carry the seeds of life. Ever after, a kometes dances among these icy bodies as they circle the stars. They fawn over the life-forms they observe on planets from high above, watching like mortals might adore an ant farm.

Having seen the eradication of life many times over the course of their millennia-long journeys, many choose to take efforts to capture and preserve life forms against utter extinction. These steps usually amount to capturing lonesome samples of various creatures—including humanoids—and preserving them in frozen stasis on a comet. This stasis can last for eons, generally ending when the comet impacts a new planetary home or when the kometes spies a promising-seeming planet to take the subjects down to personally.

Many kometes delight in cavorting with star fairies, who kometes idolize for their knowledge and glamour. The kometes dance around a

gracious star fairy, eager to please, almost as consistently as comets revolve around a star. Kometes encountered away from their comets are often seeking out cosmic novelties hidden from the sight of a certain star in the hopes of pleasing a jaded star fairy.

A comet is most likely to spawn a kometes when it carries a bit of life cast into the void between stars by a dying planet. Kometes that find such comets regard them as sacred, protecting them from starfaring interlopers and seeking to coax their orbits toward habitable worlds. Unfortunately, they sometimes don't realize that such a trajectory can cause devastation to the world below.



KONGAMATO

A massive draconic creature with a birdlike head dives from the sky, letting loose a piercing scream as it descends.

KONGAMATO

CR 15

XP 51,200

N Huge dragon

Init +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +31

DEFENSE HP 280

EAC 29; **KAC** 31

Fort +19; **Ref** +19; **Will** +15

DR 10/magic; **Immunities** paralysis, sleep; **Resistances** acid 10, cold 10, electricity 10, fire 10; **SR** 26

OFFENSE

Speed 40 ft., fly 160 ft. (Ex, average)

Melee bite +29 (8d6+24 P) or claw +29 (3d12+24 S)

Multiattack bite +23 (8d6+24 P), 2 claws +23 (3d12+24 S) or tail slap +20 (6d4+24 B), 2 wings +20 (6d4+24 B)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities breath weapon (50-ft. cone, 16d6 So damage, Reflex DC 21 for half, usable every 1d4 rounds), wailing dive

STATISTICS

Str +9; **Dex** +5; **Con** +7; **Int** -1; **Wis** +2; **Cha** +3

Feats Improved Combat Maneuver (sunder), Mobility, Spring Attack

Skills Athletics +26, Intimidate +31, Sense Motive +26, Stealth +26, Survival +26

Languages Draconic

Other Abilities compression, piercing beak

ECOLOGY

Environment tropical forests

Organization solitary or pair

SPECIAL ABILITIES

Piercing Beak (Ex) A kongamato's beak is extremely hard and adept at breaking objects. When attempting to damage an item, a kongamato's beak attack does double damage and is treated as if it were adamantite for the purposes of overcoming the object's hardness.

Wailing Dive (Su) When a kongamato makes a charge while flying or uses its Spring Attack

feat, the creature's body becomes infused with energy, causing its bite to deal an extra 1d6 sonic damage on that attack.

Kongamatos are primeval dragons that proliferate on a number of jungle worlds, feared for their brute strength and savagery rather than any magical abilities. While the kongamato's body is clearly draconic—squat and dense with sharp claws capping each of its four limbs—the creature's head is distinctly avian, with a long, toothless beak and a pronounced crest. A kongamato's hide is a rich emerald hue, with an ash-colored underbelly and crimson webbing on its broad wings. Females have smaller head-crests than males, and a rosy hue colors both the undersides of their wings and their underbellies.

Kongamatos are apex predators that make their lairs in the tops of the oldest and strongest trees, or in caves and ruins. Kongamatos are carnivorous and prey on large herd animals. Although they do not have teeth, their beaks are sharp and strong, allowing them to carve their kills with precision and to punch through wood, rock, and even metal. When possible, kongamatos hunt on the perimeter of their territories, gliding silently and gracefully through even the thickest forest foliage to surprise prey.

Both males and females grow to a length of almost 30 feet, with an equally broad wingspan, and can weigh up to 7 tons. Kongamatos live between 500 and 600 years.



KRANG

A heavily-muscled, horned simian pounds its chest, exuding strength and confidence, its thick fur well-groomed and its long arms nearly reaching the ground.

KRANG

CR 2

XP 600

N Medium humanoid (krang)

Init +2; **Perception** +0

DEFENSE HP 25

EAC 13; **KAC** 15

Fort +6; **Ref** +4; **Will** +1; +2 vs. fear, +4 vs. disease and poison

OFFENSE

Speed 30 ft., climb 20 ft.

Melee tactical doshko +10 (1d12+6 P) or head-butt +10 (1d6+8 B)

Ranged flame pistol +7 (1d4+2 F; critical burn 1d4)

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

Offensive Abilities relentless, smash

STATISTICS

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

Skills Engineering +7, Intimidate +12, Survival +7

Languages Common, Krang

Other Abilities elongated arms

Gear hidden soldier armor, flame pistol with 20 petrol, tactical doshko

ECOLOGY

Environment any land

Organization single, pair, or troop (3–16)

SPECIAL ABILITIES

Elongated Arms (Ex) Krang have exceptionally long arms relative to their bodies, giving them a natural reach of 10 feet with unarmed strikes and melee weapons and a climb speed of 20 feet.

Relentless (Ex) Krang gain a +2 racial bonus to combat maneuvers to bull rush or reposition an opponent. This bonus only applies while both a krang and its opponent are standing on the ground.

Smash (Ex) Three times per day, when a krang damages an opponent with its head-butt, it can cause the opponent to become dazed for 1 round (Fortitude DC 11 negates). If the head-butt was a

critical hit, the target creature is instead stunned for 1 round and dazed for the following round on a failed save.

Stout Constitution (Ex) Krang have robust mental and physical resistances, granting them a +2 racial bonus to saving throws against fear effects and a +4 racial bonus to saves against disease and poison.

Krang come from a lush, forested homeworld called Tohrvaul, where their forebears first gathered in small tribes of arboreal apes. Fighting one another for centuries over territory and resources, the krang rose into warring nation-states but eventually joined forces with the Ultari Hegemony in search of glorious conquest across the stars. They proved terrifying in battle, but in the execution of their duties, the honorable krang soon realized the cruelty of their new overlords and the depths of their depravity and turned against the Ultari to join their enemies and find redemption while also liberating their homeworld from the grip of the Ultari.

Krang are militaristic but deeply concerned with valor. While krang prefer to fight at close range, they also engage from a distance if conditions call for it but abhor the use of disease and poison in weaponized warfare. Many who meet krang for the first time view them as humorless apes with a fixation on combat and skill-at-arms. After spending time together, they soon realize the krang cling to their honor as a bastion against the painful memories of their association with the ultari. While krang possess a modicum of humor, they generally fail to recognize sarcasm and deceptive word play. Traditional krang religion focuses on ancestor worship, but those traveling among other races often adopt the faiths of those they respect, though under duress krang often invoke the names of powerful warriors who faced similar trials or hardships. Respect among the krang is earned by actions, especially demonstrations of skill or bravery. A tale well told may impress a krang, but they always seek evidence to back it up, and they have little patience for those who reveal themselves to be deceitful or cowardly.

Krang average 6-and-a-half feet in height, but their long arms give them the appearance of being taller. They weigh between 200 and 300 pounds.



KYTON

Wickedly barbed chains adorn this lean figure, and gaps in the bindings reveal deathly pale flesh etched with jagged scars.

KYTON

CR 6

XP 2,400

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +9; **Senses** darkvision 60 ft; **Perception** +13

DEFENSE HP 90

EAC 18 **KAC** 20

Fort +8; **Ref** +10; **Will** +5

Defensive Abilities regeneration 2 (good weapons and spells, silver weapons); **DR** 5/silver or good; **Immunities** cold; **SR** 17

OFFENSE

Speed 30 ft.

Melee chain +17 (1d4+9 B & P)

Multiattack 3 chains +14 (1d4+9 B & P)

Space 5 ft.; **Reach** 5 ft. (10 ft. with chains)

Offensive Abilities dancing chains, unnerving gaze (30 ft., DC 14)

STATISTICS

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

Skills Acrobatics +18, Athletics +13, Intimidate +13

Feats Blind-Fight

ECOLOGY

Environment any

Organization solitary, pair, link (3–6), or chain (7–20)

SPECIAL ABILITIES

Dancing Chains (Su) A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 14 Will save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Athletics checks.

Unnerving Gaze (Su) A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those failing a Will save are shaken for 1d3 rounds. This is a mind-affecting fear effect.

Often classified among the ranks of the infernal and called chain devils by the uninitiated, the sadomasochistic kytons are not true devils. Many suggest that kytons were natives of Hell who existed there before the advent of devilkind, while others hypothesize they were later brought to the plane by some sadistic power. Regardless of their origins, kytons roam the planes in their lust to cause and receive suffering, seeking pain through violent abductions and sadistic debauches.

The kyton presented here is a typical member of this fiendish race of outsiders but is by no means the only type of its kind. Just as there are numerous different species of demon and devil, rumor holds that different kinds of kytons dwell in their jangling cities in Hell and on the Plane of Shadow. These kytons are invariably more powerful than the one presented here, often having spell-like abilities or hideous and unsettling special attacks along the themes of torture and pain. Rumor holds that the most powerful kytons are completely inhuman, and that these monsters are the true progenitors of the kyton race—the kyton presented here but the result of unholy dalliances with their unfortunate victims.



KYTON, ALOADAI

This hulking horror walks ape-like on tremendous metal-plated limbs. Fused to its back via tangled ribs and glowing hoses, a malformed humanoid shape writhes under the weight of its own engorged cranium.

ALOADAI KYTON

CR 10

XP 9,600

LE Large outsider (aether, evil, extraplanar, kyton, lawful)

Init +5/-1; **Senses** blindsense (thought) 100 ft., darkvision 60 ft., see in darkness; **Perception** +19

Aura mystic aegis (100 ft.)

DEFENSE HP 142

EAC 22; **KAC** 23

Fort +11; **Ref** +9; **Will** +13; +5 vs. mystic spells

Defensive Abilities fast healing 5 (silver or good-aligned weapons and spells), mystic aegis; **DR** 10/good or silver; **Immune** cold, pain; **SR** 21

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +17 (2d8+18)

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

Offensive Abilities unnerving gaze (30 ft., DC 19)

Spell-Like Abilities (CL 8th)

1/day—*mind thrust* (3rd-level, DC 21), *synaptic pulse* (DC 21)

3/day—*force blast* (DC 20, +16 to bull rush), *hold person* (DC 20), *inflict pain* (DC 20), *mind thrust* (2nd-level, DC 20)

At will—*detect thoughts* (DC 19), *mind thrust* (1st-level, DC 19)

STATISTICS

Str +8, **Dex** -1, **Con** +3, **Int** +5, **Wis** +2, **Cha** +2

Feats Improved Combat Maneuver (bull rush)

Skills Athletics +24, Engineering +19, Mysticism +24

Languages Common (Hymnas), Erahthi, Infernal, Okantan; broadcast

Other Abilities dual psyche, lead the choir

ECOLOGY

Environment any (The Shadow)

Organization solitary, pair, or force (1-2 plus 6-20 terpsikhore kytons)

SPECIAL ABILITIES

Broadcast (Su) Aloadai possess a selective type of long-distance telepathy. All aloadai can communicate telepathically with all other aloadai within 3 miles. They can also communicate telepathically with other creatures within 50 ft.

Dual Psyche (Ex) An aloadai is a single creature with two minds, connected but independent. In combat, an aloadai rolls initiative twice, adding its Intelligence modifier to the first roll and its Dexterity modifier to the second. The first initiative check represents the mind's initiative; on this turn, the mind has one standard action for purely mental actions, such as casting spells or using its spell-like abilities. The second initiative check represents the body's initiative; on this turn, the aloadai can take a full round of purely physical actions, such as using its slam attack, or attempting combat maneuvers or Athletics checks.

Fast Healing (Ex) An aloadai's fast healing is suppressed for 1 round when it is dealt damage from a silver or good-aligned weapon or spell.

Lead the Choir (Su) When two aloadai come within 100 feet of each other, their minds and bodies automatically synchronize. They use the same initiative counts, with both of the minds and bodies rolling twice and taking the higher result. This effect also lets the two work in synchronization; if the two bodies attack the same creature, they use the same die rolls, but roll twice and take the higher result for each attack. If the two minds both target the same area or creature with a spell, creatures affected by both effects take a -2 penalty on their saving throws against this spell. Only two aloadai can be linked in this way. Finally, if there are two or more aloadai or terpsikhore within 100 feet of each other, they share a collective readiness. If one of these creatures is aware of a particular danger, they all are; no creature in this group is flat-footed unless all of them are.

Mystic Aegis (Su) An aloadai adds its Intelligence modifier to saving throws against spells cast by a mystic or from a mystic source (such as spell-like abilities granted by the Mystic Connection feat). In addition, all creatures with the kyton subtype gain a bonus against such spells and to their Armor Class equal to half of this bonus



(usually +2). When an aloadai rolls a Will saving throw, it rolls twice and takes the higher result.

Unnerving Gaze (Ex) A creature ailing a Will save against an aloadai's unnerving gaze becomes filled with paranoia and sees enemies everywhere. It is treated as being flanked by all enemies for 1 round.

Aloadai kytons act as commanders for lesser kytons, particularly terpsikhore. The aloadai are designed to break enemy bodies and spirits while psychically preserving their forces. In addition, the long-distance communication abilities of aloadai are useful for maintaining contact with remote kyton facilities; most kyton outposts are commanded by a lone aloadai that acts as a waypoint for transmissions. While their mind-reading abilities make them natural interrogators, they only perform this duty if no alternative exists; kyton philosophy holds that a truth extracted through torture is "purer" than one simply pulled from the mind like a tooth from a socket.

The genesis of the Aloadai comes from the darkest atrocities of the Century War. The Choir was not blind to the existence of the Hierarchy's Paragon Project—in fact, they were at the root of that monstrous plot—and the aloadai are the resultant fruit of that grisly labor. As the Century War dragged on, enigmatic and ephemeral kytons slithered into the dreams of high-ranking Hierarchy officials, planting nightmares of erahthi dominion in the guise of prophetic dreams. This expertly-placed fear allowed for slips in morality as the inhumane experiments began and, inevitably, bore fruit.

Paragon project researchers were aided in their work by a number of disguised kytons. The majority took the guise of disposal crew, taking advantage of the myopic focus of the researchers to spirit

away numerous "failures" to the Shadow. There, kytons performed experiments of their own—surgeries and infections inspired by humankind's unique capacity for cruelty. Within only a few short years, the first aloadai kyton tore itself from a womb of chains.

An aloadai is a gestalt of two infused, twisted into a kyton vision of perfection. The subject that will become the brutish lower body is pumped full of muscle-bloating mutagen and kyton ichor; as its bulk expands, it is wrapped and woven around a mechanical endoskeleton. The other subject's superfluous flesh is cut away to be recycled elsewhere, while its ribs are peeled apart and intertwined with those of their giant twin. Its head is injected with alchemical fluids that boost psychic ability, causing it to swell to grotesque proportions. Finally, a blend of liquid aetherite and shadow-stuff suffuses the gestalt's unified flesh, bonding the two minds.

The engorgement of an aloadai's brain gives it terrifying mental powers. In addition to a host of psychic attacks, the aloadai generates a powerful protective shield around itself and nearby kytons. It constantly scans the surrounding area for the thoughts of other creatures, using this to pinpoint both minions and intruders. Finally, when two aloadai draw within sensory range of each other, their mental processes interlink, allowing them to act and fight in perfect synchronicity.

For all their power, the aloadai possess a critical weakness. Powerful electrical attacks cause the aetherite suffusing their bodies to destabilize, damaging sensitive internal systems and disrupting their regenerative flesh.

An aloadai is roughly 12 feet tall and weighs about 1,500 pounds.

KYTON, AUGUR

A single eye peers from behind the armor plates and keen-edged blades that compose the cage-like exterior of this tiny flying orb.

AUGUR KYTON

CR 2

XP 600

LE Tiny outsider (evil, extraplanar, kyton, lawful)

Init +4; **Senses** darkvision 60 ft., see in darkness;

Perception +7

DEFENSE **HP** 23 **RP** 3

EAC 13; **KAC** 15

Fort +3; **Ref** +5; **Will** +2

Defensive Abilities fast healing 2 (silver or good-aligned weapons and spells); **DR** 5/good or silver; **Immune** cold, pain

OFFENSE

Speed 20 ft., fly 50 ft. (Su; perfect)

Melee gore +10 (1d6+2 P)

Space 2-1/2 ft.; **Reach** 0 ft.

Offensive Abilities bleed out (DC 11), unnerving gaze (30 ft., DC 11)

Spell-Like Abilities (CL 5th)

1/week—*divination*

At will—*psychokinetic hand*

STATISTICS

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

Skills Acrobatics +7 (+15 when flying), Sense Motive +7, Stealth +12

Languages Common, Infernal (cannot speak)

ECOLOGY

Environment any (The Shadow)

Organization solitary, pair, pack (3-5), or squad (6-8)

SPECIAL ABILITIES

Bleed Out (Su) Augur kytons have an unending thirst for blood and can manipulate it in those who can't resist. As a standard action by expending 1 Resolve Point, an augur kyton can attempt to disturb the blood of one unconscious living creature within 30 feet. That creature must attempt a Will saving throw (DC 11); if it fails, it immediately loses 1 RP as if it had been attacked. Furthermore, if it was stable, it immediately regains the dying condition.

Fast Healing (Ex) An augur's fast healing is

suppressed for 1 round when it is dealt damage from a silver or good-aligned weapon or spell.

Unnerving Gaze (Ex) A creature failing a Will save against an augur's unnerving gaze becomes shaken for 1 round.

Gory sentinels with a lust for flesh and the myriad bodily fluids contained within, augurs number among the most common—as well as most despicable—kytons on the Plane of Shadow. Having given up their humanoid bodies in favor of the more stealthy and wretched guise of a singular large eye armored in bloodied metal plates, augurs act as spies and sycophants for more powerful kytons. Their miniscule size, sturdy exterior, and unnerving gazes make them ideally equipped for dangerous reconnaissance missions to the Material Plane, where the augurs are able to scout out potential raiding locations or spot vulnerable, lone travelers before their more powerful kyton brethren cross the planes to attack.

While their usefulness in tasks of stealth and guile makes augurs deadly companions, their insatiable lust for blood often proves their ultimate downfall. Augurs, like most kytons, find themselves in a heightened state of arousal when witness to the destruction of flesh, but the extent to which these muscular orbs find pleasure in blood is far more treacherous than their more disciplined peers. Many augurs cannot help but indulge themselves when exposed to gore—rolling within and dipping their blades into freshly spilled pools—an unfortunate trait which has led many careless augurs to their capture or doom.



KYTON, CERES

This hulking monstrosity snarls wetly through its wired jaws. Its flesh is restrained by taut chains and metal plates, and its forearms are replaced by wicked blades.

CERES KYTON

CR 4

XP 1,200

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +0; **Senses** darkvision 60 ft., see in darkness; Perception +10

DEFENSE HP 47

EAC 16; **KAC** 18

Fort +7; **Ref** +5; **Will** +3

Defensive Abilities fast healing 5 (silver or good-aligned weapons and spells); **DR** 5/good or silver; **Immune** cold, pain

OFFENSE

Speed 30 ft.

Melee integrated tactical dueling sword +12 (1d6+9 S; analog)

Offensive Abilities ensnaring chains (DC 13), unnerving gaze (30 ft., DC 13)

STATISTICS

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

Skills Athletics +13, Stealth +10, Survival +10

Languages Infernal, Okantan (cannot speak)

Other Abilities integrated weapons

ECOLOGY

Environment any (The Shadow)

Organization solitary, pair, retrieval (3-5), or harvest (5-8 plus one sacristan kyton)

SPECIAL ABILITIES

Ensnaring Chains (Ex) As a standard action, a ceres can cause a mass of chains to erupt from its abdomen to ensnare a Medium or smaller target within 30 ft. A targeted creature must attempt a Reflex saving throw (DC 13) or become grappled by the chains. The ceres does not gain the grappled condition in this way, and the chains automatically renew the grapple every round. The DC to escape the chains is 28. Additionally, the ceres may drag a creature grappled by the chains with it as part of its movement. The movement an ensnared creature makes while dragged does not provoke attacks of opportunity.

A ceres may have only one ensnared creature at a time, but multiple ceres may work together to ensnare a target larger than Medium. Two ceres working together may ensnare a Large creature, three a Huge creature, and so on. Ceres working together must ready an action to use ensnaring chains at the same time; the creature need make only one saving throw, but the DC of the effect and to escape the chains is increased by +2 for each additional ceres participating beyond the first. A ceres' ensnaring chains have hardness 10 and 20 Hit Points. Chains reduced to 0 hp are destroyed and prevent the ceres from using this ability for 24 hours.

Fast Healing (Ex) A ceres' fast healing is suppressed for 1 round when it is dealt damage from a silver or good-aligned weapon or spell.

Integrated Weapons (Ex) A ceres has two tactical dueling swords integrated into its body, and they may be enhanced or targeted as if they were manufactured weapons. Broken or destroyed weapons must be repaired manually. Additionally, ceres kytons take only a -3 penalty to their attack rolls when making a full attack with these weapons.

Unnerving Gaze (Ex) A creature failing a Will save against a ceres' unnerving gaze has difficulty focusing on targets other than the ceres, granting all other creatures concealment against the victim for 1 round.

Ceres kytons are the hunters of the Choir, tracking prey for days before emerging from the shadows to rend flesh—or worse, to drag mortals away to unthinkable fates. Each ceres is made from an okanta, tortured and disfigured beyond the reach of sanity. Ceres are in constant pain, which wanes only when they can inflict it on others. A ceres kyton is 7 feet tall and weighs about 650 pounds.



KYTON, EPHIALTES

Something emerges from among the hanging chains, a fleshy mass that the chains follow and surround like a second skin.

EPHIALTES KYTON

CR 16

XP 76,800

LE Huge outsider (evil, extraplanar, kyton, lawful)
Init +2; **Senses** darkvision 60 ft.; **Perception** +28

DEFENSE HP 300

EAC 30; **KAC** 32

Fort +18; **Ref** +18; **Will** +16

DR 15/good or silver; **Immune** cold, pain; **SR** 27

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +31 (6d10+23 P; critical bleed 2d10) or chains +31 (2d10+23 S plus grab)

Multiattack bite +25 (6d10+23 P; critical bleed 2d10), 3 chains +25 (2d10+23 S plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with chains)

Offensive Abilities animate chains, breath weapon (30 ft. cone, 10d10 S plus pull, DC 22, usable every 1d4 rounds)

Spell-Like Abilities (CL 16th, melee +31)

3/day—*planar barrier*, *shadow walk* (DC 22)

At will—*Resistant armor*, *rewire flesh* (DC 20)

STATISTICS

Str +7; **Dex** +2; **Con** +10; **Int** +0; **Wis** +1; **Cha** +5

Skills Athletics +28, Intimidate +28, Survival +33

Languages Infernal

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary or team (2–8)

SPECIAL ABILITIES

Animate Chains (Su) The ephialtes can animate any unattended chain or cable line within 30 feet, allowing it to make its chain attacks from those chains' locations rather than from its own. A character carrying a chain or cable line must attempt a DC 22 Will save at the beginning of the Ephialtes's turn or the kyton can use their items in the same way. A character attacked by an item they are carrying is flat-footed for the purpose of that attack.

Breath Weapon (Su) The ephialtes exhales a writhing mass of chains, then begins swallowing

them to expel again. Any character that fails their Reflex save against the breath weapon is entangled by the chain. The entangled condition lasts until that chain is destroyed (EAC 30, KAC 24, 30 HP), the character escapes with a DC 32 Acrobatics check, or the ephialtes uses its breath weapon again. At the beginning of the ephialtes's turn, it drags each entangled creature 10 feet towards itself. Destroying these chains in no way harms the ephialtes.

Sadistic hunters and tormentors of all living souls, ephialtes kytons usually roam the planes in service to the lords of Hell and Shadow, but occasionally in pursuit of their own fell interests. They ruthlessly abduct the innocent and retrieve the damned, dragging their victims into the fires of Hell or the gnashing, wailing dark of the Plane of Shadow. They have no fear, tracking their chosen prey regardless of distance or challenge, and shackle dragons, giants, and humanoids alike for their eternal torturous rewards.

Ephialtes kytons travel in silent grace while cloaked in darkness but drop their stealthy veils when ready to intimidate those they've come to collect or punish. Then, their frightening gaze matches the deadly intent of the chains piercing their flesh. These animated, wrought iron bands serve as protection and weapons in the hands or claws of all kytons, but may also bind and lash their victims to the ephialtes' ever-bleeding hide to carry them into the darkest reaches of the planes.

Ephialtes grow through the ranks hunting mortals and other kytons alike, becoming among the most powerful of kytons. They are known for their skill as hunters and trackers, with most serving dark gods or powerful termagant kytons. The remaining few hunt for their own joy or are bound to serve mortals as glorified hunting hounds, pitied and despised despite their power.

A typical ephialtes stands 25 feet tall and weighs over 15 tons with the combined burden of their deadly chains.



KYTON, FERAL

Although humanoid there is something animalistic and insectoid about this distended and misshapen thing, with too many arms of various sizes and twisted, deformed legs that seem somehow to have been lashed or wired into its demented body. The creature's face has been stretched, the remnants of cruel bands forcing the things mouth forward, into a grin of sharp crooked teeth.

FERAL KYTON

CR 9

XP 6,400

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +4; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE HP 145

EAC 22; **KAC** 24

Fort +11; **Ref** +11; **Will** +10

DR 10/good or silver; **Immunities** cold, pain

OFFENSE

Speed 50 ft., climb 50 ft.

Melee bite +22 (2d10+15 B)

Offensive Abilities distended bite, swarm gaze

STATISTICS

Str +6; **Dex** +4; **Con** +2; **Int** +0; **Wis** +1; **Cha** +1

Skills Athletics +22, Stealth +17

Languages Common, Infernal

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary or swarm (6–120)

SPECIAL ABILITIES

Distended Bite (Ex) The mouth of the feral kyton contains a second spiked maw that is able to erupt from its primary mouth, extending the kyton's reach to 10 ft. during its turn.

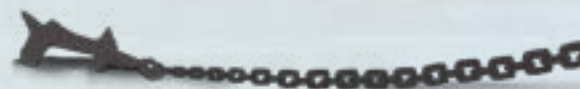
Swarm Gaze (Su) When three or more feral kytons are within 10 feet of each other, they can each take a swift action to collectively unnerve a single target within 30 feet, causing it to be frightened for 1d3 rounds (Will DC 15 negates). If the kytons instead focus as a full action, this affects all creatures within 30 feet of any participating kyton. A target that succeeds at this Will save is immune to all feral kytons' gazes for 24 hours. Creatures without a sense of sight and other kytons are immune to this effect.

When a termagant kyton dwells in a place of relative safety, the creatures bred by her are often predominantly feral kytons. The feral kyton is in many ways a lesser being even to weaker kin; they are almost always found in hives where the number of kyton is vast, the profligate manner of their birth often makes weaker or inferior kyton that some say are deliberately created to allow cruelty to thrive. Feral kytons are more brutish and sadistically violent than their more subtle and cruel kin—the huge numbers they are found in does not enable many to rise above the foul rank and file of their birth. They are cruel—like all their kin—but this cruelty is more sadistic bullying and group torment than refined suffering. They are creatures of the pack.

Feral kytons are grotesque and animalistic creatures. Though roughly humanoid in shape, they have longer, more savage features, including prehensile tails that are often more dexterous than their gnarled and gangly limbs. Their mouths—used to biting in huge packs—have mouths able to extend outwards; their jaws tearing and rending, not for food, but for pleasure.

The feral kyton exists within the pack, but also hates it—it despises its need to have others of its kind nearby to use its gaze attack. It also hates those above it; fears and loathes their power and that of the mother that bred it; a figure it regards as divine yet hates and envies. The feral kyton has one big advantage, however, over its less common kin; if it is able to rise through the festering sweating mass of its brood, it is truly a figure of power. A microscopic number of feral kytons rise to become more powerful kytons—revoltingly animalistic versions of interlocutor or sacristan.

Some ferals rise to form particular new types of kyton that can come only from feral heritage. These feral kytons have horrific powers to call and command other kytons, able to bend them to their own will or take away their will to the point of self-destruction.





KYTON, INTERLOCUTOR

At the core of this multi-limbed monstrosity of claws and blades struggles a barely humanoid mass of veins, organs, and twisted flesh.

INTERLOCUTOR KYTON CR 12

XP 19,200

LE Large outsider (evil extraplanar, kyton, lawful)

Init +4; **Senses** darkvision 60 ft., see in darkness; **Perception** +22

DEFENSE HP 200

EAC 26; **KAC** 28

Fort +14; **Ref** +14; **Will** +11

Defensive Abilities regeneration 5 (silver or good-aligned weapons and spells); **DR** 10/silver or good; **Immunities** cold, pain; **SR** 23

OFFENSE

Speed 40 ft.

Melee claw +25 (3d6+20 S; critical wound)

Multiattack 4 claws +19 (3d4+20 S; critical wound)

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

Offensive Abilities rend (2 claws, 3d4+20 S), unnerving gaze (30 ft., DC 19)

Spell-Like Abilities (CL 12th)

1/day—*mystic cure* (4th-level), *overload systems* (DC 19), *rewire flesh* (DC 19)

3/day—*healing junkbot*, *inflict pain* (DC 17), *lesser restoration*, *mystic cure* (2nd-level)

At will—*shadow walk* (from the Material Plane to the Plane of Shadow Plane, self only), *stabilize*

STATISTICS

Str +8; **Dex** +3; **Con** +5; **Int** +3; **Wis** +3; **Cha** +4

Skills Intimidate +22, Medicine +27, Sense Motive +22

Languages Common, Infernal

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary, pair, or gang (3-5)

SPECIAL ABILITIES

Unnerving Gaze (Ex) A creature failing a Will save against an interlocutor's unnerving gaze becomes staggered for 1 round.

Rend (Ex) If the interlocutor hits a single target with two more claw attacks in 1 round, it deals an additional 3d4+20 slashing damage.

A mass of pulsing veins and twisted organs stretch artfully over a multi-limbed frame of bladed claws.

GLORIOUS INTERLOCUTOR CR 17

XP 102,400

Interlocutor kyton mystic

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +5; **Senses** darkvision 60 ft., see in darkness; **Perception** +29

DEFENSE HP 245

EAC 30; **KAC** 31

Fort +17; **Ref** +15; **Will** +20

Defensive Abilities regeneration 15 (silver or good-aligned weapons and spells); **DR** 15/silver or good; **Immunities** cold, pain; **SR** 28

OFFENSE

Speed 40 ft.

Melee torturous claw +28 (6d6+28 S nonlethal plus torturous claw)

Multiattack 4 claws +22 (4d6+28 S)

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

Offensive Abilities rend (2 claws, 4d6+28 S), unnerving gaze (30 ft., DC 24)

Interlocutor Spell-Like Abilities (CL 17th)

1/day—*mystic cure* (4th-level), *overload systems* (DC 24), *rewire flesh* (DC 24)

3/day—*healing junkbot*, *inflict pain* (DC 22), *lesser restoration*, *mystic cure* (2nd-level)

At will—*shadow walk* (from the Material Plane to the Plane of Shadow, self only), *stabilize*

Mystic Spells Known (CL 17th; ranged +26)

6th (3/day)—*mass inflict pain* (DC 26), *mystic cure*

5th (6/day)—*resistant aegis*, *dominate person* (DC 25), *greater dispel magic*, *mind thrust*

4th (at will)—*hold monster* (DC 24), *enervation*

STATISTICS

Str +11; **Dex** +5; **Con** +5; **Int** +4; **Wis** +2; **Cha** +8

Skills Athletics +29, Culture +24, Medicine +34, Mysticism +34

Languages Celestial, Common, Draconic, Infernal, Terran

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary or cathedral (1 plus 5-30 other kytons)



SPECIAL ABILITIES

Rend (Ex) If the interlocutor hits a single target with two more claw attacks in 1 round, it deals an additional 4d6+28 slashing damage.

Torturous Claw (Su) When it takes its time, the glorious interlocutor's can use one claw to deal nonlethal damage, but untold amounts of pain. Those damaged by this attack are dazed for 1d4 rounds (Fortitude DC 24 negates). Targets immune to critical hits or pain are immune to this effect.

Unnerving Gaze (Ex) A creature failing a Will save against an interlocutor's unnerving gaze becomes staggered for 1 round.

Following a different path than the interlocutor prime, certain long-lived interlocutors reach strange insights through millennia of practice on countless life forms. Although more powerful kytons consider these insights to be a pale imitation of their enlightenment, lesser kytons often gather around glorious interlocutors in great numbers to gain a little of their wisdom and appeal to the glorious one's unusual vanity among kytoon-kind. Glorious interlocutors (or, as they typically style themselves, simply "the glorious ones") are kyton interlocutors who have mortified and rebuilt their flesh and metal so many times that they have developed an understanding of agony that dwarfs even their ordinary interlocutor kin. They have learned to channel that pain into emotional surges of incalculable intensity. Pain, fear, and rage are a melodic symphony of sensation for them and their victims.

A mass of scarred veins and mismatched organs pulses hides within a cage of bladed claws.

INTERLOCUTOR PRIME

CR 14

XP 38,400

LE Large outsider (evil, extraplanar, kyton, lawful)

Init +4; **Senses** darkvision 60 ft., see in darkness; **Perception** +25

DEFENSE HP 250

EAC 28; **KAC** 30

Fort +14; **Ref** +14; **Will** +13

Defensive Abilities regeneration 10 (silver or good-aligned weapons and spells); **DR** 10/silver or good; **Immunities** cold, pain; **SR** 25

OFFENSE

Speed 50 ft.

Melee claw +28 (4d6+22 S)

Multiattack 4 claws +22 (4d6+22 S)

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

Offensive Abilities sculpting rend (2 claws, 3d6 bleed), unnerving gaze (30 ft., DC 21)

Spell-Like Abilities (CL 14th)

1/day—*mystic cure* (4th-level), *overload systems* (DC 19), *rewire flesh* (DC 19)

3/day—*healing junkbot*, *inflict pain* (DC 17), *lesser restoration*, *mystic cure* (2nd-level)

At will—*shadow walk* (from the Material Plane to the Plane of Shadow Plane, self only), *stabilize*

STATISTICS

Str +8; **Dex** +4; **Con** +6; **Int** +3; **Wis** +3; **Cha** +4

Skills Athletics +25, Medicine +30, Stealth +25

Languages Common, Infernal

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary, pair, or gang leader (1 plus 2–8 interlocutor kytons)

SPECIAL ABILITIES

Sculpting Rend (Ex) If the interlocutor prime hits a single target with two more claw attacks in 1 round, the target gains the bleeding 3d6 condition. The interlocutor prime can also immediately cast one of its spell-like abilities targeting that creature as a swift action that does not provoke attacks of opportunity.

Unnerving Gaze (Ex) A creature failing a Will save against an interlocutor's unnerving gaze becomes staggered for 1 round.

After long periods of suffering at the hands of other kytons and relentless self-experimentation, interlocutors find increasingly painful and bloody ways to sculpt flesh, evolving to the sublime surgeons known as interlocutors prime, the master flesh-sculptors of their kind whose practice of pain is to them more artistic impression than medical procedure. Each victim is a new chance to study the art of pain and sensation through horror-stricken eyes. Their ability to heal the damage they inflict, even to the extent of restoring life to a subject that has only just expired, is perhaps more feared than their eagerness to cut flesh. To an interlocutor's victim, death is a mercy that is rarely offered.

Unlike ordinary interlocutors, however, their prime masters do not simply reduce their bodies

to purely functional masses of nerves and blood vessels, instead retaining a generally humanoid shape and usually add a second head to assist them in multitasking during surgical procedures and to consult on difficult cases. Like ordinary interlocutors, however, the tattered remains of their mortal bodies are incorporated into ornate armatures of semi-living metal bound with shadowstuff, and extraneous limbs or heads are often retained as adornments and keepsakes.

Interlocutors prime consider themselves both evolved elites of kyton society and also caretakers of the original grand design of their race. They see in themselves the seeds of their own creation and often refer to themselves with grandiose titles like The First Work, The All-in-All, and so on.

Prime interlocutors are 9 feet tall and weigh 800 pounds.

KYTON, KHLORIS

This silently menacing figure resembles an erahthi sculpted from plates of oily wood, burning from within. Coils of barbed wire blossoming with razor-sharp flowers wind around its body.

KHLORIS KYTON

CR 3

XP 800

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +1; **Senses** darkvision 60 ft., see in darkness; **Perception** +8

DEFENSE HP 31 RP 3

EAC 14; **KAC** 15

Fort +2; **Ref** +3; **Will** +6

Defensive Abilities fast healing 2 (silver or good-aligned weapons and spells); **DR** 5/good or silver; **Immune** cold, pain; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee claw +6 (1d4+3 F&S)

Ranged thrown flame +8 (1d4+3 F)

Offensive Abilities defoliate (DC 14), incendiary oil (DC 14), unnerving gaze (30 ft., DC 14)

STATISTICS

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

Skills Intimidate +8, Life Science +13, Physical Science +13, Stealth +8, Survival +13

Languages Erahthi, Hymnas, Infernal, Zahaj-el

Other Abilities death throes (DC 14)

ECOLOGY

Environment any (The Shadow)

Organization solitary, pair, or inferno (3-8)

SPECIAL ABILITIES

Death Throes (Ex) A khloris explodes in a white-hot chemical blast when it reaches 0 Hit Points, regardless of its remaining Resolve Points. Its body is obliterated, and all creatures within 10 feet of the khloris take 2d6 fire damage and catch on fire; a success on a DC 14 Reflex saving throw halves the damage and prevents catching on fire. Unattended flammable materials are set alight.

Defoliate (Su) As a khloris makes a claw attack, it can spend 1 Resolve Point to wither plant life. On a successful attack, the khloris deals an additional 5d6 damage to a plant creature

(DC 14 Fortitude halves); it automatically kills a nonliving plant. If the attack misses, the Resolve Point is wasted.

Fast Healing (Ex) A khloris' fast healing is suppressed for 1 round when it is dealt damage from a silver or good-aligned weapon or spell.

Incendiary Oil (Ex) By spending 1 RP as a standard action, a khloris can spray combustible fluid in a 15-foot cone. This spray coats each square in the area of effect in slippery oil, increasing the DC of Acrobatics checks in coated squares by 5. Creatures in the cone are coated in oil unless they succeed at a DC 14 Reflex saving throw. A creature coated in oil is sickened and gains vulnerability to fire for 1 minute, and the DC to put out creatures and objects on fire that are coated with the oil increases by 5. An oil-coated creature or square can be washed clean with a gallon of liquid as a full-round action.

Unnerving Gaze (Ex) A creature failing a Will save against a khloris' unnerving gaze feels phantasmal vines twining around their limbs and digging into their flesh. Affected creatures are entangled for one round.

As the favored creations of Kir-Sharaat's Prime Conductor, khloris kytons work fanatically in secret to infect, blight, and burn the forests there. While their unstable chemical cores prevent them from regenerating as other kytons do, their detonation also ensures that every death spreads fire and destruction (in addition to destroying evidence of kyton activity). A khloris is 6 feet tall and weighs 135 pounds.



KYTON, SACRISTAN

Chains and piercings torture this being's bloodless flesh. The greatest violations invade its face and mouth.

SACRISTAN KYTON

CR 10

XP 9,600

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +3; **Senses** darkvision 60 ft., see in darkness;

Perception +19

DEFENSE HP 116

EAC 22; **KAC** 24

Fort +14; **Ref** +10; **Will** +10

Defensive Abilities fast healing 5 (silver or good-aligned weapons and spells); **DR** 10/good or silver; **Immune** cold, pain; **SR** 21

OFFENSE

Speed 30 ft.

Melee microerrated longsword +23 (2d10+17; analog; critical bleed 2d6)

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

Offensive Abilities shadow scream, unnerving gaze (30 ft., DC 17)

STATISTICS

Str +7, **Dex** +3, **Con** +1, **Int** +2, **Wis** +2, **Cha** +5

Skills Bluff +19, Intimidate +24, Stealth +19

Languages Common, Infernal

ECOLOGY

Environment any (The Shadow)

Organization solitary, pair, bodyguard (1d4 plus 1 kyton of lower CR), or entourage (2d6 plus 1 kyton of higher CR)

SPECIAL ABILITIES

Fast Healing (Ex) A sacristan's fast healing is suppressed for 1 round when it is dealt damage from a silver or good-aligned weapon or spell.

Shadow Scream (Su) Once per hour as a standard action, a sacristan can burst the bonds that seal its mouth and unleash a cacophony of darkness and soul-shaking howls from the Shadow's darkest depths. This functions as the create darkness universal creature rule, with the following differences. The darkness stays centered on the sacristan, and creatures with darkvision cannot see in this darkness; only creatures with the see in darkness ability (such

as kytons) can see inside. All non-kyton creatures within the area are deafened for as long as they remain in the area and must make a DC 17 Will saving throw or become confused for as long as they remain in this area and for 1d4 rounds after leaving. Any creature that falls unconscious while under the confusion effect must succeed at an additional DC 17 Will saving throw or suffer from the curse of shadow shakes (this is an insanity effect). A sacristan's shadow scream lasts for 3 rounds and ends early if the sacristan wills it or if it is affected by the spell *planar barrier*.

Unnerving Gaze (Ex) A creature failing a Will save against a sacristan's unnerving gaze becomes staggered for 1 round.

SHADOW SNAKES

Type curse; **Save** Will DC 17

Effect Whenever the victim is in dim light, it becomes shaken. If the light becomes any darker, the victim becomes panicked and attempts to move away from the darkness as quickly as possible. If the victim has darkvision, it does not function for as long as this curse lasts.

Cure The victim must spend 24 hours in an area of darkness. This curse can also be cured in the same manner as an insanity effect.

Born from scraps of imperfect flesh, bent chain, and scarred minds, sacristans are bound together by kyton sculptor-surgeons. They lack the burden of free will, and their minds are etched with the ability to serve, making them utterly obedient to other kytons. While much more than automatons, sacristans are a potent slave caste, one manufactured to take ecstatic pleasure from serving their brethren. Their other blessing is a miniature, permanent portal to the Shadow Plane sealed within their mouths. Kept restrained, this portal endlessly howls the music of the kytons' realms of shadowed torture and veiled delights. When threatened, sacristans burst open their mouths and allow the song of their collective race to seduce their foes in a way these brutes never could.

Sacristans vary in their appearance, but always look like tortured and maimed humanoids, often with redundant or absent features. They typically stand between 6 and 8 feet tall and weigh from 80 to 160 pounds.



KYTON, TERMAGANT

An extravagant torture device barely covers the distended and raw form hanging from it, moving with surprising speed and confidence for all its bulk, as though it knows what the future holds.

TERMAGANT GOD-SEER KYTON CR 19

XP 204,800

LE Large outsider (evil, extraplanar, kyton, lawful)

Init +25/+5, dual initiative; **Senses** darkvision 60 ft.; **Perception** +37

DEFENSE HP 415

EAC 32; **KAC** 34

Fort +20; **Ref** +20; **Will** +18

Defensive Abilities rupture; **DR** 10/good and silver; **Immune** cold, disease, pain, poison; **SR** 30

OFFENSE

Speed 20 ft., fly 40 ft. (Su, perfect)

Melee claw +32 (6d12+27 S; critical bleed 3d12) or tentacle +32 (2d12+27 B plus grab and flux infusion)

Multiattack claw +26 (6d12+27 B; critical bleed 3d12), 3 tentacles +26 (2d12+27 B plus grab and flux infusion)

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

Offensive Abilities flux infusion (DC 24), unnerving gaze (30 ft., DC 24)

STATISTICS

Str +8; **Dex** +5; **Con** +11; **Int** +3; **Wis** +8; **Cha** +5

Skills Acrobatics +32, Medicine +32, Mysticism +32

Languages Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary

SPECIAL ABILITIES

Dual Initiative The termagant god-seer gets a turn both on its initiative count and on its initiative count -20.

Flux Infusion (Su) Any time a creature is grappled by the termagant god-seer, they are exposed to the termagant's poison.

Rupture (Su) When killed, the termagant god-seer explodes in a blast of its flux infusion poison. All living creatures within 15 feet must succeed at a DC 24 Fortitude saving throw or be afflicted.

Unnerving Gaze (Su) A creature failing a Will save against a termagant's unnerving gaze becomes nauseated for 1d4 rounds as its mind attempts to comprehend the horrors it's witnessed.

FLUX INFUSION

Type poison (contact); **Save** Fortitude DC 24

Track Constitution; **Frequency** 1/round for 10 rounds

Effect If a creature dies while suffering from the poison, their body unravels in an explosion of gore and poison, exposing every living creature within 15 feet to flux infusion and leaving behind a fully grown [feral kyton](#) (pg. 258).

Cure 2 consecutive saves

Termagant god-seers are kytons who've extended beyond the surgical self-perfection advocated by their kin, extending their visions of perfection to new generations of kytons. The termagants' alchemical breakthroughs allow them to birth new kytons and, in the case of the god-seers, even see the vague outlines of the future.

Most god-seers see raw numeric superiority as their sacred goal, birthing endless legions of feral kytons. Even among these hordes, however, more powerful children soon arise in the form of interlocutors and even lesser termagants. Theoretically, with the correct mixes of alchemical treatments and grisly foods, a god-seer can produce almost any form of kyton.



KYTON, TERPSIKHORE

A slender form riddled with nails and taut wires creeps through the shadows. Its toothless mouth gapes in a silent scream and its needle-thin nails pluck at the wires like some nightmarish lyre.

TERPSIKHORE KYTON

CR 1

XP 400

LE Medium outsider (evil extraplanar, kyton, lawful)

Init +2; **Senses** darkvision 60 ft, see in darkness; Perception +5

DEFENSE HP 19

EAC 11; **KAC** 12

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

Defensive Abilities unified front; **Immunities** cold, pain

OFFENSE

Speed 30 ft.

Melee claw +7 (1d4+2 S)

Offensive Abilities harmony of agony

STATISTICS

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

Skills Acrobatics +5, Profession (musician) +10, Sense Motive +10, Stealth +5

Languages Infernal (can't speak)

Other Abilities choir of many, incomplete kyton

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary, pair, or chorus (3-20)

SPECIAL ABILITIES

Choir of Many (Su) As long as there are at least two terpsikhore within 100 ft. Of each other, if one creature in the chorus is aware of a particular danger, they all are. No terpsikhore in a group is considered flat-footed unless they all are. Only roll initiative once when encountering terpsikhore kytons. Terpsikhore always act on the same initiative.

Harmony of Agony (Su) Two or more adjacent terpsikhore can create a discordant song that gains power based on the number of terpsikhore joining in, up to a maximum of ten terpsikhore contributing to a single effect simultaneously. Performing a harmony of agony is a full-round action for each participating terpsikhore. The caster level of these effects and saving throw DCs are listed for each individual effect and is based upon the number of participating terpsikhore (see the accompanying table below). Despite the sound-based nature of these effects, terpsikhore can use this ability in areas affected by silence or that are otherwise soundless (such as the vacuum of space). All participating terpsikhore must be at least within 10 ft. of another terpsikhore in the group. Not all terpsikhore are required to participate, for example a group of ten can use an effect that requires lesser creatures and permit the others to take different actions.

Incomplete Kyton (Ex) Terpsikhore are made from fragmented souls and lack a complete essence. Despite possessing the kyton subtype, they lack the regeneration and unnerving gaze abilities.

Unified Front (Su) Terpsikhore move and fight as one. Whenever a terpsikhore is adjacent to another of its kind, they share their total hit points in a combined pool by swiftly sharing molten flesh and organs. If the terpsikhore move apart they divide their remaining hit points equally (rounding down). Similarly, adjacent terpsikhore raise the saving throws of the entire collective, but only to the extent listed on the accompanying table (these altered saving throws don't increase with additional terpsikhores). A group of terpsikhore use their total combined CR to determine if they are affected by effects that vary based on a target's CR.



HARMONY OF AGONY EFFECTS

# of Terpsikhore	Effect
2	A wailing cry of agony blasts one creature with the squeal of tortured metal. This acts as inflict pain (2nd-level, DC 12), using any one contributing kyton as the point of origin for the effect. Two adjacent terpsikhores do not synergize their spell-like ability DC or saving throws.
3	The terpsikhore release a wailing shriek in an eerie harmony. Select one of the contributing kytons as a point of origin. Every terpsikhore kyton within 100 ft. of the origin creature, whether participating or not, gains a +1 bonus to weapon attack and damage rolls. This effect lasts for 1 minute. Three adjacent terpsikhores have the following saving throws; Fort +4, Ref +2, Will +6.
4	The terpsikhore invoke the implacable function of the Machine with a chittering cry, drawing upon its perfect designs to rebuild the bodies of their kyton kin. Select one of the contributing kytons as a point of origin. All kytons within 30 ft. of that kyton (participating or otherwise) are healed as per <i>mystic cure</i> (3rd level) for 5d8 points. Four adjacent terpsikhores have the following saving throws; Fort +5, Ref +3, Will +7.
5	The terpsikhore let out a sudden and startling scream. Select one of the contributing kytons as a point of origin. All enemies CR 5 or lower within 30 ft. of that creature must succeed at a DC 14 Will save or become dazed for 1 round by sudden, stabbing pain. Five adjacent terpsikhores have the following saving throws; Fort +5, Ref +3, Will +7.
10	The terpsikhores' chant tears at weak psyches, peeling away resolve and spirit. Select one of the contributing kytons as a point of origin. All non-kyton creatures within 20 ft. of that kyton must succeed at a DC 15 Will save or be affected by <i>fear</i> (4th-level). Ten adjacent terpsikhores have the following saving throws; Fort +6, Ref +4, Will +8.

LASIODON

The beast has a whale-like body complete with powerful tail and thick fins. Each of its six heads bears a nightmarish maw and a curved, fleshy growth that glows in the dark water with white light.

LASIODON

CR 15

XP 51,200

N Huge magical beast (aquatic)

Init +2; **Senses** blindsense (scent) 60 ft., darkvision 120 ft., low-light vision, see in darkness; **Perception** +26

Aura shadow luminescence (120 ft.)

DEFENSE HP 275

EAC 29; **KAC** 31

Fort +19; **Ref** +19; **Will** +13

Immune cold

OFFENSE

Speed swim 50 ft.

Melee bite +29 (3d12+24 P plus swallow whole)

Multiattack 3 bites +23 (3d12+24 P plus swallow whole)

Space 20 ft.; **Reach** 25 ft.

Offensive Abilities breath weapon (30 ft. cone, 12d6 C plus frozen, DC 21, usable every 1d4 rounds), legendary surge (7 points, +1d6), swallow whole (3d12+24 A, EAC 29, KAC 27, 68 HP)

STATISTICS

Str +9; **Dex** +2; **Con** +5; **Int** -3; **Wis** +7; **Cha** +0

Skills Athletics +31, Stealth +26

ECOLOGY

Environment cold oceans

Organization solitary or pair

SPECIAL ABILITIES

Breath Weapon (Su) A character failing their save against the lasiodon's breath weapon is covered in a thin layer of ice, suffering the pinned condition until they can escape with a DC 35 Acrobatics check or the ice is dealt 30 points of damage. Any attack against the ice automatically hits, but half of any non-fire damage dealt to it is instead dealt to the character it is pinning. Characters pinned by ice underwater float 60 feet up at the end of their turn.

Shadow Luminescence (Su) The area within 120 feet of a lasiodon is dim light, overriding all

other light sources. Lasers deal no damage in this area. All light and darkness spells brought into the area are countered and dispelled (other than the shadow luminescence of other lasiodons).

As a swift action, the lasiodon can release a pulse of absolute light or darkness at the cost of a legendary power point (see below). The light blinds all non-lasiodons in the area (Fort DC 21 negates) for one minute. The darkness lingers for one round, creating an area of magical darkness than only the see in darkness special ability can penetrate.

Legendary Surge A lasiodon has a pool of 7 legendary power points. When it rolls a d20, it can spend a legendary power point as a reaction after the results are revealed to add 1d6 to the result of the roll. This can change the outcome of the roll.

Lasiodons are something out of ancient nightmares. They hunt the deepest oceans, luring inquisitive prey with the white glow of their protruding anglers and devouring it whole. With teeth able to slice solid stone, a lasiodon can freeze its quarry, sometimes attacking a school of large fish by freezing some and devouring others. In the darkest coldest depths, blocks of ice created by the creature's breath weapon remain still for several seconds before ascending slowly.

Lasiodons are cunning but not intelligent or social. The ferocious predators require a large hunting area, so they are almost always alone when encountered. They mate every few years at particularly bountiful hunting grounds in a frenzy that turns the waters red.

The lasiodon's lights are highly sought after, particularly by solarions. An intact light, removed without being damaged with a DC 35 Survival check, can be used to craft a graviton crystal or photon crystal for half its usual price.

Lasiodons never stop growing and seem immune to the effects of aging. Adult females average 60 feet long and weigh over 50 tons.



The beast has a whale-like body complete with powerful tail and thick fins. Each of its six heads bears a nightmarish maw and a curved, fleshy growth that glows in the dark water with white light.

LASIODON, LAND EATER CR 19

XP 204,800

N Colossal magical beast (aquatic)

Init +2; **Senses** blindsense (scent) 60 ft., darkvision 120 ft., low-light vision, see in darkness; **Perception** +34

Aura shadow luminescence (120 ft.)

DEFENSE HP 415

EAC 33; **KAC** 35

Fort +22; **Ref** +22; **Will** +16

Immune cold

OFFENSE

Speed swim 60 ft.

Melee bite +34 (6d10+30 P plus swallow whole)

Multiattack 3 bites +28 (6d10+30 P plus swallow whole)

Space 30 ft.; **Reach** 35 ft.

Offensive Abilities breath weapon (60 ft. cone, 16d6 C plus frozen, DC 24, usable every 1d4)

rounds), legendary surge (8 points, +1d8), swallow whole (6d10+30 A, EAC 33, KAC 31, 103 HP)

STATISTICS

Str +11; **Dex** +3; **Con** +6; **Int** -3; **Wis** +9; **Cha** +1
Skills Athletics +39, Stealth +34
Languages Aquan (can't speak)

ECOLOGY

Environment cold oceans

Organization solitary

SPECIAL ABILITIES

Aggressive Reach (Ex) The land-eater can take two additional reactions each turn and has a +4 racial bonus to hit on the attack rolls for attacks of opportunity.

Breath Weapon (Su) A character failing their save against the land-eater's breath weapon is covered in a thick layer of ice, suffering the pinned condition until they can escape with a DC 40 Acrobatics check or the ice is dealt 40 points of damage. Any attack against the ice automatically hits, but half of any non-fire damage dealt to it is instead dealt to the character it is pinning. Characters pinned by ice underwater float 60 feet up at the end of their turn.

Shadow Luminescence (Su) The area within 120 feet of the land-eater is dim light, overriding all other light sources. Lasers deal no damage in this area. All light and darkness spells brought into the area are countered and dispelled (other than the shadow luminescence of other lasiodons).

As a swift action, the land-eater can release a pulse of absolute light or darkness at the cost of a legendary power point (see below). The light blinds all non-lasiodons in the area (Fort DC 24 negates) for one minute. The darkness lingers for one round, creating an area of magical darkness than only the see in darkness special ability can penetrate.

Legendary Surge The land-eater has a pool of 7 legendary power points. When it rolls a d20, it can spend a legendary power point as a reaction after the results are revealed to add 1d8 to the result of the roll. This can change the outcome of the roll.

Among the oldest and largest of the lasiodons, the land-eater is thought to be a unique creature, but the oceans of the multiverse are vast. These lasiodons are rarely seen outside of the depths, where they are worshipped as gods by the aquatic races unlucky enough to share their domain.

LIVING IDOL

This bony creature merges the qualities of a nightmarish insect with a withered corpse and carries itself with an air of decayed nobility.

LIVING IDOL BONE DEVIL CR 11

XP 12,800

LE Large outsider (devil, evil, lawful, native)

Init +6; **Senses** darkvision 60 ft., see in darkness;

Perception +20

DEFENSE HP 180 RP 5

EAC 24; **KAC** 26

Fort +13; **Ref** +15; **Will** +10

Defensive Abilities entrapped rejuvenation; **DR** 10/good; **Immune** fire, poison; **Resistance** acid 10, cold 10; **SR** 22

OFFENSE

Speed 40 ft., fly 60 ft. (Su, good)

Melee stinger +23 (4d6+17 P plus poison; critical injection DC +2)

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

Spell-Like Abilities (CL 11th)

At will—*holographic image* (2nd level, DC 15), *invisibility*

STATISTICS

Str +6; **Dex** +6; **Con** +5; **Int** +3; **Wis** +3; **Cha** +5

Skills Acrobatics +25, Arcana +20, Bluff +15, Diplomacy +15, Intimidate +15, Sense Motive +20

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

Other Abilities living idol powers (greater, 700 followers; blessing of agility, destructive channel, enthrall, locate worshippers, sacrifice worshipper, supernatural presence)

ECOLOGY

Environment any

Organization solitary

When outsiders die, their essence passes back to the plane of their creation, thought to be shepherded by the gods of that plane. But the universe is a vast place, including some corners where not even the gods can see. Outsiders who die there are instead trapped, resurrected against their will and their nature in a foreign land, fanned back to life from the tiny divine spark they carry.

Imprisoned outsiders are no longer treated as extraplanar entities, forever bound to the Material and diminished in power and influence. Disconnected from their native plane, these outsiders drift over the course of their immortal years, shifting in outlook and ideology in ways they were never capable of before; imprisoned devils might discover their binding maddening and divert from their lawful ideals, angels may be driven to corruption by millennia of suffering and hopelessness, psychopomps can be divorced from the wheel of life and death to become sakhil mockeries of the very concept of death itself. Imprisoned outsiders are unpredictable, usually dangerous, and never what they appear to be on the surface.

Worse yet, imprisoned outsiders contain an untempered spark of divinity within themselves that responds to the adoration and veneration of worship. In a paradoxical existence, these imprisoned outsiders become a form of idol, capable of granting unusual supernatural abilities to their followers in exchange for a demanding toll they exert on these creatures. Cults of living idols arise in the remote corners of the world where desperate masses cling to these extreme demagogues. Some imprisoned outsiders use the worship of their cults to spread hope and good will, while most fall into decadence or entropy, becoming blights on the societies they infest.

OSYLUTH STING

Type poison (injury); **Save** Reflex DC 18

Track Strength; **Frequency** 1/round for 6 rounds

Cure 2 consecutive save

LIVING IDOL TEMPLATE GRAFT

The living idol must be an extraplanar outsider that has been trapped on the Material Plane.

Type: Remove the extraplanar subtype and add the native subtype.

Traits: The living idol gains spell resistance equal to 5 + its CR (if it doesn't already have higher). The living idol gains the following traits:

Entrapped Rejuvenation (Su) After a living idol is killed, it leaves a powerful impression on the ethereal plane for one week. After this time the living idol begins to rebuild its body, a process which takes 1d10 days. During the revival process the imprisoned outsider's body begins to rebuild itself from coagulated essences of the ethereal plane and is considered helpless. If the creature is slain again before its body fully reforms, the process begins again. After the rebuild time has elapsed, the imprisoned outsider is reborn on the Material, fully healed. The only way to permanently slay an imprisoned outsider is with a carefully worded *miracle* or *wish* or by transporting it back to the Outer Planes by means of a powerful spell like *plane shift* and killing it there.

Living Idol Powers (Su) As living idols gain worshippers, they also obtain unique supernatural abilities that grant them special power over their worshippers or additional strength for themselves.

Spell-Like Abilities: The living idol loses access to any spell-like abilities with the summoning or teleportation descriptors.

Living Idol Powers

A living idol gains one of the below powers when it gains its first worshipper. At each following threshold the living idol gains one additional power. Once chosen these abilities may not be changed, and if the living idol's number of worshippers fluctuates, so too does its number of powers. A living idol may choose which powers it loses if it loses worshippers, though some require a minimum living idol rank.

Some of these abilities require Resolve Points. The living idol gains Resolve Points based on the resolve column. If it already has Resolve Points from another source, use the higher total. Regardless of their source, Living Idols only regain Resolve Points due to sacrifices (see below).

Each rank has a minimum CR listed. If the base creature's CR has not reached that point, adjust its statistics to be in line with the new CR with the rules in the *Starfinder Alien Archive*. Creatures advanced in this way, at your discretion, may also lose the benefits of their new CR as their rank decreases.

The living idol's saving throw DCs are determined by their array and CR from the *Starfinder Alien Archive*. For quick application, use 10 + twice the

living idol's rank.

Bestow Resolve (Su) A living idol may transfer a Resolve Point to a worshipper it is touching as a standard action. A single worshipper may gain one Resolve Point this way each day.

Blessed Connection (Su) When a worshipper prays to the living idol for ten minutes, which may be done as part of a rest to regain stamina, the living idol hears them as long as the worshipper is on the same plane. If the worshipper can cast spells as a mystic, the living idol can spend a Resolve Point to restore one of that worshipper's exhausted spell slots. A living idol must be of at least greater rank to gain this ability.

Blessing of Agility (Su) A living idol may grant a blessing of protection to a worshipper with a touch as a standard action by spending a Resolve Point. This blessing grants a +2 divine bonus to AC and Reflex saves. The blessing lasts 24 hours per living idol rank, but a living idol can revoke this blessing at any distance.

Blessing of Arms (Su) A living idol may bless a worshipper's weapons with a touch as a standard action by spending a Resolve Point. Any weapons that worshipper uses are treated as magical and the living idol's alignment subtypes for the purposes of

bypassing DR. The weapons also ignore the energy resistance of any outsiders of opposing alignment subtypes. The blessing lasts 24 hours per living idol rank, but a living idol can revoke this blessing at any distance.

Blessing of Power (Su) A living idol may grant a blessing of power to a worshipper with a touch as a standard action by spending a Resolve Point. This blessing grants a +2 divine bonus to the worshipper's attack rolls and weapon damage rolls. The blessing lasts 24 hours per living idol rank, but a living idol can revoke this blessing at any distance.

Conceal (Su) The living idol is warded from divination spells, as if under the effects of *nondetection* with a caster level equal to the living idol's CR. Each day the living idol has this protection active costs a Resolve Point.

Destructive Channel (Su) The living idol can channel a pulse of destructive divine energy to damage all non-worshippers within 30 feet as a full action. This costs a Resolve Point and deals 2d8 damage per living idol rank. Those harmed may attempt a Will save for half damage.

Enthrall (Su) The living idol can trigger subtle reverence in the minds of those around it. All creatures within 60 feet must make a Will save or become fascinated by its majesty for up to one hour. Threats and allies can shake victims out of the effect as normal for the fascinated condition. This is a mind-affecting charm effect.

Feast or Famine (Su) The living idol can reward its followers by exerting its influence over the

weather. The living idol can spend three Resolve Points as a full action to change the local weather for the next month, affecting an area one mile in radius per living idol rank. The living idol can choose any weather that could naturally occur in that location and it persists for one month or until it cancels the effect as a move action.

Healing Channel (Su) The living idol can heal itself as a move action, a worshipper it can touch as a standard action, or itself and all worshippers within 30 feet as a full action. Any use of this ability costs a Resolve Point and heals 2d8 hit points per living idol rank.

Locate Worshippers (Su) The living idol is constantly aware of the precise location of every worshipper on the same plane. A living idol must be at least intermediate rank to gain this ability.

Possess Worshipper (Su) A living idol with this ability can possess a worshipper. The living idol uses its own mental ability modifiers, languages, Resolve Points, skills, and Will, but otherwise uses the worshippers statistics.

A living idol may only possess worshippers within line of sight unless it also possesses the share senses ability. Then it may possess any worshipper it is actively sharing the senses of. A worshipper outside of this range may not be the target of possess worshipper, but moving outside of this range does not eject the living idol. A living idol may end this ability as any time.

Reanimate Sacrifice (Su): When an intelligent creature is sacrificed by a living idol's worshippers, the living idol may spend a Resolve Point to

LIVING IDOL WORSHIPPERS

RANK	Worshippers	Powers	Resolve	Minimum CR
1 (Least)	1-10	1	3	1
2 (Lesser)	11-50	2	3	3
3 (Minor)	51-100	3	4	5
4 (Intermediate)	101-200	4	4	7
5 (Major)	201-500	5	4	9
6 (Greater)	501-1,000	6	6	11
7 (Eminent)	1,001-2,000	7	7	13
8 (Paramount)	2,001-3,000	8	8	15
9 (Transcendent)	3,001+	9	9	17

reanimate the creature's corpse as an undead minion (see *Starfinder Alien Archive*). A living idol can control creatures this way with a total CR equal to its own.

Sacrifice Worshipper (Su): A living idol can instantly kill any worshipper that is on the same plane as the living idol as a swift action. The targeted creature must succeed a Fortitude save or die. On a successful save the target instead takes 3d6 points of damage and is staggered for 1 round. A living idol that successfully slays a worshipper within 30 ft. with this ability gains a Resolve Point. A living idol can only use this ability once per day per follower. A living idol must be of at least Intermediate rank to select this power.

Share Senses (Su) As a move action a living idol with this ability may share all of the senses of one worshipper that it knows by name. A living idol may end this ability at any time. A living idol must be at least intermediate rank to select this power.

Supernatural Presence (Su) The living idol's presence is supernaturally unsettling or captivating. The living idol may spend a Resolve Point as a move action, forcing all non-worshippers within 60 ft. make a Will save or be shaken for 5d6 rounds. Creatures with CR or level lower than the living idol's rank are frightened for the duration instead.

Living Idol Entropy

Power gained by living idols is not permanent, and worse yet, forging a connection with worshippers creates an dangerous vulnerability in the living idol's divine spark, causing the entity to hemorrhage power over time. Once a living idol accepts its first worshipper it enters into an unending parasitic relationship with the adoration and faith of its worshippers. Worshipers must maintain the semi- divine power a living idol has achieved through offerings. Without sacrifice and veneration, living idols eventually become inert vessels for a trapped, frustrated entity, relying on whispered promises to entice the weak-willed to rebuild their congregations.

A living idol that doesn't receive monthly sacrifices whose sacrifice values total at least 500 credits per living idol rank loses a Resolve Point at the end of that month. If it does not have Resolve Points to lose, it instead enters a torpor state where it is treated as unconscious except that it can use telepathy (if it possesses the ability). If it spends

a full month in torpor, it becomes indistinguishable from a statue and can only use telepathy with creatures touching its rock-like surface. In either state, the living idol is conscious and can gain Resolve Points from sacrifices normally. The living idol can rouse itself from either state by spending a Resolve Point.

Sacrifices

Sacrifices come in a number of forms—sacred feasts, magic items, the weapons of slain enemies, and the blood of slaughtered creatures are just a few possibilities.

For a living idol to benefit from such offerings, it must be offered up in the living idol's presence—typically within a 20-ft. radius of the living idol—and can't be removed or disturbed for 24 hours. Sacrificed items or bodies disappear after this time (although artifacts cannot be destroyed this way).

Sacrificed items are worth their sale value in credits, while sacrificed creatures are worth 250 credits per CR or level. For every 500 credits of sacrifices a living idol receives, it gains one Resolve Point. A living idol cannot gain more Resolve Points in one day than its maximum Resolve Points.

Ecology

No matter the good intentions they may possess, living idols are little more than spiritual parasites clinging to the immortal souls of living creatures to justify their presence on the Material Plane. Living idols themselves do not fully understand the means by which they are able to enact such change on both themselves and their followers, or how they can become so entangled with mortal souls to begin with. Each living idol has its own notions, and each one is colored by the living idol's personal outlook and is equally as mercurial.

Living idols often indulge themselves in mortal pleasures and behaviors once ignored in their planar residences. Creatures once obsessed with death become fascinated by life, and the more forbidden the fruit the more tempting it becomes to the idol, leading them down anathema orgies to discovery and excess.

Habitat & Society

The fiefdoms of living idols vary between clandestine monasteries located far from civilization, to

seditious cults lingering in the shadows of great arcologies, to decadent churches of worship drifting in great asteroid colonies and everything in between. These is little rhyme or reason to a living idol's choice of surroundings, short of convenience and accessibility to followers. Each habitat is as unique as the living idol that inhabits it, and equally likely to be torn down and changed when the living idol experiences a fitful shift of morality on their journey of personal discovery. Each cult that venerates a living idol is equally unique and as likely to be subtle and insidious as they are bombastic and performative.



LIVING NEBULA

This purple, red, and yellow cloud of stardust glows with ionized gases and the fluorescences of white-hot newborn star fragments embedded within it.

LIVING NEBULA

CR 15

XP 76,800

CN Colossal ooze

Init +5; **Senses** blindsight (life) 120 ft., darkvision 120 ft.; Perception +31

DEFENSE HP 237

EAC 28; **KAC** 29

Fort +15, **Ref** +11, **Will** +16

Defensive Abilities alien mind, gaseous; **DR** 10/magic; **Immunities** cold, fire, ooze immunities, trick attacks; **SR** 26

Weaknesses sightless

OFFENSE

Speed fly 100 ft. (Su; perfect)

Space 30 ft.; **Reach** 30 ft.

Ranged star matter ejection +24 (4d6+15 F)

Offensive Abilities enveloping cloud

Spell-Like Abilities (CL 15th)

1/day—*holographic image* (5th level; DC 25), *telekinesis* (DC 25)

3/day—*greater invisibility*, *holographic image* (4th level; DC 24), *holographic terrain* (DC 24)

At will—*displacement*, *holographic image* (3rd level; DC 23), *psychokinetic hand*

STATISTICS

Str —; **Dex** +5; **Con** +7; **Int** —; **Wis** +9; **Cha** —

Skills Acrobatics +26, Physical Science +31

Languages telepathy 300 ft.

Other Abilities cautious, no breath, mindless, starflight

ECOLOGY

Environment vacuum

Organization solitary, pair, or pod (3–6)

SPECIAL ABILITIES

Alien Mind (Ex) A living nebula's mind is vastly different from the corporeal bodies of most sentient races. The first time a creature other than an outsider or aberration makes mental contact with a living nebula, it must succeed at a DC 23 Will save or be stunned for 1d4 rounds. On a successful save, the creature is

merely staggered for 1 round. This effect can occur whether the living nebula initiates mental contact (via telepathy) or another creature attempts to do so (such as via *detect thoughts* or *mind probe*). Once a creature is exposed to a specific living nebula, it is immune to this effect from all living nebulas for 24 hours. This is a mind-affecting effect.

Cautious (Ex) A living nebula always uses the fighting defensively or total defense option during combat, unless it is casting a spell or engulfing opponents.

Enveloping Cloud (Ex) A living nebula can engulf foes. Engulfed creatures take 12d6 fire damage and are blinded for 1d6 rounds. A creature that succeeds at a DC 23 Reflex save takes half damage and negates the blinded condition. A creature engulfed by a living nebula does not gain the pinned condition and may move normally, but if it ends its turn sharing space with the living nebula, it is blinded for 1d6 rounds in addition to taking 12d6 fire damage (no save).

Gaseous (Ex) A living nebula has a body composed of stardust. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It has no Strength score and cannot manipulate objects as a result.

Living nebulas are fragments of awakened cosmic consciousness that have coalesced over long centuries and have drawn accretions of dust and gas into themselves to surround their living spark, infusing the dust with their awareness like plankton floating on the eddies of the interstellar ocean. They frequently inhabit nebulas but also rove the spaceways, with an uncanny ability to sense the presence of starships and trail along behind them absorbing waste energies from their engines.

These composite creatures are playful, with an almost childlike immaturity of children and a curiosity about travellers in the void combined with an alien lack of awareness about the repercussions of their actions. Most instances of their "attacks" against space travellers are more a result of them getting too close to the objects of their interest and unintentionally damaging creatures or their vessels, or playful illusory pranks created in a misguided effort to communicate with travellers or get them to chase, play tag, or other juvenile forms of recreation. A pod of living nebulas might

STARSHIP HAZARD

Tier 6 Biological **Size** Tiny

Flying through the aura of a living nebula, or worse, flying through the living nebula itself, disrupts sensors, erodes shields, and can even damage the hull itself on smaller ships. A science officer can use the starship's sensors to detect the living nebula within their sensor range distance with a successful DC 30 Computers check to scan. If the ship moves through the hex in which the living nebula is located, the ship's pilot can attempt to evade at the last moment with a DC 30 Piloting check to perform a stunt maneuver. On a failure, the starship passes through the nebula and takes 2d6 damage to one or more arcs, depending on its size, and suffers the blindness condition. Tiny ships take damage to all quadrants, Small and Medium ships take damage to two quadrants, and Large or larger ships take damage to one quadrant. If the stunt maneuver is successful, the starship takes only 1d6 damage to one quadrant and is not blinded.

pretend to be an asteroid field, using *holographic terrain* and *holographic image* to enhance the effect. A lone living nebula may take up residence within the abandoned hulk of a derelict starship containing salvageable trade goods, using the

interior ventilation ducts of the vessel to facilitate its movement. Explorers may not realize a living nebula is behind the strange happenings occurring around them until the creature reveals itself.



LORAN

A blue-skinned humanoid with red hair and pupil-less eyes assumes a defensive stance.

LORAN

CR 5

XP 1,600

LN Medium outsider (aquatic)

Init +2; **Senses** darkvision 60 ft.; Perception +11

DEFENSE HP 70

EAC 17; **KAC** 19

Fort +7; **Ref** +9; **Will** +4

Defensive Abilities evasion, Immune disease; Resistances cold 5

OFFENSE

Speed 30 ft., swim 40 ft.

Melee unarmed strike +15 (1d6+10 B)

Ranged throwing knife +11 (1d8+5 S)

Offensive Abilities flurry of blows, ki control (5/day)

STATISTICS

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

Skills Acrobatics +11, Athletics +16, Stealth +11

Languages Aquan, Common

Other Abilities amphibious, slow fall

ECOLOGY

Environment any

Organization solitary, pair, or wave (3-10)

SPECIAL ABILITIES

Flurry of Blows (Ex) A loran can make a flurry of blows as a full-attack action. When doing so, they may make one additional attack, taking a -2 penalty on all of their attack rolls. Lorans deal their normal unarmed damage for all successful attacks made with flurry of blows

Ki Control (Su) Lorans have a pool of 3 resolve points they can use to accomplish amazing feats. As long as they have at least 1 resolve point, they can use it to power their ki control. Ki control allows their unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. By spending 1 resolve point, a loran can do one of the following:

- Make one additional attack at its highest attack bonus
- Increase its speed by 20 feet for 1 round
- Give itself a +4 dodge bonus to EAC or KAC

for 1 round. A loran can spend a point on this ability twice to give itself a bonus to EAC and KAC at the same time.

Each of these powers is activated as a swift action.

Natural Weapons (Ex) Due to their culture of martial discipline, Lorans are always considered armed and their unarmed strike does not count as archaic.

Slow Fall (Su) A loran in an environment with atmosphere can slow its fall. This is a supernatural ability that functions as per flight cast at 1st level.

Lorans claim both the ancient patrons of the Accord and the undine race as their progenitors. When the Patrons foresaw a need for disciplined, loyal aquatic allies, they enlisted undine volunteers to help shape a new race of agents to guard against the return of their nemeses. Their discipline as unyielding as the coral ruins they live in, their mission controlled their culture, including career, lifespan, mating, and reproduction. They meditated on the history and teachings of the Patrons, passing principle down from generation to generation. They also maintained constant readiness from outside threats, knowing one day an enemy would come to shatter their walls and lives in search of galactic domination.



MAGMA OOZE

This seething mass of bubbling molten rock churns and moves of its own hungry accord.

MAGMA OOZE

CR 7

XP 3,200

N Large ooze (fire)

Init +2; **Senses** blindsight (thermal) 60 ft., sightless; **Perception** +14

DEFENSE HP 108

EAC 19; **KAC** 21

Fort +11; **Ref** +7; **Will** +4

Defensive Abilities split (cold and slashing, 10 hp); **Immunities** fire, ooze immunities

Weaknesses vulnerability to cold, vulnerability to water

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +17 (2d6+12 B & F plus grab; critical 2d6 burn)

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

Offensive Abilities constrict (2d6+11 B & F)

STATISTICS

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

Skills Athletics +14, Intimidate +14

Other Abilities lava body, mindless

ECOLOGY

Environment any volcano or underground

Organization solitary

SPECIAL ABILITIES

Lava Body (Ex) A magma ooze is formed of molten rock. Whenever a creature strikes a magma ooze with a weapon, that weapon takes 2d6+7 fire damage, unless the attacker makes a DC 15 Fortitude save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt.

Vulnerability to Water (Ex) A significant amount of water, such as the contents of a large bucket, or a blow from a water elemental, that strikes a magma ooze forces the creature to make a DC 22 Fortitude save to avoid being staggered for 2d4 rounds. A magma ooze immersed in water must make a DC 22 Fortitude save each round (this DC increases by +1 each subsequent round) or become petrified (as if affected by *flesh to stone*), reverting once the water is gone.

Magma oozes are living pools of molten rock. They roam the borders of the Plane of Earth and Plane of Fire, and on the Material Plane they sometimes arise spontaneously from strange magic, usually in the vicinity of volcanoes. Magma oozes avoid water, and if forced into enough of it, they become encased in a cooled stony shell, unharmed but immobilized, waiting indefinitely until the water retreats. A typical magma ooze grows to 10 feet across and is about 6 inches thick.



MANTICORE

This creature has a vaguely humanoid head, the body of a lion, and the wings of a dragon. Its tail ends in long, sharp spikes.

MAGMA Ooze

CR 6

XP 2,400

LE Large magical beast

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

DEFENSE **HP 95**

EAC 18; **KAC** 20

Fort +10; **Ref** +10; **Will** +5

OFFENSE

Speed 30 ft., fly 50 ft. (Ex, clumsy)

Melee bite +16 (1d8+11 P) or claw +16 (1d8+11 S)

Ranged spikes +13 (2d6+6 p)

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

Offensive Abilities spike volley

STATISTICS

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

Skills Survival +18 (+22 when tracking)

Feats Mobility, Spring Attack

Languages Common

SPECIAL ABILITIES

Spike Volley (Ex) With a snap of its tail, a manticore can loose a volley of four spikes as a standard action. This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. Make a separate attack roll for each spike; due to the lessened accuracy, these spikes deal only 1d6+6 piercing damage on a hit. The creature can launch only 24 spikes in any 24-hour period.

Manticores are fierce predators that patrol a wide area in search of fresh meat. A typical manticore is about 10 feet long and weighs about 1,000 pounds. Some have more human-like heads, usually with beards. Males and females look much alike.

Manticores eat any meat, even carrion, though they prefer human flesh and rarely pass up an opportunity for such a delicacy. They are smart and social enough to bargain with or bully evil humanoids into alliances or offering tribute, and more powerful creatures may hire or bribe them to guard or patrol a place or area. They like lairs in high places, such as hilltops and caves in cliffs.



MANTIS SHRIMP, REEFHAMMER

This brightly colored crustacean looks like a large lobster with cruel pincers poised at its fore.

REEFHAMMER

CR 18

XP 153,600

N Huge vermin (aquatic)

Init +8; **Senses** darkvision 60 ft., incredible sight; **Perception** +36

DEFENSE HP 390

EAC 32; **KAC** 34

Fort +21; **Ref** +19; **Will** +16

DR 10/epic; **Immunities** vermin immunities; **Resistances** sonic 10

OFFENSE

Speed 30 ft., swim 40 ft.

Melee pincer +32 (6d6+29 B & S plus grab and sonic burst)

Multiattack 4 pincers +26 (4d8+29 B & S plus grab and sonic burst)

Offensive Abilities brilliant flash, shattering strike, sonic burst

STATISTICS

Str +11; **Dex** +8; **Con** +6; **Int** —; **Wis** +1; **Cha** +3

Skills Athletics +36, Stealth +31

Other Abilities mindless

ECOLOGY

Environment warm oceans

Organization solitary

SPECIAL ABILITIES

Brilliant Flash (Ex) Whenever the Reefhammer creates a sonic burst, it unleashes a blinding flash. Creatures

within 20 feet must succeed at a DC 23 Fortitude save or be blinded for 1 round. Mantis shrimp and sightless creatures are immune to this effect.

Incredible Sight (Ex) The Reefhammer's eyes pick up colors well beyond those visible to humans, and it can see perfectly in all light conditions, including supernatural darkness. As long as the Reefhammer does not have the blinded condition, it is treated as having blindsight 60 feet.

Sonic Burst (Ex) The Reefhammer attacks with such extreme speed that its pincers issue a concussive blast of light and force when they snap closed. Each time the Reefhammer makes a pincer attack, whether it hits or misses, each creature in a 20-foot-radius centered on the attack's target takes 3d6 sonic damage and must succeed at a DC 23 Reflex save or be stunned for 1 round. A creature that succeeds at this save is immune to the stun effect from additional sonic bursts from the Reefhammer until the mantis shrimp's next turn, but it still takes sonic damage from additional sonic bursts. The Reefhammer is immune to this effect.

Shattering Strike (Ex) The Reefhammer deals double damage against objects. When it makes a sunder attempt against an attended object, it affects the creature bearing the object with its sonic burst ability.

Though the colorful shells of giant mantis shrimp are beautiful to behold, the sight of one often means death. These apex predators prowl massive coral reefs, from tide pools and coastal shallows to the deep rifts and passes off the continental shelf, competing for territory with karkinoi and shark eater crabs. Reefhammers grow over 20 feet long and weigh over two tons.



Mi-Go

This unnaturally graceful creature has a bulbous fungoid lump for a head, spiny insectoid wings, and a tangle of spiky, clawed legs.

MI-GO

CR 6

XP 2,400

NE Medium plant

Init +0; **Senses** blindsight (vibration) 30 ft., low-light vision; **Perception** +13

DEFENSE HP 80

EAC 18; **KAC** 19

Fort +7; **Ref** +5; **Will** +9

DR 5/slashing; **Immunities** cold, plant immunities; **Resistances** electricity 10, fire 10

OFFENSE

Speed 30 ft., fly 30 ft. (su, good)

Melee claws +14 (1d6+8 P plus grab)

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

Offensive Abilities evisceration, trick attack

STATISTICS

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

Skills Bluff +17, Disguise +17, Life Science +18, Medicine +18, Mysticism +18, Stealth +13

Languages Aklo, Common, Mi-Go

Other Abilities deceptive, item creation, no breath, starflight

ECOLOGY

Environment any

Organization solitary, pair, scouting party (3–8), or invasion (9–16)

SPECIAL ABILITIES

Deceptive (Ex) A mi-go is a master of deception. It gains a +4 bonus on Bluff and Disguise checks. Bluff and Disguise are always class skills for a mi-go.

Evisceration (Ex) A mi-go's claws are capable of swiftly and painfully performing surgical operations upon helpless creatures or those it has grappled. When a mi-go has successfully grappled an opponent, it deals 1d4 trick attack damage to the victim. A creature that takes this damage must succeed at a DC 16 Fortitude save or take 1d4 points of ability damage from the invasive surgery (the type of ability damage

dealt is chosen by the mi-go at the time the evisceration occurs).

Item Creation (Ex) A mi-go possesses the ability to create strange items that blur the line between magic and technology, given time and resources. This ability allows a mi-go to craft magic or hybrid items; the resulting item is always mi-go technology. A mi-go can use the Life Science or Mysticism skills to craft mi-go technology. When a mi-go uses this ability to craft an item, it must use a larger amount of strange ingredients and expendable resources—this effectively doubles the cost to create the item.

Mi-go are both scientists and colonists—extraterrestrial travelers from the dark places between and behind the stars who view the universe as a canvas to be mastered and controlled. Their numbers on any particular planet can vary, but taken on a galactic scale, these numbers can only be mind-numbing in scope. A typical mi-go is roughly the size of a human but weighs only 90 pounds.



MINDSLAVE MIMIC

What appeared to be a cargo canister comes to life as it grows long, glistening tentacles and a number of sharp teeth.

MINDSLAVE MIMIC, LESSER CR 3

XP 800

N Medium aberration (shapechanger)

Init +1; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE HP 40

EAC 14; **KAC** 16

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

Defensive Abilities adhesive; **Immunities** acid

OFFENSE

Speed 10 ft.

Melee pseudopod +12 (1d6+7 B plus adhesive)

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

STATISTICS

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

Skills Athletics +13, Disguise +8

Languages Ultari

Other Abilities replicate object

SPECIAL ABILITIES

Adhesive (Ex) A mindslave mimic is coated in a thick slime that acts as a powerful adhesive. This allows it to automatically grapple a creature it damages with its pseudopod attack, and such targets can only free themselves through application of strong alcohol or a similar solvent. A weapon that strikes a mindslave mimic is stuck unless the wielder succeeds at a DC 12 Reflex save; a stuck weapon can be pried off with a successful DC 12 Strength check. A mindslave mimic can dissolve its own adhesive at will; otherwise, it breaks down 5 rounds after the creature dies.

Replicate Object (Ex) A mindslave mimic can assume the shape of any object of the same size category as itself, though it can't necessarily replicate fine details or textures. A mimic gains a +20 racial bonus to Disguise checks when imitating an object.

MINDSLAVE MIMIC, GREATER CR 5

XP 1,600

N Medium aberration (shapechanger)

Init +1; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE HP 70

EAC 17; **KAC** 19

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

Defensive Abilities adhesive; **Immunities** acid

OFFENSE

Speed 10 ft.

Melee pseudopod +14 (1d6+10 B plus adhesive)

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

STATISTICS

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

Skills Athletics +16, Disguise +11

Languages Ultari

Other Abilities replicate object

SPECIAL ABILITIES

Adhesive (Ex) As above, but the DC is increased to 13.

Replicate Object (Ex) As above.

Mimics are thought to be the result of an mad scientist's attempt to grant life to an inanimate object through the application of an eldritch reagents and technological genetic manipulation, the procedures for which is long lost. Over time, these strange but clever creatures have learned the ability to transform themselves into simulacra of manufactured objects, particularly in locations that have infrequent traffic by small numbers of creatures, thus increasing their odds of successfully attacking their victims.

Though mimics are not inherently evil, some sages believe that mimics attack humans and other intelligent creatures for sport rather than merely for sustenance. The desire to completely fool others is thought to be a part of their being, and their surprise attacks against others are a culmination of those desires.

A typical mimic has a volume of 150 cubic feet

(5 feet by 5 feet by 6 feet) and weighs about 900 pounds. Legends and tales speak of mimics of much greater sizes, with the ability to assume the form of houses, ships, or entire dungeon complexes that they festoon with treasure (both real and false) to lure unsuspecting food within.

After a mindslave mimic is slain and its protoplasm relaxes, a gray-green "patch" identifiable as a *mindslave harness* becomes visible.



MINDSLAVER MOLD

A thick sheet of filthy green fungus grows in twisting patterns across the shoulders and back of this feral-looking man.

MINDSLAVER MOLD

CR 3

XP 800

NE Small plant

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

DEFENSE HP 35

EAC 14; **KAC** 15

Fort +4; **Ref** +6; **Will** +2

Defensive Abilities avoidance; **Immunities** cold, plant immunities; **Resistance** acid 10; **SR** 14

OFFENSE

Speed 5 ft., climb 5 ft

Ranged spore pod +9 (spores)

Offensive Abilities infestation, spores

Spell-Like Abilities (CL 8th)

1/day—dominate person (DC 18)

STATISTICS

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

Skills Acrobatics +13, Athletics +8, Bluff +8, Sense Motive +8, Stealth +13

Languages Aklo, Common (can't speak); mold mindlink

ECOLOGY

Environment any

Organization solitary or infestation (2-10)

SPECIAL ABILITIES

Avoidance (Ex) When a mindslaver mold is infesting a living or undead creature and would be hit by an attack, it can make a Reflex save as a reaction. If the mold succeeds, the attack doesn't harm it and instead harms the infested creature—the mold effectively slithers out of the way of the incoming attack so that the blow strikes the creature it controls. The Reflex DC is equal to the attack roll the mindslaver mold attempts to avoid. The mindslaver mold must choose to attempt avoidance after the attack roll is resolved but before damage is rolled.

Infestation (Su) A mindslaver mold can climb onto and attach itself to a willing or helpless host as a standard action. As long as the mold infests its host, the mold shares the same



5-foot square with its host's space; this does not negatively impact the host or the mold. As long as a mindslaver mold infests a host, the host takes a -2 penalty on Will saves against the mindslaver mold's *dominate person* spell-like ability, and the duration of that spell-like ability on the host becomes permanent as long as the mold remains attached. Each day, an attached mindslaver mold deals 1d4 points of damage to its host as it feeds on the host's blood and other bodily fluids. A mindslaver mold can be torn free of a host with a successful DC 15 Strength check as a standard action—doing so deals 2d6 points of damage to the host as the mold's tendrils tear free. A dead mindslaver mold deals no damage in this way.

Mold Mindlink (Su) A mindslaver mold can establish back and forth telepathic communication with any other mindslaver mold within 10 miles and knows the condition of all other mindslaver molds in this area as if it had a *status* spell in effect.

Spore Pod (Ex) A mindslaver mold's sole physical attack is to launch a spore pod the size of a small

stone. This is a ranged touch attack that has a range increment of 20 feet.

Spores (Su) Whenever a mindslaver mold hits a creature with its spore pod, or whenever a creature touches a mindslaver mold (including when a creature hits the mold with a touch attack, unarmed strike, or natural attack), the creature must succeed at a DC 14 Fortitude save or take 1d4 points of Wisdom damage as the mold's spores swiftly drain away the victim's willpower and sense of self.

Mindslaver mold is a much-feared infestation from that has spread to many worlds, though some suspect its origin is extraplanar in the otherworldly realms of the fey. It has been known on several planets to drive the inhabitants into murderous societies where cannibals respect and fear the mold almost as a manifestation of some strange god. The mold itself shares a single consciousness, although individual patches of the stuff retain their own goals. Mindslaver mold seeks humanoid hosts, parasitizing them even as it manipulates them into serving as its bodyguards and protectors.

MOHRG

A thick tangle of discolored entrails clings to this lurching skeleton's torso and winds upward to loll from its jaw like a clawed tongue.

MOHRG

CR 8

XP 4,800

CE Medium undead

Init +4 (add 4); **Senses** darkvision 60 ft.; **Perception** +21

DEFENSE HP 120

EAC 20; **KAC** 22

Fort +10; **Ref** +10; **Will** +9

Immunities undead immunities

OFFENSE

Speed 30 ft.

Melee slam +19 (3d4+14 B plus grab) or tongue +16 (paralysis)

Multiattack 2 slams +13 (3d4+14 B) and tongue +10 (paralysis)

Offensive Abilities create spawn

STATISTICS

Str +6; **Dex** +4; **Con** —; **Int** +0; **Wis** +0; **Cha** +2

Feats Mobility, Spring Attack

Skills Athletics +16, Stealth +16

ECOLOGY

Environment any

Organization solitary, gang (2–4), or mob (2–4 plus 4–12 zombies)

SPECIAL ABILITIES

Create Spawn (Su) A humanoid creature killed by a mohrg rise immediately as a zombie with the occult zombie template graft under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 Hit Points per HD possessed by the slain creature and acts as if *hasted* for the round immediately following the spawn's creation.

Paralysis (Su) If a mohrg strikes a creature with its tongue, the creature is paralyzed for 1d4 minutes unless it succeeds at a DC 16 Fortitude save.

A mohrg is as much a product of the method of its execution as it is an undead manifestation of one who, in life, was a murderous criminal or warmonger. At times, unusual methods of execution can trigger equally unusual mohrgs. The extreme nature of these executions are such that these variant mohrgs are only rarely created by accident—more often, they are deliberate creations by officials who themselves dabble in necromancy and may in fact be as vile as those they put to death.



MOON-BEAST

This creature has a pale, froglike appearance with clawed hands, no eyes, a wide mouth, and a snout ending in pink tentacles.

MOON-BEAST

CR 11

XP 12,800

CE Large aberration

Init +0; **Senses** blindsight (thought) 90 ft.
Perception +20

DEFENSE HP 155

EAC 23; **KAC** 24

Fort +10; **Ref** +10; **Will** +16

Defensive Abilities amorphous; **DR** 10/piercing or slashing; **Immunities** cold, gaze attacks, illusions, poison; **Resistances** electricity 30; **SR** 22

OFFENSE

Speed 50 ft., climb 20 ft., air walk

Melee claws +18 (3d4+10 S) or
tentacles +16 (3d4+8 B)

Space 10 ft; **Reach** 10 ft

Ranged aphelion laser pistol +16 (3d4 F; critical burn 2d4)

Offensive Abilities rend (tentacles + plus Wisdom drain)

Spell-Like Abilities

At will—*detect thoughts*, *charm monster* (DC 21)
6/day—*confusion*, *fear* (4th level), *holographic image*, *mind probe* (DC 22)

3/day—*dominate person*, *plane shift* (self only) (DC 22)

STATISTICS

Str +5; **Dex** +0; **Con** +3; **Int** +3; **Wis** +0; **Cha** +5
Skills Diplomacy +20, Intimidate +20, Mysticism +25, Sense Motive +20

Languages Aklo (cannot speak), telepathy 300 ft

Other Abilities compression, no breath

ECOLOGY

Environment any

Organization solitary, pair, or cabal (3-5)

SPECIAL ABILITIES

Air Walk (Su) A moon-beast can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed. A strong wind (21+ miles per

hour) can push the moon-beast along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed.

Wisdom Drain (Su) A creature that takes rend damage from a moon-beast must succeed at a DC 20 Will save or take 1d4 points of Wisdom drain. A moon-beast heals 5 points of damage for each point of Wisdom it drains in this manner. If it drains a victim to 0 Wisdom, the moon-beast gains the effects of a *heal* spell. The save DC is Constitution-based.

Moon-beasts have no voice or eyes, yet they "see" more than most and can project their thoughts into the very minds of those they wish to communicate with. These monstrosities hail not from any physical moon, but rather from the shared satellite of all slumbering minds in the Dimension of Dream beyond the wall of sleep. Here, the moon-beasts raise stone cities on the oily shores of night-black seas found upon the dark side of the dreaming moon, from which they launch long, dark galleys crewed by not-quite-human slaves that sail through the void of space down to the seas of the Dimension of Dream to seek new slaves and stranger, more sinister wares.

Moon-beasts are slavers, first and foremost. They use their magic to curb rebellion or to quickly gain minions, but much prefer using physical and mental regimens of torment and reconditioning to break the spirit of their captives. They often work with the denizens of Leng, a metaphysically nearby dimension of nightmare and madness, although as often as not these planar neighbors serve the moon-beasts merely as slaves.

Worshippers of ageless entities from beyond the stars, moon-beasts are often compelled to travel to the Material Plane for strange and frightening causes, not the least of which is gathering suitable sacrifices for their mysterious and demanding lords.

A moon-beast is 9 feet long and weighs 800 pounds.



MOONFLOWER

A twisted trunk clustered with bulbous blossoms holds up a gaping mouth ready to swallow a victim whole.

MOONFLOWER

CR 8

XP 4,800

N Huge plant

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE **HP 135**

EAC 20; **KAC** 22

Fort +12; **Ref** +10; **Will** +7

Defensive Abilities fast healing 5; **DR** 10/slashing; **Immunities** electricity, plant immunities; **Resistances** cold 10

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee bite +19 (3d4+14 P)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities light pulse, pod prison

STATISTICS

Str +6; **Dex** +0; **Con** +4; **Int** +0; **Wis** +2; **Cha** +0

Skills Stealth +21, Survival +21

Languages telepathy (1 mile, other moonflowers only)

Other Abilities pod spawn

ECOLOGY

Environment any land

Organization solitary or cluster (2–8)

SPECIAL ABILITIES

Light Pulse (Su) As a standard action, a moonflower can release a pulse of bright light. All creatures within a 50-foot burst that can see the moonflower must succeed at a DC 18 Fortitude save or be blinded for 1d4 rounds. Moonflowers are immune to this ability.

Pod Prison (Ex) This works like the swallow whole ability, except the moonflower can only use it once every 1d4 rounds, and the swallowed creature is immediately wrapped in a tight digestive cocoon and expelled into an adjacent square, where it takes damage every round (2d6 bludgeoning and 2d6 acid, AC 15, 25 hp). The cocooned target cannot use Acrobatics to escape the cocoon.

Other creatures can aid the target by attacking the cocoon with piercing or slashing weapons, but the creature within takes half the damage from any attack against the cocoon. Once the cocoon is destroyed, it deflates and decays. Each creature swallowed by a moonflower is encased in its own cocoon.

Pod Spawn (Ex) Should a moonflower's pod prison kill and digest a Small or larger creature, the pod transforms into an adult moonflower with full hit points after 1d4 hours. The newly formed moonflower has its own consciousness, but some aspect of its trunk or blossoms resembles the creature that died within. The dead creature's equipment remains inside the new moonflower and can be retrieved by killing it.

A fully-grown moonflower easily stands 20 feet tall, its massive trunk frequently 4 feet or more in diameter. Moonflowers have never been known to communicate with other creatures, even with druids and others who regularly converse with plants. The plants do possess some manner of strange telepathy, though, and are in constant communication with their nearby brethren. Those who manage to intrude upon the creatures' alien thoughts face an assault of horrible visions of terrifying jungles filled with ancient, sentient, and malign plants.



MORLOCK

Skin pale as a slug's belly, eyes huge and bulging, this thing crawls down the wall like a spider, but its shape is hideously humanoid.

MORLOCK

CR 2

XP 600

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 120 ft., scent; **Perception** +7

DEFENSE HP 33

EAC 14; **KAC** 16

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

Immunities disease, poison

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee club +9 (1d6+4 B) or bite +9 (1d4+4 P & S)

Offensive Abilities leap attack, trick attack (1d4), swarming

STATISTICS

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

Skills Acrobatics +15, Climb +10, Stealth +7 (+11 in caverns)

Languages Undercommon

Other Abilities expert climber

ECOLOGY

Environment any underground

Organization solitary, pair, band (3-6), or tribe (7-18)

SPECIAL ABILITIES

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell *spider climb*, save that it cannot cling to smooth surfaces.

Leap Attack (Ex) As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for its movement.

Swarming (Su) Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to

two morlocks can share the same square at the same time. Two morlocks that both threaten the same foe are treated as flanking that foe.

Trick Attack (Ex) A morlock is able to use the trick attack class feature as though it were a 1st-level operative. Morlocks can make trick attacks with clubs as though they had the operative special quality.

Degenerate humans long lost from the world of light, morlocks have regressed through years of subterranean dwelling into ravenous, barely thinking beasts of the endless night. They no longer remember the civilized lives their ancestors led, although many morlock tribes still dwell in the shattered ruins of their ancient homes. Ironically, in many cases morlocks worship the statues left behind by these ancestors as their gods. Morlocks reach adulthood at age 5 and can live as old as 60, though most die far sooner due to violence, including cannibalistic feasting by their own kin. A typical morlock stands just over 5 feet tall and weighs roughly 150 pounds.

Morlocks move about on two legs at times, but often drop down to a creepy four-limbed shuffle when speed or stealth is necessary. Their wiry, often emaciated frames mask the strength of their limbs and their swift reactions.



MU SPORE

Tentacles and eyes cover this floating, fungoid monster, and its vast mouth opens like a toothy cavern.

MU SPORE

CR 21

XP 409,600

CN Colossal plant

Init -1; **Senses** blindsight (scent) 240 ft., low-light vision; **Perception** +30

DEFENSE HP 512

EAC 36; **KAC** 38

Fort +22; **Ref** +22; **Will** +18

Defensive Abilities grasping tendrils; **DR** 10/—; **Immunities** plant immunities; **Resistances** acid 30

OFFENSE

Speed 40 ft., fly 30 ft. (Ex, perfect)

Melee bite +36 (8d10+35 B & P plus grab) or tentacle +36 (8d8+35 B plus grab)

Multiattack 4 tentacles +36 (8d8+35 B plus grab)

Space 30 ft.; **Reach** 30 ft. (60 ft. with tentacles)

Offensive Abilities constrict (5d8+16 B & P), spore cough, swallow whole (20d8 A, EAC 36, KAC 33, 128 hp)

STATISTICS

Str +14; **Dex** -1; **Con** +8; **Int** +4; **Wis** +6; **Cha** +8

Skills Acrobatics +35, Life Science +40, Mysticism +35, Physical Science +35

Languages Aklo, Castrovellian, Common, Terran

ECOLOGY

Environment any

Organization solitary or pair

SPECIAL ABILITIES

Grasping Tendrils (Ex): Sticky, arm-length tendrils cover a mu spore. A mu spore can use these tendrils to attempt a grab as a reaction when an adjacent creature hits with a melee attack. The mu spore suffers a -5 penalty on attack rolls made to establish a grapple in this way. The mu spore does not gain the grappled condition while grappling a creature with its tendrils.

Spore Cough (Su): Once every 1d4 rounds as a standard action, a mu spore can release a cloud of burrowing spores in a 100-foot cone. The burrowing spores deal 20d8 points of damage to

all creatures and wooden structures in the area, or half damage to any creatures that make a DC 25 Reflex save. Plants and plant creatures are immune to this damage.

A mu spore is a thankfully rare plant of vast power and strange intellect. The smallest of mu spores (such as the one presented here) are never less than a hundred feet long from tentacle tip to tentacle tip, and weigh a minimum of 200,000 pounds. Yet despite their vast bulk, mu spores are capable of flying with an uncommon grace, venting jets of foul-smelling spores to guide their flight through the air or even through space, able to hold their breath for long periods when flying through the void.

Mu spores dwell in vast caverns, but sometimes drift up to the surface through immense pits or tunnels—they have no fear of sunlight but prefer nocturnal habits. Mu spores are more than just ravenous eaters of nations—they possess uncommon intellects, and if peaceful contact can be made, their knowledge can be quite valuable. Even more valuable, to many debased alchemists, are the strange secretions and spores they emit, for these rare materials can be brewed into the strangest of drugs and elixirs.



MUTANT

The twisted dwarf raises a roaring chainsaw above its head with two hands while threatening you with the sword in its third.

MUTANT DWARF SOLDIER CR 4

XP 1,200

CN Medium aberration (dwarf)

Init +0; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE HP 60

EAC 17; **KAC** 17; +4 vs. bull rush and trip

Fort +8; **Ref** +4; **Will** +5; +2 vs. poisons, spells, and spell-like abilities

Defensive Abilities fast healing 5; **Weaknesses** deformity (fractured mind)

OFFENSE

Speed 20 ft.

Melee junk chainsaw +12 (2d6+8 S unwieldy; critical bleed 1d6) or
longsword +12 (1d8+8 S)

Ranged frag grenade II +9 (35 ft. range, explode 15 ft., 2d6 P, DC 13) or stickybomb grenade II +9 (35 ft. range, explode 15 ft., entangled 2d4 rounds, DC 13)

Offensive Abilities gear boost (melee striker), style technique (grenade expert), traditional enemies

STATISTICS

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

Skills Engineering +10, Survival +15

Languages Common, Dwarven

Other Abilities mutations (extra arms, fast healing), slow but steady, stonecunning, weapon familiarity

Gear junk chainsaw (see below) with 2 standard petrol tanks, longsword, defrex hide, 2 frag grenade II, stickybomb grenade II (made with grenade expert)

ECOLOGY

Environment any ruins

Organization solitary, pair, hunting party (3-8), or clan (12-120)

Dwarves are known for their hardiness and technical acumen, along with a lust for rare minerals. These factors can combine into industrial disasters leaving entire clans warped by radiation. Each clan has its own set of deformities and mutations, but

exceptional individuals are often born with more mutations or even mutate further over time with exposure to the irradiated environment they call their home.

The junk chainsaw is an item level 5 advanced two-handed melee weapon that deals 2d6 slashing damage and has a critical effect of bleed 1d6. It is unwieldy and must be fueled with standard petrol tanks (burning one petrol per attack). Due to its cobbled nature, its resale value is only 200 credits.

MUTANT CREATURE GRAFT

Although, as science suggests, most cases of radiation exposure end in radiation poisoning or death, certain cases result in longer term changes. These cases become far more common when magic is involved, with clans of mutants often haunting the ruins of technomagical disasters.

Grafts: Change the creature's type to aberration, but do not apply the aberration graft.

Traits: Gains a deformity and mutation from the list below. For every 4 CR of the creature, it gains an additional mutation. A creature can take an additional deformity to gain an additional mutation.

Deformities

Each mutant has one of the following deformities. The deformity cannot be taken if it wouldn't disadvantage the mutant.

Blind (Ex) The mutant can't see and gains the blinded condition. This blindness can't be magically removed.

Dominant Arm (Ex) All but one of the creature's arms are useless.

Deaf (Ex) The mutant can't hear and gains the deafened condition. This deafness can't be magically removed.

Fragile (Ex) Whenever the mutant fails a Fortitude save, it is staggered for 1 round.

Fractured Mind (Ex) Whenever the mutant fails a Will save, it is confused for 1 round.

Lame (Ex) This mutant's stunted legs reduce its base speed by 10 feet. This deformity can't be

taken if it would reduce the mutant's base speed to less than 5 feet.

Misshapenly. This mutant cannot wear armor intended for humanoid wearers. Armors made to fit the mutant cost twice as much and can be resold for only 1/100 their value.

Spasms (Ex) Whenever the mutant fails a Reflex save, it is flat-footed for 1 round.

Thin Blood (Ex) Whenever the creature suffers a critical hit from a bludgeoning, slashing, or piercing weapon, it gains bleed 3d6.

Vulnerability (Ex) The mutant gains vulnerability to one energy type. If the base creature has immunity or resistance to that energy type, the mutant loses that ability.

Mutations

A mutant gains one mutation, plus an additional mutation for every 4 CR of the creature.

Bulbous Eyes (Ex) The mutant gains darkvision 60 feet and low-light vision.

Celerity (Ex) As a swift action, the mutant gains the benefits of *haste* for one round. This stresses the mutant's body and cannot be used for another 1d4 rounds.

Climbing Limbs (Ex) Additional spider-like limbs grant the mutant a climb speed equal to its base speed.

Echolocation (Ex) The mutant gains blindsight (sound) 30 feet.

Extra Arms (Ex) The mutant gains an additional arm for each pair of arms it already has (minimum 1). This mutation can be taken any number of times, granting an increasingly large number of arms.

Fast Healing (Ex) The mutant gains fast healing 5.

Feral (Ex) The mutant gains a bite attack that deals 1d6 piercing damage for each mutation the creature has, plus its Strength modifier.

Gills (Ex) The mutant gains the aquatic subtype, the amphibious ability, and swim speed equal to its base speed.

Grasping (Ex) The mutant gains the grab ability with its natural attacks.

Long Limbs (Ex) The mutant's speed increases by 10 feet. If this mutation is taken multiple times, apply it to a different movement type each time.

Lungs (Ex) The mutant gains the amphibious ability and base speed equal to its swim speed.

Resistance (Ex) The mutant gains resistance 10 to an energy type. This mutation can be taken any number of times. If it is taken twice for the same energy type, the mutant gains resistance 20 to that energy type. If it's taken three times for the same type, the mutant gains immunity to that energy type.

Sealed Mind (Ex): The mutant is immune to mind-affecting effects.

Spell-Like Ability (Sp): The mutant has one of the following spell-like abilities, usable at will unless noted otherwise: *charm monster*, *charm person*, *detect radiation*, *dimension door* (3/day), *dominate person* (dominating a new target releases all previous targets), *entropic grasp*, *irradiate*, *jolting surge*, *mirror image*, *modify memory*, *regenerate* (self only), or *synaptic pulse*. The mutant's caster level is equal to its CR. The mutant can choose only spells with a level no higher than half its CR. This ability can be taken multiple times, choosing a different spell each time.

Rugged (Ex) The mutant gains DR 5/—.

Telepathy (Su) The mutant has telepathy with a range of 100 feet as a supernatural ability and blindsense (emotion) 100 ft.

Wings (Ex) The mutant grows wings, gaining a fly speed of 40 feet with average maneuverability.



MYCELOID

This shambling fungus creature bears a strong resemblance to a rotund human, but with a mushroom cap for a head.

MYCELOID

CR 4

XP 1,200

NE Medium plant

Init +0; **Senses** blindsight (scent) 30 ft., darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE HP 50

EAC 16; **KAC** 18

Fort +8; **Ref** +6; **Will** +3

DR 5/slashing; **Immunities** plant immunities; **Resist** cold 10, fire 10, sonic 10

Weaknesses vulnerability to electricity

OFFENSE

Speed 20 ft.

Melee claw +12 (1d6+9 S plus purple pox)

Offensive Abilities spore cloud, spore domination

STATISTICS

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

Skills Sense Motive +10, Stealth +15, Survival +10

Languages Undercommon; telepathy 60 ft. (myceloids and purple pox victims only)

ECOLOGY

Environment any underground

Organization solitary, pair, band (3–24), or colony (25–250)

SPECIAL ABILITIES

Spore Cloud (Ex) Once per day as a standard action, a myceloid can expel a 10-foot-radius burst of spores centered on itself. This cloud persists for 1d3 rounds. Any creature caught in this cloud or that moves through it is exposed to the myceloid's purple pox disease—a creature need save only once against any one spore cloud, however, before becoming permanently immune to that particular spore cloud's effects. The spore cloud does not hamper vision.

Spore Domination (Su) Once per day, a myceloid can charm a creature infected with purple pox as per *charm monster* (DC 13).

The walking fungi known as myceloids feed off of decaying organic matter like many other fungi,

yet unlike typical mushrooms or molds, they take particular pleasure in feeding from the rotting bodies of humanoids. Myceloids claim to be able to taste things like “innocence,” “despair,” and “hope” in the ripeness of rancid meat, although whether this is true or simply part of the myceloids' twisted sense of humor is unclear.

Most myceloids have deep purple caps studded with white lumps, and paler purple necks and bodies of tough, leathery fungus. Their spores grow tenaciously in living flesh, causing a rapid spread of painful purple lesions that, in advanced stages of the sickness, sprout tiny purple mushrooms; plucking these mushrooms is painful to the victim and causes bleeding. This condition, known as purple pox, is the method by which myceloids both season their meat and procreate. Myceloids prefer to capture victims alive for later infection and control. To a myceloid, a living creature has three uses—first as a slave, second as a host from which to birth new myceloids, and finally as a banquet to feast upon once the first two destinies have played out.

PURPLE POX

Type disease (inhaled or injury); **Save** Fortitude DC 13

Track physical and mental; **Frequency** 1/day

Effect The victim takes all penalties from progressing on both the physical and mental disease tracks. At the befuddled state, it must make a DC 13 Will save each day to avoid becoming compelled to seek out the nearest myceloid colony in order to offer itself up for spore domination. At the dead state, the victim's body becomes bloated over the course of 24 hours, after which it bursts open, releasing a fully-grown myceloid.

Cure 2 consecutive saves



NARAV LIZARD

This bulky smooth-scaled lizard has a long prehensile tail that gently sways as it moves. A ribbon-like tongue flicks out from its wide maw.

NARAV LIZARD

CR 3

XP 800

N Large animal

Init +5; **Senses** blindsense (vibration) 30 ft., low light vision; **Perception** +13

DEFENSE HP 40

EAC 14; **KAC** 16

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

OFFENSE

Speed 50 ft.

Melee bite +8 (1d4+7 P) or tail +11 (1d6+7 B and grab)

Offensive Abilities autonomic tail

STATISTICS

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

Feats Jet Dash

Skills Athletics +8, Stealth +8, Survival +0 (+8 when tracking by scent)

Other Abilities regrow limb, tracking (scent)

ECOLOGY

Environment temperate or warm forests and plains

Organization solitary, pair, or lounge (3-12)

SPECIAL ABILITIES

Autonomic Tail (Ex) A narav can detach its tail from its body as a swift action. This deals 2d6 points of damage to the narav, but thereafter the narav's tail can act on its own for a number of minutes equal to 10 + the narav's Constitution modifier. A narav that is grappling or pinning a creature can detach its tail at the start of its turn before making a grapple combat maneuver to maintain the grapple. This allows the detached tail to maintain the grapple or pin while freeing the lizard to take other actions.

While detached, a narav's tail acts on the narav's initiative count as a separate Medium-sized creature. Blind and effectively mindless, the tail attacks any adjacent creature other than the narav that detached it. The tail has the same statistics as the narav except as follows: **EAC** 12, **KAC** 14; **HP** 13; **Melee** tail +5 (1d6+7 B

and grab); **Other Abilities** mindless; **Speed** 0 ft.; **Space** 5 ft.

Regrow Limb (Ex) Naravs can regrow a lost limb or tail. This regenerative process takes one month during which time the narav requires roughly 50% more food than normal. As long as a narav's detached tail remains active, it can reattach to the creature's body if pressed firmly against the creature's tail stub for at least 1 minute. In this case, the narav cannot use its tail for 24 hours while its internal structures rebind and recover. A *regenerate* spell, a technological device (such as a regeneration bed), or an effect that grants the narav the regeneration universal creature ability removes this recovery period.

Inhabiting much of Kylorn's Sunset lands and even surviving on the fringes of the Daylands, the narav lizard was one of the first creatures domesticated by native Kylornians. Naravs are employed as working beasts or mounts, and also bred for their hide which produces a tough but supple leather. Narav lizard meat is tough, stringy, and tasteless; most Kylornians would only consider eating it in exceptional circumstances. A typical adult narav stands between 4 and 5 feet high at the shoulder, is 16 feet long from snout to end of tail, and weighs around 1,000 pounds. Naravs live for about 30 years, they lay clutches of around 10 eggs and bury them, these hatch after 8 months of incubation.



Naravs are frugivorous, enjoying a diet of fruit or berries when available, but can subsist on meat or other plant life if necessary. The consistent environment of the Sunset lands suits the narav lizard's ectothermic nature, giving it ample opportunity to regulate its temperature and bask in sunlight.

Naravs are natural herd animals, banding together for mutual protection. Naravs are able to

rear up on their hind legs while stationary. A lounge of wild naravs usually station at least one lookout, who rises up to monitor the area for danger. When the group is threatened, one or more adult naravs use their tails to restrain the intruder while the lounge either flees or attacks the foe in concert. Domesticated naravs are loyal and curious beasts, and often approach other creatures simply to investigate them.



NEH-THALGGU

This crab-like nightmare has a lamprey mouth, twitching eyes on its legs, and several blisters along its back that hold human brains.

NEH-THALGGU

CR 8

XP 4,800

CE Large aberration

Init +1; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE **HP 125**

EAC 22; **KAC** 24

Fort +7; **Ref** +7; **Will** +18

DR 10/magic; **Immune** confusion effects; **SR** 19

OFFENSE

Speed 10 ft., fly 40 ft. (perfect)

Melee bite +19 (3d4+12 P plus poison)

Spells Known (CL 8th)

3rd (3/day)—*arcing surge* (DC 20), *mind probe* (DC 20), *mind thrust* (DC 20)

2nd (4/day)—*hold person* (DC 19), *inflict pain* (DC 19), *invisibility*, *mystic cure*

1st (at will)—*comprehend languages*, *life bubble*

0 (at will)—*energy ray* (acid only), *detect magic*, *psychokinetic hand*

STATISTICS

Str +4; **Dex** +1; **Con** +2; **Int** +6; **Wis** +1; **Cha** +1

Feats Combat Casting, Mystic Strike

Skills Life Sciences +23, Mysticism +21, Sense Motive +16, Stealth +16

Languages Abyssal, Aklo, Common, Draconic; telepathy (100 feet)

SQ brain collection

SPECIAL ABILITIES

Brain Collection (Ex) A neh-thalggu can store up to seven humanoid brains and use them to enhance its knowledge and power. Each stored brain grants a neh-thalggu a cumulative +1 insight bonus to EAC, KAC, concentration checks, Will saves, and Intelligence-based skill checks. A neh-thalggu can extract a brain from a helpless opponent with a coup de grace attack, or as a standard action from a body that has been dead for no more than 1 minute. A neh-thalggu that has fewer than seven brains gains one negative level for each missing brain. These negative levels can never become permanent,

but they can only be removed by replacing one of its collected brains. The stats presented here assume a monster with a full collection.

Poison (Ex) A neh-thalggu's bite is venomous.

Type poison (injury); **Save** Fortitude DC 16;

Track Strength; **Frequency** 1/round for 6 rounds; **Cure** 2 consecutive saves.

Spells (Sp) A neh-thalggu casts spells as an 8th-level spellcaster. For each negative level it takes from missing brains, its caster level is reduced by 1. A neh-thalggu with no collected brains cannot cast any of its spells.

Known also as brain collectors, the alien neh-thalggus hail from distant worlds, traveling the gulfs of space on immense living ships that swiftly decay when they land upon a new world, leaving behind a deadly cargo of hungry monsters. Neh-thalggus are carnivores, but they do not digest humanoid brains they eat—rather, these brains lodge in one of several bulbous blisters on the Creature's back and help to increase its intellect.

Some speculate that neh-thalggus encountered in this reality may merely be juveniles of their kind, perhaps exiled from their home worlds by greater kin until they can prove their worth on other worlds. Their brain collections may be a morbid form of currency in their home realm, or the thoughts in these brains may merely be fuel for a dark apotheosis into an even more sinister mature form.

NEH-THALGGU OVERLORD CR 13

XP 25,600

CE Large aberration

Init +3; **Senses** darkvision 60 ft; **Perception** +23

DEFENSE HP 200

EAC 26; **KAC** 27

Fort +12; **Ref** +12; **Will** +16

DR 10/magic; **Immunities** confusion effects; **SR** 24

OFFENSE

Speed 10 ft., fly 40 ft. (Su, perfect)

Melee bite +22 (6d4+16 P plus neh-thalggu venom) or claw +22 (3d6+16 S)

Ranged aurora arc pistol +22 (3d6+13 E; critical arc 2d6)

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

Offensive Abilities echoes of obedience, inexplicable commands

Mystic Spell-Like Abilities (CL 13th)

At will—*greater forced amity* (DC 22), *mindlink*, *telepathic bond*

Spell-Like Abilities (CL 13th)

1/day—*dominate person* (DC 24), *greater synaptic pulse* (DC 24)

3/day—*confusion* (DC 23), *hold monster* (DC 23), *mind probe* (4th-level, DC 23), *mind thrust* (4th-level, DC 23)

At will—*comprehend languages*, *life bubble*, *slow* (DC 22), *suggestion* (DC 22)

Connection overlord

STATISTICS

Str +3; **Dex** +3; **Con** +6; **Int** +3; **Wis** +8; **Cha** +4

Skills Diplomacy +28, Intimidate +28, Mysticism +28, Stealth +23

Languages Abyssal, Aklo, Common, Draconic; telepathy (100 feet)

Other Abilities brain collection, jealous overlord

Gear second skin, aurora arc pistol with two batteries (40 charges each)

ECOLOGY

Environment any

Organization solitary



SPECIAL ABILITIES

Brain Collection (Ex) A neh-thalggu overlord can store up to seven humanoid brains and use them to enhance its knowledge and power. Each stored brain grants a neh-thalggu a cumulative +1 insight bonus to EAC, KAC, concentration checks, Will saves, and Intelligence-based skill checks. A neh-thalggu can extract a brain from a helpless opponent with a coup de grace attack, or as a standard action from a body that has been dead for no more than 1 minute. A neh-thalggu that has fewer than seven brains gains one negative level for each missing brain. These negative levels can never become permanent, but they can only be removed by replacing one of its collected brains. The stats presented here assume a monster with a full collection.

Spells (Sp) A neh-thalggu overlord casts spells as a 13th-level spellcaster. For each negative level it takes from missing brains, its caster level is reduced by 1. A neh-thalggu with no collected brains cannot cast any of its spells.

Neh-thalggu overlords (sometimes also called hivemasters) lord it over their lesser kin by applying the drained brainpower of their victims toward mastering psychic magic, most often by following the path of the mesmerist. They may inhabit elaborate mindscapes as their lairs or may subtly influence the thoughts and senses of creatures they lure into their lair in furtherance of convoluted plots to manipulate the societies around them while they dwell in secret. Some dwell alone or with mind-controlled slaves, while others organize clusters of their own kind to spread their sinister schemes and feed their insatiable alien hunger.

NEH-THALGGU VENOM

Type poison (injury); **Save** Fortitude DC 21

Track Strength; **Frequency** 1/round for 6 rounds

Cure 2 consecutive saves

NIGHTGAUNT

This lanky ebon humanoid has batlike wings and a long prehensile tail, yet its most unsettling feature is its lack of a face.

NIGHTGAUNT

CR 4

XP 1,200

CN Medium monstrous humanoid (extraplanar)

Init +3; **Senses** blindsight (thought) 60 ft., darkvision 60 ft.; **Perception** +10

DEFENSE HP 50

EAC 16; **KAC** 18

Fort +6; **Ref** +8; **Will** +5

Defensive Abilities faceless, unflankable

Immunities cold, gaze attacks, inhaled poison, scent-based attacks

OFFENSE

Speed 30 ft., fly 40 ft. (Ex, good)

Melee claw +12 (1d6+9 S plus grab)

Offensive Abilities clutches, tickle

STATISTICS

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

Skills Acrobatics +10, Intimidate +10, Stealth +15

Languages Aklo (can't speak)

Other Abilities no breath

ECOLOGY

Environment any mountains (Dimension of Dreams)

Organization solitary, pair, or haunt (3-6)

SPECIAL ABILITIES

Clutches (Ex) If a nightgaunt uses its fly speed to move itself and a grappled target, it can fly at full speed.

Faceless (Ex) A nightgaunt has no face but can still see in all directions as if its entire body were an eye. It cannot be flanked and is immune to gaze attacks, but not to illusions that rely upon vision to function. It has no need to breathe and is immune to all inhaled and scent-based effects.

Tickle (Ex) As a swift action, a nightgaunt can use its tail to send an electrical charge which tickles a grappled or helpless foe with horrible efficiency. The target must succeed at a DC 13 Fortitude save or be nauseated for 1 round.

Nightgaunts haunt the deepest and darkest chasms of dreams. They lurk in the shadows that loom at

the edges of sane slumber but are ready at any moment to snatch a blithe dreamer away, carrying it off into realms of endless nightmare and tickling it terribly all the way. They appear as stooped, emaciated humanoids, yet possess a remarkable strength in their sinewy limbs. With inky black skin, batlike wings, a long spiny tail, and demonic horns protruding from its skull, a nightgaunt is a fearsome foe—yet the lack of any facial features is what makes it truly nightmarish.

Nightgaunts feed on emotions, preferring despair, horror, and nervous laughter. They enjoy carrying their prey high over the mountains, tickling their prey to create a mix of emotions, and finally dropping their victims in remote areas where other monsters can stalk and kill them. Some creatures pay nightgaunts to serve as guardians or carry them from place to place, though the nightgaunts are prone to turn on their employers at the smallest slight.

Most nightgaunts have little interest in anything other than sating their hunger on sleepers and gather in colonies to entertain each other by sharing emotion-memories through strange caresses. They sometimes war with the other creatures found in their desolate realms.

A typical nightgaunt would stand 7 feet tall if fully upright and weighs 175 pounds.



ONARYX

Stretching wide its great leathern wings, a towering and heavily armored bat-like humanoid strides forth. The creature has almost a dog-like skull perched upon broad, lengthy neck muscles that extend nearly to the edge of where the collarbone meets the shoulder. With no visible fat, flesh clings to its sharp angular skeleton wrapped in powerful muscle. A soft but unsettling series of clicks leaks from between its pointed fangs as its membranous ears twitch in response.

MATURE ONARYX

CR 3

XP 800

CE Medium outsider

Init +7; **Senses** blindsense 30 ft., darkvision 60 ft.; **Perception** +7

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Defensive Abilities fast healing 2

OFFENSE

Speed 30 ft., fly 90 ft. (Ex, good)

Melee 2 claws +9 (1d6+7)

Ranged autograpnel +9 (1d6+36)

Offensive Abilities sonic cry, flyby rake

STATISTICS

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

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

Languages Onaryx, Ultari

Other Abilities battle-tech trained

ECOLOGY

Environment any

Organization solitary

DREAD ONARYX

CR 6

XP 800

CE Large outsider

Init +7; **Senses** blindsense 90 ft., darkvision 60 ft.; **Perception** +12

DEFENSE HP 90

EAC 18; **KAC** 20

Fort +10; **Ref** +8; **Will** +5

Defensive Abilities fast healing 4

OFFENSE

Speed 40 ft., fly 120 ft. (Ex, good)

Melee 2 claws +14 (1d8+11)

Ranged autograpnel +14 (2d6+6)

Offensive Abilities sonic cry, flyby rake

STATISTICS

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

Skills Acrobatics +18, Athletics +13, Intimidate +13

Languages Onaryx, Ultari

Other Abilities battle-tech trained

ECOLOGY

Environment any

Organization solitary

ELDER ONARYX

CR 11

XP 12,800

CE Huge outsider

Init +6; **Senses** blindsense 90 ft., darkvision 60 ft.; **Perception** +20

DEFENSE HP 40

EAC 24; **KAC** 26

Fort +15; **Ref** +13; **Will** +10

Defensive Abilities fast healing 10

OFFENSE

Speed 40 ft., fly 150 ft. (Ex, average)

Melee 2 claws +20 (2d10+18)

Ranged Photon blaster +20 (blindness 1d4 rounds, Reflex DC 18 negates), plasma javelin +20 (4d6+19 plus 1d8 fire and electricity)

Offensive Abilities sonic cry, flyby rake

STATISTICS

Str +8; **Dex** +5; **Con** +3; **Int** +1; **Wis** +2; **Cha** +3

Skills Acrobatics +25, Athletics +20, Intimidate +20

Languages Onaryx, Ultari
Other Abilities battle-tech trained

ECOLOGY

Environment any
Organization solitary

SPECIAL ABILITIES

Sonic Cry (Ex) An onaryx is capable of using its unique vocal structures to produce potent sonic effects. The sonic cry produces a ray-like wave of sonic energy that varies in form and intensity depending on the onaryx's age category. Using a sonic cry is a standard action. An onaryx can use its sonic cry once every 1d4 rounds. A sonic cry always starts at an intersection adjacent to the onaryx and extends in a direction of the onaryx's choice. The save DC against a sonic cry is by age category: Mature (CR 3) DC 12, Dread (CR 6) DC 14, Elder (CR 11) DC 18.

A mature onaryx knows only a single sonic cry; however, it gains additional cries as it increases in age. Once a cry is selected, it cannot be changed. When gaining a new cry, the onaryx is free to choose from any group of cries, provided it meets the minimum age requirements for that sonic cry. An onaryx can use only one type of cry at a time.

Mature Cries

The following cries can be selected by a mature or older (CR 3 or more) onaryx.

Nauseating (Ex): the onaryx's sonic cry disturbs the equilibrium of living creatures it strikes causing the target to become nauseated for 1 round (Fortitude negates).

Shattering (Ex): The high-pitched frequencies of this sonic cry affect a single solid object, or all fragile objects or objects made of crystal, glass, or similar material in a 10-foot-radius burst (Fortitude negates). This ability does not shatter magical objects.

Terrifying (Ex): The onaryx's sonic cry strikes terror into its victim, causing it to become frightened for a number of rounds equal to the onaryx's CR; a successful Will save reduces this effect to shaken for 1 round.

Sonic Thrust (Ex): The sonic cry creates a dense pulse of sound that knocks the target prone (Reflex negates) and deals 1d6 points of

nonlethal sonic damage, +2 points per CR of the onaryx.

Dread Cries

The following cries can be selected by a dread or older onaryx.

Deafening (Ex): This wave of sonic energy deafens targets within the area for 1 hour (Will negates).

Stunning (Ex): This cry allows the onaryx to bludgeon an opponent's nervous system. If the targeted creature fails a Fortitude save, it becomes stunned for the next 1d4 rounds.

Sonic Bludgeon (Ex): Creatures struck by this sonic cry are brutally bludgeoned, being pushed backwards 10 feet and knocked prone (Reflex negates) and taking 4d6 points of kinetic damage, +2 point per CR of the onaryx.

Elder Cries

The following cries can be selected only by an elder onaryx.

Discorporate (Ex): This sonic cry must be focused on a single creature or an object of up to a 10-foot cube within range of the onaryx's cry. This hypersonic shriek causes the matter and substance of the target to unravel and collapse, as a *disintegrate* spell (Fortitude partial), using the onaryx's CR+3 as its caster level.

Mindshatter (Ex): This sonic cry must be focused on a single creature, as its eldritch tones dissolve thought and memory. The target takes 1d4 points of Intelligence damage and gains 1 temporary negative level; a successful Will save halves this Intelligence damage and negates the negative level. The negative level disappears after 1 hour, but negative levels stack and if the target gains a number of negative levels equal to its level or (CR+3 if it is a monster), it dies. In addition, a creature failing its saving throw against this cry forgets everything that happened within the previous hour. This does not negate charm or compulsion spell effects, but it does cause the target to forget specific instructions it was given within that time. If reminded of a *suggestion*, or similar order it was given previously, it resumes following that order (though the order cannot be changed).

Paralysis (Ex): This sonic cry must be focused on

a single creature, sending a powerful vibration that overrides its central nervous system. The target takes 1d4 points of Constitution damage and is paralyzed for 1d4+1 rounds; a successful Fortitude save halves this Constitution damage and negates paralysis.

Additional Onaryx Rules

All onaryx, regardless of age, share the following special abilities.

Battle-tech trained (Ex) Onaryx are trained from birth in the use of high tech weaponry and armor, and as a result are automatically proficient with advanced melee weapons, longarms, and grenades. Elder onaryx are proficient with heavy weapons and heavy armor.

ONARYX AGE CATEGORIES	
Age Category	Age in Years
Mature	15
Dread	26-75
Elder	126-250

ONARYX ATTACKS AND SPEEDS		
Size	Fly Speed	Sonic Cry
Mature	90 ft. (good)	60 feet
Dread	120 ft. (good)	90 feet
Elder	150 ft. (average)	120 feet



Flyby Rake (Ex) Onaryx are skilled at swooping down on opponents and using their claws to rake them to shreds as they fly past. Whenever they are at least 30 feet from a target, they can attempt an opposed Acrobatics skill check against their intended target's Reflex save. If the creature succeeds, the opponent loses its ability to take any attacks of opportunity against the onaryx during the flyby. Furthermore, any attack roll of 20 is automatically a critical hit, regardless of whether or not it exceeds the target's KAC.

One of the oldest of the Elder Evil species, the bat-like onaryx are born predators possessed of both power and prowess that few can match upon battlefield. Theirs is a militant race whose people swell the Hegemony forces both as rank-and-file soldiers as well as commanding officers and even generals. Onaryx were among the earliest of the evil races to ally themselves with Hegemony against the Bellianic Accord. Fortunately, their constant warfare (even among their peers) has caused both the waxing and waning of their empires over the past millennia, thus preventing them ever posing a unified threat. Arrogantly, many onaryx think of themselves as superior to other races of the Hegemony, including the Ultar, whom they currently serve beneath. Secretly, a handful of the most powerful onaryx elders actively hatch independent plans for overtaking the Hegemony and bending its power to their own designs.

Onaryx have become an extremely diverse race, and a good many mutate as they age. Few understand why the mutations occur, and a variety of explanations such as sickness and forced genetic alterations have been credited as the cause of the shift. For the most part, they are hideously formed creatures, with strangely jointed bodies that appear almost crumpled beneath thick knots of sinew and muscle. When standing upright, an onaryx can twist its wings alongside its arms so that they fold backwards, making them nearly undetectable. Their legs too are sized similar to those of a human; however, the knees turn slightly outward and its feet are flat, wide and clawed, extending a from its raised ankle. Their mottled flesh has a slightly greasy sheen and few hairs. Coloration ranges from drab grayish-green, to ocher and dark brown, with dark stains and blotches that make them difficult to spot in the dark. Nails and teeth are a sickly ocher. Depending on age, they stand between 6 to 18 feet.

Onaryx prefer the darkness of both night and space and use their uncanny abilities to navigate in complete darkness. They also wield advanced technological weaponry and equipment developed over thousands of years. They speak their own language, as well as the official language of the Hegemony.

of both night and space and use their uncanny abilities to navigate in complete darkness. They also wield advanced technological weaponry and equipment developed over thousands of years. They speak their own language, as well as the official language of the Hegemony.



OTYUGH

This three-legged freak is mostly mouth. Three tentacles, two tipped with barbs and one with eyes, extend from its sides.

OTYUGH

CR 4

XP 1,200

N Large aberration

Init +0; **Senses** blindsight (scent) 30 ft., darkvision 60 ft.; **Perception** +15

DEFENSE HP 50

EAC 16; **KAC** 18

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

Immunities disease

OFFENSE

Speed 20 ft.

Melee bite +12 (1d6+9 P plus filth fever) or tentacle +9 (1d6+9 B plus grab)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)

Offensive Abilities disease

STATISTICS

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

Skills Stealth +10

ECOLOGY

Environment any underground

Organization solitary, pair, or cluster (3-4)

FILTH FEVER

Type disease (injury); **Save** Fortitude DC 13

Track physical; **Frequency** 1/day

Cure 2 consecutive saves

Otyughs are particularly vile and horrid creatures that lurk in places most sane creatures avoid. Their lairs are cesspools, offal pits, toxic swamps, and sewers—the greater a lair's filth, the greater the draw to the refuse-eating otyugh. Otyughs spend most of their time in these filthy dens, which they keep constantly filled with carrion, dung, and worse sorts of stinking effluvia.

Intelligent creatures dwelling in subterranean areas near an otyugh often form a partnership of convenience with the disgusting beast. These creatures gladly provide their refuse and piles of raw meat to the otyugh, transforming the creature

into an effective form of trash disposal. In return, the otyugh leaves its benefactors alone, and does not attack them, possibly even acting as a guardian.

The most horrifying thing to most races about the notorious otyugh is not the nature of its diet or its choice of lairs, but rather that a creature with an otyugh's tastes can be anything other than a mindless scavenger. In fact, otyughs are surprisingly intelligent, and often quite eager to form alliances with those who offer them a steady supply of delicious diversions in the form of offal and waste. Most otyughs understand the fact that other creatures find them unpleasant and hideous, but few really care.



OULBAENE

This strange creature's skin casts an oily sheen like that of a gray squid clad in humanoid clothing. Six, black eyes fill its bulbous head, arrayed three atop three, and a cluster of worm-like tendrils hang beneath its black beak. Waving tentacles suffice as arms, with suckers on their undersides exuding a clear mucus, as the creature ambulates over the ground on another half-dozen tentacles beneath it.

OULBAENE

CR 2

XP 600

N Small monstrous humanoid (oulbaene)

Init +4; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE HP 22

EAC 13; **KAC** 14

Fort +1; **Ref** +3; **Will** +7

Immunities mind-affecting effects, trip

OFFENSE

Speed 20 ft., climb 20 ft., swim 30 ft.

Melee tentacle +7 (1d4+1 A plus revolting touch)

Ranged tactical semi-auto pistol +9 (1d6+2 P)

Offensive Abilities revolting touch (DC 13)

STATISTICS

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

Skills Acrobatics +7, Athletics +7, Culture +12, Perception +7, Stealth +12

Languages Common, Oulbaene; limited telepathy 30 ft.

Other Abilities multi-limbed, water breathing

Gear flight suit stationwear, tactical semi-auto pistol with 18 small arm rounds

ECOLOGY

Environment any

Organization solitary, pair, or clique (3-8)

SPECIAL ABILITIES

Limited Telepathy (Su) An oulbaene can mentally communicate with any other telepathic creature within 30 feet with which it shares a language.

Multi-Limbed (Ex) An oulbaene has six lower and four upper tentacular appendages. Its lower limbs grant it immunity to being tripped. Two of its upper limbs serve as its primary arms and can wield weapons normally; the other two upper limbs are slimy tentacles that

can be used to deliver a specialized secondary attack. These tentacles cannot be used to wield weapons but can manipulate or hold items. Suckers on its limbs enable an oulbaene to climb sheer surfaces.

Revolting Touch (Ex) A creature damaged by an oulbaene's slimy tentacle is sickened for 1d3 rounds (Fortitude DC 13 negates). A creature that succeeds at its initial saving throw is immune to that oulbaene's revolting touch for 24 hours. A creature already sickened must attempt a new save each time it is damaged by an oulbaene's tentacle, with each failed save extending the duration of being sickened by 1 round and also causing the creature to become nauseated until the end of its next turn.

Water Breathing (Ex) An oulbaene can breathe underwater indefinitely, and it can use verbal and other breath-related abilities underwater normally.

Oulbaene are mercenary creatures which sell their services to more powerful races to improve their lot in life. They only take opportunities with a high degree of success, plotting their chances like a master gambler or commodities merchant. Some even obsessively plan ahead of time to ensure such outcomes. Oulbaene enjoy a natural ability to resist mental manipulation and can travel in almost any environment, which makes them popular as couriers and spies on multiple worlds. While not naturally adept at manipulation themselves, their size and coloration give them an advantage in matters of stealth, which many overlook because of their bizarre appearance. In combat, an oulbaene's tentacles provide them an extra edge, allowing them to move unimpeded over terrain that would give most opponents pause. Their ability to climb also allows them to use three dimensional combat, often coming at attackers from unexpected angles.

Oulbaene eke out a living as social climbers, meticulously studying local fashion and culture before entering into new relationships. They take great offense, however, when anyone remarks on their 'alien' appearance, even seeking revenge on such individuals if they can get away with it. Oulbaene occasionally work together and take advantage of their telepathic communication without alerting others to their plans or presence. As they gain favors from powerful creatures, they

also subtly work to undermine their ostensible partners to ensure their own schemes succeed ahead of all others.

Oulbaene stand 3 feet tall and weigh 80 pounds.



PALE STRANGER

This nearly skeletal figure wields a pistol in each hand. Its garb is dusty and weathered, and smells of old decay.

PALE STRANGER

CR 10

XP 9,600

NE Medium undead

Init +8; **Senses** darkvision 60 ft.; **Perception** +22

DEFENSE HP 145

EAC 23; **KAC** 25

Fort +12, **Ref** +12, **Will** +11

DR 10/magic; **Immunities** undead immunities; **SR** 21

OFFENSE

Speed 30 ft.

Ranged stranger's pistol +22 (2d6+10 P)

Multiattack 4 stranger's pistols +16 (2d6+10 P)

Special Attacks stranger's shot

STATISTICS

Str +3; **Dex** +8; **Con** -; **Int** +0; **Wis** +0; **Cha** +5

Skills Acrobatics +17, Intimidate +22

Languages Common

Other Abilities unliving

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Pistols (Su) A pale stranger wields an enchanted pistol in each of its hands. The range increment of the attacks it makes with these pistols is 60 ft. and always targets KAC. In addition to dealing damage, these pistols never need to be reloaded, require no energy source, and count as magic for the purpose of bypassing damage reduction. It can fire a total of four times as part of a full attack and its total attack bonus is calculated above.

Stranger's Shot (Ex) As a full-round action, a pale stranger can focus its aim and take a single devastating shot against a target's EAC. If the pale stranger hits, the attack deals double damage and the target must succeed at a DC 17 Will save or become panicked for 1d6 rounds.

Sometimes death itself cannot come between a gunslinger and its final revenge. When a gunslinger

is slain by a hated enemy or murdered before it can achieve vengeance against a hated foe, the anger and wrath can animate its remains as a vengeful undead monstrosity. When a pale stranger first rises, it seeks out the source of its anger to finish the job—thereafter, it wanders the desolate parts of the world looking for new victims to vent its unending rage upon.

A pale stranger appears much as it did in life, though desiccated and obviously undead. Rare pale strangers have the ability to hide their undead nature and appear as they did in life using *veil* as a constant spell-like ability (CL equals their CR). These pale strangers are often more powerful and have class levels in the operative or soldier class, and often attract large groups of adoring bandits and followers who may or may not realize that their murderous idol is in fact an unliving horror.

A pale stranger stands 6-1/2 feet tall and weighs 130 pounds.



PELKREV

A mix of silver and purple scaled plating covers this hunched over humanoid. A plate completely covers the location where its eyes should be.

PELKREV

CR 11

XP 12,800

CE Medium monstrous humanoid

Init +8; **Senses** blindsight (thermal) 60 ft.; **Perception** +20

DEFENSE HP 176

EAC 24; **KAC** 26

Fort +15; **Ref** +13; **Will** +12

Immunities electricity, fire, paralysis, sleep; **SR** 22

OFFENSE

Speed 30 ft.

Melee bite +24 (2d8+16 P) or claw +21 (2d8+16 S)

Multiattack bite +18 (2d8+16 P), 2 claws + 15 (2d8+16 S), and tail slap +15 (2d6+16 B)

Ranged explosive egg +24 (3d10+11 E & F)

Offensive Abilities explosive eggs

STATISTICS

Str +5; **Dex** +8; **Con** +3; **Int** +1; **Wis** +2; **Cha** +1

Skills Acrobatics +20, Athletics +20, Intimidate +25, Mysticism +20

Languages Draconic, Terran

Other Abilities arcane conversion, blind

ECOLOGY

Environment any wasteland

Organization solitary, pair, or colony (3–8)

SPECIAL ABILITIES

Arcane Conversion (Su) If a spell fails to penetrate a pelkrev's spell resistance, the pelkrev can convert the spell energy to energize itself or as material for its explosive eggs. If it augments itself, it gains the effects of *haste* for a number of rounds equal to the failed spell's spell level. The number of rounds is not cumulative for multiple spells converted in this way. If it chooses to convert spell energy to an explosive egg, it adds 1d10 damage per 2 spell levels (minimum 1d10) to an explosive egg it produces; an evocation spell converted this way adds 1d10 damage per spell level.

Blind (Ex) A pelkrev is blind. It is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Outside the range of

its blindsight, creatures gain total concealment against the pelkrev.

Explosive Eggs (Ex) A pelkrev can throw an explosive egg as a ranged attack with a range increment of 30 feet. On a successful hit, the target takes the listed damage (plus any extra from arcane conversion). The egg deals half its total damage to all creatures in a 10-foot radius (DC 18 Reflex halves). A typical pelkrev begins combat with 2 eggs and can produce a new egg as a move action.

Descended from a union of warring egg-laying humanoids, one tribe with half blue dragon and the other with half red dragon blood, pelkrevs synthesized their ancestors control over electricity and fire but lost much of the power possessed by their forebears. A cataclysm caused by a strange solar flare claimed most of their home world, including the original half dragon species, but the pelkrevs survived thanks to rapid mutations which had the incidental effect of blinding them. Their strange carapace prevented optic overload from the solar flare which caused the victims' brains to shut down, killing them, or revert to a primal state, driving them insane. The surviving pelkrevs fled underground to wait out those who were driven mad to kill each other and returned to a world they no longer recognized. Most of the fields and forests had been reduced to ash by the event and the pelkrevs had to eke out a meager existence with hardy vegetables that managed to endure through the devastation. The blind pelkrevs brought species of lizards and other food animals with them from their underground homes and began their lives anew. The mutations to their skin and their eyes persisted with their offspring, who were born without eyes but with the weird helmet-like carapace.

The pelkrev home world almost escaped notice from spacefaring species, but when they were discovered, they readily left their homes to travel the universe. Pelkrevs hire themselves out as mercenaries and seem to have an uncanny knack for noticing things missed by creatures which primarily rely on sight. While pelkrevs are powerful in their own right, those who pursue work and become more skilled often choose to take levels in rogue or sorcerer (as part of their draconic birthright). While other classes are open to pelkrevs, there are no know clerics, since they have eschewed faith in deities as a result of their shared tragedy. Pelkrevs are highly individualistic and prone to bouts of

anger, making them generally poor teammates, but they deign to work with others if the money is right.

Pelkrevs become fertile once a year for a week-long period of time. During this time, they produce eggs with pelkrev embryos (losing the ability to create explosive eggs), which must be fertilized by

another pelkrev. One of their mutations that saved them from extinction gave them the ability to both produce eggs and fertilize them, but they cannot fertilize their own eggs.

Typical pelkrevs stand six feet tall and weigh roughly 350 pounds. They can live up to 200 years.



PENTORFIN OVERLORD

This humanoid wears dark armor covering everything but his head. A similarly colored, body-length cloak flutters behind him. His scarred and hairless head has a distinctive violet coloration except for his black lips.

PENTORFIN OVERLORD

CR 15

XP 51,200

NE Medium humanoid (pentorfin)

Init +6; **Perception** +19

DEFENSE **HP 275**

EAC 29; **KAC** 31

Fort +19; **Ref** +17; **Will** +13

Defensive Abilities deflecting blade, telekinetic disarm

OFFENSE

Speed 30 ft.

Melee +1 plasma sword +28 (7d6+15 F), slam +28 (8d6+24 plus grab)

Multiattack 3 plasma swords +25 (damage)

Spell-Like Abilities (CL 20th)

At will—*telekinesis* (DC 20)

3/day—*crush skull* (DC 20), *dominate person* (DC 20)

1/day—*control gravity* (DC 24), *suggestion*, *mass* (DC 24)

Offensive Abilities energy sword, pentorfin troll conversion

STATISTICS

Str +9; **Dex** +3; **Con** +5; **Int** +3; **Wis** +3; **Cha** +7

Skills Acrobatics +31, Intimidate +26, Survival +26

Languages Common, Draconic, Infernal, Pentorfin

Other Abilities

ECOLOGY

Environment any

Organization solitary or squad (1 plus 2–16 pentorfin trolls)

SPECIAL ABILITIES

Deflecting Sword (Ex) Once per round, as an immediate action while wielding his plasma sword, a pentorfin overlord can grant himself a +4 bonus to his EAC against a ranged attack. He must be aware of the attack to use this ability.

Energy Sword (Ex) As a swift action, a pentorfin overlord can transform his weapon into pure light, causing it to ignore all nonliving matter.

Armor bonuses to EAC or KAC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. AC bonuses from Dexterity, natural armor, and other sources still apply. An overlord's energy sword cannot harm undead, constructs, or objects. While this ability is active, he cannot use his deflecting sword ability. He can dismiss this effect as an immediate action.

Pentorfin Troll Conversion (Ex) If a pentorfin overlord pins an opponent, he can exert his will over the target to transform it into a pentorfin troll. The target can attempt a DC 21 Will save to avoid this effect. If the target fails, it permanently transforms into a pentorfin troll under the command of the pentorfin overlord. Returning the victim to normal requires a successful casting of *break enchantment* or more powerful magic.

Telekinetic Disarm (Ex) If a pentorfin overlord successfully disarms an opponent while using his *telekinesis* spell-like ability, and he has a free hand, he can pull the weapon to himself regardless of the distance from his opponent.

Pentorfin overlords are imposing figures, standing between 7 and 7-1/2 feet tall. Their scarred features tell a story of suffering, but their sharp teeth and dark pits for eyes demonstrate they exited their crucible of suffering as wholly evil creatures. They are undisputed swordsmen who can also manipulate minds and objects through their own force of will.

Pentorfin overlords began their existence as peaceful and technologically savvy people whose cooperation and keen minds allowed them to achieve space travel early in their development. Seeking to lift up the natives on a neighboring world and also obtain resources vital to develop their space travel to extend beyond their solar system, they made peaceful overtures to the less technologically developed species after a period of observation. The pentorfin encountered a warlike and highly superstitious people, who, despite their comparative lack of technological prowess managed to repel the pentorfin. The fallen pentorfin awoke a nascent desire for humanoid flesh in the so-called nambocs, who believed they gained power over the invaders by consuming the flesh of fallen foes. The pentorfin became ever more determined to route the nambocs and made

very little progress against the supposed lesser species, due to the nambocs inherent magical abilities and an instinctive understanding of the pentorfin borne from devouring them. A horrific incident where groups of commandeered pentorfin ships and devastated the pentorfin homeworld significantly reduced the pentorfin population. This turning point caused the pentorfin to redouble their efforts and forced them down the dark path they follow to this day. Pentorfin scientists performed experiments on captured nambocs to understand their abilities, and they synthesized a solution from namboc brains to grant the pentorfin similar abilities. This mutagen, combined with the lack of crops on their own wasted homeworld, caused the pentorfin to revert to a form of cannibalism similar to the nambocs. The pentorfin, with their newfound powers and already superior firepower, defeated the nambocs, enslaved the survivors, using them for manual labor and as a food supply.

Despite embracing a heretofore unknown savagery, the pentorfin retained their powerful intellects. They developed space flight, giving them access to the far reaches of the galaxy. They further advanced their genetic science, and they devised a way to convert other humanoids into troll-like beings completely under pentorfin control. They now travel through space seeking to enslave all species they come into contact with. They usually capture a few specimens, whom they convert select few into pentorfin trolls acting as sleeper agents for their masters. These trolls have the capability to subvert others to pentorfin dominance and work their way up the chain in government and industry. When the time comes

for a full-scale invasion, these pentorfin trolls, along with otherwise free-willed lackeys who seek to profit from a deal with pentorfin overlords, render their worlds helpless against the invasion.



PENTORFIN TROLL CREATURE (CR + 1)

Creatures with the pentorfin troll template exist solely to create more slaves for the pentorfin overlords and to otherwise do the overlords' bidding. This template can only be applied to humanoids and monstrous humanoids

Rebuild Rules: **KAC** increase by +2; **Attacks** gain slam attack per the base creature's melee combat bonus and size: Fine -, Diminutive 1, Tiny 1d2, Small 1d3, Medium 1d4, Large 1d6, Huge 1d8, Gargantuan 2d6, colossal 2d8.

Special Attacks grab, pentorfin troll conversion (+4 bonus to save DC);

Ability Scores +2 bonus to Str, Dex, and Con;

Special Qualities considered to be under the effects of *suggestion*, *mass* when in the presence of a pentorfin overlord. They continue to carry out the pentorfin overlord's most recent orders until they are either commanded to do something else by another pentorfin overlord, or they are returned to their original form.

PHYCOMID

This tangle of purple-capped mushrooms growing out of a nasty green sludge shudders and writhes, wafting tendrils of smoke.

PHYCOMID

CR 4

XP 1,200

N Small plant

Init +0; **Senses** blindsight (vibration) 30 ft.; **Perception** +10

DEFENSE **HP 55**

EAC 16; KAC 18

Fort +8; **Ref** +6; **Will** +3

Immunities acid, plant immunities

OFFENSE

Speed 10 ft.

Ranged acid pellet +12 (1d4+4 A plus spores)F

STATISTICS

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

Skills Athletics +10, Stealth +15

Other Abilities mindless

ECOLOGY

Environment any underground

Organization solitary or infestation (2–8)

SPECIAL ABILITIES

Acid Pellet (Ex) A phycomid attacks by firing a glob of acid from one of its several mushroom-like stalks. This attack has a range increment of 10 feet and targets its foe's EAC. A phycomid can fire up to six acid pellets per minute—during rounds in which the fungus has no acid pellets, it has no method of attacking at all and must wait until its acid stores replenish in 4 rounds before continuing a battle.

Spores (Ex) Any creature that takes damage from a phycomid's acid pellet (or consumes even a small portion of the fungus) becomes exposed to the fungus's spores. These spores grow quickly in living creatures. This affliction is a disease effect, although its course runs much faster than most diseases and is more poison-like in its speed, and like a poison, the spores "burn out" after a short period.

Typically found in damp bogs, subterranean fungus caves, and compost heaps, phycomids are

dangerous fungoid creatures that grow in small, steaming patches among decomposing organic matter. The phycomid's main body is a mass of green-brown mold that can slither and move when necessary to seek out new carrion to feed upon. Numerous mushrooms sprout from the main body—vile green stalks topped with purple or red caps that seem to steam with rank-smelling smoke. This smoke is in fact vapor escaping from the numerous globs of acid the plant produces as a method of both self-defense and reproduction.

This acidic substance is expelled from the phycomid whenever it senses movement nearby, and seasoned adventurers can often trick a phycomid into giving away its true nature by simulating movement within range of the fungus. Less fortunate encounters are typically marked by large infestations of phycomids growing among a scattered collection of dead bodies.

PHYCOMID SPORES

Type disease (ingested or injury); **Save** Fortitude DC 13

Track physical; **Frequency** 1/round for 6 rounds

Effect At the dead state, the victim's body bursts open in 1d4 rounds as a fully grown new phycomid emerges.

Cure 1 save



PLASMA OOZE

This amorphous blob of violet energy ripples like a globe of floating liquid. It periodically lashes out with tendrils of blue light.

PLASMA OOZE

CR 16

XP 76,800

N Gargantuan ooze

Init +0; **Senses** blindsight (thermal) 60 ft., sightless; **Perception** +28

Aura magnetic pulse (30 ft., DC 22)

DEFENSE HP 330

EAC 29; **KAC** 31

Fort +18; **Ref** +16; **Will** +12

Defensive Abilities split (slashing or sonic, 33 hp); **DR** 10/—; **Immunities** acid, bludgeoning damage, electricity, fire, ooze immunities, piercing damage; **Resistances** cold 30

OFFENSE

Speed fly 30 ft. (Su, perfect)

Melee slam +30 (6d10+26 B, E, and F plus grab; critical burn 2d8)

Ranged plasma ray +27 (7d6+16 E and F; critical burn 4d6)

Space 20 ft.; **Reach** 20 ft.

Offensive Abilities engulf

STATISTICS

Str +10; **Dex** +0; **Con** +7; **Int** —; **Wis** +5; **Cha** -2

Other Abilities no breath

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Engulf (Ex) A plasma ooze can simply engulf Gargantuan or smaller creatures in its path as a standard action. The ooze merely has to move over its opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the ooze, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 22 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the ooze moves forward. Engulfed creatures are subject to damage from the ooze's slam attack, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned.

Magnetic Pulse (Su) A plasma ooze is surrounded by an aura of magnetism that allows it to attract metallic objects and creatures. At the start of the ooze's turn as a swift action, all metallic creatures, all creatures wearing metal armor, and all creatures wielding metal weapons within 30 feet must attempt a DC 22 Reflex save. If a metallic creature or a creature wearing metal armor fails the save, it is pulled 10 feet closer to the ooze and cannot move away from the ooze for 1 round. If this causes the creature to move into a square occupied by the plasma ooze, the ooze can attempt to engulf that creature as a reaction. If a creature wielding a metal weapon fails the save, that weapon is disarmed and pulled 10 feet closer to the ooze. Unattended metal objects of size Large or smaller are automatically pulled toward a plasma ooze. This magnetism affects all metal objects.

Plasma Ray (Ex) A plasma ooze's plasma ray is a ranged attack against EAC with a maximum range of 60 feet and no range increment.

Split (Ex) A plasma ooze splits into two identical copies of itself if subject to sonic or slashing damage. Each copy has half the original's current Hit Points (rounded down). A plasma ooze reduced below the listed Hit Points cannot be further split and can be killed normally.

Massive and devastating, plasma oozes are mysterious, extraterrestrial beings made of superheated electromagnetic sludge. While their origin is not fully known, it is widely accepted that plasma oozes are not from this world. Some scholars believe they dwell in the sun, while others maintain they hail from the Plane of Fire. That plasma oozes have been encountered in both of these locations does little to help solve the debate.

A plasma ooze flies by somehow interacting with gravity and magnetic waves, drifting through the air in a manner similar to the way a jellyfish swims in water. This creature's only real purpose is to consume, and it prefers to do so by drawing prey into its fiery, electrified core. Scholars find it curious that while a plasma ooze can only attract and repel metallic substances, the thing can only digest organic matter, and rather slowly at that.

Survivors of plasma ooze attacks are rare, but such victims describe the pain of being struck by one's rays as like being pulled apart piece by piece.

Wounds left by a plasma ooze's touch resemble hideously melted burn scars.

A plasma ooze is 20 feet in diameter and weighs 6,000 pounds.



PLASMIN

This strange entity is formed from interwoven, translucent threads of an unusual multicolored material.

PLASMIN

CR 3

XP 800

N Medium outsider (elemental, extraplanar, fire)

Init +6; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities electricity, elemental immunities, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +12 (1d6+7 E & F; critical burn 1d4 or staggered [DC 12])

Offensive Abilities plasma strikes

STATISTICS

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

Skills Acrobatics +8, Athletics +8

Feats Mobility

Languages Auran, Ignan

Other Abilities zero-G propulsion

SPECIAL ABILITIES

Plasma Strikes (Ex) A plasmin's slams deal half electricity damage and half fire damage. In addition, on a critical hit, the plasmin can apply either an additional 1d4 burn damage or the staggered critical hit effect.

Zero-G Propulsion (Ex) A plasmin gains a fly speed of 50 ft. (Ex, average) in space or similar zero-gravity environments. They cannot fly within gravity, but they can buffer the effects of gravity allowing them to slow their rate of falling to 50 feet per round and to negate damage from falling regardless of the distance they fall.

Plasmin are strange beings formed of congealed stellar energies, often birthed during solar flares that rupture planar boundaries along the edges of the Elemental Planes and cast residual sentient energetic matter into the void. They often coalesce in the presence of starship engines or around other massive energy discharges, and occasionally are found in terrestrial environments



PURPLE WORM

This enormous worm is covered with dark purple plates of chitinous armor. Horrifyingly, both ends of this monstrosity contain giant, tooth-filled mouths the size of oxen, with grotesque clawed appendages dangling from its flanks.

PURPLE WORM

CR 12

XP 19,200

N Gargantuan magical beast

Init -2; **Senses** blindsight (vibration) 60 ft., darkvision 60 ft.; **Perception** +22

DEFENSE **HP 198**

EAC 27; **KAC** 29

Fort +14; **Ref** +13; **Will** +11

OFFENSE

Speed 20 ft., burrow 20 ft., swim 10 ft.

Melee bite +26 (4d6+20 P plus swallow whole; critical staggered [DC 19]) or sting +23 (2d6+20 P plus purple worm venom)

Space 20 ft.; **Reach** 15 ft.

Offensive Abilities awesome blow, swallow whole (4d6+20 B, EAC 27, KAC 25, 49 HP)

STATISTICS

Str +8; **Dex** -2; **Con** +5; **Int** -5; **Wis** -1; **Cha** -1

ECOLOGY

Environment any underground

Organization solitary

SPECIAL ABILITIES

Awesome Blow (Ex) If a purple worm succeeds at a special awesome blow combat maneuver check against an opponent smaller than itself, its opponent takes damage as if struck by its bite attack and is knocked flying 10 feet in a direction of the worm's choice and falls prone. The worm can only push the opponent in a straight line, and the opponent can't move closer to the worm than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 bludgeoning damage, and the opponent is knocked prone in the space adjacent to the obstacle.

As the worm stretches its purple-scaled bulk above you, its long tail thrashes to pull a second maw from beneath your feet.

RADIANT MUTANT WORM CR 15

XP 51,200

N Gargantuan magical beast

Init +0; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.; **Perception** +31

DEFENSE **HP 275**

EAC 29; **KAC** 31

Fort +19; **Ref** +19; **Will** +13

Defensive Abilities split (28 slashing damage);

Immune mind-affecting effects, radiation;

Resist cold 10

OFFENSE

Speed 20 ft., burrow 20 ft., swim 10 ft.

Melee bite +29 (8d6+24 P plus swallow whole; critical staggered [DC 21])

Space 20 ft.; **Reach** 15 ft.

Offensive Abilities double bite, radioactive bite, swallow whole (8d6+24 A, EAC 29, KAC 27, 68 HP)

STATISTICS

Str +9; **Dex** +0; **Con** +7; **Int** -3; **Wis** +5; **Cha** +0

Skills Survival +26

SPECIAL ABILITIES

Environment underground

Organization solitary

SPECIAL ABILITIES

Double Bite (Ex) An amphisbaena worm can make a full attack without the usual -4 penalty if its bites are targeted 15 feet or more apart, whether two separate creatures or one target more than 15 feet wide.

Radioactive Bite (Ex) A creature bitten by a mutant worm is exposed to medium radiation (see Radiation in Chapter 11 of the Starfinder Roleplaying Game Core Rulebook), acting as a poison on the Constitution track (DC 17 Fortitude negates). A creature swallowed by the worm is exposed to high radiation each round at the beginning of its turn, increasing the save DC to 22. A creature failing a save against this radiation exposure acquires radiation sickness, as described in the same section. This is a poison

effect. The save DCs are fixed and are not based on the worm's ability scores.

Split (Ex) When an amphisbaena worm suffers 28 or more slashing damage from a single source, it splits into two worms. These worms each have half the remaining hit points of the original and only one mouth, losing the double bite and split ability.

Radioactive Bite (Ex) A creature bitten by a mutant worm is exposed to medium [radiation](#)^{TG}, dealing 1d4 points of Constitution drain (DC 17 Fortitude negates). A creature swallowed by the worm is exposed to high radiation each round at the beginning of its turn, dealing 2d4 points of Constitution drain (DC 22 Fortitude negates). A creature failing a save against this radiation exposure acquires radiation sickness, taking Strength damage as a secondary effect once per day thereafter. This secondary effect ends only after a character succeeds at two consecutive Fortitude saving throws to resist secondary radiation damage. If a character has Strength damage equal to his current Strength score, further damage dealt a secondary effect is instead Constitution damage. This is a poison effect. The save DCs are fixed and are not based on the worm's ability scores.

Purple worms are giant scavengers that inhabit the deepest regions of the world, consuming any organic material that they encounter. They are notorious for swallowing their prey whole. It is not uncommon to hear of a group of adventurers vanishing down the ravenous maw of a purple worm, screaming as they disappear one by one.

Although they seek to consume living creatures, purple worms also consume vast amounts of dirt and minerals as they burrow underground. The insides of a purple worm may contain a considerable number of gemstones and other items able to withstand the corrosive acid inside its gullet. In areas filled with radioactive isotopes, tainted effluents, and similar toxic waste, some purple worms are able to not only survive their exposure but to thrive within it, albeit horribly mutated by the effects of radiation. Their habits are otherwise identical to their ordinary kin, but they are if anything even more greatly feared.



QOMOK

A slight tremor in the face of the creature before you heralds the arrival of a ghastly horror. What was a man moments ago suddenly rips itself apart: its flesh bursts open, blood and viscera spray in all directions, and its internal organs liquefy and ooze to the floor. As the man-thing contorts and expands in impossible directions, great multi-jointed insectoid legs and a sickening array of clawed limbs, oily tentacles, and sucking mouths sprout from its ruined torso and its face ruptures to form an awful split-faced maw of jagged teeth.

QOMOK

CR 15

XP 51,200

CE Large aberration (shapechanger)

Init +5; **Senses** all-around vision, blindsight (scent), darkvision 60 ft.; Perception +26

DEFENSE HP 200

EAC 29; **KAC** 31

Fort +17, **Ref** +17, **Will** +15

Defensive Abilities hard to kill, mutable form, regeneration 10 (fire); **Immunities** ability damage, ability drain, bleed, death effects, disease, mind-affecting effects, ooze immunities, petrification, sonic attacks

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft. (see mutable form)

Melee claw +35 (6d4+22 S plus infection) or feeding tendril +33 (0 damage plus attach)

Multiattack 4 various attacks (bites, claws, pincers, tentacles, etc.) +22 (6d4+22 B, P, or S plus infection)

Space 10 ft.; **Reach** 10 ft. (20 ft. with feeding tendril)

Offensive Abilities feeding tendril, infection (DC 21), mutable form

STATISTICS

Str +7, **Dex** +5, **Con** +9, **Int** +5, **Wis** +5, **Cha** +5

Skills Athletics +31, Intimidate +26, Survival +26

Languages Aklo (see mutable form)

Other Abilities assimilate, compression, mutable form, no breath

ECOLOGY

Environment warm and temperate land

Organization solitary or invasion (2–5)

SPECIAL ABILITIES

Assimilate (Ex) When a qomok slays a creature (excluding non-native outsiders, oozes, plants, and creatures that do not have blood) by draining the creature's blood with its feeding tendril, the qomok can completely absorb the creature's remains and assimilate them into its own body. It takes a qomok 1 minute to absorb a creature's remains (regardless of the creature's size), and as it absorbs a creature the qomok is completely helpless. An assimilated creature's body is annihilated and can only be restored to life using *miracle* or *wish*. After it absorbs and assimilates a creature, a qomok gains detailed information about the creature's identity and personality and has access to all the creature's memories. A qomok does not gain access to a creature's abilities unless it uses its alter form ability to mimic the creature's form.

Feeding Tendril (Ex) As a full action, a qomok can create and attack with a long feeding tendril. If the qomok's feeding tendril attack succeeds, it automatically attaches and deals no damage on the round on which it hits. However, at the beginning of the victim's turn and each turn it remains attached, the victim takes 4d6 points of damage as the feeding tendril drains the victim's blood. An attached feeding tendril can be removed with a successful Strength DC 15 check made as a standard action, or the qomok can remove its feeding tendril from its target as a swift action.

Hard to Kill (Ex) A qomok does not age, nor does it need to eat, breathe, or sleep. A qomok is also immune to the harmful environmental effects of outer space and vacuum as well as pressure damage from being immersed in deep water. Each of the qomok's individual cells is a separate living organism, and if the creature is not killed by fire it quickly fully heals. A qomok reduced to 0 hit points by any attack other than one that inflicts fire damage is not destroyed nor does it fall unconscious. Instead, the qomok becomes staggered until its regeneration ability restores it to at least 1 hit point. A qomok reduced to 0 hit points by fire damage immediately enters a state of hibernation. A qomok trapped in an environment of extreme cold or in the vacuum of outer space for more than ten minutes also enters hibernation. While in this state, the qomok can

take no actions, is helpless, and its regeneration ability ceases to function. A qomok forced into hibernation after taking fire damage awakens in 12+2d6 hours once its charred remains cool. A qomok forced into hibernation due to extreme cold or exposure to the vacuum of outer space remains in hibernation until it enters a warmer environment, whereupon it awakens in 1d4 days. Once a qomok awakens, its regeneration ability begins functioning again.

Infection (Ex) When a creature takes damage from any of a qomok's melee attacks (and does not die), is struck by the qomok's feeding tendril, or if a creature damages a qomok with its bite attack, it must succeed on a DC 21 Fortitude save or contract an exceptionally virulent infection that eventually overwrites the creature's DNA and transforms it into a qomok. The infection works like a physical disease, except it ignores the target's immunity to diseases. *Detect affliction* can reveal the existence of the infection (the infection is considered a disease for purposes of that spell) and *remove affliction* can remove the infection. A creature that succumbs to the infection and transforms into a qomok can only be restored via *miracle* or *wish*.

Mutable Form (Ex) A qomok's body is extremely mutable and can adapt to respond to almost any situation. This ability is identical to change shape with the following additions and exceptions:

- When a qomok attacks, its body bursts open to display a variety of strange and terrifying body parts and portions of anatomy from creatures it previously absorbed with its assimilate ability. As a swift action, a qomok can alter its form and use any of the following special attacks in conjunction with one of its melee attacks:
 - Attach
 - Grab
 - Swallow Whole (8d6+22 A, EAC 29, KAC 27, 68 HP)
- As a full action, during which the qomok is completely helpless, a qomok can perfectly mimic the last creature it absorbed with its assimilate ability. A qomok can use this ability to assume the appearance of specific individuals with perfect accuracy, right down to matching the original creature's

QOMOK INFECTION

Type disease (injury); **Save** Fortitude DC 21
Track physical; **Frequency** 1/minute

Effect When an infected creature reaches the dead state, the victim transforms into a qomok.

Cure 2 consecutive saves

The infection works insidiously, with the victim feeling and showing no signs of discomfort and the presence of the infection is nearly undetectable, save via *detect affliction* or similar magic or the use of a medical lab (requiring a successful DC 30 Medicine check). When the infection transforms a creature into a qomok, the transformation is extremely subtle as well. Creatures observing the victim as he or she transforms must succeed on a DC 30 Sense Motive check to notice something is amiss. Additionally, victims that transform into a qomok often do not realize they have transformed into a monster, as the qomok's personality prefers to hide beneath the replicated personality of its victim. When the qomok's personality takes over (usually in response to a threat or to feed), the victim's replicated personality "blacks out" and the qomok erases all memory of the event from the replicated personality's mind. Infected creatures that die before transforming into a qomok rise as a qomok 2d6 minutes after death. Creatures killed and reduced to sludge by a qomok's feeding tendril attack are automatically infected and transform into a qomok 2d6 rounds after death if the qomok does not assimilate the creature's body before that time elapses.

DNA. A qomok replicates the appearance of any scars or physical wounds (though it does not suffer damage itself), illnesses or diseases possessed by a victim (though it does not suffer any ill effects), as well as any physical deformities, such as missing eyes or limbs. None of the qomok's ability scores are adjusted when it mimics a victim's form. While it mimics a victim's form, a qomok

knows (and can speak) any languages known by the victim and gains the use of the victim's feats, racial traits, skills (default to the qomok's skill modifier if it is higher than the victim's skill modifier), and extraordinary abilities. A qomok uses its victim's DCs when it mimics an ability it does not already possess; however, any DCs less than 21 become 21. If the victim had immunity or resistance to any energy types, the qomok gains resistance 20 to those elements, though the qomok cannot gain immunity or resistance to fire. A qomok gains any weaknesses (such as light blindness) and vulnerabilities of the creature for as long as it continues to mimic it. A qomok does not gain the use of a victim's supernatural abilities, spellcasting, or spell-like abilities.

- As a move action, a qomok can generate body parts that provide it with one of the following additional forms of movement: burrow 20 ft., climb 30 ft., fly 60 ft. (average), or swim 30 ft.
- As a reaction to being struck by a fire attack that reduces it to less than half of its maximum hit points, a qomok splits into two identical copies of itself. Each copy has half of the original's remaining hit points (rounded down) and decreases by two size categories. A split qomok can continue to split if it suffers additional fire damage, until the copies become Diminutive or the qomok is reduced to 10 or less hit points. Except for its Intelligence score, the qomok's statistics do not change when it decreases in size. A qomok reduced to a size of Tiny or Diminutive, gains an Intelligence score of 2. A Tiny or Diminutive qomok becomes focused on self-preservation and generally avoids combat unless it can attack without endangering itself. Two or more copies of the same qomok can merge as a full action. The copies that merge combine their total remaining hit points. A qomok increases one size category for each copy that merges and cannot grow larger than size Large.

The remote reaches of the universe are home to bizarre phenomena and horrific alien life forms beyond normal comprehension, most of which pale in comparison to the unspeakable and utterly alien horror epitomized by the qomok. Known by many

names throughout the universe, but most often as "Things," qomoks are shape-shifting parasitic organisms with the ability to absorb, assimilate, and then perfectly mimic the bodies of other living creatures. A qomok's original form resembles a fleshy mass of oozing viscera, covered with rope-like tendrils and undulating sucker-mouths that slithers and shambles with surprising agility. In this form, a qomok is roughly 12 feet in diameter and weighs 2,000 pounds. However, most qomoks haven't assumed this shape since the first qomok left its distant homeworld billions of years ago, for the creatures are driven by an irresistible drive to absorb and assume their victims' forms.

Extremely paranoid, and with an unrivaled instinct for self-preservation and survival, qomoks prefer to attack lone targets so they do not needlessly endanger themselves. When attacking, a qomok shifts its body asunder in a spectacle of gore and violence, generating various extremities and toothy maws, in an attempt to surprise its prey. It then ensnares its victim with its feeding tendril so it can be absorbed and assimilated. When a qomok's true nature is exposed, the creature will react depending on its current size, health, and the nature of the threat. Smaller copies of a qomok will usually attempt to flee, whereas a full-sized and healthy qomok will often attack multiple creatures head on in an attempt to quickly overwhelm and neutralize them. However, true to its self-preserving nature, a qomok will almost always prefer to flee if its cover is not completely lost.

Ecology

A qomok has only assimilation and self-preservation in mind. It will selfishly save itself or even attack other qomoks or other copies of itself in order to avert attention and suspicion. A qomok's level of intelligence is determined by its size. Larger qomoks are extremely intelligent; it is theorized that full-sized qomoks have the combined intelligences of all the organisms they have ever assimilated. Smaller copies are much less intelligent, and often show little creativity or goals other than survival.

Qomoks have little regard for organic life, seeing living creatures merely as prey and conveniences by which they can gain newer, more versatile forms. They care nothing for emotions, and have no need for personal relationships,

religion, or mercy. Due to their intense paranoia and overriding instinct for self-preservation, as well as their callous indifference for “lesser” life forms, qomoks rarely communicate with sentient prey. When they do converse, they do so only to maintain their cover, avert attention away from themselves, or confuse their prey. Qomoks have only slightly more regard for their own kind, including their own infection-spawned offspring. Although they will cooperate with one another when they share a common enemy or goal, qomoks only do so if the association serves their personal need for assimilation and survival.

Though highly intelligent and able to use most technology and magic items, qomoks are not adept at spellcasting. Whether due to their alien physiology or some other psychological barrier, qomoks cannot cast spells or mimic the supernatural or spell-like abilities of other beings. While their natural forms are decidedly alien, they can spontaneously generate limbs and other body parts that allow them to use tools and magical items as easily as a humanoid. Though they are able to wield weapons with as much skill as an assimilated creature, qomoks prefer to use their natural weapons in combat.

Habitat and Society

Qomoks originated on a tiny, swamp-covered moon orbiting a gas giant world in a remote corner of the universe. They began as microscopic clusters of semi-sentient cells that took a bizarre turn on the evolutionary path and developed the ability to assimilate and mimic other organic cells. After a few billion years, the qomoks grew prodigiously and became the dominant species on their homeworld. The immortal qomoks then spent eons slithering about their muddy little world, occasionally absorbing and assimilating one another. Though highly intelligent, these qomoks were unfathomably savage; they formed no society, no religion, and were content to focus their attentions on the swampy surface of their world, remaining completely unaware of the stars above and any worlds beyond their own.

That changed when an elder thing explorer happened upon the qomok homeworld. Having visited scores of inhabited worlds in its own long lifetime, the elder thing immediately recognized the qomoks’ physical resemblance to the bio-

engineered shoggoths—a powerful slave race created by the elder things. Insatiably curious, the elder thing began a long-term study of the qomoks with the goal of eventually collecting a live specimen and weaponizing it. Unfortunately for the elder thing, and for many future denizens of the universe, this ill-planned scheme was a disaster. One day, after several years of safely studying the qomoks from the air, the elder thing landed on an outcropping of rock that was too close to one of the creatures. The qomok ensnared the elder thing with its feeding tendril and swiftly absorbed and assimilated the overmatched explorer.

In that instant, as the qomok absorbed the elder thing’s body and mind, its own consciousness expanded a millionfold. The qomok’s thoughts flooded with the memories, knowledge, and experiences of the elder thing, and it suddenly became cognizant of the existence of other living creatures and other worlds. Led by an insatiable drive to assimilate other life forms, the qomok assumed the elder thing’s winged form and immediately launched itself into the sky. Mimicking the elder thing’s ability to travel between the stars, the qomok hurled itself through interstellar space and slipped into hibernation. Eventually, untold eons later, the sleeping qomok fell to the surface of an inhabited world. Since that time, this single qomok has seeded its kind on many worlds as it slowly and inexorably spreads its race across the universe.



QUEBORRIN

An undulating wormlike thing burrows out of the carrion heap before you. Eyes like rows of green gemstones fixed you with their gaze while tiny legs like barbed hairs all along its length flex their fibrous tips for an instant. Wreathed in viscera, its sphincterous mouth opens to reveal a circular row of teeth as it slithers forward.

QUEBORRIN

CR 5

XP 1,600

NE Tiny aberration

Init +5; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE HP 65

EAC 17; **KAC** 18

Fort +4; **Ref** +4; **Will** +10

DR 5/magic; **SR** 16

OFFENSE

Speed 20 ft.

Melee bite +12 (1d4+3 P)

Space 2-1/2 ft.; **Reach** 0 ft.

Offensive Abilities infest (DC 15)

Spell-Like Abilities (CL 5th)

1/day—*dominate person* (DC 18), *modify memory* (DC 18)

3/day—*deep slumber* (DC 16), *suggestion* (DC 16)

STATISTICS

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

Skills Culture +16, Mysticism +16, Stealth +16, Sense Motive +11

Languages Queborrin

Other Abilities enhance host

ECOLOGY

Environment any

Organization solitary, community (up to several hundred infected hosts), or planet (up to entire planet's population)

SPECIAL ABILITIES

Enhance Host (Su) A creature infested with a queborrin gains the queborrin's spell resistance, except that it does not apply to any spells cast by the queborrin.

Infest (Ex) As a full round action when it is in the space of a larger humanoid, the queborrin can make a bite attack. If the bite deals damage,

the humanoid must succeed at a DC 15 Fortitude save or become infested by the queborrin. An infesting queborrin has no special control over its host, other than that provided by its spell-like abilities and can be noticed with a thorough medical examination (including a DC 20 Medicine check). The infestation can be removed with *remove affliction* or similar magic, which kills the queborrin. Removing the creature through an hour-long surgery is possible with a successful DC 25 Medicine check, but failure kills both the queborrin and the host.

Distant kin of the much-feared and more common intellect devourer, the queborrin are an alien parasitic race that thrives on finding a powerful host to dwell within and enjoy. The queborrin are voyeurs; seeking to enjoy positions of power to enable other queborrin to thrive.

A queborrin resembles a revolting long green worm with distended legs, it has cluster eyes and is covered in fine hairs that, when attached to the host's spine, grow and infuse within the skeleton of the host to prevent removal. Its mouth is designed for swift burrowing and has a circular row of razor teeth. Queborrin speak their own language; a revolting series of screeches and high-pitched whistles that can be pitched so high that they pass the hearing of most humanoids. In this way, queborrin are able to communicate with each other even in the most dangerous of circumstances and do so secretly.

Queborrin usually enter a host by *dominating* them and then erasing the memory of its ever entering them. In this way, queborrin can slyly enter a populace raising very few suspicions; and those who do spot such intruders are quickly dealt with by dominated infested hosts. In this way, queborrin can quickly take over entire communities, and have taken over entire worlds in this way—spreading like a vast wave of parasitic misery across an entire population and creating a place of order and safety for the queborrin to infest other worlds.

Queborrin grant a boon of spell resistance to their hosts; something they carefully veil using suggestion spells if ever the need arises—most hosts put the lack of spells affecting them down to simple destiny—an assumption the queborrin planted there in the first place.

Ecology

Queborrin are created when a mature queborrin inhabits the body of a pregnant host; its racial reproduction an horrific byproduct of this event—an event often sought out by lone queborrin in an attempt to create more of its kind. The infant queborrin created by this event invariably form in one of two ways—entirely dependent upon the manner of the present hosts surroundings. If the hosted queborrin feels it is unsafe for a mass birth (q.v.) the queborrin created is a single creature always birthed within the infant, who begins life dependent upon and inextricably linked with the infant queborrin. After a period of one year the infant queborrin is able to leave its infant host if it wishes, but most develop a long (often life-long) relationship with their host body; guiding its destiny in a way often at odds with its natural birth. The intelligent queborrin has high hopes for the infant, and seeks to spread its own kind by using the creature's abilities—whatever they might be.

If the adult queborrin thinks it is safe to do so, a mass birth occurs. This revolting event involves the infant queborrin feeding upon the host infant—killing it and devouring it utterly. After a given period of time—usually half the gestation period of the host creature—the infant queborrin emerge. At this time the infants are very vulnerable, and the adult queborrin invariably remains within its pregnant host to ensure their brood are properly cared for until adulthood—something that usually takes a year.

Habitat and Society

The queborrin are accomplished bodysnatchers; their aim is always to assimilate as many hosts as they can to ensure not only survival, but safety. As has been eluded to above, the queborrin are able to instigate mass takeovers, and because of their intelligence can usually arrange a most believably cover for these activities. Where a host group of some size has been established, queborrin will often use pregnant creatures to host further queborrin and ensure a mass birth. These births are enveloped in layers of secrecy so that even if the outer layer is uncovered and the queborrin discovered, there are always more layers to protect the main host and young. Often with a particularly old or powerful group, external senior or powerful individuals are sought out and infested to ensure

that any danger is dealt with by those in authority.

This is not to say queborrin are sociable creatures; many live entire lives operating alone; spying or studying or out of mere curiosity—some even become so engendered in their host's society that they forget that host and queborrin are separate creatures. Some of these creatures have been known to fall into inconsolable grief when a particularly beloved or long-lived host dies. These creatures are rare, but common enough to have a name amongst queborrin, who call them same-strange; in disgust at their love of a particular host. If a normal queborrin encounters such a creature it seeks to destroy the aberration.

Therein lies the queborrins one major belief—that they are racially pure; a belief so ingrained and all-consuming that it often bleeds outwards into the host creature or beyond into its society if enough are present. Queborrin use hosts to further the queborrin race, and while they are inquisitive and cruel, they are far more than that, and this makes them very dangerous.

Hive-Minded

Some queborrin are able—through a quirk as yet understood even by the race themselves—to communicate across vast distances; even between planes of existence. These hive-minded queborrin have a shared link with several others that enables those creatures to speak and listen and see everything that goes on between the hive group.

The hive-minded queborrin are often feared by their own kind, who hunt them out as aberrations within aberrations. This forces some groups of hive-minded to operate covertly and form even more paranoid groups than standard queborrin.

Metal-Clad

Some queborrin have developed—or rather created—metal skins to work from, preferring to shed mortal flesh to enable a form of immortality. These creatures view other queborrin who dwell in flesh as unclean; racially inferior creatures that are above all other foes who must be sought out and slain. The metal skins they develop are only limited by the present technology of the places they inhabit—places they generally soon overpower and destroy.

Metal-clad queborrin have developed complex



alchemical methods of reproduction, sometimes on an industrial scale. These queborrin are greatly feared by standard queborrin who reciprocate their race hatred. They operate on a strict hierarchical scale to ensure racial purity drives the queborrin—not personal greed or desire.

The leaders of the metal-clad dwell within vast complex machines, and all metal-clad queborrin ensure they have weaponry—knowing their own flesh is weak.

RADIOACTIVE WIND

A sickly warm gust rips through the air, turning nearby plant life to rot and imbuing a sense of dread to all in its path.

RADIOACTIVE WIND

CR 5

XP 1,600

NE Large undead (air, incorporeal)

Init +5; **Senses** darkvision 60 ft.; **Perception** +11

Aura radiation (30 ft., DC 13)

DEFENSE HP 74

EAC 17; **KAC** 19

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

Defensive Abilities air mastery, improved evasion, incorporeal, natural invisibility, unliving;

Immunities undead immunities

Weaknesses vulnerable to winds

OFFENSE

Speed fly 60 ft. (Su, perfect); seep

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities distraction, rending wind (1d6+5 negative energy plus radiation)

STATISTICS

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

Skills Athletics +16

Other Abilities unliving

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a –1 penalty to attack and damage rolls against a rotting wind.

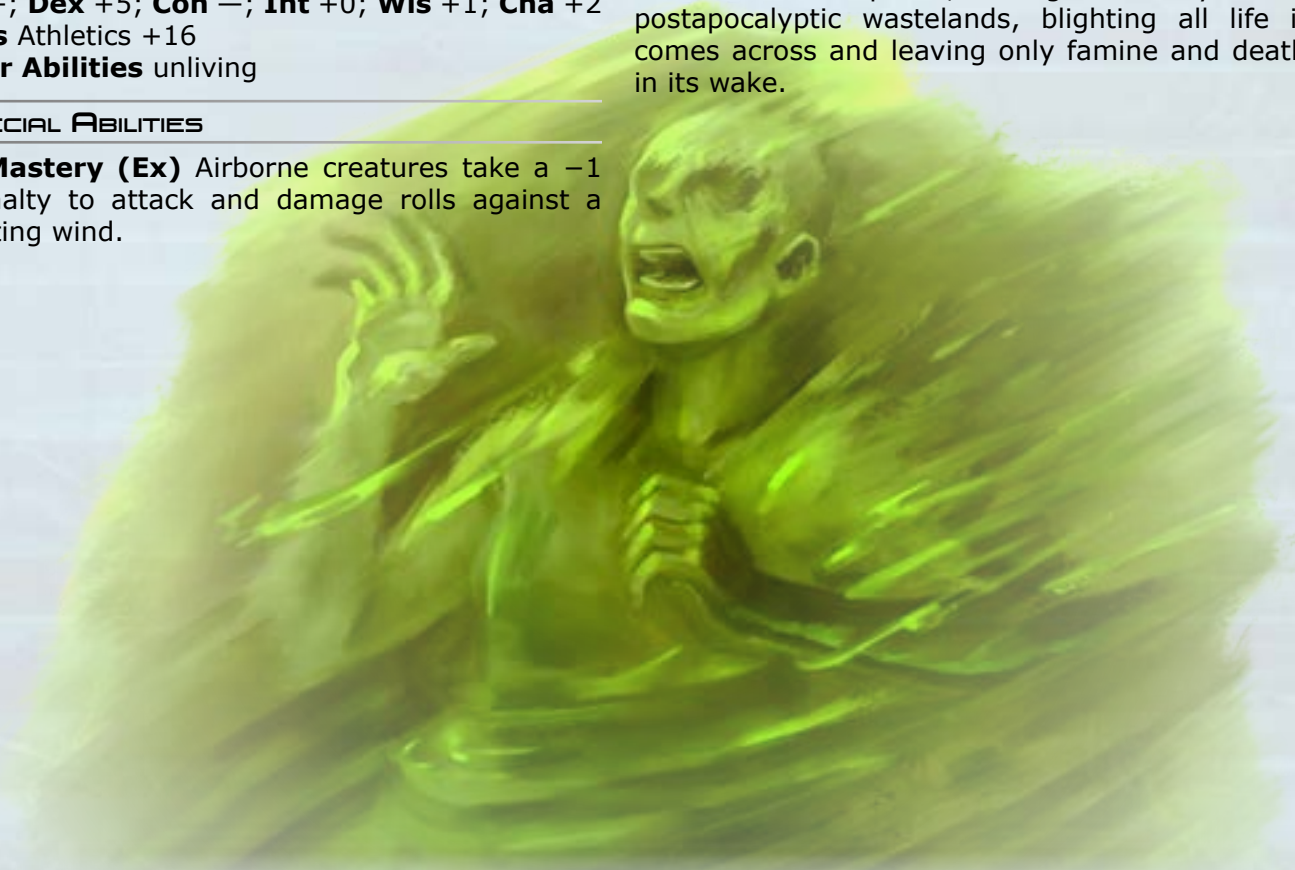
Aura of Radiation (Su) The area around a radioactive wind is constantly affected as if by an *irradiate* spell (CL 6th).

Rending Wind (Su) A radioactive wind deals 1d6+5 negative energy damage to creatures in its space at the end of its turn. It also damages creatures that enter its space on their turn. Creatures damaged by this rending wind are exposed to medium radiation and may contract radiation sickness.

Seep (Su) A rotting wind is a gaseous creature and can slip through tiny cracks into any area that is not airtight, but it cannot pass through solid barriers.

Vulnerable to Winds (Ex) A rotting wind takes a –4 penalty on saving throws against wind effects, and it is treated as a Tiny creature for the purpose of wind effects determined by size.

A radioactive wind is an undead creature made up of the foul air and fallout dust sloughed off by the innumerable creatures wiped out in atomic holocausts or exposed to lethal doses of cosmic radiation. A radioactive wind carries the foul stench of death upon it, drifting mindlessly across postapocalyptic wastelands, blighting all life it comes across and leaving only famine and death in its wake.



ROBOT, ANNIHILATOR

This metallic creature has pincer-tipped arms and a single red eye—it flies with eerie grace via blasts of fire from its back.

ANNIHILATOR ROBOT

CR 16

XP 76,800

N Gargantuan construct (robot, technological)

Init +7; **Senses** darkvision 120 ft., low-light vision, blindsense (vibration) 60 ft.; **Perception** +28

DEFENSE HP 300

EAC 30; **KAC** 32

Fort +16; **Ref** +16; **Will** +12

Defensive Abilities hardness 10; **Immunities** cold, construct immunities; **Resistances** electricity 30, fire 30

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 50 ft., climb 30 ft., booster jet

Melee claws +28 (6d10+26 P)

Multiattack claws +25 (5d8+26 P), slam +25 (3d8+26 B)

Ranged chain guns +31 (6d10+16 P)

Space 20 ft.; **Reach** 20 ft.

Offensive Abilities plasma lance, suppressing fire

STATISTICS

Str +10; **Dex** +7; **Con** -; **Int** +2; **Wis** +3; **Cha** -3

Skills Acrobatics +28, Athletics +33, Intimidate +28

Languages Common

Other Abilities unliving

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Booster Jets (Ex) As a swift action up to 10 times per hour, an annihilator can gain a fly speed of 60 feet (poor maneuverability) for a duration of 1 minute.

Chain Guns (Ex) These advanced firearms have a range increment of 200 feet, and automatically reload. An annihilator's core can process scrap metal into new ammunition, effectively giving the annihilator infinite ammunition with these weapons.

Plasma Lance (Ex) As a standard action once

every 3 rounds, an annihilator can fire a 120-foot-long line of plasma from its tail. All creatures in this area take 15d6 points of damage (Reflex DC 22 half). Half of this damage is fire and half is electricity.

Suppressing Fire (Ex) As a standard action, an annihilator can use its chain guns to fire in a 100-foot cone. When it does so, all creatures within this area must succeed at a DC 22 Reflex save or be reduced to 1 movement action and half their speed for the next round. Those who save can make only a standard action.

The enormous and formidable annihilator robots roam old ruins and wastelands, ridding them of all life and civilization. They smash structures, slaughter creatures both sentient and bestial, and scorch plant life to ashes. When rampaging, an annihilator indiscriminately destroys rather than following the meticulous approach many other robots take with their work. Despite the destruction they wreak, annihilators often gather up those who survive their assaults, collecting the dying and unconscious from battlefields and bringing them to a set location. Their purpose for keeping these battered but still-living prisoners is unknown.



ROBOT, ARACHNID

This dog-sized, spider-like robot has a plasma torch mounted on a stinger-like limb and gripping claws on its forelegs.

ARACHNID ROBOT

CR 1/2

XP 200

N Small construct (technological)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +4

DEFENSE HP 12

EAC 10; **KAC** 11

Fort -2; **Ref** -2; **Will** +1

Immunities construct immunities; **Resistances** fire 5

Weaknesses fragile, vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft., climb 20 ft.

Melee claws +3 (1d4-1 S)

Ranged plasma torch +5 (1d4 E & F)

Offensive Abilities explode, plasma torch (15-ft. cone; 1d4 E & F; DC 11)

STATISTICS

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

Skills Athletics +4, Engineering +9, Stealth +9

Languages Common, Jagladine, Ultari

SPECIAL ABILITIES

Explode (Ex) If an arachnid robot is destroyed or takes damage while below half its maximum Hit Points, it must attempt a Fortitude saving throw with a DC equal to the amount of damage taken. If it fails, the robot explodes, dealing 2d4 fire and electricity damage to all creatures in a 10-foot-radius burst (Reflex DC 11 half). This destroys the robot.

Fragile (Ex) When badly damaged, arachnid robots function poorly. An arachnid robot reduced to fewer than half its maximum Hit Points is staggered and moves at half speed. Further damage may cause the robot to explode.

Plasma Torch (Ex) An arachnid robot can use its arm-mounted plasma torch in two ways. It can use the torch to make a ranged against a target within 15 feet, or it can emit a 15-foot cone of plasma, dealing 1d4 fire and electricity damage to all targets in the area of effect (Reflex DC 11

half). The robot's plasma torch requires 1 full round to recharge between uses.

Ubiquitous pets of technologists, arachnid robots also serve as sentinels and spies. Arachnid robots come equipped with a plasma welding torch that resembles a scorpion's tail stinger and doubles as a weapon. Under stress, an arachnid robot's plasma core can overload, destroying the robot in a fiery blast. This tendency inspired the practice of using the robots as suicide drones.

An arachnid robot is intelligent enough to have a sense of self-preservation, however, and one can be made to undertake such a mission only through trickery.

Despite their scorpion-like appearance, arachnid robots' ability to use their claws as an additional pair of legs when climbing or moving quickly has earned the robots the name "spiderbots."



ROBOT, GEARSMAN

As this humanoid automaton levels his spear, energy courses down its length.

GEARSMAN ROBOT

CR 4

XP 1,200

N Medium construct (technological)

Init +0; **Senses** low-light vision 60 ft, darkvision 60 ft; **Perception** +10

DEFENSE HP 45

EAC 16; **KAC** 17

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

DR 2/-; **Immunities** construct traits

OFFENSE

Speed 20 ft

Melee survival knife +9 (1d4+9 plus 1d6 E)

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

Offensive Abilities charge weapon

STATISTICS

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

Skills Computers +10, Engineering +15, Physical Science +10, Profession (any) +15, Sense Motive +10

Languages Common

Other Abilities adaptive learning, nanite repair

ECOLOGY

Environment any

Organization solitary, pair, or squad (3–12)

SPECIAL ABILITIES

Adaptive Learning (Ex) A gearsman has a number of bonus skill ranks equal to its CR that can be reprogrammed to apply to any one skill—these ranks can't be split among multiple skills and must apply to one skill. A gearsman can change what skill these bonus ranks apply to up to once per day by concentrating for 1 minute, during which time it can take no other actions.

Charge Weapon (Ex) Any melee metal weapon wielded by a gearsman becomes charged with electricity and deals 1d6 additional points of electricity damage on a hit.

Nanite Repair (Ex) A gearsman's nanites heal it, restoring a number of hit points equal to its CR every hour (4 hit points per hour for most gearsmen). Once per day, as a full-round action,

a gearsman can heal itself or any robot it touches of 4d6 points of damage.

Despite their construction, gearsmen move fluidly. For reasons known only to themselves, gearsmen willingly serve as shock troops and guards, performing their tasks with mechanical detachment and coldly logical efficiency. Yet they serve a purpose beyond their current directives—an objective installed in them when they were first created. Gearsmen disobey their putative masters whenever an order contradicts these mysterious internal directives. When questioned about their lapses, gearsmen answer with only silence. Their lack of a functional mouth doesn't prevent them from talking, though most speak rarely. When they do talk, they speak with shrill, oddly distorted speech devoid of emotion and nuance, and their voices are all eerily alike.



ROBOT, MYRMIDON

This metallic creature has pincer-tipped arms and a single red eye—it flies with eerie grace via blasts of fire from its back.

MYRMIDON ROBOT

CR 11

XP 12,800

N Large construct (robot, technological)

Init +5; **Senses** darkvision 60 ft., low-light vision, superior optics; **Perception** +22

DEFENSE HP 180

EAC 24; **KAC** 26

Fort +14; **Ref** +14; **Will** +11

Defensive Abilities hardness 10, resilience;

Immunities cold, construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft., fly 90 ft. (ex, perfect)

Melee claws +21 (2d8+19 P plus grab) or quantum lashes +21 (4d6 force/19–20,)

Ranged laser rifle +23 (3d8+11 F)

Space 10 ft.; **Reach** 5 ft. (20 ft. with quantum lash)

Offensive Abilities constrict (1d6+8 B), rockets

STATISTICS

Str +8; **Dex** +5; **Con** -; **Int** +0; **Wis** +3; **Cha** -3

Skills Acrobatics +25, Athletics +22, Engineering +22

Languages Common

Other Abilities unliving

ECOLOGY

Environment any

Organization solitary or unit (2–6)

SPECIAL ABILITIES

Laser Rifle (Ex) A myrmidon's eye is an integrated laser rifle with a range increment of 250 feet.

Quantum Lash (Ex) A myrmidon's two facial tentacles lash out with surprising force and are capable of extending up to a reach of 20 feet. These lashes are primary attacks that deal force damage on a hit. They target the defender's KAC. A quantum lash threatens a critical hit on a natural 19–20. A quantum lash that strikes a force field or force effect has a chance to disrupt that effect. Against a magical force effect like a *wall of force*, the myrmidon makes a special check as if it were casting *dispel magic* against the effect

(CL 11th). Against a robot's force field, the robot struck must succeed at a DC 18 Fortitude save or its force field deactivates for 1d10 rounds, after which time the robot reactivates at the same hit point total it was at before it was deactivated.

Resilience (Ex) Myrmidons receive a +3 racial bonus on all saving throws.

Rockets (Ex) As a standard action, a myrmidon can fire a rocket to a range of 800 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing 6d6 points of fire damage and 6d6 points of bludgeoning damage to all creatures in the area (Reflex DC 18 half). A myrmidon carries a maximum of five rockets. It can replenish fired rockets at the rate of one per 12 hours, crafting new rockets from scrap metal and other collected components.

Superior Optics (Ex) Myrmidons see invisible creatures and objects as if they were visible.

Myrmidons are highly mobile robots programmed to patrol the skies above important locations. They react with swift violence, interpret anomalous sensory input as proof of hostile intent and rain destruction on the offending target immediately and without mercy. Most have been programmed to communicate, but they rarely hesitate in their carnage to do so.



ROBOT, SURGEON

This robot has the general appearance of a skeletal preying mantis fashioned entirely from gleaming metal. An array of limbs fitted with laser scalpels, syringes, and other surgical devices spring from its body.

SURGEON ROBOT

CR 14

XP 38,400

N Medium construct (robot, technological)

Init +6; **Senses** darkvision 60 ft., low-light vision, superior optics; **Perception** +25

DEFENSE HP 235

EAC 28; **KAC** 29

Fort +10; **Ref** +10; **Will** +15

Defensive Abilities hardness 10; **Immunities** construct immunities, unliving

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft., fly 60 ft. (ex, good)

Melee claw +25 (4d6+16 S plus grab) or scalpel +25 (4d6+16 S) or syringe +25 (4d6+16 P plus poison)

Ranged integrated surgical laser +23 (5d4 +14 F)

STATISTICS

Str +2; **Dex** +6; **Con** -; **Int** +8; **Wis** +4; **Cha** -2

Feats Medical Expert

Skills Acrobatics +25, Computers +25, Life Science +30, Medicine +30, Physical Science +30

Languages Common

Other Abilities master surgeon

ECOLOGY

Environment any

Organization solitary or team (2-6)

SPECIAL ABILITIES

Force Field (Ex) A robot surgeon is equipped with a gray force field armor upgrade.

Master Surgeon (Ex) Programmed to execute advanced medical procedures, a surgeon robot can perform surgeries and other procedures that heal humanoid creatures of all manner of maladies. A surgeon robot can heal wounds, set broken bones, cure diseases, treat burns, remove poison, and even install cybertech items. These procedures take varying amounts of time for the surgeon robot to complete and require

different Medicine check DCs. The DCs for these surgical procedures increase by 10 when they're performed on a non-humanoid creature. These procedures leave the patient with the exhausted condition. If the surgeon robot fails any of its Medicine checks, the surgery fails and the patient takes 1d4 Constitution damage and is exhausted for 24 hours. The procedures a surgeon robot can perform are as follows:

- *Cure Blindness/Deafness (DC 40):* The patient's sight or hearing is restored. Required Time: 30 minutes.
- *Install Cybernetics (DC = 10 + the cybertech install DC):* Cybernetic augmentation is installed safely. Required Time: 20 minutes per level of the augmentation being installed.
- *Minor Surgery (DC 30):* The patient is healed of 1d8+1 points of damage. Required Time: 5 minutes.
- *Moderate Surgery (DC 35):* The patient is healed of 2d8+3 points of damage and 1d4+1 points of ability damage to a selected ability score. Required Time: 10 minutes.
- *Major Surgery (DC 40):* The patient is healed of 3d8+5 points of damage and is cured of blindness and deafness. Required Time: 15 minutes.
- *Critical Surgery (DC 45):* The patient is healed of 4d8+7 points of damage and either all ability damage to all ability scores or all ability drain to one ability score. Required Time: 30 minutes.
- *Treat Toxin (DC = 15 + the save DC of disease or poison):* One disease or poison currently afflicting the patient is removed. Required Time: 10 minutes.

Superior Optics (Ex) Surgeon robots see invisible creatures or objects as if they were visible.

Syringe (Ex) When a surgeon robot makes a successful attack with its syringe, it can inject the target with pharmaceuticals. The robot contains nanites that fabricate the pharmaceuticals stored within its body. Up to 10 doses of these pharmaceuticals can be administered per day. The surgeon robot can choose to affect its target with any tier 3 (or lower) medicinal.

These hovering robots were designed to perform incredibly complicated surgeries with flawless

results. Possessing a data bank filled with advanced surgical techniques, these robots produce nearly supernatural effects, and the recovery time from their procedures is often nothing short of miraculous. Surgeon robots have been created to service the needs of a variety of species and most are able to adapt their treatments and technology to patients of all kinds. Some surgeon robots, however, may be especially adapted to the needs of one particular type of creature and their treatments may be less effective when applied to other creatures. Generally speaking, however, their databanks can be assumed to include detailed information on the physiology of most known species, including non-humanoids.

Some surgeon robots are built to resemble humanoid races, while others are more like skeletal insects and others are purely mechanical and functional in appearance. Generally speaking, they range from 4 to 7 feet in height and typically weigh 400 to 600 pounds and can contort their forms and extend armatures and limbs to accommodate various positions needed to most

effectively perform surgical procedures on their patients. Surgeon robots may stand, squat, or hover as needed in order to obtain the best angle to perform its procedures and to reach patients in distress.

Surgeon robots possess remarkable speed, dexterity, and structural strength, and their design makes them highly adaptable. In addition to sensory inputs that exceed the senses of most living creatures, its creators also added a nanite-powered pharmaceutical lab that is housed deep in the robot's body. Each of its limbs—though seemingly delicate—is crafted from remarkably durable metal that flexes to prevent breakage if the robot attempts to lift more than it can normally carry. Thin claws extend from its two primary limbs, allowing it to deftly and precisely maneuver a patient into the optimal position for each of the dizzying number of procedures the robot is capable of performing. Should a surgeon robot need to defend itself or its patient, its claws are also more than ample weapons.



ROBOT, TERRAFORMER

This large robot's arms end in an assortment of drills, torches, hammers, and vises.

TERRAFORMER ROBOT CR 7

XP 3,200

N Large construct (robot, technological)

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

Perception +14

DEFENSE HP 100

EAC 19; **KAC** 20

Fort +4; **Ref** +4; **Will** +8

Defensive Abilities hardness 10; **Immunities** construct immunities; **Resistances** acid 5, cold 5, fire 10

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft., burrow 20 ft., climb 20 ft., fly 10 ft. (ex, clumsy), swim 20 ft.

Melee integrated drill +16 (1d8+12 P), or slam +16 (1d8+12 B plus grab)

Ranged integrated laser +14 (1d8+7 F)

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

Offensive Abilities breath weapon (30-ft. cone, 3d6 acid plus poison, Reflex DC 17 half, usable every 1d4 rounds)

STATISTICS

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

Skills Acrobatics +14, Athletics +14, Engineering +19, Life Science +19, Physical Science +19

Languages Common

Other Abilities unliving



ECOLOGY

Environment any

Organization solitary, pair, or team (3–10)

SPECIAL ABILITIES

Reprogram Terrain (Ex) Three times per day as an action that takes 1 full round, a terraformer can release a cloud of nanites that can manipulate up to 20 cubic feet of organic material such as sand, earth, or stone.

Terraform (Ex) Ten terraformers working in tandem can create remarkable effects over long periods of time, causing permanent changes to the local environment. The robots must maintain line of effect to each other, and each must be within 1 mile of one other terraformer. If they do this for a period of at least 2 weeks, one of the following effects (robots' choice) occurs in a 1-mile radius: the terrain is reshaped, raising or lowering any area of the surface by up to 12 feet; water level in the area is raised or lowered by up to 12 feet; plants in the area either grow rapidly, creating difficult terrain and doubling agricultural productivity, or halving their total mass and agricultural productivity; or the average temperature in the area is raised or lowered by 10° Fahrenheit.

Technological Wonders (Ex) Effects from a terraformer's abilities are non-magical in nature, and can't be identified, dispelled, or affected by effects that can affect only spells. The duration of these effects never expires.

POISON

Type poison (inhaled); **Save** Fortitude DC 17; **Frequency** 1/round for 6 rounds;

Effect 1d3 Constitution damage;

Cure 2 consecutive saves.

Terraformer robots are sent to planets to pave the way for military bases, trading outposts, or settlements. A planet designated as a waystation might require only a few robots, but those marked for permanent habitation might have their skies darkened by hordes of terraformers, forming a hovering lattice around the globe.

ROBOT, WALKING EYE

This metallic sphere is held aloft by four spindly, insect-like legs, and sports a single eye of red glass.

WALKING EYE ROBOT

CR 1

XP 400

N Tiny construct (technological)

Init +2; **Senses** darkvision 120 ft., low-light vision; Perception +10

DEFENSE HP 12

EAC 11; **KAC** 12

Fort -1; **Ref** -1; **Will** +2

Defensive Abilities force field; Immunities construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft., climb 20 ft.

Ranged integrated laser +6 (1d6 F)

STATISTICS

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

Skills Athletics +10, Stealth +10

Languages Common (can't speak any language)

Other Abilities sure-footed, surveillance

ECOLOGY

Environment any

Organization solitary or security net (3–12)

SPECIAL ABILITIES

Force Field (Ex) A field of shimmering energy surrounds a walking eye, equivalent to the purple force field armor upgrade. Damage dealt to the robot is applied to the force field first. The force field has 5 temporary Hit Points and fast healing 2.

Sure-Footed (Ex) A walking eye's limbs were designed to keep it mobile in a variety of terrains. A walking eye's movement is unhampered when in difficult terrain, though it still cannot run or charge in such terrain.

Surveillance (Ex) A walking eye can record whatever it can detect with its senses, recording up to 8 hours of images and

sounds before filling its data banks. These recordings can be played back on command, the walking eye projecting a three-dimensional image of the data, including recorded audio. The recording can skip forward or back as desired by whoever commands the walking eye.

Walking eyes are built as mobile spies and scouts. They are programmed to observe as unobtrusively as possible, fleeing from danger and attacking only in self-defense. They may be placed to record when specific events occur or to follow a creature for surveillance, tracking its movements and activities. As sentient constructs, walking eyes can adapt their tactics to new situations and are not easily thwarted by simple precautions.



SAND GLUTTON

The bulbous body of this burrowing sand creature is a rubbery black and blue mass from which four writhing tentacles emerge. A large toothless maw pulses and contorts at its center.

SAND GLUTTON

CR 4

XP 1,200

N Large aberration

Init +0; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.; **Perception** +10

DEFENSE HP 50

EAC 14; **KAC** 16

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

Defensive Abilities subterranean cover

OFFENSE

Speed 20 ft., burrow 20 ft.

Melee tentacle +12 (1d6+6 B plus grab)

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

Offensive Abilities grappling tentacles

STATISTICS

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

Skills Perception +10, Stealth +15, Survival +10

ECOLOGY

Environment temperate or warm desert

Organization solitary, pair, or clutch (3-6)

SPECIAL ABILITIES

Grappling Tentacles (Ex) A sand glutton can grapple separate targets with each of its four tentacles. When making a full attack, the sand glutton may use its tentacle attacks to renew any number of these grapples in addition to making up to two tentacle attacks on different ungrappled targets.

Subterranean Cover (Ex) Sand gluttons' long tentacles can attack from beneath the ground, maintaining cover from those on the surface while still being able to make melee attacks. Sunder attempts against the sand glutton's tentacles ignore this cover. A sand glutton has four tentacles each with 10 HP. Destroyed tentacles regenerate in 1d4 days.

Sand gluttons are opportunistic hunters which wait for prey to move within range of their grasping tentacles. They pull unsuspecting prey into their maws and then drag them underground to suffocate, where sand gluttons can feed on the body for days.



SANDMAN

A whirling cloud of fine desert sand piles up upon itself, forming into the shape of a humanoid figure.

SANDMAN

CR 3

XP 800

NE Medium outsider (earth, elemental, extraplanar)

Init +1; **Senses** blindsight (vibration) 30 ft., darkvision 60 ft.; **Perception** +8

Aura sleep (20 ft., DC 14)

DEFENSE HP 33

EAC 14; **KAC** 15

Fort +4; **Ref** +2; **Will** +6

Defensive Abilities amorphous; **DR** 10/bludgeoning; **Immunities** elemental immunities

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee slam +10 (1d4+5 B plus sleep)

STATISTICS

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

Skills Acrobatics +13, Athletics +13, Mysticism +8, Sense Motive +8, Stealth +13 (+18 in sand)

Other Abilities compression

ECOLOGY

Environment any land (Plane of Earth)

Organization solitary, gang (2–4), or shoal (5–10)

SPECIAL ABILITIES

Sleep (Su) A creature struck by a sandman's slam attack must succeed on a DC 14 Will save or immediately fall asleep, as if affected by a *deep slumber* spell (caster level 3rd). There is no limit to the number of Hit Dice a sandman can affect with this ability.

Sleep Aura (Su) A sandman radiates a 20-foot-radius spread that puts creatures to sleep. Any creature in the area must succeed on a DC 14 Will save or fall asleep, as if affected by a *deep slumber* spell (caster level 3rd). There is no limit to the number of Hit Dice a sandman can affect with this ability. A creature that successfully saves is immune to that sandman's sleep aura for 24 hours.

Stealthy and unpredictable, the sandman is a terror to on desert worlds where residual magical energies bring them to life or draw them forth from the elemental planes. At rest, sandmen resemble

ordinary piles of sand, blending in perfectly with barren surroundings or dusty ruins. They rely on their soporific powers in most situations, putting their enemies to sleep and killing their unconscious opponents or dragging them back to their summoner.

Although they themselves are elementals, sandmen don't typically associate with other elementals, seeing their unquestioning obedience as weak. Sandmen pride themselves as free thinkers, and when summoned by magic they often interpret commands as they see fit. Because of their arrogance, usually only the most confident or most desperate mystics bother with sandmen. It is not uncommon for summoned sandmen to voluntarily stay on the Material Plane, fiendishly playing with its inhabitants as they wreak silent havoc.

A sandman takes the form of a rough humanoid about 6 feet tall. Its shape is never quite certain, and its animate muscles constantly shift and flex as it pummels its targets. Sandmen can manipulate their bodies in many ways but prefer to keep their legs and feet in the form of dusty clouds of sand, so as to easily maneuver about in their preferred environments. Some of these creatures pride themselves on their ability to control their shapes. Just as a mortal artist might sculpt incredible works of art from stone with a chisel, so do these artist sandmen sculpt their own bodies into works of art.



SARLU

The anemic, segmented body of this enormous white worm swims in a baroquely decorated aquarium, its mouth nothing more than a tube-like opening frilled with dozens of writhing feelers.

SARLU

CR 8

XP 4,800

NE Large aberration (aquatic)

Init +4; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.; **Perception** +2

DEFENSE HP 105

EAC 19; **KAC** 20

Fort +7; **Ref** +7; **Will** +13

Immunities acid, cold; **Resistances** fire 10

Weaknesses vulnerable to electricity and poison

OFFENSE

Speed 50 ft., swim 40 ft.

Melee tentacle +13 (1d12+9 B plus grab)

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

Offensive Abilities alchemical juices (9d6 A & C, DC 19, usable every 1d4+1 rounds), constrict (1d12+9 B)

Sarlu Spell-Like Abilities (CL 8th)

1/day—[inflict pain](#) (DC 20), [synaptic pulse](#) (DC 21)

3/day—hypnotize (DC 20), [suggestion](#) (DC 21), [wisp ally](#)

At will—[daze](#) (DC 18), [command](#) (DC 19)

Constant—[detect thoughts](#) (DC 19)

STATISTICS

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

Skills Athletics +16, Bluff +21, Culture +16, Diplomacy +16, Mysticism +16, Sense Motive +21

Languages telepathy 50 ft.

Other Abilities alien mind, amphibious, inscrutable, water breathing

SPECIAL ABILITIES

Alchemical Juices (Ex) As a standard action, a sarlu can spew a jet of internally chilled, caustic mucus as a ranged attack against a target within 30 feet. The mucus deals 9d6 acid and cold damage (Reflex DC 17 half), and unless the targeted creature spends a full action removing this substance (using water or scraping it off), it takes an additional 2d6 acid damage on the following round (or 1d6 if it succeeded at the initial Reflex save). The sarlu can't use this ability

in an aquatic environment, but otherwise it may employ this weapon every 1d4+1 rounds.

Alien Mind (Ex) Any creature that attempts to interact directly with a sarlu's thoughts (such as via *detect thoughts*, limited telepathy, or *telepathy*) must succeed at a DC 17 Will save or be dazed for 1 round. A sarlu using its enhanced telepathy to communicate doesn't activate this ability unless it spends a standard action to focus its mind on one opponent. This is a mind-affecting effect.

Amphibious (Ex) Though it has the aquatic subtype, a sarlu can survive indefinitely on land.

Constrict (Ex) Each time a sarlu succeeds at a grapple combat maneuver with its tentacle (including with the grab ability), it can deal an additional 1d12+9 bludgeoning damage.

Enhanced Telepathy (Su) A sarlu communicates via telepathy, as the spell, with a range of 50 feet. A sarlu also "listens" via this ability so that it perceives and comprehends all spoken language within telepathic range as the spell *tongues*—this includes things clandestinely whispered by creatures who speak within that range. A sarlu is essentially deaf to all sounds more than 50 feet away. Furthermore, sarlu spell-like abilities are connected to its telepathic power, and so their maximum range is also limited to 50 feet.

Grab (Ex) If a sarlu's tentacle attack hits the target's KAC + 4, the sarlu also automatically grapples the foe as a free action in addition to dealing damage normally. (If it hits the target's KAC + 13, it instead pins the target and deals damage normally.) The sarlu can maintain the grab either with another successful bite attack or by performing a grapple combat maneuver normally.

Hypnotize (Sp) As a standard action, a sarlu can drone and weave hypnotically. Each creature within 30 feet must succeed at a DC 20 Will save or gain the fascinated condition for 2d4 rounds (or until an outside stimulus interrupts the condition). This is a mind-affecting effect.

Inscrutable (Ex) Sarlu minds and motivations are often strange and indecipherable to creatures not from their homeworld. A creature attempting a Sense Motive check against a sarlu takes a penalty equal to half the alien creature's CR (−4 for most sarlu). Sarlu are treated as

rare creatures for the purpose of skill checks to identify creatures.

Water Breathing (Ex) A sarlu can breathe underwater indefinitely, and it can use verbal and other breath-related abilities underwater normally.

SARLU AQUARIUMS

While sarlu are fully capable of ambulating in a snake-like fashion upon dry land, they prefer to travel in specially manufactured aquariums filled with the waters of their native world. The specifications of these devices vary from sarlu to sarlu. A sarlu's aquarium almost always increases its CR, but it varies depending on the encasement's design. Some aquariums, for instance, include shielding or mounted beam weapons for ranged combat. Many aquariums also have a grounding mechanism to disperse electricity (which can more easily overcome a sarlu's resistances and harm them). Most also include a means of propulsion, but some sarlu prefer a stationary aquarium or one which its underlings must manually carry about at its telepathic direction. Some less well-made aquariums can limit or interfere with an occupant's telepathic abilities, and more expensive ones can extend or enhance the sarlu's telepathic abilities.



LOBOTOMIZED SARLU**CR 5****XP 1,600**

NE Large aberration (aquatic)

Init +2; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.; **Perception** +0**DEFENSE HP 60****EAC** 14; **KAC** 15**Fort** +4; **Ref** +4; **Will** +10**Immunities** acid, cold; **Resistances** fire 10**Weaknesses** lobotomized, vulnerable to electricity and poison**OFFENSE****Speed** 20 ft., swim 20 ft.**Melee** tentacle +8 (1d4+6 B plus grab)**Space** 10 ft.; **Reach** 5 ft.**Offensive Abilities** alchemical juices (6d6 A & C, DC 15, usable every 1d4+1 rounds), constrict (1d4+6 B)**STATISTICS****Str** +1; **Dex** +2; **Con** +1; **Int** +3; **Wis** +2; **Cha** +2**Skills** Athletics +11, Bluff +16, Culture +11, Diplomacy +11, Mysticism +11, Sense Motive +16**Other Abilities** alien mind, amphibious, inscrutable, water breathing**SPECIAL ABILITIES****Alchemical Juices (Ex)** As above but dealing only 6d6 acid and cold damage (Reflex DC 15 half).**Alien Mind (Ex)** As above but the save DC is 15.**Lobotomized (Ex)** Mrs. Sarlu has suffered a medical lobotomy and lacks all the telepathic and spell-like abilities of a typical sarlu. This causes her to only marginally perceive her surroundings and reduces her Dexterity modifier to +2, and she permanently has the flat-footed condition as a result (factored into her statistics above).

Sarlu have insinuated themselves throughout the multiverse in order to expand their criminal empires. Originally hailing from an oceanic world, they have adapted quite well to dry land and can move about more quickly than native land-walkers due to their sinuous undulations. However, Sarlu actually prefer the comfort of their mobile aquariums (see below) from which they direct

their mental attacks and conduct business via telepathic conversations. Foolhardy adventures have often assumed these aquariums represent a sign of weakness or limitation, only to swiftly learn to their detriment (or demise) that a sarlu can perfectly move beyond its aquarium.

Sarlu can read the minds of virtually all beings they converse with, and secretly use this advantage to negotiate deals in their favor. Their unreadable expressions also allow them to pretend they're making unwanted concessions without fear of being called on their claims. They delight in the unease they bring out in opponents (as sarlu never think of others as their equals or partners), especially when such individuals attempt to read their minds, as well. Sarlu have gained a frightful reputation throughout the worlds in which they operate, and often that reputation makes it unnecessary to engage in their typical means of intimidation. Ultimately, sarlu wish to sink their tendrils into all underworld activity, but they occasionally participate in legitimate businesses, usually in an attempt to corner the market on a certain commodity so they can demand incredible prices for their services.

Itinerant beings, sarlu rarely return to their own homeworld after leaving it behind, and only roughly do so once every decade to spawn. This asexual process produces a dozen or more mindless offspring, which fight each other until a lone survivor remains. The juvenile sarlu then consumes its spawn-mates and grows prodigiously larger in size and mental acuity over the course of the following year. When it finally reaches maturity, the progeny then seeks out its parent for assistance in mentoring its first profitable scheme, after which it sets off on its own. Sarlu bear no familial obligation beyond this period of induction and often compete with one another thereafter.

Sarlu are roughly eight inches in diameter from end to end and about 20 feet in length, though this is disguised by the fact that the creatures tend to coil themselves into irregular corkscrews. They only weigh 100 pounds.

SAYONA

This revolting withered corpse of a woman is dressed in revealing clothes, its bare skin wet with fresh blood.

SAYONA

CR 12

XP 12,800

CE Medium undead

Init +5; **Senses** blindsight (life) 60 ft., darkvision 60 ft.; **Perception** +27

DEFENSE HP 200

EAC 26; **KAC** 28

Fort +11; **Ref** +14; **Will** +11

Defensive Abilities fast healing 5; **Immunities** undead immunities; **Resistances** cold 30

OFFENSE

Speed 30 ft.

Melee bite +25 (3d6+14 P plus bleed 1d6; critical bleed 2d6)

Multiattack bite +23 (3d6+14 P plus bleed 1d6; critical bleed 2d6), 2 claws +23 (2d6+14 S plus bleed 1d6)

Offensive Abilities absorb blood, staggering gaze (30 ft., DC 19)

Spell-Like Abilities (CL 12th)

1/day—*dimension door*, *dominate person* (DC 20), *fear* (4th level, DC 19)

3/day—*fog cloud*, *invisibility*

STATISTICS

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

Skills Bluff +17, Culture +22, Disguise +22, Stealth +22

Feats Spring Attack

Languages Abyssal, Common, Infernal

Other Abilities create spawn, living form

SPECIAL ABILITIES

Absorb Blood (Su) As a swift action, the sayona may accelerate the blood loss of each bleeding creature adjacent to it. Those creatures take 1 Constitution damage each as the sayona absorbs their blood through its skin.

Living Form (Su) As a standard action, a sayona can transform into a young, beautiful person for 24 hours. It can only use this ability if it has absorbed or drained blood in the past hour. In this form, the sayona has the aura of a living creature

instead of an undead (for the purpose of life blindsight and similar effects), its fast healing increases to 10, positive energy attacks (such as the Harm Undead feat) deal half damage to it, and it cannot use its staggering gaze. Exposure to holy water or positive energy attacks in this form reduces the duration of this transformation by 1d4 hours.

Staggering Gaze (Su) Any living creature looking at the sayona in its natural form must make a DC 19 Fortitude save at the beginning of its turn or be staggered for 1 round.



SCORPION, GIANT

The sixteen-foot-long scorpion scurries forward, ferocious claws raised in challenge, stingered tail arched over its back.

GIANT SCORPION

CR 3

XP 800

N Large vermin

Init +1; **Senses** blindsight (vibration) 60 ft., darkvision 60 ft.; **Perception** +13

DEFENSE **HP 43**

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

OFFENSE

Speed 50 ft.

Melee claw +11 (1d6+7 S plus grab) or sting +11 (1d6+7 P plus giant scorpion venom)

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

Offensive Abilities constrict (1d6+7 S)

STATISTICS

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

Skills Athletics +8, Stealth +13

Other Abilities mindless

ECOLOGY

Environment warm or temperate deserts, forests, plains, or underground

Organization solitary

SPECIAL ABILITIES

Poison (Ex) Creatures struck by a giant scorpion's tail attack are exposed to its poison.

Giant scorpions are monstrous versions of the more common desert scorpion. They are likely to attack any creature that approaches. Giant scorpions usually charge when attacking, grabbing prey in their pincers, then lashing their segmented tails forward to kill their victim with injected venom. Giant scorpions live in underground burrows, either as solitary hunters or in small colonies.

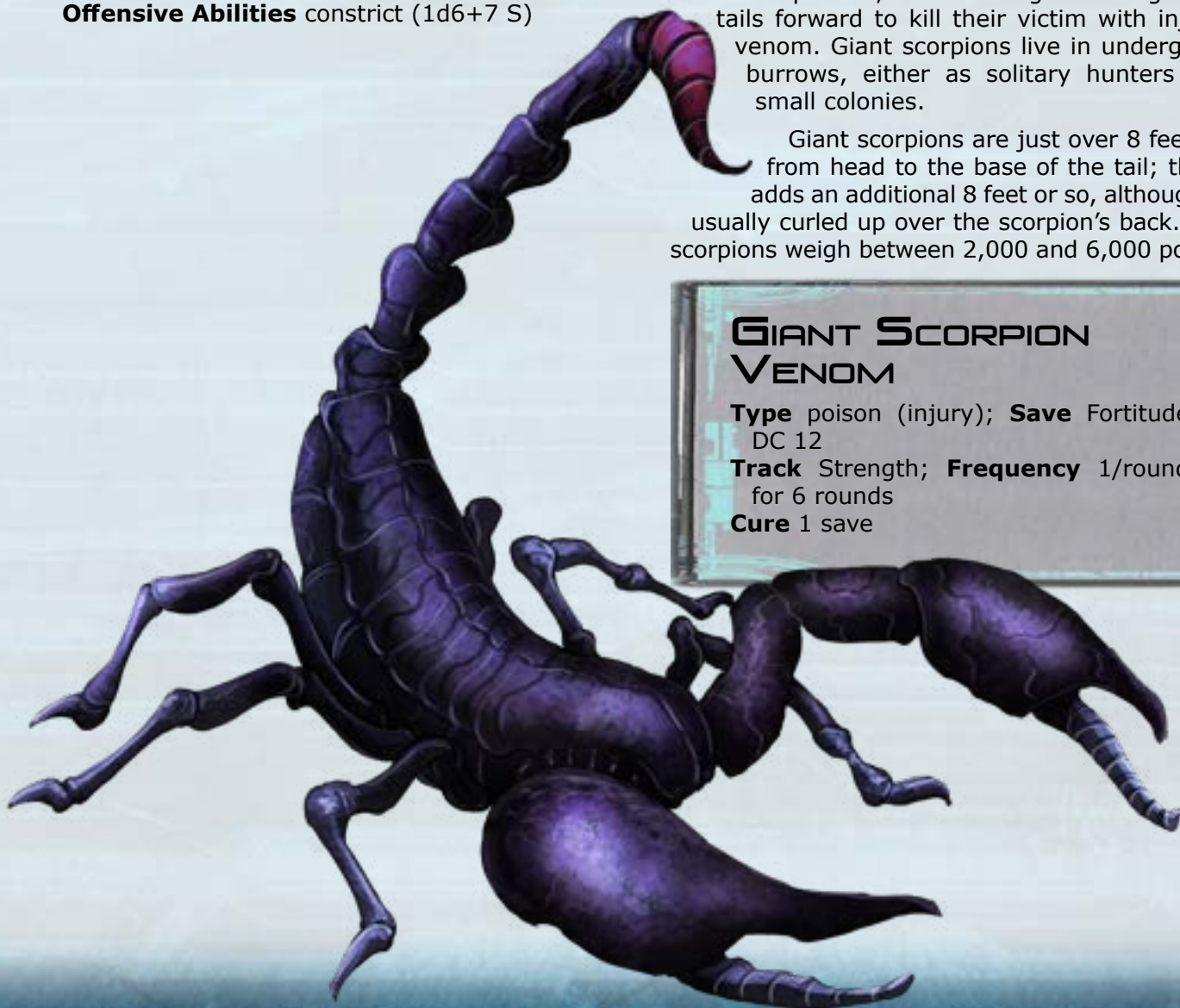
Giant scorpions are just over 8 feet long from head to the base of the tail; the tail adds an additional 8 feet or so, although it is usually curled up over the scorpion's back. Giant scorpions weigh between 2,000 and 6,000 pounds.

GIANT SCORPION VENOM

Type poison (injury); **Save** Fortitude DC 12

Track Strength; **Frequency** 1/round for 6 rounds

Cure 1 save



SEA SERPENT

Spine-frilled neck arching up from the water like a snake ready to strike, this ship-sized serpent hisses a challenge.

SEA SERPENT

CR 12

XP 19,200

N Gargantuan magical beast (aquatic)

Init +4; **Senses** darkvision 120 ft., low-light vision; **Perception** +17

DEFENSE HP 220

EAC 27; **KAC** 29

Fort +15; **Ref** +15; **Will** +11

Defensive Abilities elusive; **Immunities** cold; **Resistances** fire 30;

OFFENSE

Speed 20 ft., swim 60 ft.

Melee bite +28 (3d6+25 P plus grab) or tail slap +21 (3d6+25 B plus grab)

Space 20 ft.; **Reach** 20 ft.

Offensive Abilities capsize, constrict (3d6+25 B), swallow whole

STATISTICS

Str +9; **Dex** +4; **Con** +5; **Int** -4; **Wis** +0; **Cha** +0

Skills Athletics +21, Stealth +17, Survival +17

Languages none

ECOLOGY

Environment any ocean

Organization solitary

SPECIAL ABILITIES

Capsize (Ex) A sea serpent can attempt to capsize a boat or ship of its size or smaller by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.

Elusive (Su) Sea serpents have long been the stuff of maritime legends, but despite countless attempts to hunt them, they are rarely encountered unless they wish it. As a full-round action while in water, a sea serpent can move up to its run speed (300 ft.) without leaving any trace of its passing. An elusive sea serpent gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a sea serpent is considered to be under the effects of

a *nondetection* spell. Both of these spell effects are at caster level 20th and cannot be dispelled.

Nearly every world with an ocean has tales of immense sea serpents, yet proof of these immense and elusive creatures is remarkably difficult to come by. Not only are oceans vast and true sea serpents rare, but these creatures are quite adept at both avoiding capture and destroying ships bent on such a daunting task. Although sea serpents are little more than animals, they possess about them an air of mysticism that even old salts and cynics are forced to admit quickens the heart and buoys (or sinks) the spirit. Reports of sea serpent sightings are just as likely to encourage travel as they are to cause panic among seafarers, as explorers and adventurers flock to the site in hopes of sighting such a legendary creature.

Typical sea serpents are 60 feet in length and weigh 4,500 pounds, but their upward size limit is unknown.



SHADOW AGENT

The soldier before you seems outwardly normal, though its shadow does not quite seem to match its movements.

SHADOW AGENT

CR 3

XP 800

Human [soldier](#)

NE Medium humanoid (human)

Init +6; **Perception** +8

DEFENSE HP 40

EAC 14; **KAC** 17

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

Defensive Abilities suppressed emotion

OFFENSE

Speed 30 ft.

Melee standard taclash +11 (1d4+7 S nonlethal) or unarmed strike +11 (1d4+7 B)

Ranged static arc pistol +8 (1d6+3 E; critical stun [DC 13]) or stickybomb grenade II +8 (explode [15 ft., entangled 2d4 rounds, DC 14])

Offensive Abilities fighting styles (blitz), shadow split

STATISTICS

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

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

Feats Improved Unarmed Strike

Languages Common

Gear squad defiance series armor, standard taclash, static arc pistol with 1 battery (20 charges), stickybomb grenades II (2), *mk 1 serum of healing*

ECOLOGY

Environment any

Organization solitary or patrol (2–6)

SPECIAL ABILITIES

Shadow Split (Su) When a shadow agent is slain or is reduced to 0 hit points, a terrible curse activates. After 1d4 rounds, the agent's shadow detaches from the agent's body as an animated spirit to attack the agent's foes. The accursed shadow also detaches immediately if the shadow agent is stunned for more than 1 round. Activation of the shadow curse immediately kills the shadow agent if it isn't already dead.

Suppressed Emotion (Ex) A shadow agent gains a +4 saving throw against effects that cause fear or rage or otherwise affect emotions. They cannot benefit from morale bonuses.

ACCURSED SHADOW

CR VARIES

XP –

NE Medium undead (incorporeal)

Init +4; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE HP 25

EAC 13; **KAC** 15

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

Defensive Abilities incorporeal; **Immunities** undead immunities; **Resistances** cold 5

Weaknesses light sensitivity

OFFENSE

Speed fly 30 ft. (Su, perfect)

Melee chill touch +10 (1d4+2 C plus staggering chill)

Ranged chill breath +7 (1d4+2 C plus staggering chill)

Offensive Abilities douse light

STATISTICS

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

Skills Perception +7, Stealth +12 (+16 in shadows)

Languages Common (can't speak)

Other Abilities unliving

ECOLOGY

Environment any

Organization solitary or drift (2–6)

SPECIAL ABILITIES

Douse Light (Su) As a standard action, an accursed shadow can attempt to douse a light source within 30 feet of itself. Attended or magic light sources that succeed at a DC 11 Fortitude save are unaffected; other light sources are extinguished or suppressed while they remain within 30 feet of the accursed shadow.

Light Sensitivity (Ex) Accursed shadows are dazzled in areas of bright light.

Staggering Chill (Su) Whenever the accursed shadow deals cold damage to a living creature, that creature is staggered for 1 round unless it succeeds at a DC 11 Will save.

Shadow agents are otherwise ordinary mercenaries

and thugs who have been subjected to depraved technomagical experiments to extract a portion of their life essence and imbue it within their shadow, splitting their souls in twain and trapping them in wretched half-life. Those turned into shadow agents are often prisoners of war or purchased from prison planets as an option to lengthy imprisonment or even a death sentence. This soul splintering grants them enhanced strength and suppresses their

natural moral inhibitions and emotions, leaving them bereft of mercy or compassion while also dulling their suspicions about what has truly been done to them or their reactions when they see the shadow split triggered in one of their allies. The shadow split procedure is irreversible, and once created a shadow agent exists only to kill or to die and kill again.



SHANTAK

This immense scaly, bird-like creature has a vaguely horse-like head and vast, slime-encrusted wings.

SHANTAK

CR 8

XP 4,800

CE Huge magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE **HP 125**

EAC 20; **KAC** 22

Fort +12; **Ref** +12; **Will** +7

Defensive Abilities slippery; **Immunities** cold, disease

OFFENSE

Speed 20 ft., fly 80 ft. (su, average)

Melee bite +19 (3d4+12 P) or talons +16 (1d10+12 S plus grab)

Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str +6; **Dex** +4; **Con** +2; **Int** -1; **Wis** +1; **Cha** +0

Skills Acrobatics +16, Piloting +20

Languages Aklo

Other Abilities no breath, share defenses, starflight

ECOLOGY

Environment cold mountains

Organization solitary, pair, or flock (3–12)

SPECIAL ABILITIES

Share Defenses (Su) As a free action, a shantak can extend its no breath ability and cold immunity to a single creature touching it. It can withdraw this protection as a free action.

Slippery (Ex) A shantak's scales seep slippery slime. This grants the creature a +8 bonus on Acrobatics checks to escape grapples, pins, and restraints. It also imparts a -5 penalty on all Acrobatics checks made by creatures attempting to ride a shantak.

Shantaks speak in a shrill voice that sounds like glass grinding against stone. They are intelligent creatures and cannot be trained as mounts—a would-be shantak rider must use diplomacy or magic to secure a shantak's cooperation as a mount, and even then, shantaks have a tendency to deliberately strand riders in dangerous areas.

A shantak's ability to travel the gulfs of space ensures that these scaly, bird-like creatures can be found on numerous worlds. Yet despite this unique ability, shantaks are generally quite reluctant to seek out new worlds unless faced with no other option, for a shantak knows well that an attempt to fly to an unknown world could easily result in being lost forever in the gulfs of space. Shantak myrmidons are the deadliest of their ilk, lacking the strange phobias that sometimes cripple their lesser kin and often entering into alliance with creatures able to impress them with their power, bearing messages and passengers for them through the endless void.



SHARD SLAG

This smoldering mass of metal-encrusted goo sports half a dozen pseudopods, each tipped with a burning-hot sword blade.

SHARD SLAG

CR 8

XP 4,800

N Huge ooze (fire)

Init -2; **Senses** blindsight 60 ft, blindsense (vibration) 60 ft.; **Perception** +16

DEFENSE HP 125

EAC 20 KAC 22

Fort +12; **Ref** +8; **Will** +5

Defensive Abilities molten form; **DR** 5/magic; **Immunities** acid, electricity, fire, ooze immunities

Weaknesses vulnerable to cold and water

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee slag blade +19 (1d6+14 F & S)

Multiattack 1d4+2 slag blades +13 (1d6+14 F & S)

Offensive Abilities excruciating burn, slag blades

STATISTICS

Str +6; **Dex** -2; **Con** +4; **Int** —; **Wis** -5; **Cha** -5

Skills Athletics +16

Other Abilities burrow, mindless

ECOLOGY

Environment any volcanoes or underground

Organization solitary

SPECIAL ABILITIES

Burrow (Ex) shard slag can burrow through solid stone at half its normal burrow speed.

Excruciating Burn (Ex) A living creature that takes fire damage from a shard slag must succeed at a DC 16 Fortitude save or be staggered for 1 round. This is a fire effect.

Molten Form (Ex) A shard slag's molten metal body is hot enough to melt stone. Creatures that begin their turn within 5 feet of a shard slag take 1d6 fire damage. Anyone striking a shard slag with a natural weapon or unarmed strike takes 2d6 fire damage. A creature that grapples a shard slag or is grappled by one takes 3d6 fire damage each round the grapple persists. A creature that strikes a shard slag with a weapon can attempt a DC 16 Reflex save; if it fails, it's unable to pull the weapon away from the shard slag's molten

body quickly enough, and the weapon takes 2d6 fire damage. Unattended objects in contact with a shard slag take 2d6 fire damage per round. Damage caused to weapons and unattended objects is not halved and ignores the first 5 points of hardness.

Slag Blades (Ex) Each round, a shard slag manipulates its molten metal form to create 1d4+2 blade-like protrusions it can extend to attack prey. The slag blades each strike as slashing weapons that deal additional fire damage. Due to a shard slag's constantly roiling molten body, the slag blades melt away at the end of the shard slag's turn each round to be immediately replaced by 1d4+2 new slag blades.

Vulnerable to Water (Ex) If a significant amount of water—such as the contents of a large bucket or a blow from a water elemental—strikes a shard slag, the creature must succeed at a DC 20 Fortitude save or be staggered for 1d6 rounds. A shard slag that is immersed in water is automatically staggered and must succeed at a DC 20 Fortitude save each round (this DC increases by 1 each subsequent round) or be petrified, reverting to its molten metal form once the water is gone.

Shard slags are living mounds of magic-infused iron. They dwell within the iron-rich molten cores of worlds, the hearts of active volcanoes, or any location where the borders of the Material Plane and the Plane of Fire are thin. Though they're not sentient, shard slags are skilled hunters and have developed a bizarre method of hunting and defending themselves. When a creature is near, a shard slag spontaneously alters its molten body to produce a number of razor-sharp blades. The shard slag then mindlessly attacks until the other creature is stabbed, burned, and then consumed.



SHREDSKIN

This floating creature looks like an animate, hollow skin. Its upper half is intact, but its lower half is in tatters.

SHREDSKIN

CR 2

XP 600

NE Small undead

Init +4; **Senses** darkvision 60 ft., detect undead 60 ft.; **Perception** +13

DEFENSE HP 25

EAC 13; **KAC** 15

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

Defensive Abilities amorphous; **Immunities** undead immunities

OFFENSE

Speed fly 40 ft. (Su, average)

Melee bite +6 (1d6+3 P) or claw +19 (1d6+3 S plus grab)

Offensive Abilities constrict (1d6+3 B), control body, enshroud

Spell-Like Abilities (CL 2nd)

1/day—*command undead* (DC 12)

STATISTICS

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

Skills Acrobatics +8, Stealth +13

Languages Common (can't speak)

Other Abilities compression, unliving

ECOLOGY

Environment any land

Organization solitary or pack (2–5)

SPECIAL ABILITIES

Control Body (Su) A shredskin can wrap itself around a corpse (or a corporeal undead it controls using *command undead*). When wrapping a host body in this way, the shredskin's Strength modifier increases to +2 or the host body's Strength modifier, whichever is higher, but cannot use its grab or enshroud abilities while doing so. Attacks targeted at the shredskin deal half damage to it and half damage to the host body; area attacks deal normal damage to both the shredskin and

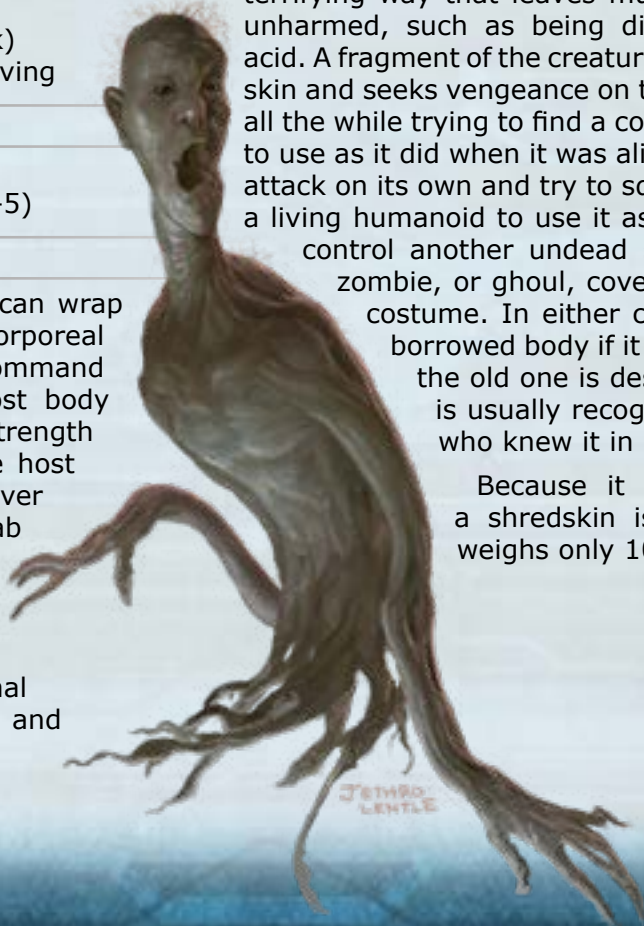
its host. If the host is destroyed, the shredskin unwraps itself as a free action on its next turn. A typical Medium corpse has 15 hit points for this purpose, while a Small corpse has 10 hit points. A shredskin can only use this ability on a generally humanoid-shaped creature (two arms, one head, humanoid torso) of Medium or Small size.

Detect Undead (Su) A shredskin can sense undead within 60 feet of it.

Enshroud (Ex) A shredskin that successfully pins a creature can wrap itself around that target like a shirt. The target gains the pinned condition, but the shredskin has neither the grappled or pinned condition and can move itself and the target as if it controlled the target's body. The shredskin deals constrict damage to the target on its turn each round (no grapple combat maneuver needed). Attacking the shredskin while it's using this ability damages both it and the target as described in the control body ability. The shredskin can release the target as a free action.

A shredskin is a wretched undead creature created either when a humanoid is skinned alive to be preserved as a trophy or otherwise killed in a terrifying way that leaves much of its upper half unharmed, such as being dissolved feet-first in acid. A fragment of the creature's soul animates the skin and seeks vengeance on those who created it, all the while trying to find a comfortable body for it to use as it did when it was alive. A shredskin may attack on its own and try to squeeze the life out of a living humanoid to use it as a body, or it might control another undead such as a skeleton, zombie, or ghoul, covering it like a morbid costume. In either case, it abandons its borrowed body if it finds a better one or the old one is destroyed. A shredskin is usually recognizable by creatures who knew it in life.

Because it lacks a lower half, a shredskin is 3–4 feet tall and weighs only 10–15 pounds.



SKEVILL

The pale chitin of this insectoid creature pulses with crackling inner light.

SKEVILL

CR 3

XP 800

N Medium vermin

Init +1; **Senses** darkvision 60 ft., static sense; **Perception** +0

Aura static aura (15 ft., DC 14)

DEFENSE HP 40

AC 16, touch 11, flat-footed 15

Hp 39 (6d8+12)

Fort +7; **Ref** +5; **Will** +2

Immunities electricity

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +8 (1d6+4 plus 1d4 electricity)

Ranged static pulse +8 ranged touch (2d4 electricity)

Special Attacks shocking bite

STATISTICS

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

Base Atk +4; **CMB** +8; **CMD** 19

ECOLOGY

Environment any underground

Organization solitary, cluster (2-5), or swarm (6-12)

Treasure none

SPECIAL ABILITIES

Shocking Bite (Ex) A skevill gains a +3 bonus on attack rolls against creatures wearing metal armor, and if it hits the target's touch AC its bite deals electricity damage to the target even if the attack otherwise would have missed.

Static Aura (Ex) A skevill emits an aura of static around itself to a radius of 15 feet. Every round, this energy coalesces around one creature at random in the area (including other skevills in the area, though these creatures are unharmed due to their immunity to electricity), dealing 1d4 points of electricity damage (DC 14 Reflex half). This does not require an action. The save DC is Constitution-based.

Static Pulse (Ex) As standard action, a skevill can target a creature within 30 feet with an arc of electricity. If it confirms a critical hit with

its static pulse, the electricity arcs to strike all creatures adjacent to the target, dealing 1d4 points of electricity damage to each (DC 14 Reflex half). The save DC is Constitution-based.

Static Sense (Ex) A skevill can sense the presence and location of creatures wearing metal armor (or carrying a large amount of metal, at the GM's discretion) as if it had blindsense 30 ft., or as blindsight if adjacent to the skevill.

Skevills are subterranean predators that are attracted to large volumes of metal, including veins of unrefined ore. They are the bane of miners and robotic mining machines, scrambling their circuitry and gnawing on all exposed wiring and fragile metallic equipment. While able to metabolic raw ores and metals, they also draw sustenance from gorging themselves on organic material, they extract trace metallic residues along with flesh, blood, and bone. Their curious metabolism produces copious amounts of bioelectricity as a byproduct, and some daring entrepreneurs keep nests of captive skevills to provide light and an erratic source of power, though they do not do well in captivity unless given ample room to move around and prey to hunt.



SKREEVAR

Palpable waves of sonic energy surround this bat-like humanoid wearing flexible plastic armor and carrying a pair of pistols. Despite the appearance of its tattered wings, they seem capable of holding it aloft.

SKREEVAR

CR 14

XP 38,400

CN Medium monstrous humanoid

Init +12; **Senses** blindsight (sound) 30 ft., darkvision 60 ft.; **Perception** +30

DEFENSE HP 235

EAC 28; **KAC** 29

Fort +12; **Ref** +14; **Will** +19

Immunities sonic; **Resistances** electricity 15, fire 15

Weaknesses silence vulnerability

OFFENSE

Speed 30 ft., fly 40 ft. (Ex, poor)

Melee bite +24 (6d6+18 P)

Ranged white star plasma caster +26 (5d4+14 E & F)

Offensive Abilities break the silence, breath weapon (30-ft. cone, 15d6 So, Reflex DC 22 for half, usable every 1d4 rounds)

STATISTICS

Str +4; **Dex** +8; **Con** +6; **Int** +3; **Wis** +2; **Cha** +1

Feats Deadly Aim, Mobility, Shot on the Run

Skills Acrobatics +30, Athletics +25, Engineering +30, Intimidate +25, Stealth +25

ECOLOGY

Environment any underground

Organization solitary, pair, or cadre (3–12)

SPECIAL ABILITIES

Break the Silence (Ex) A skreevar can use its breath weapon to create a *dispel magic* effect to end magical silence effects, magically created constructs of solid sound, or similar sonic effects. Its effective caster level is equal to its CR (typically 14th), and it gains a +2 racial bonus on the dispel check.

Breath Weapon (Ex) A creature that fails its initial Reflex save must succeed at an additional DC 22 Fortitude save or become stunned for 1 round.

Silence Vulnerability (Ex) In an area of silence, a skreevar loses its blindsight. It also cannot use

its breath weapon to damage opponents, but it can use its break the silence ability.

Spawned by a demonic bat creature, skreevars retain a measure of their Abyssal inheritance, but have largely eschewed the inherent evil of their origins. Outside of their family groups, however, they are still unpredictable. Despite their chaotic natures, skreevars have keen analytical minds and have created several technologically advanced items adapted to their needs. This also allowed them to spread to the stars beyond their home world, a rocky planet with a virtually uninhabitable surface and filled with tunnels allowing skreevars and other creatures to travel from point to point.

Skreevars hire themselves out as mercenaries and command extraordinary prices for their services. Even though they use sound as a major component of their attacks, and a subsonic hum surrounds them constantly, they are capable of quietly infiltrating difficult-to-breach locations. Perhaps ashamed of their demonic heritage, they typically refuse to take on missions with overtly evil goals, such as murdering innocents. A skreevar will perform an assassination if its employer can prove the target is worthy of death because of heinous acts or evil ideologies. While skreevars are motivated by money, they cannot be swayed by offers of more money to ignore their missions.

Skreevars stand just over 5 feet in height and weigh roughly 150 pounds. Their lifespans are similar to humans.



SKY SPORE

Floating among thick clouds, a solid mass slowly changes colors to match its surroundings.

SKY SPORE

CR 11

XP 12,800

N Gargantuan plant

Init -2; **Senses** blindsense (vibration) 60 ft., low-light vision; **Perception** +20

DEFENSE HP 180

EAC 24; **KAC** 26

Fort +15; **Ref** +13; **Will** +10

Defensive Abilities spore rupture; **Immunities** plant immunities

OFFENSE

Speed fly 20 ft. (Ex, poor)

Melee bite +23 (4d6+19 P plus swallow whole)

Space 20 ft.; **Reach** 10 ft.

Offensive Abilities expel spores, swallow whole (4d6+19 B, EAC 24, KAC 22, 45 HP)

STATISTICS

Str +8; **Dex** -2; **Con** +5; **Int** -; **Wis** +3; **Cha** -3

Skills Acrobatics +20, Stealth +20

Other Abilities mindless

ECOLOGY

Environment any air

Organization solitary, pair, or cloud (3-5)

SPECIAL ABILITIES

Expel Spores (Su) As a standard action, the sky spore can vent a 15 foot cone of spores. All creatures in the area are exposed to floating spores.

Spore Rupture (Su) When the sky spore suffers a critical hit dealing kinetic damage, all creatures within its reach are exposed to floating spores.

Sky spores float high in their planet's atmosphere for centuries, slowly growing as they feed on living creatures that happen too close to them. A creature affected by its spores simply floats helplessly while the clumsy airborne fungus slowly maneuvers until its mouth moves over the helpless prey. The sky spore then digests its dinner over the course of days.

A creature paralyzed, but not eaten, by a sky

spore floats on the wind until the paralyzing spores eventually begin to multiply, slowly altering a host's body until a new sky spore is formed. Inorganic remains and equipment can sometimes be found in the core of sky spores.

FLOATING SPORES

Type infestation (contact); **Save** Reflex DC 18

Track none; **Frequency** 1/round

Effect Each time a creature fails a save against this infestation, they gain the off-kilter condition and float upwards 10 feet.

Cure 1 save



SOULBOUND SHELL

This white statue of a bald human is marbled with glowing green veins of energy.

SOULBOUND SHELL

CR 12

XP 19,200

N Medium construct (magical)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +21

DEFENSE HP 170

EAC 25; **KAC** 26

Fort +9; **Ref** +9; **Will** +13

DR 10/adamantine and magic; **Immunities** fire, construct immunities; **SR** 23

Weaknesses cemented mind, susceptible to mind-affecting effects

OFFENSE

Speed 30 ft.

Melee battle powerglove +20 (2d8+12 B; counts as magic)

Ranged perihelion laser pistol +22 (4d4+12 F; critical burn 2d4; counts as magic)

Technomancer Spells Known (CL 12, melee +20, ranged +22)

4th (3/day)—*destruction protocol* (DC 23), *rewire flesh* (DC 23)

3rd (6/day)—*arcing surge* (DC 22), *arcane sight*, *dispel magic* (DC 22), *handy junkbot*

2nd (at will)—*make whole*, *recharge*

STATISTICS

Str +0; **Dex** +3; **Con**

-; **Int** +8; **Wis** +2;

Cha +4

Feats Combat

Casting, Master

Crafter, Mystic

Strike

Skills Computers

+27,

Disguise +21,

Engineering

+21, **Mysticism**

+27

Languages

Aklo, Common,

Draconic

Other Abilities soul

focus, unliving

ECOLOGY

Environment any

Organization solitary or workshop (1 plus 2–8 other constructs)

SPECIAL ABILITIES

Cemented Mind (Ex) A soulbound shell can never change its known or prepared spells.

Soul Focus (Su) The soul bound to the shell lives within a gem inside its chest. As long as this soul focus remains intact, it can be used to animate another shell, at the same cost as creating a new soulbound shell and retains its personality and memories. A soul focus has hardness 8, 12 hit points, and a break DC of 20.

Spells (Su) A spellbound shell casts spells as a 12th-level mystic or technomancer but does not gain any other class abilities.

Susceptible to Mind-Affecting Effects (Ex) A soulbound shell is not immune to mind-affecting effects.

A soulbound shell is the perfected version of an arcane synthetic being, binding soul to a statuesque form while retaining the mystical connections that allow the soul to retain the spellcasting ability it had in life.



SPIDER, GIANT

A spider the size of a man crawls silently from the depths of its funnel-shaped web.

GIANT SPIDER

CR 1

XP 400

N Medium vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +10

DEFENSE HP 20

EAC 11; **KAC** 13

Fort +2; **Ref** +3; **Will** +1

Immunities mind-affecting effects;

OFFENSE

Speed 30 ft., climb 10 ft.

Melee bite +5 (1d6+1 plus poison)

Offensive Abilities web (+5 ranged, DC 12, HP 2)

STATISTICS

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

Skills Athletics +5, Stealth +10, Survival +5

Other abilities mindless

ECOLOGY

Environment any

Organization solitary, pair, or colony (3–8)

SPECIAL ABILITIES

Web (Ex) A giant spider can use webs to support itself and up to one additional creature of the same size. In addition, it can throw a web as an attack, similar to a net. The web is effective against targets up to Large. An entangled creature can escape with a successful Athletics check.

The statistics above are for a web-spinning spider. Hunting spiders lose the web ability but gain a +8 racial modifier on Acrobatics checks. All giant spiders have a +2 racial bonus on poison save DCs.

SPIDER POISON

Type poison (injury); **Save** Fortitude DC 12; **Frequency** 1/round for 4 rounds;

Effect 1d2 Strength damage;

Cure 1 save.



SPOREWING

The orange, fleshy underside of this floating ray-like creature features a large circular maw of fangs, with a bulbous spore-sac at the end of its tail.

SPOREWING

CR 5

XP 1,600

N Large aberration

Init +2; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft.; **Perception** +11

DEFENSE HP 90

EAC 18; **KAC** 20

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

OFFENSE

Speed 10 ft., fly 40 ft. (perfect)

Melee slam +14 (1d6+10 B plus grab)

Offensive Abilities blood drain 1d2 Con, constrict (1d6+10 B), sticky sporecloud

STATISTICS

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

Feats Blind-fight

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

Languages Aklo

Other Abilities amphibious, compression

ECOLOGY

Environment temperate hills, plains, and marshes

Organization solitary, pair, or pack (3–5)

SPECIAL ABILITIES

Sticky Sporecloud (Ex) Once per minute as a standard action a sporewing can release a blinding cloud of spores around itself in a 20-foot radius. These spores affect sight as a *fog cloud* and persist for 5 rounds before dispersing—a strong wind immediately disperses the cloud. The spores cling to and inhibit the movement of all Medium or smaller creatures, who must succeed at a DC 17 Reflex save each round or become entangled for 1d4 rounds. The spores quickly become brittle but while sticky they can be washed off with alcohol or vinegar. In addition, creatures exposed to the sporecloud are exposed to toxic spores.

Sporewings are cunningly evolved variants of the muck-dwelling river rays called cuero, adapted to life outside of the water. Their hunting and mating

SOPORIFIC SPORES

Type poison (contact); **Save** Fortitude DC 15

Track none; **Frequency** 1/round for 6 rounds

Effect Each time a creature fails a save against these spores, they gain one level on the Wisdom poison track. In addition, creatures failing two consecutive saves against these spores are dazed for 1 round.

Cure 1 save

habits are similar to their aquatic cousins, but they have developed buoyant air-sacs that enable them to hover and fly, using their muddy coloration while clinging to the ground or to mounds of vegetation to hide their presence before launching themselves into the air to unleash their sleep-inducing spores onto their victims and gnawing them to death once they have been overcome.

Sporewing, Cuero

These aquatic relatives of the sporewing lack the fly speed, poison, and sticky sporecloud of their floating cousins. Instead, they have a swim speed of 30 feet and gain a +5 bonus on Stealth checks when in the water. In addition, they gain the following special ability:

Muddy Cloud (Ex) A sporewing can flap about in the water within 10 feet of a riverbed or lake bed and stir up mud, pebbles, sand, silt, and other debris. This creates a hemispherical cloud in the nearby water with a radius of 30 feet (or to the edge of the water, whichever is closer). The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. In non-flowing water, the muddy cloud dissipates in 2d6 rounds. In flowing water, the duration is reduced by 1 round for every 10 feet per round the water flows beyond 20 feet.

STAR FAIRY

A lithe humanoid with long, pointed ears and billowing robes hovers in the air on insect-like wings. Stars shine from its night-dark hair and clothing.

STAR FAIRY

CR 18

XP 153,600

LN Medium fey

Init +9; **Senses** interstellar senses, low-light vision, sense through (vision [not heavy metals]); **Perception** +36

DEFENSE HP 260 RP 6

EAC 31; KAC 32

Fort +18; **Ref** +18; **Will** +20

Defensive Abilities fast healing 20; **DR** 15/cold iron; **Immunities** fire; **Resistances** cold 15, electricity 15; **SR** 29

OFFENSE

Speed 30 ft., fly 80 ft. (Su, perfect)

Melee plasma wand +25 (8d8+20 E & F plus radiation sickness; critical burn 4d8)

Ranged cosmic ray +27 (3d12+18 C & E plus sickened; critical staggered [DC 25])

Spell-Like Abilities (CL 18th)

1/day—*chain surge* (DC 27), *wish* (costs 2 Resolve Points, DC 28)

3/day—*call cosmos* (DC 26), *commune with nature* (extends throughout galaxy), *mislead*, *waves of fatigue*

At will—*dark fate*, *divination*, *interplanetary teleport*, *shining inspiration*

Constant—*tongues*

STATISTICS

Str +2; **Dex** +9; **Con** +5; **Int** +4; **Wis** +7; **Cha** +10

Skills Acrobatics +31 (+39 when flying), Culture +31, Mysticism +36, Sense Motive +31

Languages Common; *tongues*

Other Abilities no breath, superior starflight

ECOLOGY

Environment any

Organization solitary, constellation (2–7), or train (1 with 1–5 kometes)

SPECIAL ABILITIES

Cosmic Ray (Su) A star fairy's wand can produce rays of cosmic power with a range of 1,200 feet and no range increment. A creature struck

by this ray must succeed at a DC 25 Fortitude saving throw or be sickened for 1 day.

Dark Fate (Sp) A star fairy can use its connection to the psychic currents of the cosmos to cloud the decisions of enemies. As a reaction, it can spend 1 Resolve Point to force a creature within long range (1,200 feet) that has just rolled an attack roll, saving throw, or skill check to roll again and use the new result.

Interstellar Senses (Ex) Distance does not affect a star fairy's ability to see (or the DC of its Perception checks to see) anywhere within the same star system and has little impact within the same galaxy. It can make Perception checks to notice things that it has line of sight to within the same galaxy, with the base DC ranging from 10 (for Medium creatures and objects in the nearest star system over) to 50 (for Medium creatures and objects on the opposite side of the galaxy). The fairy can make a Perception check against this DC to hear when spoken messages are addressed to its bonded star, regardless of distance, and if successful hears the entirety of the message.

Plasma Wand (Su) A star fairy's wand shines with stellar plasma. A creature struck by it must succeed on a DC 25 Fortitude saving throw or contract severe radiation sickness. If it loses its wand, a star fairy can create a new one as move action; the old one vanishes.

Shining Inspiration (Sp) A star fairy can inspire itself and others by projecting the hopes and dreams it has glimpsed across the ages. This spell functions like *probability prediction*, but costs 1 Resolve Point, can target any creature within long range (1,200 feet), and has a casting time of 1 move action.

Superior Starflight (Ex) A star fairy can survive in the void of outer space, and its wings allow it to use its fly speed in outer space despite the lack of air. When it wishes to fly to another world, it can make the journey within 2d6 hours within a system or 2d6 days in between systems, though when speed is required, it instead uses its *interplanetary teleport* ability to make the journey quickly.

Star fairies are spawned by the raw cosmic forces that power stars blending with psychic impressions of interstellar ley lines that crisscross the physical

universe. These psychic impressions shape star fairies, who come to sense and in turn influence the subtle forces of fate. With effort, they can rewrite reality on a deep level.

The psychic forces that give star fairies life also allow them to glimpse facets of the present across vast interstellar distances and glimpse facets of the future from the expectations and knowledge of distant civilizations. Due to the vast number of worlds they can perceive, however, star fairies often feel overwhelmed and struggle to make sense of the vast din of the cosmos.

Many star fairies are aloof, taciturn creatures who either feel the universe is too chaotic to ever make sense, or else they believe the actions of all creatures—possibly even themselves—are fixed and unchangeable due to the repeating patterns they notice over their vast lifespans. However, a few are eager to be proven wrong or buoyed by hope as bright as a star, and instead listen to the solar winds for changes to change the countless worlds they can hear.



STAR-SPAWN OF CTHULHU

A mountainous form lumbers to life, a hideous creature only accidentally humanoid in shape, its hateful face a writhing mass of tentacles.

STAR-SPAWN OF CTHULHU CR 20

XP 307,200

CE Huge aberration

Init +10; **Senses** blindsight (thought) 30 ft., darkvision 60 ft.; Perception +34

Aura frightful presence (150 ft., DC 25, 3d6 hours)

DEFENSE HP 465

EAC 35; **KAC** 37

Fort +21, **Ref** +21, **Will** +19

Defensive Abilities amorphous, immortality, overwhelming mind, regeneration 15 (fire)

Immunities cold, disease, poison; **SR** 31

OFFENSE

Speed 40 ft., fly 60 ft. (Ex, average), swim 40 ft.

Melee claw +34 (6d12+36)

Multiattack 2 claws +28 (6d12+36), 4 tentacles +25 (8d6+36 plus grab)

Space 15 ft.; **Reach** 30 ft.

Offensive Abilities overwhelming mind

Spell-Like Abilities (CL 20th)

6th (1/day)—*interplanetary teleport*, *mass suggestion* (DC 25)

5th (5/day)—*break enchantment*, *greater dispel magic*, *greater command* (DC 24), *mind thrust* (DC 24)

At will—*confusion* (DC 23), *mind probe* (DC 23)
Constant—*private sanctum*, *true seeing*

STATISTICS

Str +16, **Dex** +6, **Con** +9, **Int** +6, **Wis** +6, **Cha** +6

Feats Improved Critical, Mystic Strike

Skills Acrobatics +34, Athletics +39 (+47 when swimming), Intimidate +34, Mysticism +34, Physical Science +16, Sense Motive +16, Survival +16

Languages Aklo; telepathy 300 ft.

Other Abilities compression, limited starflight, no breath

ECOLOGY

Environment any underground

Organization solitary, pair, or cult (3–6)

SPECIAL ABILITIES

Immortality (Ex) A star-spawn of Cthulhu does

not age, nor does it need to eat or breathe. Only violence can bring about the death of one of these creatures.

Limited Starflight (Ex) A star-spawn of Cthulhu can survive in the void of outer space, and its wings allow it to use its fly speed in outer space despite the lack of air. However, a star-spawn of Cthulhu's ability to fly in outer space does not allow it to reach unusual speeds. When it wishes to fly to another world, the creature relies entirely upon its immortality and patience to complete the journey. When speed is required, it instead uses its *interplanetary teleport* ability to make the journey quickly.

Overwhelming Presence (Ex) A star-spawn of Cthulhu is overwhelming in its power and alien structure. The first time a creature other than an outsider (excluding native outsiders) or aberration makes mental contact with a star-spawn of Cthulhu, it must succeed at a DC 25 Will save or be stunned for 1d6 rounds. On a successful save, the creature is merely staggered for 1 round. This effect can occur whether the star-spawn of Cthulhu initiates mental contact (such as via its *mind probe* spell-like ability or once per round merely by telepathic communication) or another creature attempts to do so (via spells such as *detect thoughts*, *hologram memory*, *mind link*, *mind probe*, etc.). Once a creature is exposed to a specific star-spawn of Cthulhu's overwhelming presence, it is immune to this effect from all star-spawn of Cthulhu for 24 hours. This is a mind-affecting effect.

Of all the strange and malefic denizens of the void between the stars, few cause the same terror as this titanic race. They hail from a mad star whose light cannot be seen by conventional telescopes, and the smallest of these behemoths stand nearly 30 feet in height. Humanoid in shape, their immense bodies have rubbery flesh that seems to wriggle and seethe like a half-solidified ooze. Tremendous draconic wings, murderous taloned hands, and a tentacled visage that evokes the alien gaze of an octopus complete the being's monstrous shape. This malevolent race has a name, yet it is no name known to the sane. Among mortal scholars, they are known merely by the name of their greatest priest—they are the star-spawn of Cthulhu. The star-spawn of Cthulhu have a strange, mutable anatomy—their

form is not fixed. They can absorb parts of their bodies or enlarge others at will, a trait they often use on their claws or tentacles to dramatically extend their reach in combat beyond what might normally be possible for a creature of the same shape and size. Despite this mutable shape, the star-spawn's forms generally don't deviate far from that of an octopus-headed, winged humanoid, likely because of the powerful links their otherworldly minds have to their overlord and master, who lies dead but dreaming in the lost city of R'lyeh. Although they typically appear

as immense humanoid creatures with rubbery hides and octopoid heads, the star-spawn of Cthulhu are not any more aquatic in nature than they are terrestrial—that they're often associated with a planet's oceans lies more in the simple fact that oceans often cover the majority of a planet's surface. The creatures themselves, being equally at home on land, at sea, or in the depths of space, make no real distinction between such regions, choosing them as the sites of their cities and temples for purposes only they can know.



STORMGHOST

This brightly colored crustacean looks like a large lobster with cruel pincers poised at its fore.

STORMGHOST

CR 15

XP 51,200

CE Large monstrous humanoid

Init +11; **Senses** all-around vision, blindsight (scent) 30 ft., darkvision 90 ft., low-light vision, mistsight, see in darkness; **Perception** +31

Aura static aura (5 ft.)

DEFENSE HP 275

EAC 29; **KAC** 31

Fort +17; **Ref** +19; **Will** +15

Defensive Abilities regeneration 5 (acid);

Immunities disease, electricity, poison;

Resistances cold 10, fire 10

OFFENSE

Speed 50 ft., climb 30 ft.

Melee bite +29 (8d6+24 P) or claw +29 (3d12+24 E and S)

Space 10 ft.; **Reach** 5 ft. (10 ft. with claws)

Offensive Abilities impaling leap, static blast

Spell-Like Abilities (CL 15th)

1/day—*corrosive haze* (DC 20)

3/day—*greater invisibility*, *irradiate* (DC 19)

At will—*fog cloud*

STATISTICS

Str +9; **Dex** +7; **Con** +5; **Int** +0; **Wis** +2; **Cha** +3

Feats Mobility, Spring Attack

Skills Acrobatics +26, Athletics +26, Stealth +26, Survival +26

Languages Auran

ECOLOGY

Environment cold mountains

Organization solitary

SPECIAL ABILITIES

All-Around Vision (Ex) A stormghost can see in all directions at once. It cannot be flanked.

Create Deeper Darkness (Su) As a standard action, a stormghost can lower the light level in a 60-foot radius around it by two steps. If this reduces the light level below darkness, all creatures without the see in darkness ability are considered blinded.

Impaling Leap (Ex) As a standard action, a

stormghost can leap onto a target at least one size category smaller than itself and impale the victim. The target suffers 8d6+24 piercing damage and is pinned (DC 21 Reflex negates). The stormghost must maintain the pin as normal. Pinned foes take impaling leap damage each round.

Mistsight (Ex) A stormghost can see through fog, mist, and murky water as if they were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision.

Static Aura (Su) A stormghost can surround itself with crackling electricity that leaps from its body. All creatures within 5 feet of the stormghost take 2d6 electricity damage at the beginning of the stormghost's turn. A stormghost can suppress or resume this ability as a free action.

Static Blast (Su) As a standard action, a stormghost can focus its static charge into a bolt, releasing it in a 40-foot line that deals 16d6 electricity damage. A successful DC 21 Reflex save halves this damage. A stormghost can use its static blast once every 1d4 rounds.

Bestial hunters that prowl the mountains, stormghosts are a deadly threat to all creatures that stumble across their path as they conjure malignant weather and attack unseen. Stormghosts typically attack in remote mountainous areas, leaping down on their victims from cliff sides and ambushing them in blind mountain passes. Constantly in search of food, stormghosts are excellent hunters and trackers. These predators are completely unafraid of engaging with any target, and thus pose a risk to the humanoids of the planet— and even the dragons. As with triaxians, stormghosts' appearances vary depending on the season. Thankfully, stormghosts are extremely rare, but the creatures live exceedingly long lives. A stormghost's regeneration diminishes long-term degradation of its body, allowing it to live for over 2,000 years. A stormghost stands nearly 8 feet tall in its regular posture but can extend its legs to reach up to 14 feet. Formed of muscled flesh and hardened chitin, a stormghost weighs roughly 1,500 pounds.



SUPERMASSIVE SINGULARITY

Waves of gravity pull towards the ball of silver light that hovers before you like a miniature star, with a distorted yet almost humanoid silhouette within it.

SUPERMASSIVE SINGULARITY CR 20

XP 307,200

NE Tiny fey

Init +12; **Senses** low-light vision; **Perception** +34

Aura slow (10 ft., Fort DC 27)

DEFENSE HP 440

EAC 35; **KAC** 36

Fort +17; **Ref** +17; **Will** +22

DR 20/adamantine and magic; **Immunities** cold, disease, poison, radiation; **SR** 31

OFFENSE

Speed fly 60 ft. (Su, perfect)

Ranged x-ray pulse +32 (4d12+20 F)

Multiattack 4 x-ray pulses +26 (4d6+20 F)

Spell-Like Abilities (CL 20th)

1/day—*chain surge* (DC 27), *interplanetary transport*, *true seeing*

3/day—*control gravity* (DC 27), *gravitational singularity* (DC 27)

At will—*cosmic eddy* (DC 25), *greater invisibility*, *haste*

STATISTICS

Str +0; **Dex** +12; **Con** +3; **Int** +6; **Wis** +3; **Cha** +9

Skills Acrobatics +34, Bluff +39, Engineering +39, Physical Science +39, Stealth +34

Languages Aklo, Common, Sylvan, plus any commonly transmitted languages (can't speak, can only transmit through radio communications)

Other Abilities no breath, ultradense

ECOLOGY

Environment outer space

Organization solitary

SPECIAL ABILITIES

Gravity Mastery (Su) A supermassive singularity never takes penalties from gravity effects and warps gravity in such a way that it inflicts a 20% miss chance against all ranged attacks. In addition, a supermassive singularity can use its *control gravity* and *gravitational singularity* spell-like abilities as a swift action rather than

a standard action. Finally, if the supermassive singularity is targeted or would be in the area of a gravity-based spell or effect, it can negate that effect as a swift action or a reaction.

Slow Aura (Ex) Creatures moving within 10 feet of a supermassive singularity become slowed as the spell unless they succeed on a DC 27 Fort save. The creature remains slowed as long as they remain with the area of the aura. A successful save renders the creature immune to the supermassive singularity's aura for 24 hours.

Ultradense (Ex) A supermassive singularity's damage reduction cannot be bypassed by anything other than magical adamantite weapons. Abilities that normally allow a creature to bypass damage reduction do not overcome the singularity's damage reduction. In addition, its incredible mass increases its effective KAC by +8 against combat maneuvers that attempt to move it.

X-Ray Pulses (Ex) A supermassive singularity can emit concentrated pulses of x-rays as its primary form of attack. X-Ray pulses are ranged attacks targeting EAC with a range increment of 100 ft and are considered ray attacks. X-Rays can penetrate most materials, so cover bonuses to AC do not apply unless the cover is provided by a force effect or by an extremely dense metal, such as lead.

An x-ray pulse is accompanied by dazzling stellar radiance, blinding the target for 1 round. Creatures succeeding on a DC 27 Reflex save are dazzled for 1 round instead. This duration stacks if a creature is struck by multiple pulses, and a creature already dazzled takes a –2 penalty on further saving throws to avoid blindness. If a creature successfully saves against some but not all pulses, the duration of the dazzled effect does not begin until after the target is no longer blinded.

Born in the heart of a supernova, sometimes the formation of a neutron star is accompanied by the birth of a kindred fey spirit. Supermassive singularities, also called living singularities by some races, appear as a glowing ball of silver light less than a meter across. Supermassive singularities can perceive and manipulate energy along a wide range of the electromagnetic spectrum allowing them to affect light, electricity, gravity, magnetic



fields and even x-rays. Emitting deadly bursts of x-rays are the supermassive singularity's primary means of defense, but other favorite tactics include slowing foes with gravity wells and disarming foes with ranged x-ray pulses within an active magnetic field.

While not always malicious, supermassive singularities have the arrogance typical of most powerful fey and they have absolutely no concern for the consequences their actions have on "lesser" mortal creatures that they encounter. However, there is at least one account of a crew of shipwrecked survivors appealing a supermassive singularity with lavish gifts in exchange for it using its *interplanetary teleport* ability to return them to an inhabited world.

SURVEILLANCE OOZE

This shining silvery ooze easily blends in with polished metallic surfaces.

SURVEILLANCE OOZE

CR 4

XP 1,200

N Small ooze

Init +3; **Senses** blindsight (vibration) 60 ft., sightless; **Perception** +0

DEFENSE HP 45

EAC 16; **KAC** 17

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

Immunities ooze immunities

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +10 (1d4+9 plus paralysis [DC 15])

STATISTICS

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

Skills Stealth +22

Languages Aklo (can't speak any language)

Other Abilities compression, mindless, replay

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Compression (Ex) A surveillance ooze can move through an area as small as one-quarter its space without squeezing, or one-eighth its space when squeezing.

Mindless (Ex) A mindless creature has no Intelligence score and is immune to mind-affecting effects. Statistics such as ability DCs that rely on an Intelligence score treat its Intelligence modifier as +0.

Ooze Immunities (Ex) Oozes have immunity to the following effects, unless the effect specifies that it works against oozes: critical hits, mind-affecting effects, paralysis, polymorph effects, poison, sight-based effects, sleep, and the stunned condition. An ooze can't be flanked.

Replay (Su) A surveillance ooze has been created to capture and relay events to a master. A creature who remains in contact with a surveillance ooze for 1 minute (such as by laying a hand on the ooze) gains a series of mental impressions effectively replaying the last hour experienced

by the ooze (though this information is limited to nonvisual senses only, as the ooze is sightless and cannot record things it cannot perceive). The creature experiencing this replay effect is subject to the ooze's paralysis effect, though a successful saving throw grants it immunity to this effect for the duration of the replay.

Sightless (Ex) This creature has no visual senses and is thus immune to effects that require the target to see (such as gaze attacks or visual-only illusions).

Surveillance oozes are agglomerations of thousands of tiny silvery nanites, the surface of each able to absorb and replicate the appearance of its surroundings. When seen directly when attacking, a surveillance ooze seems to be a smooth, silvery liquid mass, but if not directly observed it blends into its surroundings with chameleon-like ease. Its ability to record its surroundings goes beyond the visual, as well, as its neuroactive nanites allow it to anesthetize targets and record their mental impressions for broadcast to their creators.



SYAANDI

This towering, muscular humanoid has a lizard-like face and an open mouth revealing no tongue, causing it to issue challenges with guttural grunts and inhaled screeches.

SYAANDI SOLDIER

CR 2

XP 600

Syaandi soldier

CN Medium humanoid (reptilian)

Init +6; **Senses** blindsense (scent) 30 ft., low-light vision; **Perception** +7

DEFENSE HP 25

EAC 13; **KAC** 15

Fort +6; **Ref** +2; **Will** +3; +2 vs. fear, poison, spells, and spell-like abilities

Defensive Abilities fearless, ferocity, hardy

OFFENSE

Speed 30 ft.

Melee tactical pike +10 (1d8+8 P) or tactical spear +10 (1d6+8 P)

Ranged tactical semi-auto pistol +7 (1d6+2 P) or frag grenade +7 (explode [15 ft., 1d6 P, DC 11])

Space 5 ft.; **Reach** 5 ft. (10 ft. with pike)

Offensive Abilities fighting styles (blitz)

STATISTICS

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

Skills Athletics +7, Survival +12

Feats Cleave

Languages Syaandu

Other Abilities cornered fury

Gear basic iridishell, tactical pike, tactical semi-auto pistol with 20 small arm rounds, tactical spear

SPECIAL ABILITIES

Cornered Fury (Ex) Whenever a syaandi is reduced to less than half its Hit Points and has no conscious ally within 30 feet, it gains a +2 racial bonus to damage rolls and a +1 racial bonus to AC.

Fearless (Ex) Syaandi gain a +2 racial bonus to saving throws against fear effects.

Hardy (Ex) Syaandi gain a +2 racial bonus to saving throws against poison, spells, and spell-like abilities.

Syaandi are a hardy, nomadic race of lizard-like humanoids forced to adapt to Rythes when a large

contingent blundered through a gate from another world. Thriving in the arid environment, they've survived everything the planet has thrown at them, expanding to become the apex predators of their territories, which often range over dozens of square miles. Syaandi split their territories among small family units, each staying close to one another for mutual support. During festivals, they gather in greater numbers to engage in mock combat and athletic competitions. Syaandi often use these events to create further family units by marrying off eligible children, all in an effort to keep the entire race viable.

Syaandi stand nearly 7 feet tall and weigh 250 pounds.



TARGOTHA

This eyeless serpentine beast has a menacing mouth and sharp fins running down its long, yellow body.

TARGOTHA

CR 15

XP 51,200

N Huge aberration

Init +3; **Senses** blindsense (vibration) 120 ft., darkvision 60 ft.; **Perception** +26

DEFENSE HP 275

EAC 29; **KAC** 31

Fort +17; **Ref** +17; **Will** +15

Defensive Abilities all-around vision, slippery;

Immunities acid, electricity, poison;

Resistances cold 20, fire 20

OFFENSE

Speed 10 ft., swim 50 ft.

Melee bite +28 (8d6+24 P) or

razor fin +28 (8d6+24 S) or

tail slap +28 (8d6+36 B plus bull rush)

Multiattack bite +22 (3d12+24 P), 2 razorfins

+22 (3d12+24 s), tail slap +22 (3d12+24 B)

Ranged jolt +25 (5d8+15 E plus stun [DC 21])

Offensive Abilities volatile breath (60-ft. cone, 15d6 fire or confusion, Reflex DC 28 half or Fortitude DC 23 negates, usable every 2d4 rounds)

STATISTICS

Str +9; **Dex** +3; **Con** +7; **Int** -4; **Wis** +2; **Cha** +0

Skills Athletics +31, Survival +31

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Jolt (Ex) A targotha stores electrical potential that it can expend as a ranged attack with a range of 240 feet. Using this ability within oil or tar reduces its range to 30 feet. A targotha cannot use this ability in water. If the target takes damage from the jolt, it is stunned for 1d4 rounds (a successful DC 21 Fortitude save negates the stun effect). The targotha can use this ability once every 1d4+1 rounds; during this period, it cannot ignite its volatile breath.

Slippery (Ex) A targotha secretes thick mucus that allows it to move gracefully through viscous

fluids like tar and oil. This mucus dissolves away adhesives (such as stickybomb grenades) in 1d4 rounds. Additionally, all combat maneuver checks against a targotha automatically fail. The targotha automatically succeeds at all grapple combat maneuver checks to escape a grapple or a pin.

Tail Slap (Ex) A targotha deals extra damage with its tail slap, as noted in its description. It can attempt a bull rush combat maneuver against a creature struck by its tail slap as a free action without provoking attacks of opportunity. The targotha can't move as part of this bull rush.

Volatile Breath (Ex) A targotha can breathe a cone of flammable gas as a breath weapon. As a swift action, it can ignite the gas with its jolt ability. When ignited, the gas explodes, dealing 15d6 points of fire damage in the area of the cone (a successful DC 21 Reflex save halves this damage). If not ignited, the gas confuses all creatures in the area of effect that breathe it in before the gas dissipates at the start of the targotha's next turn. The confusion effect lasts for 1d4 rounds (a successful DC 21 Fortitude save negates).

Targothas are unusual creatures that thrive in the thick, inky fluids of naturally occurring tar seeps or pits of oil, although they are equally at home in swampy waters or muddy bogs. They depend upon their blindsense when lurking within opaque fluids like tar or ooze and will even lurch out of their lairs and flop along the ground if necessary to pursue a meal. A targotha is a patient ambush predator, and without the need to breathe, it can lie in wait for weeks for food.

A typical targotha measures 30 feet in length and weighs 7,000 pounds. Larger specimens are known to exist, but they prefer to dwell far from areas inhabited by civilized folk in the largest and deepest of tar pits or fens. Truly enormous targothas have multiple sets of razor fins and are capable of making two, three, or even four devastating attacks with their fins in a round.



TAUR

This tall, lean humanoid leers with a bestially ridged face, red eyes narrowed. Horns of blackened bone jut from its constantly moving head, while haphazard plates of armor are scattered over its bulky form.

UNPROVEN TAUR

CR 4

XP 1,200

Taur soldier

CE Large monstrous humanoid

Init +5; **Senses** blindsense (scent) 30 ft.; darkvision 60 ft.; **Perception** +10

DEFENSE HP 52

EAC 17; **KAC** 19

Fort +6; **Ref** +3; **Will** +6

OFFENSE

Speed 40 ft.

Melee ripsteel axe +12 (2d10+8 S) or horn +12 (1d8+10 P)

Ranged squad machine gun +10 (1d10+4 P)

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

Offensive Abilities fighting style (blitz), suicide collar

STATISTICS

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

Skills Athletics +15, Intimidate +10, Survival +10

Feat Step Up

Languages Abyssal, Taur

Other Abilities engineering intuition, maze mind

Gear officer ceremonial plate, ripsteel axe, squad machine gun with two magazines (40 heavy rounds each), suicide collar

ECOLOGY

Environment any (space)

Organization solitary, pair, or squad (3–12)

SPECIAL ABILITIES

Engineering Intuition (Ex) Taur possess an uncanny understanding of machines and mechanical devices. They always treat Engineering as a class skill and may use it untrained. Additionally, taur can identify the properties of any mechanical or hybrid device (including aethertech and nethertech) with a successful Perception check against DC 10 + item level.

Gore (Ex) A taur can charge without taking the

normal charge penalties to the attack roll or its AC. If the taur has another ability that allows it to charge without taking these penalties (such as the charge attack ability from the soldier's blitz attack fighting style), the taur also gains the ability to charge through difficult terrain.

Maze Mind (Ex) Taur have a naturally strong sense of direction and an instinctive understanding of complex patterns. As a result, they very rarely get lost. A taur can attempt a special level-based Wisdom check (1d20 + CR or level + Wisdom bonus) instead of using his total bonus in the Piloting skill to navigate or his total bonus in the Survival skill for orienteering.

All taur begin their lives as unproven. The rigors of growing up into adulthood among a society of demon worshippers would be an accomplishment to any other sentient species, but to the taur, it's simply the way of things. Unproven taur stand anywhere from 10 to 12 feet tall and weigh roughly 700 pounds.

Unproven are the gristle of the constantly churning taur society, found in almost all territory held by the belligerent race. The interiors of the taur's iconic maze ships are filled with gangs of unproven used as both menial servants and indentured slaves to recognized members of the species. All taur whom remain unproven are the property of these elevated members of their race until such a time as strength or deed earns them a place in the higher echelons of taur society.



TAUSLEK

The carapace of this large centipede-like creature is black and green, with snapping mandibles as its four alien eyes radiate a spectrum of rainbow-colored light like backlit prisms.

TAUSLEK

CR 1

XP 400

N Small aberration

Init +4; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE HP 20

EAC 11; **KAC** 13

Fort +3; **Ref** +3; **Will** +3

Immunities mind-affecting effects

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +7 (1d6+3 P plus prism venom)

Offensive Abilities steal memories

STATISTICS

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

Feats Step Up

Skills Athletics +10, Stealth +5

Languages Aklo

Other Abilities voice mimic

ECOLOGY

Environment temperate ruins/dungeons or underground

Organization solitary, pair, community (3–10)

SPECIAL ABILITIES

Voice Mimic (Ex) A tauslek can perfectly imitate voices of any creature and gains a +8 racial bonus on Bluff checks to duplicate a voice (including accents and speech patterns) it has listened to for at least 10 minutes. It cannot replicate language-dependent abilities or effects and doesn't speak a language it doesn't already know, though it can replicate the sound thereof. A creature listening to the mimicry can attempt a Sense Motive check opposed by the tauslek's Bluff check to recognize the mimicry; if the listener isn't familiar with the person being imitated, it takes a -8 penalty on its check.

Steal Memories (Ex) When a tauslek kills an enemy with its bite attack, it can extract the memories and Intelligence of its victim as a

free action. It temporarily gains an Intelligence modifier equal to its victim, all languages the victim spoke, and an equivalent total skill bonus for all skills based on mental ability scores (Intelligence, Wisdom, and Charisma) which the victim had when they died (including skills like Sense Motive and Bluff). These benefits last 24 + 2d12 hours, after which they fade entirely. Despite this advantage, tausleks are strictly limited in their capacity to utilize certain skills due to their physical form. The tauslek also gains familiarity with a victim's past, their relationships with other creatures, and a sense of their personality. This awareness does not govern the tauslek's actions, but may be used to trick its intended prey. Tausleks never gain spells, spell-like abilities, or other special abilities or class abilities the victim may have had.

If a tauslek slays additional creatures while benefiting from this ability, it continues to acquire more memories, but only maintains the single highest Intelligence score and skill bonuses of the creatures it devours (that is, it keeps the highest total skill bonus of any skill thus far, but never compounds them). Furthermore, devouring another victim with an Intelligence score of 6 or higher (or an equivalent modifier) resets the duration on all of the personalities it has subsumed. When the tauslek reverts to normal, it loses all its stolen personalities and bonuses at once. This ability has no affect on spells which require a victim's soul to restore them to life, as the tauslek only acquires a copy of the stolen memories.

PRISM VENOM

Type poison (injury); **Save** Fortitude DC 10

Track Wisdom; **Frequency** 1/round for 6 rounds

Cure 1 save

TAUSLEK MATRIARCH**CR 3****XP 800**

NE Large aberration

Init +5; **Senses** darkvision 60 ft.; **Perception** +8**DEFENSE HP 40****EAC** 14; **KAC** 16**Fort** +7; **Ref** +2; **Will** +7**Defensive Abilities** fast healing 2; **Immunities** mind-affecting effects, poison**OFFENSE****Speed** 40 ft., climb 20 ft.**Melee** bite +8 (1d6+7 P plus grab and matriarch prism venom)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** mesmerizing stare, steal memories, supernatural haste**STATISTICS****Str** +4; **Dex** +1; **Con** +2; **Int** -2; **Wis** +1; **Cha** +1**Feats** Step Up**Skills** Athletics +13, Intimidate +8**Languages** Aklo**Other Abilities** voice mimic**SPECIAL ABILITIES**

Grab (Ex) When the tauslek matriarch hits with its bite attack, it deals normal damage, but if the attack roll hits the target's KAC + 4, it also automatically grapples the foe as a free action, or pins the target if it hits KAC + 13. The tauslek matriarch can maintain the grab on subsequent rounds either by hitting again with its bite attack or by performing the grapple combat maneuver normally.

Mesmerizing Stare (Su) Creatures currently affected by a tauslek's poison (whether from a matriarch's venom or that of one of its younglings) who stand within 30 feet and can see the eyes of a tauslek matriarch become fascinated until the line of sight between them is broken or interrupted (Will DC 12 negates). Creatures which become fascinated do not become immune to this ability if the effect ends. This is a mind-affecting effect.



Steal Memories (Ex) Tauslek matriarchs have a similar memory-stealing power to their lesser kin (see above). A tauslek matriarch maintains its benefits for 1d4+1 days, after which they fade into the creature's subconscious. Unlike a normal tauslek, a matriarch can call forth previously consumed intellects from her subconscious as a full-round action, gaining the benefits of a particular creature's consumed Intelligence modifier for 2d10 rounds before the intellect drifts away. A tauslek matriarch can only recall a previously consumed intellect once per week.

Supernatural Haste (Su) A tauslek matriarch can take one additional move action each round. This allows it to take a move action even if it has also taken a full action that round.



The tauslek were first discovered by jagdaline explorers on a forgotten world many centuries ago. Since then, they've been subjected to repeated research and experimentation with the tauslek's unusual ability to acquire memories and intellects spawning a number of bio-engineered technologies pertaining to memory extraction and manipulation. Young tausleks are roughly the size of a small dog, while the more advanced matriarchs rival a large horse. They most closely resemble centipedes with two scintillating eyes and a fierce set of mandibles capable of piercing armor. The plates of their carapace are green and outlined in black towards the end of their length. Although tausleks may appear as vermin, an adult matriarch proves far more cunning than any low-order animal, one of the many advantages it uses to hunt sentient prey. In rural areas, tausleks have enough presence of mind to attack less dangerous children, while avoiding guard animals and more mindful adults.

Communities of tauslek prefer remote nesting sites, located within a short distance of well-travelled roadways or small settlements. Intellect absorbed by slain prey imparts the tauslek with enough insight to seek shelter back at their nest. By the time their boosted mental capacity wears off, the now animalistic urges drive it to seek further sustenance, thus repeating the cycle. Complications often arise during these hit-and-run tactics when it slays adventurers and community guardians attempting to route them. More often than not, the tauslek use the newly acquired memories from such encounters to take advantage of what their would-be killers know to inflict further harm on the communities which sent them.

A tauslek matriarch is a nightmare to behold, a ravenous beast eager to carry off prey and devour its mind one memory at a time. Weighing nearly 500 pounds, it manages to permanently retain some of its stolen intellects, able to call on specific memories from its subconscious when necessary. A matriarch lives well beyond the hunting instincts of an animal, because it doesn't merely hunt to survive, lusting instead for power, the savored intellects to improve itself, and the shared insights to terrorize others. As such, they prefer to grab lone opponents and retreat with them into cover where they can consume the memories of a held foe. Once it slays this initial target, the matriarch then uses the stolen memories to coax the creature's remaining allies into an ambush, where it repeats the process. Enhancing its own frightening reputation, tauslek matriarchs create a temporary bond with those infected by the poison of its kind, able to perform subtle sinuous motions to captivate those succumbing to the poison's effects.

TENTACLOON

A metal egg the size of a large dog floats above the ground, trailing a number of tools and sharp implements from its underbelly. A pair of glowing red spots on its front suggests a malevolent intellect.

TENTACLOON

CR 5

XP 1,200

NE Medium construct (technological)

Init +5; **Senses** darkvision 60 ft., illumination, low-light vision, blindsense (vibration) 30 ft. [see below]; **Perception** +14

DEFENSE **HP** 77 **RP** 4

EAC 18; **KAC** 20

Fort +2; **Ref** +5; **Will** +6

Immunities acid, construct traits

OFFENSE

Speed 30 ft., fly 10 ft. (perfect), swim 20 ft., levitative movement

Melee mass of tentacles +15 (1d8+7)

Offensive Abilities quintescent lightning

Spell-Like Abilities (CL 5th)

3/day—*shield*

At will—*detect magic*

STATISTICS

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

Skills Acrobatics +12, Athletics +12, Perception +14

Languages Aklo, telepathy 100 ft.

Other Abilities illumination, natural healing

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Blindsense (vibration) A tentacloon robot must stake one of its tentacles a few inches into the ground to gain the benefits of its blindsense ability. Doing so is a swift action, but if it moves out of the square in which it did this, it loses this sense.

Illumination (Su) The eyes of a tentacloon project

normal light in a 60-foot cone, and in the area beyond that, out to a 120-foot cone. It can close its eyes to eliminate the illumination, but this renders it blind.

Levitative Movement (Su) When the tentacloon uses its land speed, its body floats 5 feet off the ground. It is unaffected by difficult or hazardous terrain. When it flies more than 5 feet above the ground, its speed drops to 10 feet.

Natural Healing (Ex) A tentacloon regains 1 HP for every 8 hours it remains motionless.

Quintescent Lightning (Su) As a standard action, a tentacloon can spend 1 resolve point to release a stroke of lightning like that of a lightning bolt spell (5d6, DC 15).

Tentacloons are highly adaptable probe droids devised by a mysterious tentacled alien race, able to survey and explore through land, air, and sea. They carry a potent electrical charge, which they use to disable prey that might be retrieved for their masters, or simply to destroy creatures interfering with their mission of exploration and infiltration.



TERMINUS WARDEN

A single blue light shines eye-like through the visor of this golden, armored, humanoid form.

TERMINUS WARDEN

CR 8

XP 4,800

N Large construct (technological)

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

Perception +13

Aura daze (30 ft., DC 18)

DEFENSE HP 118

EAC 20; **KAC** 21

Fort +5, **Ref** +6, **Will** +5

Defensive Abilities construct traits, fast healing 2; **Immune** blackfire; **SR** 19

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee stun staff +14 (1d8+15 plus stun [DC 15]) or slam +14 (1d6+13) or stun staff +10/+10 (1d8+15 plus stun)

Ranged laser eye +12 (1d6+8; critical burn 1d6)

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

Spell-Like Abilities (CL 8th)

At will—*detect magic, tongues*

STATISTICS

Str +5, **Dex** +3, **Con** —, **Int** +1, **Wis** +0, **Cha** +3

Feats Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Culture +11, Engineering +11, Perception +13

Languages Common, Dwarven, tongues

SQ ration replicator

ECOLOGY

Environment any (Terminus)

Organization solitary, pair, or squad (3-5)

SPECIAL ABILITIES

Dazing Aura (Su) A Terminus warden can project a field in a 30-ft. radius that affects living creatures as *daze monster*. A creature within the aura's area of effect must save each round to avoid the daze effect. The warden can activate or suppress the aura as a free action.

Ration Replicator (Su) Once per day as a standard action, a Terminus warden can create enough food and water for a full day for up to 24

Medium humanoids. The food is nutritious but bland, and becomes inedible after 24 hours. The water created in this manner does not go bad like the food does.

These robots stand nine and a half feet tall and weigh 1,500 pounds, clad in golden armor and wielding staves with crackling energy at their ends. Wardens were originally created as the singular presence of order within the prison planet of Terminus, carrying out the will of the unseen overseers that rule it, but have since spread themselves to other worlds to carry out their programming to detain and maintain other secure places. Wherever they are posted, they are unlikely to intervene in any disputes among the inmates unless specifically ordered to do so by their masters (how they receive these orders is unknown). All wardens have standing orders to collect any resources mined or built by the inmates in prison industries, distributing food and water in exchange.



THASK

This dark-skinned humanoid is covered with pale pigmented stripes and an array of barbed spines running the length of its body.

THASK

CR 3

XP 800

CN Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +4

Defensive Abilities defensive spines

OFFENSE

Speed 30 ft., climb 10 ft.

Melee claw +12 (1d6+7 S plus thask nerotoxin) or bite +12 (1d6+7 P)

Offensive Abilities spiny grapple, thask neurotoxin

STATISTICS

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

Skills Intimidate +8, Survival +8

Languages Common, Thask

SPECIAL ABILITIES

Defensive Spines (Ex) The needle-like spines covering a thask's body contain a mild neurotoxin and provide it with protection against attacks. A creature that strikes the thask with an unarmed strike or natural attack or grapples a thask takes 1d4 piercing damage and is exposed to thask neurotoxin.

Spiny Grapple (Ex) Each round a thask grapples its opponents, it can writhe and twist to pierce its foes with its toxic spines, exposing them to thask neurotoxin.

Thask Neurotoxin (Ex) A creature exposed to the mild neurotoxin from a thask's spines must succeed at a DC 12 Fortitude save or gain the sickened condition for 1 round. Repeated exposure does not worsen this effect.

Thasks are a generally primitive species that has only recently become integrated into interplanetary society, commerce, and travel, having been primarily boreal hunters and gatherers on their homeworld, spreading

gradually into vast fungal forests of the endless caverns beneath that world's surface. They are omnivorous but prefer blood and meat, and they tend to mark each clan's territory with trophies and fetishes, resounding with threats and violence if their territory is disturbed. Clans that grow beyond 50 members split up and form new bands and clans to seek new territory and avoid overhunting the available game and other resources.

While outwardly crude and savage in appearance, thasks are no less intelligent than typical representatives of more advanced races and are willing to adapt their fighting style and tactics to incorporate new technology. However, the spines growing from every part of their body make it difficult for them to wear most types of clothing and armor. They often seek work in gladiatorial arenas and other areas where they can test their mettle against wild beasts and so-called modern weapons and tactics. They are wild and unpredictable fighters and often become crowd favorites with their bloody battles. While some thasks on their homeworld eschew contact with more advanced civilizations and retreat deeper into the trees and caves, others have embraced this new world fully and seek to experience every pleasure it offers.



THIRSTY ONE

A rusty-red alien skeleton floats into view, seemingly crumbling into shadow as it moves.

THIRSTY ONE

CR 7

XP 3,200

LE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft., fluid sense 120 ft.; **Perception** +19

Aura anhydrous aura (10 ft., DC 15)

DEFENSE HP 105

EAC 19; **KAC** 21

Fort +9; **Ref** +9; **Will** +8

Defensive Abilities incorporeal; **Immunities** undead immunities

OFFENSE

Speed fly 50 ft. (Su, perfect)

Melee claw +17 (2d6+7 S plus desiccate)

Offensive Abilities desiccate (1d6 Con damage, DC 15)

STATISTICS

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

Skills Intimidate +14, Stealth +14

Languages Common

Other Abilities unliving

SPECIAL ABILITIES

Anhydrous Aura (Su) A thirsty one draws out moisture from everything within 10 feet. Creatures within this aura must succeed at a Fortitude save each round or become fatigued as dehydration sets in. If a fatigued creature fails this saving throw, it is instead exhausted. A creature that successfully saves is immune to the anhydrous aura of this thirsty one for 24 hours.

Desiccate (Su) When a thirsty one deals damage with its claw attack, it can pull the liquid from its foe, dealing 1d6 Constitution damage. For every point of Constitution damage it deals, it recovers 5 Hit Points up to its normal maximum. These temporary HP last for 10 minutes or until depleted.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC

25 Survival check. A panicked animal remains so as long as it is within 30 feet of the spectre.

Fluid Sense (Su) A thirsty one can detect any liquid within 120 feet as with blindsense.

Thirsty ones are the disturbed remnants of creatures slain by the catastrophic infusion of negative energy even as their bodies were nearly on death's door from thirst or from the anhydrous leaching of their body moisture by an alien environment. They typically haunt the places where their undeath began, seeking to leach from the living in hopes of somehow drawing forth enough moisture to literally pull their lives back together. At first glance, a thirsty one appears to be a desiccated skeletal creature, but in truth their unquiet spirit holds together a semblance of their withered appearance just before death of a fine powdery dust left behind by the disintegrating dehydration of their former blood and body fluids.



THRASFYR

Neither quite bear nor bull nor serpent, this immense, six-legged creature is bound in chains and covered with scintillating red scales.

THRASFYR

CR 17

XP 102,400

CE Huge magical beast (fire)

Init +2; **Senses** darkvision 120 ft., low-light vision, *see invisibility*; **Perception** +29

DEFENSE HP 340

EAC 31; **KAC** 33

Fort +21; **Ref** +21; **Will** +15

Defensive Abilities regeneration 15 (acid or cold);

DR 15/cold iron and slashing; **Immunities** fire, sonic; **Resistances** electricity 30; **SR** 28

Weaknesses vulnerable to cold

OFFENSE

Speed 50 ft., climb 50 ft.

Melee bite +32 (6d12+28 P) or gore +32 (6d12+28 P)

Multiattack bite +26 (4d12+28 P), claw +26 (4d12+28 P), claw +26 (4d12+28 P)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities breath weapon (80-foot cone, 20d8 fire damage, Reflex DC 29 half, usable once every 1d4 rounds), entangling chains, powerful charge (gore, 4d8+24)

Spell-Like Abilities

1/day—*teleport* (self only, and only to master's side)

STATISTICS

Str +11; **Dex** +2; **Con** +8; **Int** -2; **Wis** +3; **Cha** +0

Skills Athletics, Survival

Languages Aklo, Sylvan

Other Abilities master's bond, planar acclimation

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Entangling Chains (Su) A thrasfyr can control the six chains that hang from its body as if they were its own limbs. As a standard action, it can cause these chains to snake outward to a radius of 30 feet. All creatures in this area take 10d6 points of slashing damage and become

entangled—a successful DC 22 Reflex save halves the damage and negates the entangled condition. An entangled creature can escape with a successful DC 30 Acrobatics check made as a full-round action. The chains can also be sundered (hardness 10, hp 20, Break DC 28). The thrasfyr creates these chains from its own body—destroyed chains regrow in 24 hours.

Master's Bond (Su) A thrasfyr can form a bond with a willing creature by touching that creature. This allows the thrasfyr to communicate telepathically with the bonded creature with no range restriction (provided the thrasfyr and its master are on the same plane). Both thrasfyr and master can sense the other's condition as if both were under the effect of a *status* spell. A thrasfyr can maintain a bond with only one master at a time.



Planar Acclimation (Ex) A thrasfyr is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Powerful Charge (Ex) When a thrasfyr makes a successful attack after a charge, it deals 4d12+56 damage.

The legendary thrasfyr is a powerful monster created by godlike beings from the primal world of the fey. A thrasfyr without a master prefers to dwell in rugged hilly regions, where it spends most of its time slumbering and dreaming—it is said that all thrasfyr dream of themselves as graceful and beautiful fey, for legends say that the first thrasfyr were created from such creatures as a form of punishment.



TOTENMASKE

This spindly, skeletal humanoid has moldy green flesh, long talons for hands, and a head that seems to be mostly mouth.

TOTENMASKE

CR 3

XP 800

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE HP 40

EAC 14; **KAC** 16

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

Immunities undead immunities; **Resistances** cold 10

OFFENSE

Speed 30 ft.

Melee claw +11 (1d6+4 S plus 1d4 Charisma damage; critical sensory deprivation)

Offensive Abilities sensory deprivation

STATISTICS

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

Skills Bluff +13, Diplomacy +8, Sense Motive +8

Languages Abyssal, Celestial, Common, Infernal

Other Abilities assume identity, unliving

SPECIAL ABILITIES

Assume Identity (Su) A totenmaske can assume the physical form of a creature it has dealt Charisma damage. It also gains a shadow of its victim's memories, sufficient for it to assume the victim's identity and approximate its personality, gaining a +10 racial bonus to Disguise checks. The false saint can only maintain the form of a living victim until their Charisma damage heals. It can return to its innate form as a swift action, after which it cannot assume another identity until it deals Charisma damage again.

Sensory Deprivation (Su) On a critical hit with its claw attack, a totenmaske can twist the target's perceptions of the world, causing it to believe it has utterly lost one of its sensory organs (Will DC 13 negates). A totenmaske can choose for its target to become blinded, deafened, mute (denying the target's ability to speak), numb (negating vibration-based blindsense and blindsight), or anosmic (unable to smell, negating scent-based blindsense and blindsight). This effect lasts for 1 minute or

until the target is subject to a *remove affliction* spell or similar effect. This is a curse, mind-affecting effect.

Consumed by the same lusts and excesses that led them in life, the souls of some sinners rise as totenmaskes, drinking the flesh and memories of living creatures and even stepping into their lives to once more pursue their base desires. Incapable of resuming their sinful pursuits in their natural form, totenmaskes often keep their victims alive for as long as possible, renewing their stolen identities regularly in order to continue indulging in pleasures of the flesh. A totenmaske is 6 feet tall and weighs 140 pounds.



TOXIC ERADICATOR

A churning fog of shimmering green vapors roils furiously, with fetid fumes billowing out from the depths of the sickly cloud.

TOXIC ERADICATOR

CR 9

XP 6,400

NE Large ooze

Init +6; **Senses** blindsight (vibration) 60 ft., sightless; **Perception** +17

Aura mephitic smog (30 ft., DC 16)

DEFENSE HP 145

EAC 22; **KAC** 24

Fort +13; **Ref** +9; **Will** +6

Defensive Abilities vaporous form; **Immunities** ooze immunities

OFFENSE

Speed fly 40 ft. (Su, perfect)

Melee poison lash +22 (1d10+9 A plus eradicator toxin)

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

Offensive Abilities engulfing miasma (DC 16)

STATISTICS

Str –; **Dex** +6; **Con** +4; **Int** –2; **Wis** +3; **Cha** –2
Languages Jagladine (can't speak any language)

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Engulfing Miasma (Ex) A toxic eradicator can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs, moving over its opponents and affecting all that share its space. Creatures can avoid being engulfed with a successful DC 16 Reflex save (being pushed back or aside as it moves forward, as they choose), or may forego their save to attempt an attack of opportunity against the toxic eradicator. Engulfed creatures are exposed to eradicator toxin (see below).

Mephitic Smog (Su) A toxic eradicator surrounds itself with a bank of churning smog that moves with it and obscures vision within 30 feet as *fog cloud*. Any creature beginning its turn or moving within 30 feet of the toxic eradicator is nauseated

(DC 16 Fortitude negates) for as long as it remains within the cloud and for 1d4 rounds thereafter. Creatures remaining within the smog must save again each round, though an effected creature beginning its turn outside the smog can attempt a new Fortitude save each round at the end of its turn to remove the nauseated condition. This is a supernatural contact affliction that penetrates the normal environmental protections of armor or a space suit, although stronger barriers, such as a *resilient sphere*, block it.

Vaporous Form (Ex) A toxic eradicator's body is composed of noxious vapors rather than being truly incorporeal, but it shares all traits of the incorporeal subtype except as follows: It cannot move through solid objects or barriers but can pass through holes or openings as small as 1 inch in diameter with no reduction in speed. It is affected by wind conditions as if it were three size categories smaller.

ERADICATOR TOXIN

Type poison (contact); **Save** Fortitude DC 16

Track Constitution; **Frequency** 1/round for 6 rounds

Cure 2 consecutive saves

Created as a living bio-weapon by jagladine scientists, the aptly named toxic eradicator was initially developed to purge the unsuccessful or dangerous results of jagladine tampering and experimentation. The toxic eradicator was designed with just enough intelligence to slavishly obey its masters but with more than enough cunning to make it a relentless hunter of its victims. The main inbuilt limitation of the toxic eradicator is that its only attack vector is poison. Any creature which is immune to poison is completely safe from a toxic eradicator's attack, a fact that the toxic eradicator has been bred to recognize. Genetically programmed to kill, a toxic eradicator focuses its attacks on a single opponent and only retreats if all of its remaining foes are seemingly immune to its poison. In combat, it uses its pinpoint poisoner ability against a foe that it sees performing certain actions, such as drinking something, reading a scroll, or casting a spell, and afterwards seems

immune to its attacks. Without orders to follow, a toxic eradicator usually finds an indoor or underground area, ideally one with small cracks or vents that it can use to move through and lurks there waiting for more victims.



TRAPPER

The floor ripples and shakes as a toothy, gnashing maw opens in its center, and then the edges of the room curl up and inward to reveal an underside of wriggling tendrils and fetid digestive juices.

TRAPPER

CR 8

XP 4,800

N Huge aberration

Init +0; **Senses** blindsense (vibration) 10 ft., blindsight (scent) 30 ft., darkvision 60 ft.; **Perception** +21

DEFENSE HP 135

EAC 21; **KAC** 23

Fort +10; **Ref** +10; **Will** +9

Defensive Abilities amorphous; **DR** 10/piercing or slashing; **Resistances** cold 10, fire 10

Weaknesses light sensitivity

OFFENSE

Speed 10 ft., climb 5 ft.

Melee slam +19 (3d4+14 B plus grab)

Space 15 ft.; **Reach** 10 ft.

Offensive Abilities constrict (3d4+14 B), smother

STATISTICS

Str +6; **Dex** +0; **Con** +4; **Int** +0; **Wis** +2; **Cha** +0

Skills Athletics +16, Sense Motive +16, Stealth +21 (+26 in rocky areas)

Languages Aklo, Common, Undercommon

ECOLOGY

Environment any underground

Organization solitary

SPECIAL ABILITIES

Light Sensitivity (Ex) A trapper is dazzled for as long as it remains in areas of bright light.

Smother (Ex) When a trapper grapples a target, it forms an airtight seal around its prey. A grappled target cannot speak or cast spells, and, if it has no means of self-contained breathing, must hold its breath.

TRAPPER, ASCENDANT LURKER CR 8

XP 3,200

N Huge aberration

Init +0; **Senses** blindsense (vibration) 10 ft., blindsight (scent) 30 ft., darkvision 60 ft.; **Perception** +16

DEFENSE HP 125

EAC 19; **KAC** 21

Fort +9; **Ref** +9; **Will** +6

DR 10/piercing or slashing; **Resistances** cold 10, fire 10

OFFENSE

Speed 10 ft., climb 5 ft., fly 40 ft. (Ex, poor)

Melee slam +17 (3d4+14 B plus grab)

Space 15 ft.; **Reach** 10 ft.

Offensive Abilities smother

STATISTICS

Str +6; **Dex** +0; **Con** +2; **Int** -4; **Wis** +4; **Cha** +0

Skills Athletics +16, Stealth +21

SPECIAL ABILITIES

Smother (Ex) When an ascendant lurker grapples a target, it forms an airtight seal around its prey. A grappled target cannot speak or cast spells, and, if it has no means of self-contained breathing, must hold its breath.

Trappers are the female masterminds of a race of ray-like shapeshifting creatures with the ability to mold their flesh to resemble objects and structures. They can change their coloration and texture perfectly to blend with floors and walls and can extrude portions of their mass and form them into shape of furniture, computer consoles, bathroom facilities, and similar structures, even producing bioluminescence to imitate lights and basic display screens (though they cannot create complex images). They may place themselves among existing objects or use their strength to crush existing items or scrape out sections of wall or floor to replace them with its own body mass. When an unsuspecting individual steps onto the trapper's surface or approaches too close, the ray twists itself up around it, smothering and beating its victim senseless before drawing it into its maw for slow digestion.

Though quite intelligent even by human standards, trappers devote almost all of their mental faculties to perfectly remembering every sensory detail about their surroundings in order to make their chameleon-like disguises all the more cunning and difficult for their prey to resist.

Male trappers are called ascendant lurkers and are nearly mindless, with the ability to stretch themselves wide and thin. This grants them a limited ability to fly, though they must launch

themselves from a perch at least 10 feet off the ground. Once aloft, they can glide with speed and silence when seeking prey. Because of their hunting habits, male trappers are sometimes called "lurkers above."

Trappers can grow to be 15 feet from tip to tip and weigh nearly 2,000 pounds when fully fed. Males are typically smaller and lighter, between 500 and 1,000 pounds.



TROLL, Moss

This large and lanky moss-colored humanoid has an elongated, toothy snout and appears to be covered in bits of foliage.

MOSS TROLL

CR 3

XP 800

CE Large humanoid (giant)

Init +4; **Senses** blindsense (scent) 30 ft., darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE HP 35

EAC 14 **KAC** 15

Fort +4; **Ref** +2; **Will** +6

Defensive Abilities regeneration 5 (fire), tree climber

Weaknesses fear of fire

OFFENSE

Speed 30 ft., climb 10 ft.

Melee bite +9 (1d4+4 P) or claw +7 (1d4+4 S)

STATISTICS

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

Skills Acrobatics +13, Athletics +13, Intimidate +8, Stealth +8 (+13 in vegetation)

ECOLOGY

Environment cold or temperate forests

Organization solitary, gang (2–3), or troop (4–8)

SPECIAL ABILITIES

Fear of Fire (Ex) A moss troll is shaken as long as it is within 30 feet of a visible fire or an open flame of at least torch size.

Tree Climber (Ex) When climbing trees and other foliage, a moss troll's climb speed increases to 30 feet. If a moss troll falls while climbing in trees, it ignores the first 30 feet it falls for the purposes of calculating total damage from the fall. While climbing in trees, a moss troll gains a +4 racial bonus on initiative checks.

Moss trolls are bent and gangly creatures. They are smaller and thinner than normal trolls, yet their arms are unusually long and spindly for the creatures' size. Their flesh supports the growth of moss and mold as surely as tree bark.

Although their appetites are notoriously powerful, moss trolls are sly killers rather than simple brutes. They travel in the trees, singing, climbing, and jumping with unnerving ease. When a moss troll spots prey, it reaches or leaps down from above, heedless of dropping great distances in its eagerness to sate its ravenous appetite.

Moss trolls are fearless except in the face of fire, which does not stop a hungry moss troll from attacking but can often cause a wounded one to retreat. However, those who fight moss trolls may be unpleasantly surprised to learn that acid has no special effect on a moss troll's regeneration.

Moss trolls not only hunt from the trees, but also live, breed, and hide their treasure among the branches. Their weirdly long arms allow them to attack foes on the ground without ever needing to set foot on the earth themselves. Young moss trolls are adept at climbing and acrobatics, as much as they are at eating and killing. Like other trolls, adult moss trolls often drive juveniles away after training them to hunt and fight. Gangs and troops of moss trolls exist only where food is plentiful. While moss trolls can digest almost any organic material, they prefer fresh meat—particularly when said meat is served still alive and squirming after a particularly invigorating session of stalking and torture.

A moss troll is 9 feet tall and weighs 550 pounds.



TZITZIMITL

Crusted with rock, this immense skeletal figure flies swiftly through the air, strange gases clinging to its nightmarish form.

TZITZIMITL

CR 19

XP 204,800

NE Gargantuan undead

Init +10; **Senses** *arcane sight*, darkvision 60 ft., *true seeing*; **Perception** +37

DEFENSE **HP 410**

EAC 33; **KAC** 35

Fort +20; **Ref** +20; **Will** +18

Defensive Abilities fast healing 15; **DR** 15/bludgeoning and good; **Immunities** cold, electricity, undead immunities; **Resistances** fire 15; **SR** 30

OFFENSE

Speed 50 ft., fly 60 ft. (Su, good)

Melee bite +33 (15d6+30 E & P plus energy drain) or claw +33 (6d10+30 E & S)

Multiattack bite +29 (15d6+30 E & P plus energy drain) and 2 claws +29 (6d10+30 E & S)



Ranged eye beam +30 (8d8+19 E & force)

Space 20 ft.; **Reach** 20 ft.

Offensive Abilities eclipse, energy drain (2 levels, DC 24)

Spell-Like Abilities (CL 19th; melee +33)

1/day—*control undead* (DC 24), *mind thrust* (6th-level, DC 24)

3/day—*animate dead*, *haste*, *interplanetary teleport*

At will—*bestow curse* (DC 21)

Constant—*arcane sight*, *true seeing*

STATISTICS

Str +11; **Dex** +6; **Con** –; **Int** +5; **Wis** +5; **Cha** +9

Feats Deadly Aim (+9 damage), Improved Combat Maneuver (bull rush)

Skills Life Science +32, Mysticism +32, Sense Motive +32, Survival +32

Languages Abyssal, Aklo, Celestial, Common

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Eclipse (Su) As a standard action, a tzitzimitl can create a 30-foot-radius area of darkness within 100 feet of it. This reduces the light level by two steps. Any creatures in the area of darkness when it is created take 8d6 cold damage (DC 24 Fortitude for half). Any creature that takes damage from this effect becomes staggered as long as it remains in the area of darkness and for 1d4 rounds after it leaves that area.

Eye Beam (Su) A tzitzimitl's eye beam has a maximum range of 100 feet and no range increment.

Enigmatic creatures of darkness, some cultures claim tzitzimitls attack and consume entire suns to "shut down worlds" in preparation for the end of days. Sages say that these creatures come from the cold, dark places between the stars, and that in the darkness of any eclipse, one can see their immense, world-darkening shadows.

Some claim ancient and forgotten deities of death and destruction created the first tzitzimitls as instruments of apocalypse, while others speculate they come from faraway worlds where immense planets teem with creatures of this scale, and that the immortal dead of these dark globes are banished to other worlds to spread devastation.

Tzitzimitls as a whole offer neither affirmation nor denial for these claims, and in fact seem to glory in such legends. Certainly, the arrival of a tzitzimitl upon a world heralds the advent of a time of great trouble, although whether or not the tzitzimitl actually presages such dark times or is the cause of them is a matter of debate. On some planets, tzitzimitls have already arrived, yet they lie dormant in ancient tombs, imprisoned ages ago by heroes who are long forgotten today.

A tzitzimitl is 50 feet tall.



ULTAR

An imposing figure strides forth, his great form adorned with armored plates fashioned from an unknown resin. His bluish-black flesh is stretched tightly over his muscular frame and seems to possess a shark-like glisten. His ebon eyes glower with terrible omnipotence, as they slowly scour the surroundings.

ULTAR

CR 4

XP 1,200

NE Medium outsider (evil, extraplanar)

Init +1; **Senses** blindsight (scent) 60 ft., darkvision 60 ft.; **Perception** +15

Aura fear aura (10 ft., DC 15)

DEFENSE HP 48

EAC 16; **KAC** 17

Fort +5; **Ref** +3; **Will** +7

Immunities mind-affecting effects

OFFENSE

Speed 30 ft.

Melee ultari broadsword +11 (1d4+9 S)

Offensive Abilities telepathic drain

Spell-Like Abilities (CL 4th; ranged +11)

1/day—*inflict pain* (DC 15), *mind thrust* (2nd-level, DC 15)

3/day—*mind thrust* (1st-level, DC 14), *reflecting armor*

At will—*daze* (DC 13), *psychokinetic hand*, *telekinetic projectile*

STATISTICS

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

Skills Bluff +15, Intimidate +15, Mysticism +10, Sense Motive +10, Stealth +10

Languages Ashtuul, Belligren, Common, Jagladine, Onaryx, Ultari

ECOLOGY

Environment any

Organization solitary, pair, or council (3–10)

SPECIAL ABILITIES

Telepathic Drain (Su) Once per day as a full action, an ultar can telepathically drain psychic energy from a humanoid, outsider, or monstrous humanoid within 30 feet, dealing 1d4 Wisdom damage to the target each round the ultar concentrates. The target can attempt a DC 15 Will save to negate this effect when the ultar first uses it and each round thereafter that the

ultar concentrates on this ability. Any Wisdom damage dealt to the target is healed after 24 hours. The ultar can use the drained psychic energy to restore uses of its spell-like abilities, with each 1/day ability requiring 3 points, and each 3/day ability requiring 1 point. These points dissipate after 24 hours if not used.

The Ultari trace their lineage directly to the Ancients, claiming their race was the first of the new races to manifest from the void. As a result, they believe themselves the purest form of existence, their will to be divine, and their ethics flawless; for they believe it was by their interpretation of reality that gave birth to the consciousness of all other lesser beings and thereby consider all other beings and their interpretations of reality inherently flawed and imperfect.

Ultar are muscular and hairless humanoids with smooth grayish, blue-black skin. Their bone structure is well defined with streamlined, skull-like facial features. Their glassy black eyes are almost weary in their knowingness, but their gaze remains cruel, calculated, and superior. Their noses are nearly non-existent while their round membranous ears lie flat against their skulls, only slightly covered with a fleshy flap. Their bodies are muscular, well proportioned, and distinctly human. They stand between 6.5 to 8 feet tall.



VAMPIRE ROSE

This bush has many flowering white bulbs and petals, green stems lined with tiny thorns, and many small branches of greenish-brown.

VAMPIRE ROSE

CR 3

XP 800

N Small plant

Init +0; **Senses** low-light vision; **Perception** +1

Aura entrancing fragrance (15 ft., DC 12)

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities plant immunities

OFFENSE

Speed 5 ft., climb 5 ft.

Melee vine +11 (1d6+5 plus 1d4 bleed)

Ranged thorn +8 (1d6+3 P)

Space 5 ft.; **Reach** 5 ft. (10 ft. with vine)

TACTICS

During Combat A vampire rose remains motionless, posing as a mundane plant, until a creature comes into range of its entrancing fragrance and is fascinated. It prefers melee attacks so it can draw nourishment from its foes' blood.

Morale Vampire roses have no sense of self-preservation and fight until destroyed.

STATISTICS

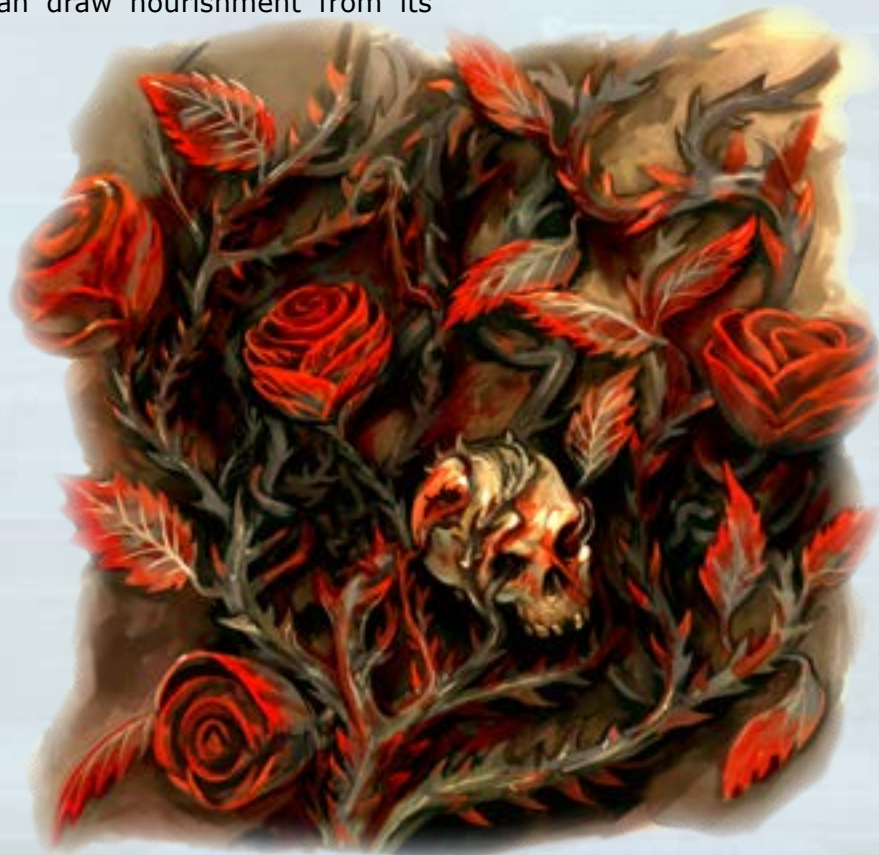
Str +2; **Dex** +1; **Con** +4; **Int** —; **Wis** +0; **Cha** +2

Skills Disguise +13 (+23 to appear as a normal plant)

SPECIAL ABILITIES

Entrancing Fragrance (Ex) The delicate scent of a bloody jasmine is compelling to most humanoids. A creature within 15 feet of the plant must succeed at a DC 12 Fortitude save or gain the fascinated condition. An affected creature can attempt a new saving throw each round to resist the effect. Creatures with the scent ability take a –4 penalty to the saving throw. This is a poison effect.

Vampire roses are carnivorous, blood-sucking plants that camouflage themselves as ordinary flowering bushes. While vampire roses are the most common variety of this plant, they are adaptable and can emulate other flowering bushes as well, such as the bloody jasmine and flensing fuschia, but all such plants use the same base statistics.



VENUSI

This sprawling purple tangle of vines bears broad leaves and twining tendrils trailing off in all directions. Pulsing nodes of bright red dangle from many of its tendrils, weeping sticky purple sap and leaking a noxious fume.

VENUSI

CR 15

XP 51,200

N Huge plant

Init +1; **Senses** low-light vision, tremorsense 30 ft.; Perception +26

DEFENSE HP 235

EAC 28; **KAC** 29

Fort +15; **Ref** +13; **Will** +18

Defensive Abilities mind blank, spore cloud, torrid healing, unflankable; **DR** 10/-; **Immunities** acid, fire, plant immunities

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +22 (6d4+20 A, B & F plus soporific spores)

Multiattack 4 slams +16 (2d10+20 A, B & F plus soporific spores)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities death throes, elvenbane, soporific spores, spinal sprouting

Spells Known (CL 15th)

5th (3/day)—*dominate person* (DC 25), *feeblemind* (DC 25), *mind thrust* (DC 25), *prying eyes*

4th (6/day)—*dimension door*, *mind probe* (DC 24), *telepathic bond*

3rd (at will)—*charm monster* (DC 23), *holographic image* (DC 23), *speak with dead*, *suggestion* (DC 23)

STATISTICS

Str +5; **Dex** +1; **Con** +7; **Int** +4; **Wis** +9; **Cha** +4

Skills Bluff +26, Mysticism +31, Sense Motive +31

Feats Blind-Fight

Languages Aklo, Elven (can't speak); telepathy 100 ft.

ECOLOGY

Environment warm forests

Organization solitary

SPECIAL ABILITIES

Death Throes (Ex) When killed, a venusi explodes in a 30-foot-radius burst of burning acid that deals 8d6 points of acid damage and 8d6 points of fire damage (Reflex save DC 23 for half). The sap sticks to creatures that fail their save, causing them to become sickened and dealing 4d6 points of acid damage and 4d6 points of fire damage each round until they succeed on a Reflex save. Creatures that are entrapped by the venusi when it is killed take a -4 penalty on their initial Reflex save, but this penalty does not apply to subsequent saves end ongoing damage. The save DC is Constitution-based.

Elvenbane (Su) A venusi's natural weapons gains a +2 circumstance bonus on attack rolls, saving throws, caster level checks, ability checks, and skill checks made against elves and half-elves, and the elven immunities racial trait of such creatures is ineffective against effects created by a venusi.

Mind Blank (Su) The venusi is permanently protected from all devices and spells that gather information about the it through divination magic. Mind blank even foils miracle and wish spells when they are used in such a way as to gain information about the target. In the case of scrying that scans an area the creature is in, such as arcane eye, the spell works but the venusi simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Soporific Spores (Ex) A venusi is coated with a layer of spores that impair agility and dull the reflexes. Creatures struck by its slam attack take 1 point of Dexterity damage (DC 23 Reflex negates); this is doubled on a critical hit. A creature striking a venusi with a natural weapon or melee touch attack must likewise save or take Dexterity damage from these spores, though the creature gains a +2 circumstance bonus on the save. This is a poison effect.

Spinal Sprouting (Ex) When a venusi entraps an unconscious or helpless creature, including creatures made helpless by Dexterity damage, it can spend 1 minute infusing its target with psychoactive spores that corrupt and transform its central nervous system. Thereafter, the target takes a -6 penalty on Will saves, Wisdom checks,

and Wisdom-based skill checks against effects created by the venusi. In addition, the DC to detect or dispel any mind-affecting effect used by the venusi upon the sprouted creature is increased by 6, including sensing its mental influence with Sense Motive checks. This corruption can be removed with a regenerate spell to regrow the target's nervous system, but the infected creature must attempt a Fortitude save to resist the regenerate spell. This sprouting lasts for 24 hours, after which the victim's nervous system recovers, though it takes 2d4 points of Dexterity damage from neurological decay. Six times per day the venusi can sprout a nascent venusi within the target's spine, allowing its spores to linger for up to 6 days. In addition to this, six times per day it can either choose to renew one it has previously implanted for an additional six days or create a new one. It can be any distance away from the sprout when it renews it, as long as it and the sprout are on the same plane. A venusi can maintain multiple spinal sprouts indefinitely as long as it renews them. A creature bearing a sprout gains resistance 10 against acid and fire.

Torrid Healing (Ex) A magical attack that deals fire damage instead heals a venusi 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the venusi to exceed its full normal hit points, it gains any excess as temporary hit points. A venusi gets no saving throw against fire effects. A venusi can grant this ability for 6 hours to a creature bearing a spinal sprout.

Venusi (singular and plural) are alien plants native to the steaming jungles of a verdant far-off world. Among the deadliest predators of their homeworld, they are quite intelligent and wield great psychic power, using it to learn about the world around them and to secure servants to safeguard it and bring it prey. A venusi is a tangled mass of vines 15 feet across and weighing 2,500 pounds.

Ecology

Venusi are solitary hunters, able to dissolve the flesh of other creatures with their enzymatic sap. Trapped or injured creatures are reduced to a fetid chyme which the venusi absorbs for its sustenance. They become torpid when food is scarce; however, it rarely needs to hunt on its own, as its psychic powers enable it to locate

potential prey and inveigle it within its reach, or to enslave others to its will and force them to bring it offerings and sacrifices. Particularly useful servants may be implanted with one of the venusi many nodes, dissolving its nervous system from the inside and replacing it with a network of microtendrils fibers that resonate with the venusi's mental impulses, making their commands nearly impossible to resist.

Habitat And Society

Venusi dislike competition and rarely tolerate the presence of other venusi in territory they claim as their own. However, they are cunning strategists and may use their psychic powers to communicate with other venusi far away and coordinate their efforts or share bits of knowledge and lore. Unlike terrestrial plants, Venusi can enter a meditative dream state akin to sleep (though they are not subject to sleep effect) and can use their dream mastery to venture far from their homes to other lands or even other worlds.

Venusi are wary of arcane and divine spellcasters but always curious to examine the minds of psychic magic users. They may carefully dissolve the flesh of their victims while carefully preserving the brains of psychic creatures in order to study them. They are also very inquisitive and seek to learn all they can about new lands they enter, looking to find a safe and secure haven before exploring their new home.

The homeworld of the venusi is believed to be one of the far-flung homeworlds of the elven race. On this green planet, the venusi long grew in the reeking acid jungles of the planet's torrid zone and had little contact with the few elves that remained behind. However, when an exodus occurred from the elven colony worlds back to their home planets an age ago, their spreading numbers attracted the attention of the venusi, who began venturing out of their purple jungles to learn more of this strange humanoid species that had long shared their world. They watched them from afar and began capturing elves and carrying them off to their jungles, sending back assimilated servants to spy on their fellows and find new places for the venusi to explore and colonize. The elves regarded them as hostile invaders and warred against them, while also descending into civil war as paranoia rose about those that had been infected or assimilated

to serve the venusi. Many elves sought a return to the colony worlds, and the venusi perceived their intentions and followed along, spreading into new worlds in the wake of elves fleeing the homeworld.

In time, the venusi left the elves to their own devices, though some factions of the homeworld elves still advocate a crusade to exterminate the venusi once and for all to make the homeworld safe. For their part, Venusi have never hated the elves nor wished them ill as a species, though after millennia of study they regard them as somewhat

wilful, aggressive, and unpredictable pets and primitives. Other humanoid races are far more interesting to the venusi, as they are curious to see what insights their long study of elves might render in understanding others like them, and they are often genuinely surprised by the actions and reactions they observe. Through their dream communion with the venusi of the homeworld, they share their findings and continue their exploration of a much wider universe.



VIPER VINE

Large tendrils ending in tiny claws unfurl from the central stalk of this plant, which rises like a serpent ready to strike.

VIPER VINE

CR 13

XP 25,600

N Large plant

Init +8; **Senses** low-light vision, tremorsense 60 ft **Perception** +28

DEFENSE HP 225

EAC 27; **KAC** 29

Fort +17; **Ref** +17; **Will** +12

Defensive Abilities none; **Immunities** acid, plant immunities

Weaknesses cold lethargy

OFFENSE

Speed 10 ft

Melee bite +26 (2d12+20 P plus 1d12 acid)

Multiattack 4 tentacles +22 (2d8+20 B plus grab)

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

Offensive Abilities captivating cloud, constrict (2d8+20 B)

STATISTICS

Str +8; **Dex** +4; **Con** +6; **Int** -4; **Wis** +0; **Cha** -2

Feats Combat Reflexes

Skills Stealth +28, Survival +28

Languages none

ECOLOGY

Environment temperate or warm forests or swamps

Organization solitary

SPECIAL ABILITIES

Captivating Cloud (Su) Once per day as a swift action, a viper vine can emit a transparent cloud of pollen in a 60-foot spread that has the power to lull the minds of those that smell it. Once activated, the cloud persists for 5 rounds unless dispersed by moderate or stronger wind. All creatures in the cloud must succeed on a DC 20 Will saving throw each round or become captivated. Once a creature becomes captivated, it takes no actions save to approach the viper vine via the most direct route possible. If this path leads it into a dangerous area, such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. A victim that is attacked by the viper

vine gets a new saving throw as a free action during each of the vine's attacks to overcome the effect. This is a mind-affecting effect.

Cold Lethargy (Ex) Exposure to any cold effect renders it exhausted.

A voracious, flesh-eating carnivore, the viper vine has a single enormous bloom arising from a thick, leafy tangle of snake-like vines. When the plant senses the approach of suitable prey through its sensitive, shallowly buried root system, it rises up like an agitated snake and unfurls its brightly colored bloom, an act that releases a cloud of mind-numbing pollen. While stories speaking of the plant's ability to lure prey into its clutches by virtue of its swaying motion persist, this effect is in fact created by this invisible, odorless pollen cloud.

Since viper vines gain nourishment through the consumption of creatures rather than through moisture and soil, they have developed rudimentary locomotion and are able to drag themselves along the ground with their tentacle-like root system. They even possess a form of rudimentary sentience, allowing them to not only discern differences in prey and make limited tactical decisions, but also to avoid creatures that are particularly large or dangerous looking. The area around the hunting grounds of these predators is often strewn with the remains of victims, and it is not unusual to find the rotting corpses of wild animals, ill-fated adventurers, and even giants in their immediate vicinity, along with a scattering of incidental treasure left behind by the plant's victims.



VOID CREATURE

As this creature glides over the asteroid's surface, it opens like a hideous octopus, its thin, hook-lined tentacles connected by a fleshy web.

VOID DARKMANTLE

CR 2

XP 600

N Small magical beast

Init +4; **Senses** blindsight 90 ft., darkvision 60 ft., low-light vision; **Perception** +7

DEFENSE HP 25

EAC 13; **KAC** 15

Fort +6; **Ref** +6; **Wil** +1

DR 5/piercing or slashing; **Immunities** radiation; **Resistances** cold 10

OFFENSE

Speed 20 ft. (low gravity only), fly 30 ft. (Su, average)

Melee slam +11 (1d6+3 B plus grab)

Offensive Abilities constrict (1d6+3)

Spell-like Abilities (CL 2nd)
1/day—*fog cloud*

STATISTICS

Str +1; **Dex** +4; **Con** +2; **Int** -4; **Wis** +1; **Cha** +0
Skills Acrobatics +12, Stealth +7

ECOLOGY

Environment outer space

Organization solitary, pair, or clutch (3–12)

The void mantle is an offshoot of subterranean darkmantle that has evolved to live in the void of space. Its tentacle-span measures just under 5 feet and it weighs around 40 pounds. Void mantles are usually found around asteroids or small airless planetoids where they prefer to nest in caverns or mineshafts. Void mantles have also been encountered hiding in abandoned habit modules and larger pieces of space debris.

VOID SHARK

CR 10

XP 9,600

N Gargantuan animal (aquatic)

Init +3; **Senses** blindsense 30 ft., keen scent, low-light vision; **Perception** +24

DEFENSE HP 165

EAC 23; **KAC** 25

Fort +14; **Ref** +14; **Wil** +9

DR 15/magic and piercing; **Immunities** radiation; **Resistances** cold 10

OFFENSE

Speed swim 60 ft., fly 60 ft. (Su, average)

Melee bite +22 (2d10+18 P; critical bleed 2d6)

Space 20 ft.; **Reach** 20 ft.

Offensive Abilities swallow whole (2d10+18 P, EAC 23, KAC 21, 41 HP)

STATISTICS

Str +8; **Dex** +3; **Con** +5; **Int** -5; **Wis** +1; **Cha** +0

Skills Acrobatics +19, Athletics +24, Stealth +19

Other Abilities amphibious, starflight

ECOLOGY

Environment outer space

Organization solitary

This nightmare of the void hunts its prey among asteroid belts and the upper atmospheres of gas giants. The void shark will attack and eat anything smaller than itself and anything larger that seems vulnerable, including shuttles and other small vessels. A void shark is 60 feet long and weighs 100,000 pounds.

VOID CREATURE TEMPLATE GRAFT (CR 1+)

Void creatures are living beings that have evolved or otherwise adapted to living in the harsh environment of the void of outer space.

Traits: low-light vision; **DR** 5/piercing or slashing (improves to DR 10/piercing for CR 8–14, and improves to DR 15/piercing for CR 15+); radiation immunity; resist cold 10; land or burrowing speed can only be used in no- or low-gravity environments; fly speed (Su, average) equal to swim speed or 30 ft., whichever is higher, if the creature doesn't have an existing fly speed; if the creature already has an existing fly speed, its maneuverability improves one step (to a minimum of average); no breath; if CR 12 or greater, gains starflight; environment becomes outer space.



VOID GRIM

This tall, muscular giant has mottled gray and brown skin with numerous pockmarks, looking not so much hewn from stone as blasted from it. When it lifts its arm, a nearly translucent membrane connecting its upper arm to its chest spreads out.

VOID GRIM

CR 6

XP 2,400

LN Large monstrous humanoid

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +18

DEFENSE HP 110

EAC 18; **KAC** 20

Fort +8; **Ref** +10; **Will** +7

Defensive Abilities rock catching; **Immunities** cold, radiation; **Resistances** fire 10

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee heavy pick +17 (1d8+11 P) or slam +17 (1d4+11 B)

Multiattack heavy pick +11 (1d8+11 P) and 2 slams +11 (1d4+11 B)

Ranged rock +13 (2d6+6 B)

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

Offensive Abilities irradiate, rock throwing (120 ft.)

Spell-Like Abilities (CL 6th; melee +17)

1/day—*creation*, *entropic grasp* (DC 15), *resilient sphere* (DC 16)

3/day—*force blast* (DC 14)

STATISTICS

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

Skills Intimidate +13, Profession (miner) +13, Stealth +13, Survival +13

Languages Common

SQ glide, no breath

ECOLOGY

Environment any land

Organization solitary, pair, enclave (3–12), colony (13–20 plus 1 soldier and 1 technomancer)

SPECIAL ABILITIES

Glide (Ex) In airless environments, a void grim can fly without difficulty. However, in areas with atmosphere, a void grim automatically fails Fly checks made to hover and must descend at least 10 feet each round. If a void grim flies at faster

than half speed, it must succeed at a DC 15 Reflex save or tear its wing membrane, causing it to fall. A torn wing membrane heals naturally in 2d4 days, or it can be repaired immediately with *regenerate*.

Irradiate (Ex) Every 1d4 rounds, a void grim can release a burst of cosmic radiation it has stored in its body. All creatures within 5 feet of the void grim when it uses this ability are exposed to a medium level of radiation, and all creatures between 5 and 20 feet away from the void grim are exposed to a low level of radiation.

Void grims are a mutant race descended from stone giants who once dwelt in high-atmosphere mountains where they could work freely and avoid other giants. With the destruction of their home world, however, they found the strange radiations of the ores they had long worked had adapted them to the lack of atmosphere, and they continued to mine among the shattered asteroids they now called home. Their demeanor and survivability in the void gave them their names, though they refer to themselves as kabbarin. Void grims stand 11 feet tall and weigh between 1,700 and 2,000 pounds.

Many outsiders view void grims as overly serious giants who spend all their waking moments in asteroid mines. There is some truth to this. Void grims are deadly earnest miners who brook no carelessness on the part of others. While they enjoy protection from space and can recover when an asteroid accidentally breaks apart, they know how easy it is for mishaps to occur and realize others don't have the same level of protection. Some void grims are exceedingly protective of their claims; an enclave of such giants works a mine all throughout the day in shifts. During downtime and away from other races, however, void grims carouse and celebrate their daily takes.

Void grims raise their children communally, with the infirm or elderly providing most of the care. When children have fully developed their flight membranes, they learn how to navigate in solar winds. The membranes are strong enough to give the giants rudimentary flight in the airless void or thin atmosphere, but they are fragile in normal atmosphere. Even though void grims reach adulthood at age 20, their children begin working mines when they are as young as 7. Adult miners

supervise children and have them work relatively safe mines until they prove their capabilities. They apply the same attitude toward non-void grim miners and seem condescending to outsiders. Void grims are standoffish towards other but not aggressive, except when interlopers encroach on

their claims. They become truly enraged when they discover breathless ones and dispatch the creatures immediately on sight. Void grims' lack of a need for air makes them uniquely suited to combat breathless ones.



VOORDINE

This graceful purple jellyfish effortlessly propels itself through the void. Its dozens of tentacles trail behind, each one emitting a pulse of electricity.

VOORDINE

CR 11

XP 12,800

CN Gargantuan magical beast

Init +6; **Senses** blindsight (thermal) 60 ft., darkvision 60 ft., low-light vision; **Perception** +20

DEFENSE HP 180

EAC 24; **KAC** 26

Fort +15; **Ref** +15; **Will** +10

DR 10/piercing or slashing; **Immunities** cold, fire; **Resistances** electricity 10

OFFENSE

Speed fly 60 ft. (Ex, good), jet 400 ft.

Melee tentacle +24 (4d6+19 P & E plus grab; critical stunned [DC 18])

Space 20 ft.; **Reach** 20 ft. (40 ft. with tentacles)

Offensive Abilities independent tentacles

STATISTICS

Str +8; **Dex** +2; **Con** +5; **Int** -1; **Wis** +3; **Cha** +2
Feats Stand Still

Skills Athletics +25, Physical Sciences +20

Languages telepathy 100 ft.

Other Abilities air bubble, no breath

ECOLOGY

Environment any vacuum

Organization solitary, pair, or shoal (3-6)

SPECIAL ABILITIES

Air Bubble (Ex) A voordine can share breathable air stored in its mesoglea with an adjacent creature as a move action. It can provide this air for up to 6 creatures per day. This grants an affected creature with the effects of *life bubble*.

Independent Tentacles (Ex) A voordine can maintain a grapple on up to four creatures.

Jet (Ex) A voordine can move backward as a full action at the listed speed. It must move in a straight line while jetting and does not provoke attacks of opportunity when it does so. This ability only applies in vacuum, and the voordine must wait 1d4 rounds between uses of this ability.

jellyfish. Typically limited to a single solar system, they travel from planet to planet to indulge their curiosity. They find planets where changes occur rapidly the most interesting. Voordines' main bodies measure 19 feet in diameter, and their tentacles trail behind it for 40 feet. They weigh 2,500 pounds and live for 1,000 years.

The peaceful voordines have an affinity for imperiled creatures and often come to the rescue with uses of *air bubble*, giving them the moniker of "space angels" from those they have saved. Negotiating travel with voordines to specific locations in a solar system is difficult and convincing them to leave their solar systems entirely is almost impossible. Those wishing to travel with voordines must convince the creatures of a compelling reason to visit their destinations, especially if voordines plan to travel elsewhere to satisfy their own curiosities. Fortunately, the creatures are patient and entertain stories or discussions for a long time and typically relent after a few hours. Voordines also agree to let travelers accompany them and can fit eight Medium creatures in their mesoglea for the journey. They do not respond well to threats and react aggressively to bullying attempts.

The nigh-immortal voordines rarely produce young, especially with the creatures far flung across the galaxy. In cases where more than one voordine live in a solar system, the hermaphroditic creatures mate once a century and produce one to three offspring who travel with their parents until they reach adulthood at 50 years. Oddly, childbearing voordines often "beach" themselves on planet while they await the birth of their children. These voordines are extremely dangerous as they become protective of their young.

Voordines are massive, intelligent, space-faring



WASP SWARM

A low, ominous buzz announces the arrival of a mass of many thousands of angry, stinging wasps.

WASP SWARM

CR 3

XP 800

N Diminutive vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +5, **Ref** +5, **Will** +2

Defensive Abilities swarm defenses;
Immunities swarm immunities

OFFENSE

Speed 5 ft., fly 40 ft. (Ex, good)

Melee swarm attack +11 (1d6-2 P plus poison)

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities distraction (DC 13), poison

STATISTICS

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

Skills Fly +11, Perception +9; **Racial Modifiers** +8 Perception

Other Abilities mindless

ECOLOGY

Environment temperate forests

WASP POISON

Type poison, injury; **Save** Fortitude DC 13

Track Dexterity; **Frequency** 1/round for 4 rounds

Cure 1 save

A wasp swarm is a flying mass of thousands of carnivorous vespine insects, including bees, hornets, wasps, yellow jackets, and similar aggressive insects. In such large numbers, they become voracious hunters, capable of taking down large creatures with their venom-filled stings. While a wasp swarm is capable of inflicting hundreds of stings, its true danger arises from its insatiable appetite for meat.

Wasp swarms surround and attack any living prey in their paths and are swift to seek out new prey once their anger is aroused. An enraged wasp swarm often loses track of its hive or the original source of its anger and presented with a constant series of new targets to swarm and sting, a swarm can continue its rampage nonstop until it is destroyed or dispersed.



WIGHT, BLACKFIRE

Arcs of blackfire dance along the leathery skin of this withered corpse and flicker from its eye sockets.

BLACKFIRE WIGHT

CR 6

XP 2,400

CN Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +17

DEFENSE HP 83

EAC 19; **KAC** 20

Fort +6, **Ref** +5, **Will** +8

Defensive Abilities magic eater, undead traits; **SR** 17

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +10 (1d4+3 B plus blackfire)

Ranged blackfire blast +8 (blackfire)

Offensive Abilities blackfire, create spawn

STATISTICS

Str +3, **Dex** +2, **Con** —, **Int** +1, **Wis** +2, **Cha** +3

Feats Blind-Fight, Improved Initiative, Lunge, Skill Focus (Perception), Weapon Focus (bite)

Skills Athletics +15, Intimidate +15, Mysticism +13, Perception +17, Stealth +14

Languages Common

ECOLOGY

Environment any underground (Terminus)

Organization solitary, pair, gang (3-6), or pack (7-12)

SPECIAL ABILITIES

Blackfire (Su) A blackfire wight's body crackles with the strange dark energy that emits from the ground in Terminus when its strange mineral deposits are exposed to magic. A creature struck by a blackfire wight's slam attack take 1d3 Con damage and 1d3 Dex damage (DC 17 Reflex negates) as the blackfire ravages its flesh.

A blackfire wight can project its blackfire

in a blast at as a ranged energy attack at any creature within 50 feet. If the attack hits, the creature takes 1d3 Dex and 1d3 Con damage. The blackfire wight must wait 1d4 rounds after using blackfire in this manner before it can use another blast.

A creature under the effects of the drug stygia is immune to the effects of blackfire.

Create Spawn (Su) Any humanoid creature that is slain by a blackfire wight becomes a blackfire wight itself in 1d6 rounds. Spawn so created are less powerful than typical blackfire wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the control of the blackfire wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed blackfire wights. They do not possess any of the abilities they had in life.

Magic Eater (Su) If a blackfire wight is the target of a spell that fails to bypass its SR, the blackfire wight absorbs some of the spell's energy. If it is injured, the blackfire wight heals 2 hit points per spell level of the spell (1 hit point for a 0-level spell). If the blackfire wight is not injured, it gains these as temporary hit points. Temporary hit points last for 1 hour or until they are expended.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a blackfire wight destroys it (Will negates). Using the spell this way does not require a material component.

Blackfire wights are humanoid residents of the desolate prison planet of Terminus who rise as undead after being killed by the mysterious radiations of that planet's blackfire. They roam the dark depths of the planetoid, seeking out humanoids to kill. Any who display magical abilities or spellcasting are their first targets, hoping to draw power by absorbing the target's magical attacks before destroying them with blackfire. The prisoner clans of Terminus are a hard, harsh folk, but even the hint of a blackfire wight's presence is often enough to send them scurrying away.

BLACKFIRE (CR 4)

One of the most dangerous phenomena of Terminus is blackfire. Blackfire occurs when magic is used. Due to circumstances that are not completely understood, the ubiquitous black mineral known as nightglass that striate the rock reacts to magical energies, releasing a crackling black and violet energy that seeks out the source of magic like electricity jumping to a conductive material. Blackfire can cause great damage to nearly all materials as well as living creatures. If a creature casts a spell, uses a spell-like ability, or activates a magic item with an effect that replicates a spell (a *wand of fireball* or a *staff of the magi*, for example) blackfire releases from nearby exposed nightglass to strike the caster or the object. Creatures hit by blackfire take 1d4 Dex and 1d4 Con damage. A successful Reflex saving throw against DC 16 will halve the damage. Objects take 4d6 points of damage, and the blackfire ignores hardness of less than 10.

Those who die from injuries caused by blackfire will rise as blackfire wights within an hour of death. Blackfire cannot enter an area of antimagic, such as an *antimagic field*. Force effects, such as a *wall of force* or *resilient sphere* can block blackfire, but the target must be completely surrounded by such a force effect to avoid the blackfire.



WILL-O'-WISP

This faintly glowing ball of light bobs gently in the air, the nebulous image of what might be a skull visible somewhere in its depths.

WILL-O'-WISP

CR 6

XP 2,400

CE Small aberration (air)

Init +5; **Senses** darkvision 60 ft.; **Perception** +15

DEFENSE HP 85

EAC 18; **KAC** 20

Fort +5; **Ref** +5; **Will** +11

Defensive Abilities natural invisibility;
Immunities magic

OFFENSE

Speed fly 50 ft. (Su, perfect)

Melee shock +14 (2d6+8 E)

Ranged shock +10 (1d8 +8 E)

STATISTICS

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

Skills Acrobatics +18, Bluff +18, Culture +15, Stealth +18, Sense Motive +15

Languages Aklo, Common

Other Abilities feed on fear

ECOLOGY

Environment any swamp

Organization solitary, pair, or string (3–4)

SPECIAL ABILITIES

Feed on Fear (Su) Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Immunity to Magic (Ex) Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except magic missile.

Natural Invisibility (Ex) Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

Evil creatures that feed on the strong psychic emanations of terrified creatures, will-o'-wisps delight in tempting gullible travelers into dangerous situations by imitating warning lights, beacons, and safety signals. Will-o'-wisps only use their electric shock ability under extreme duress, preferring to let other creatures or hazards claim

their victims while they float nearby and feast on their trauma.

Will-o'-wisps can glow any color they choose, but are most frequently yellow, white, green, or blue. They can even vary their luminosity to create patterns—many will-o'-wisps are fond of creating vague skull-like shapes in their glow to further terrify their victims. Their actual bodies are barely visible globes of translucent spongy material 1 foot across and weighing 3 pounds, capable of emitting light from every surface. A will-o'-wisp's light is approximately as bright as a torch, and though they do not seem to use sound to communicate with each other, they hear perfectly and can vibrate their bodies rapidly to simulate speech.

While vilified by most other sentient creatures, will-o'-wisps are actually quite intelligent, if utterly alien in their reasoning. Sometimes organized into groups called "strings," their society and goals remain complete unknowns to outsiders, as do their origins, though they have sometimes been known to strike bargains with those who can offer them vast quantities of appropriately frightened victims. As will-o'-wisps do not age, and are effectively immortal unless killed by violence, particularly ancient will-o'-wisps can serve as fantastic repositories of knowledge from the ancient past, although convincing one of these cruel creatures to cooperate with an interrogation can be a trick in and of itself.



WITCHFIRE

Bathed in sickly green flames, this insubstantial specter of a beautiful young woman floats just off the ground.

WITCHFIRE

CR 9

XP 6,400

CE Medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE HP 117

EAC 19; **KAC** 21

Fort +8; **Ref** +8; **Will** +14

Defensive Abilities incorporeal, witchflame;
Immunities fire, undead immunities

OFFENSE

Speed fly 50 ft. (Su, perfect)

Melee incorporeal touch +17 (3d6 F plus witchflame)

Ranged witchflame bolt +12 (2d6+9 F plus witchflame)

Spell-Like Abilities CL 9, ranged +17

1/day—*invisibility*, *ray of exhaustion*, *wisp ally* (DC 18)

3/day—*disguise self*, *overheat* (DC 19)

At will—*ghost sound*, *dancing lights* (DC 20)

STATISTICS

Str —; **Dex** +3; **Con** —; **Int** +4; **Wis** +0; **Cha** +8

Skills Bluff +20, Mysticism +20, Stealth +17

Languages Auran, Common, Giant

Other Abilities

ECOLOGY

Environment any swamps or woodlands

Organization solitary or coven (3 witchfires and hags)

SPECIAL ABILITIES

Witchflame (Su) Any creature damaged by the incorporeal touch or ranged bolt attacks of a witchfire must succeed on a DC 18 Will save or become engulfed in sickly green flames. While these eerie flames deal no additional damage, the affected creature becomes sickened and glows, taking a -20 penalty on Stealth checks. Affected creatures cannot benefit from concealment provided by darkness, *displacement*, *invisibility*, or similar effects. While under the effects of the witchflame, the victim gains vulnerability to fire and takes half again as much damage (+50%) from fire attacks of any sort. This effect persists for 10 minutes. The supernatural flames can only

be extinguished before this duration expires by a *break enchantment* or *remove condition* (greater) spell—the effective caster level of the witchflame is equal to the witchfire's CR (CL 9th for most witchfires). Any creature entering the same square as a witchfire or striking it with a melee attack must succeed on a DC 22 Will save or begin burning with witchflame, even if the attack would not otherwise harm the witchfire because of its incorporeal nature. A bolt of witchflame has a range of 60 feet with no range increment.

When an exceptionally vile hag or witch dies with some malicious plot left incomplete, or proves too horribly tenacious to succumb to the call of death, the foul energies of these wicked old crones sometimes spawn incorporeal undead known as witchfires. These ghostly creatures appear much as they did in life, although the grotesque undead energy that births them makes them appear young and attractive and wreathes their insubstantial bodies in a powerful aura of sickly green flame, a ghostly fire referred to as "witchflame" in local legends.

Strings of will-o'-wisp are often found in the immediate vicinity of witchfires and are typically led by the undead, leading scholars to speculate that the creatures feed off of a witchfire's flames and fury.



WOLLIPED

This shaggy, multi-legged creature has a flattened face with wide nostrils and four eyes. Ivory tusks jut downward, flanking its mouth.

WOLLIPED

CR 3

XP 800

N Large animal

Init +2; **Senses** blindsight (scent) 30 ft., low-light vision; **Perception** +11

DEFENSE HP 44

EAC 15; **KAC** 17

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

OFFENSE

Speed 50 ft.

Melee gore +6 (2d6+7 P)

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

Offensive Abilities combat trained, spit, trample (1d6+7, DC 12)

STATISTICS

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

Skills Athletics +8

ECOLOGY

Environment temperate hills

Organization solitary, pair, or herd (3-12)

SPECIAL ABILITIES

Combat Trained (Ex) While wollipeds are normally docile, the statistics above assume combat-trained wollipeds. A docile wolliped takes a -5 penalty on attack rolls, deals 1d6+7 damage with its gore, and loses its trample ability.

Spit (Ex) Once per hour, a wolliped can regurgitate the contents of its stomach, spitting the foul slurry at a single target within 10 feet as a ranged touch attack (+4 attack bonus). On a successful hit, the target must succeed at a DC 12 Fortitude save or be sickened for 1d4 rounds.

Some claim wollipeds weren't initially domesticated to be working animals, but rather were herded and bred for their extremely warm and plentiful fleece. Regardless of the creatures' origins, arctic dwellers have a long history of using these magnificent animals for many purposes, even employing them as mounts in battle. A typical wolliped stands between 5 and 6 feet at the front shoulder and

weighs upward of 1,000 pounds.

Wollipeds are social herd animals that subsist on a diet of grasses, leaves, and other plant material. Wollipeds in high mountainous environments obtain much of their food from lichens and mosses, while herds of wollipeds on the plains graze on more substantial fare. Wild wollipeds tend to migrate to more plentiful foraging lands in the harshest winters, though these can be difficult to find.

Walking on eight sturdy legs, wollipeds are exceptionally sure-footed. These creatures can climb steep mountain trails and march through heavy snow with little effort, and arctic cavalry have often charged up scree-choked hillsides to raid fortresses on the backs of armored wollipeds. The great beasts' facility at maneuvering in challenging environments, as well as their generally submissive nature, have resulted in a long relationship with the humanoids that share their homes. Wollipeds live for about 15 years, mating and giving birth every 11 months, and can be ridden until the final month of pregnancy.

Wollipeds are social animals, grouping together into herds for protection. When threatened, wollipeds gather in a tight cluster with the young animals in the very center of the herd. Domesticated wollipeds are used for casual riding, pulling plows, and powering mills.

Wollipeds are known to use spitting as a form of communication, as well as a method of defense. Most wollipeds only spit at one another, typically in the course of their tusk-clashing shows of dominance, but when threatened, they can launch a nauseating wad of partially digested food at their attackers to sicken and distract them.



WRAITH

This ghostly creature is little more than a dark shape with two flickering pinpoints of light where its eyes should be.

WRAITH

CR 5

XP 1,600

LE Medium undead (incorporeal)

Init +0; **Senses** darkvision 60 ft, blindsight (life);

Perception +11

Aura unnatural aura (30 ft, DC 13)

DEFENSE HP 70

EAC 17; **KAC** 19

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

Defensive Abilities incorporeal

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 30 ft. (supernatural, good)

Melee incorporeal touch +14 (1d6+6 negative energy plus 1d6 Constitution drain)

Offensive Abilities create spawn

STATISTICS

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

Feats Blind-fight

Skills Intimidate +16, Stealth +11, Sense Motive +11

Languages Common, Infernal

Other abilities unliving

ECOLOGY

Environment any

Organization solitary, pair, gang (3-5), or pack (7-12)

SPECIAL ABILITIES

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per CR, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Creatures hit by a wraith's touch attack must succeed on a DC 13 Fortitude save or take 1d6 points of Constitution

drain. On each successful attack, the wraith gains 5 temporary hit points.

Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Ex) Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Survival check to handle the animal.

Wraiths are undead creatures born of evil and darkness. They hate light and living things, as they have lost much of their connection to their former lives.



XANTHOS

This elephant-sized equine creature has bright red skin, fangs, six eyes, and armored plates on its head, neck, and back.

XANTHOS

CR 14

XP 38,400

N Huge magical beast

Init +6; **Senses** darkvision 120 ft., low-light vision; **Perception** +25

DEFENSE HP 250

EAC 28; **KAC** 30

Fort +18; **Ref** +18; **Will** +12

Defensive Abilities wind stance; **Immunities** cold; **Resistances** electricity 30, fire 30; **SR** 25

OFFENSE

Speed 60 ft.

Melee bite +28 (8d6+22 P) or hoof +25 (4d8+22 B)

Multiattack bite +22 (8d6+22 P), 2 hooves +19 (4d8+22 B), and tail slap +19 (4d6+22 B)

Space 15 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 14th; melee +25)
5/day—*teleport*

STATISTICS

Str +8; **Dex** +2; **Con** +6; **Int** +1; **Wis** +4; **Cha** +1

Feats Blind-Fight, Mobility, Spring Attack

Skills Athletics +25, Intimidate +30, Physical Science +25

Languages Aklo; telepathy 5 ft.

Other Abilities exploit stellar conjunction

ECOLOGY

Environment any land

Organization solitary or gang (2–5)

SPECIAL ABILITIES

Exploit Stellar Conjunction (Ex) A xanthos can sense the alignment of stellar objects (planets, comets, asteroids, and so on) and when they form conjunctions that allow it to use its magic for interplanetary travel. During these conjunctions, the xanthos can use its *teleport* spell-like ability as *interplanetary teleport* to reach any other world in its current solar system, or as *plane shift* to reach any known plane. A conjunction remains viable for only 10d10 hours, after which it could be days, weeks, or even months before another conjunction occurs that would once again allow travel between those two locations.

Wind Stance (Su) If a xanthos moves more than 5 feet during its turn, it imposes a 20% miss chance on ranged attacks against it for 1 round.

Bred as intelligent mounts by a long-dead race of alien plane-jumping explorers, xanthoi can teleport themselves and their riders across vast distances, and they still possess a driving impulse to explore worlds and planes. The omnivorous xanthoi memorize geography, flora, and fauna to report to their lost masters, should they ever return. They may may befriend powerful adventurers to accompany their explorations, though each xanthos has its own obsessive interests to catalog, which might be inconvenient or irrelevant to an adventurer's desires. Xanthoi observe and record but do not interfere, avoiding involvement with wars, planar invasions, and natural disasters. They would rather flee than unduly influence events, unless fleeing would leave their friends stranded or in danger.

A xanthos is 13 feet tall at the shoulder and weighs 15,000 pounds. Its sloping, armored back is not particularly comfortable for humanoids to sit on but is well suited for bearing a howdah that can hold up to four Medium or Small creatures. It may accept a howdah but doesn't tolerate being treated as a beast of burden.



XILL

This flame-red humanoid appears to be a strange mix of insect and reptile, with four arms and twitching, fanged mandibles.

XILL

CR 6

XP 2,400

LE Medium outsider (evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE HP 75

EAC 19; **KAC** 21

Fort +8; **Ref** +10; **Will** +5

SR 17

OFFENSE

Speed 40 ft.

Melee tactical dueling sword +16 (1d6+9 S) or bite +16 (1d4+9 P plus paralysis)

Multiattack 4 tactical dueling swords +10 (1d6+9 S), bite +10 (1d4+3 P plus paralysis)

Offensive Abilities implant, paralysis (DC 14)

STATISTICS

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

Skills Acrobatics +14, Intimidate +11, Stealth +11

Languages Common, Infernal

Other Abilities planewalk

ECOLOGY

Environment any (Ethereal Plane)

Organization solitary, pair, or gang (3–6)

SPECIAL ABILITIES

Implant (Ex) As a standard action, a xill can lay 2d6 eggs in a helpless creature. A xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1 point of Con damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. A *remove disease* spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with DC 20 Medicine checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Paralysis (Ex) A creature damaged by a xill's bite must succeed on a DC 14 Fortitude save or be rooted to the spot, frozen and helpless, for

1d4 rounds. At the end of this time, the creature must succeed on a secondary Fortitude save, or be paralyzed for an additional 1d4 hours.

Planewalk (Ex) A xill can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full actions, during which time the xill is immobile. As a xill fades away, it becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can take a single willing or helpless creature along with it when it switches planes.

Xills are the scourge of the Ethereal Plane, conquering everything in their paths with only one purpose: to perpetuate their race at the expense of others. All xills are female and capable of fertilizing their own eggs, but require living hosts to incubate these eggs, which they inject into paralyzed victims by means of a grotesque ovipositor normally kept retracted behind their mandibles. Evil and alien, the plane-shifting xills possess impressive intelligence and a totalitarian, militaristic culture all their own. Though they see most other life forms as incubators, they particularly prize phase spiders for this purpose.



XORAPHOND

This blob of translucent flesh surges forward, stretching and reshaping its body to manifest a hood-like face and three, long pseudopods covered in foul-smelling slime.

XORAPHOND

CR 3

XP 800

NE Small aberration

Init +10; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE HP 40

EAC 14; **KAC** 16

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

Defensive Abilities all-around vision, amorphous; **DR** 5/bludgeoning; **Immunities** cold, critical hits, precision damage

Weaknesses vulnerability to sonic

OFFENSE

Speed 30 ft., climb 20 ft., swim 20 ft.

Melee slam +11 (1d6+3 B) or anesthetizing touch +11 (anesthetize)

Offensive Abilities xoraphond retrovirus

STATISTICS

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

Skills Athletics +8, Engineering +8, Life Science +13, Stealth +8

Languages Aklo (can't speak); telepathy 30 ft.

ECOLOGY

Environment any aquatic, land, or underground

Organization solitary, pair, scouting party (3–8), or invasion (9–16)

SPECIAL ABILITIES

Anesthetizing Touch (Ex) If a xoraphond successfully strikes a target's EAC with this attack, the target is paralyzed for 1 round (DC 12 Fortitude negates). This is a poison effect.

Xoraphond Retrovirus (Ex) The xoraphond's alien masters engineered it to carry a variety of nanite-based diseases and retroviruses, all designed to support its mission of infecting, weakening, and eventually assimilating a world's sentient population. As a full action, it can transmit a disease carried in its aberrant flesh to a helpless creature by extending a pseudopod into any orifice or open wound. Those victimized by the assault can resist the

resulting infection with a successful DC 12 Fortitude save. The effects of the disease vary according to the exact infection it carries. A xoraphond automatically knows when it has successfully infected a creature but can carry only one type of disease at a time. It can select a new strain at the beginning of the day.

Vulnerability to Sonic (Ex) If a xoraphond takes sonic damage, it must succeed on a Fortitude save (DC equals damage inflicted) or become dazed for 1 round.

ASSIMILATION STRAIN

Type disease (contact); **Save** Fortitude DC 12
Track mental; **Frequency** 1/day

Effect At the impaired state and beyond, the victim must succeed at a DC 12 Will save or its alignment changes one step toward evil and it gains the assimilated template graft.

Cure 2 consecutive saves

OCCCLUDING STRAIN

Type disease (contact); **Save** Fortitude DC 12
Track physical; **Frequency** 1/day

Effect At the Debilitated state and beyond, the victim must succeed at a DC 12 Fort save or become permanently blinded.

Cure 2 consecutive saves

SUBMISSION STRAIN

Type disease (contact); **Save** Fortitude DC 12
Track mental; **Frequency** 1/day

Effect At the impaired state and beyond, the penalties from the weakened state become permanent until the victim benefits from a *remove affliction* or *restoration* spell.

Cure 2 consecutive saves

One of many artificially engineered creatures manufactured by the jagladine, xoraphonds are designed to spread nanite viruses, particularly a dreaded assimilation strain intended to convert sentient creatures into new recruits for the jagladine war effort. This virus weakens the minds of sentient creatures, remapping and repurposing their brains for alien influence. When the jagladine develop an interest in assimilating inhabitants

of a new world, they often dispatch an invading force of xoraphonds, directing them to work independently and establish a stronghold from which to begin their mission of assimilation. A xoraphond's resilience, ability to survive in hostile environments, and cautious, inquisitive nature makes it an exceptional scout and infiltrator.

Xoraphonds typically carry out their missions by abducting a hardy specimen from the local population, often using jagladine biotechnology to turn the creature into a willing thrall, before infecting it with the assimilation strain. The xoraphonds then direct such thralls to infect their own kind. As the virus spreads, the xoraphonds study the new world and its other inhabitants, compiling a vast amount of data for their jagladine masters, while reacting swiftly to protect themselves and their missions—even directing thralls to slay interlopers and sow discord in their communities to hide their presence. Unhindered by emotion, xoraphonds never hesitate to sacrifice thralls or any of their infected flock to ensure their survival and the success of their missions.

Creatures infected by a xoraphond's assimilation strain carry thousands of microscopic tracker-nanites, dooming them to capture and experimentation by the sadistic jagladine in their alien bio-labs. There, the jagladine perform further tests on a candidate's viability, before subjecting them to unspeakable procedures involving surgery, chemical infusion, radiation exposure, and psychological reconditioning. Most of these candidates are eventually transformed into a special breed of shock troop called klaven, however, the jagladine produce an array of other creatures from these vile assimilations, including new xoraphonds.

A newborn xoraphond oozes forth from its birthing vat completely autonomous and fully functional. Though xoraphonds are amorphous and can flatten themselves to form a bewildering number of forms, most prefer to remain in a roughly oval shape, about 4 feet in diameter and 3-1/2 feet tall. Xoraphonds weigh around 90 pounds.



YEUX

This creature has a humanoid form and bright green skin, blood-red eyes, and a fanged grin. Four additional, pale, bulging eyes protrude from tentacle-like stalks on its head.

YEUX

CR 5

XP 1,600

LE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; Perception +16

DEFENSE HP 70

EAC 17; **KAC** 19

Fort +7; **Ref** +9; **Will** +6

Defensive Abilities unflankable

OFFENSE

Speed 30 ft.

Melee tactical spear +15 (1d6+10)

Ranged tactical crossbolter +12 (1d8+5)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spear)

Offensive Abilities paralyzing gaze, rebuking glare

STATISTICS

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

Skills Sense Motive +11, Stealth +11

Languages Common

ECOLOGY

Environment any

Organization solitary or pair

SPECIAL ABILITIES

Paralyzing Gaze (Su) As a standard action, a yeux may target up to four creatures within 30 feet that it can see, causing them to become paralyzed for 1 minute (DC 13 Will negates). Paralyzed creatures can attempt a new save each round at the end of their turn to end this paralysis, with a +2 circumstance bonus on the save if they no longer have line of sight to the yeux. This is a mind-affecting paralysis effect, but it can affect mindless living creatures.

Rebuking Glare (Su) When a creature the yeux can see attacks the yeux, it can focus its glare upon that creature as an immediate action, stunning its attacker for 1 round (DC 13 Will negates) before it is able to complete its attack. This is a mind-affecting effect, and it has no effect on creatures unable to see the yeux.

Yeuxs live in small clans, usually no more than a dozen individuals. They are relentless hunters, either in small parties of their own kind, or leading packs of hunting beasts and enslaved humanoids. While they can be territorial and secretive, they are also notorious as marauders, slavers, and ruthless traders. Near large settlements, they are active in black markets, sometimes forming power blocs within organized crime. They sometimes inhabit valuable ruins, or build secret hideouts in humanoid cities, from which to exert control over their surroundings. Their clans often rule sparsely populated lands as warlords. Yeuxs are always interested in acquiring magic, technology, and wealth that grant them ever greater power.

The most dominant yeux in a group is an aggressive female, who reproduces with a chosen mate. Young yeuxs are male, becoming female through the passage of time and positions of dominance within the group. When their numbers become too numerous, they spread out to conquer new lands, or they engage in a spirited contest for dominance and survival to cull the weak from among them. The death of a matriarch triggers males to mature into females, replacing the previous matriarch and often causing the clan to spawn several new, independent groups.

Yeuxs stand between 6 and 7 feet tall and weigh 200 pounds.



YLLOSAN

A pale, translucent squid-like creature floats shrouded in rainbow-hued mist.

YLLOSAN

CR 7

XP 3,200

CG Small aberration (incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +14

DEFENSE HP 100

EAC 19; **KAC** 20

Fort +6; **Ref** +6; **Will** +12

Defensive Abilities incorporeal, natural invisibility

Weaknesses vulnerable to sonic

OFFENSE

Speed 30 ft., fly 30 ft. (good)

Ranged aetheric throw +15 (1d12+7 B or P)

Offensive Abilities possession, riding possession

Spell-like Abilities (CL 7th)

3/day—*enervation* (DC 19, negative levels last for 1 day per CL), *suggestion* (DC 18)

At will—*dancing lights*, *detect thoughts* (DC 16), *mind link* (DC 16)

STATISTICS

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

Skills Acrobatics +19, Bluff +14, Culture +19, Diplomacy +14, Stealth +19

Languages Celestial, Common, Elali, Ultari, Yllosan; telepathy 100 ft.

Other Abilities dream, mindlink, starflight

ECOLOGY

Environment any

Organization solitary, pair, or cluster (3–6)

SPECIAL ABILITIES

Aetheric Throw (Ex) An yllosan can enfold a nearby unattended object (maximum 35 pounds) and telekinetically hurl it as a ranged attack. If the attack hits, the target and the thrown object each take 1d12+7 points of kinetic damage. The item's composition or magical properties do not affect the damage it deals when thrown wrapped in aether. An alchemical weapon, grenade, or similar item thrown at a target using this ability requires a ranged attack; however, if the attack hits and the item is shattered on impact, the target is affected by contents of the alchemical weapon or detonation of the grenade as the aether sheath dissolves upon impact.

Dream (Su) Once per day the yllosan, or a messenger it touches, sends a message to others in the form of a dream. It must first name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the effect) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell.

Creatures who don't sleep or don't dream cannot be contacted by this ability.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always failing any saving throw) while in the trance.

Possession (Su) Once per day the yllosan attempts to possess a creature by projecting its soul into the target's body. The target creature must be within 150 ft. and the yllosan must know where it is, though it does not need line of sight or line of effect to it. The target creature is allowed a DC 17 Will save. When the yllosan transfers its soul upon casting, its body vanishes. It is ejected to the closest empty square upon expiration of the spell or upon the host's death. Failure to take over a host ends the spell.

If successful, the yllosan's life force occupies the host body. The host's soul is imprisoned with the yllosan but can still use its own senses (though it can't assert any influence or use even purely mental abilities). The yllosan can communicate telepathically with the host as if they share a common language, but only with the yllosan's consent. The yllosan keeps its Intelligence,



Wisdom, Charisma, attack bonus, save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs doesn't allow the yllosan to make more attacks (or more advantageous two-weapon attacks) than normal. The yllosan cannot activate the body's extraordinary or supernatural abilities, nor can it cast any of its spells or use spell-like abilities.

As a standard action, an yllosan can shift freely out of the host. If the host's body is killed, you return to your own body and the life force of the host departs (it is dead). It is possible for the yllosan to use this ability to possess a new target from within another creature's body; this resets the duration. Creatures whose souls are their bodies, such as incorporeal undead and non-native outsiders, cannot be possessed by an yllosan.

Riding Possession (Su) Three times per day the yllosan can stealthily project its soul into a host's body up to 150 ft. away as an observer, with limited ability to influence the target. This functions as the yllosan's possession ability, except the host is still in full control of its body and is unaware the yllosan is possessing it. It cannot communicate with the host directly but can cast mind-affecting spells or riding possession on the host as long as it can cast these spells as purely mental actions. Even if the spell cast would normally affect more than one target or an area, it can affect only the host. If the host succeeds at a saving throw against a spell cast in this way, it immediately becomes aware that it is possessed, and if it was already aware, it receives another saving throw against riding possession. Protection from evil and similar effects don't expel the yllosan from the host, but they do prevent you it from casting further spells from within the host until their durations expire. A potential host can avoid these effects by making a DC 17 Will save.

Telekinetic Invisibility (Ex) An yllosan's body bends light and weaves aether while dampening sound waves. This works as invisibility except that the aetheric bending is easier to notice than normal invisibility, so its bonus on Stealth checks is halved (+10 while moving and +20 while perfectly still). The dampened sound allows it to avoid automatic detection via sound-based blindsense and blindsight, but it does not gain

any bonus on Stealth checks from this ability against a creature with such abilities. This is considered a natural invisibility effect and is thus not subject to magical effects that would end an invisibility spell.

Vulnerable to Sonic (Ex) An yllosan suffers an additional 50% damage from sonic energy attacks. In addition, if caught within a sustained sonic effect which deals 5 or more points of damage per round, it cannot attack and can take only a single move or standard action. An yllosan that is possessing a creature using greater possession or riding possession is not harmed by sonic effects, but if it is struck by a sonic effect that deals 15 or more points of damage while possessing a creature, the yllosan is driven out of its host automatically and staggered for 2d4 rounds.

A powerful telepathic and telekinetic species—and the consummate spies of the Bellanic Accord—the yllosan (ee-LOE-san) are mysterious ghost-like beings that exist in a realm of pure thought, floating intangible through the material world of others. They communicate by telepathy and revel in infiltration of other societies, extending their incorporeal tentacles into the mind and heart of creatures they meet to walk among them and search for those of good heart to offer advice or warning about evils in their midst or coming soon. An yllosan may step into the body of a creature to help it achieve a goal or task it fears to attempt

on its own. Yllosan are emissaries of hope and inspiration, but rarely stay too long in one place or within one body. They see themselves as advisors and helpers; it is not their place to do too much for those they meet, but to motivate them to rise up and face new challenges, daring to find the greatness within themselves. Yllosan rarely reveal their true form to other races, preferring to work through possessed proxies while remaining in the shadows themselves.

Yllosan have long cultivated a reputation among the enemies of the Accord as master spies and tireless investigators, and they enjoy the paranoia they engender in their foes. They are not above simply playing pranks on enemies while walking secretly among them, moving small objects around and using its *suggestion* and *possession* abilities to cause enemies to perform incriminating acts that cause their erstwhile allies to turn on them. Their presence is difficult to detect, as they can erase the memories of creatures they have inhabited upon departing their minds.

Yllosan are 3 feet in length, though their dangling tendrils and the misty psychic shroud that surrounds them sometimes makes them appear larger. As creatures of pure thought, they are weightless and virtually impossible to detect while possessing another creature; however, they are visible to creatures able to see invisible when entering or departing a possessed target.

YRTHAK

This flying reptile has large, leathery wings and a vibrantly colored crest on its horned, narrow-snouted head.

YRTHAK

CR 9

XP 6,400

N Huge magical beast

Init +3; **Senses** blindsight (sound) 120 ft.; **Perception** +22

DEFENSE HP 150

EAC 22; KAC 24

Fort +13; **Ref** +13; **Will** +8

Immunities gaze attacks, visual effects and illusions, sight-based attacks, sonic

Weaknesses blind

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee bite +22 (2d10+15 P) or claw +22 (2d6+15 S)

Multiattack bite +16 (2d10+15 P) and 2 claws +16 (2d6+15 S)

Ranged sonic lance +19 (3d6+9 So)

Space 15 ft.; **Reach** 10 ft.

Offensive Abilities explosion

STATISTICS

Str +6; **Dex** +3; **Con** +4; **Int** -2; **Wis** +2; **Cha** +1

Feats Mobility, Spring Attack

Skills Acrobatics +17, Athletics +17

Languages Draconic

ECOLOGY

Environment temperate deserts, hills, or mountains

Organization solitary, pair, or clutch (3-6)

SPECIAL ABILITIES

Blind (Ex) A yrthak sees and senses exclusively through its blindsight ability, which is based on sound and movement—beyond 120 feet, it is considered blinded. A deaf yrthak is effectively blinded as well except against adjacent foes—its weak eyesight functions enough for it to attack targets this close, although in such cases these creatures still gain the benefit of concealment (20% miss chance) because of the creature's poor vision. It is invulnerable to all sight-based effects and attacks, including gaze attacks.

Explosion (Ex) As a standard action, a yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or a similar nonmagical object within

60 feet to create an explosion. This attack deals 2d6 piercing damage to all within 10 feet of the effect's center.

Sonic Lance (Ex) A yrthak's sonic lance has a maximum range of 60 feet and no range increment.

Swift, cunning, and perpetually ravenous, the yrthak terrorizes the barren wastelands in which it makes its home, swooping down from on high to blast prey with bursts of pure sound. Though technically blind, as its eyes are tiny and barely capable of vision beyond a few feet, the yrthak senses its surroundings via acute hearing and echolocation. While its powerful jaws and claws are equally capable of taking down opponents, the yrthak generally prefers to wheel through the sky on its membranous wings, firing bolt after bolt of sound into its prey, and exulting in the thrill of the hunt.

An adult yrthak is 20 feet long and weighs 1,500 pounds. Yrthaks spend most of their time aloft—a yrthak hunt often lasts several days, with the yrthak skimming roughly 100 feet over the ground in its wide-ranging search for live prey, only resorting to grazing on carrion in direst need. While they have near-human intelligence, yrthaks generally do not seem interested in forming societies of their own—although the sight of a clutch of yrthaks tormenting a captured morsel might seem to indicate otherwise.



ZAHAJIN

A lean humanoid bearing various piscine traits emerges from the twilight, brandishing a heavy axe.

ZAHAJIN WARLEADER

CR 4

XP 1,200

Zahajin soldier

CN Medium humanoid (aquatic)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +12

Weaknesses light blindness

DEFENSE HP 50

EAC 16; **KAC** 18

Fort +6; **Ref** +4; **Will** +5

Immunities aetherite radiation

OFFENSE

Speed 30 ft., climb 30 ft., swim 40 ft.

Melee aetherite greataxe +13 (1d12+11)

Ranged aetherite javelin +10 (1d6+4)

Offensive Abilities charge attack, fighting style (blitz), melee striker

STATISTICS

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

Skills Athletics +15 (climb +31), Intimidate +10, Stealth +10

Feats Mobility

Languages Zahaj-el

Other Abilities amphibious

ECOLOGY

Environment The Darkwild

Organization solitary, pair, or skirmish (1–2 plus 2d6 CR 1 zahajin soldiers)

Gear squad defiance series armor, 10 aetherite javelins

The zahajin are a race of ichthyic humanoids native to the Darkwild of Kir-Sharaat in the Aethera system. Zahajin dominate the deep places of this planet, home to the plant-like erahthi, and exist today as the result of millennia of fey influence and aetherite exposure. While zahajin are mostly humanoid, they possess a blend of various traits reminiscent of aquatic life—stinging anemone-tentacle “hair”, lionfish spines, soft brightly-colored skin or transparent flesh, and numerous other possibilities. They bear vestigial finned arms along their legs, and often display other additional (and frequently non-functional) limbs. Among the zahajin, gender is a varied and complex concept, and blending of

what humans see as gendered traits in individuals is extremely common. Zahajin physiology varies wildly among individuals. A zahajin warleader stands six feet tall and weighs 180 pounds.

Zahajin can’t survive without near-constant exposure to aetherite radiation. This isn’t just a physical malady; zahajin are addicted to the crystallized ley-lines’ psychic resonance. In its absence, zahajin quickly become sullen and unstable as their perception of reality warps and their intoxicating dreams fade. In time, they lapse into nightmare-haunted comas, writhing in pain until their aetherite-deprived organs fail.

For sustenance, zahajin rely on hunting, aetherite radiation, and various gathered flora and fungi; their society has little concept of agriculture. Zahajin swarm along the tunnel walls and ceilings of the Darkwild when on the hunt, using their instinctual sensitivity to aetherite emanations to follow and corner prey. Most can unerringly find their way among the maze of tunnels using this psychic instinct.

ZAHAJIN WEAPONS

Zahajin have lived around and manipulated aetherite (see [Appendix 1: Additional Rules](#)) longer than any race in the Aethera System. While they did not develop technological means by which to manipulate the substance, their craftsmanship with unrefined aetherite is unparalleled. Zahajin are capable of manufacturing raw aetherite in the below additional form:

Aetherite, tempered raw: By subjecting raw aetherite to alchemical and magical treatments, zahajin can render the substance as hard as steel (not unlike depleted aetherite) but without diminishing the aetherite’s inherent radioactive properties. Tempered raw aetherite emits a low level of aetherite radiation to any creature holding or wearing objects created from it and can be worked into weapons and armor in place of metal. Tempered raw aetherite weapons that score a critical hit on a creature also inflict low aetherite radiation exposure. Items created out of tempered raw aetherite gain a +1 enhancement bonus on attack rolls.

Cost: +1,000 (light armor), +2,000 (medium armor), +4,500 (heavy armor), weapon (+2,000), ammunition (+500 per missile).



ZENNOGA

This armored humanoid figure towers over everything around it. It has several seemingly ornamental protrusions colored in various shades of metallic red, silver, and gray. Jets also extend from its back, stabilizing its flight.

ZENNOGA

CR 17

XP 102,400

LE Huge construct (technological)

Init +8; **Senses** blindsight (thermal) 60 ft., darkvision 60 ft., low-light vision; **Perception** +29

DEFENSE HP 330

EAC 31; **KAC** 33

Fort +17; **Ref** +17; **Will** +13

Defensive Abilities hardness 20; **Immunities** construct immunities, cold, electricity, fire, sonic; **Resistances** acid 20

OFFENSE

Speed 60 ft., fly 120 ft. (Ex, perfect); booster jets

Melee slam +32 (6d12+28 B) or wrist blade +32 (6d12+28 S)

Ranged parallax laser rifle +29 (8d6+17 F; critical burn 4d6)

Offensive Abilities gravity manipulation

Spell-Like Abilities (CL 17th)

At will—*dimension door*

STATISTICS

Str +11; **Dex** +8; **Con** —; **Int** +1; **Wis** +5; **Cha** +2

Skills Acrobatics +34, Athletics +29, Intimidate +29

Languages Common, Zennoga

Other Abilities unliving

Gear blue force field (35 HP), parallax laser rifle with 2 batteries (100 charges each)

ECOLOGY

Environment any

Organization solitary, crew (2–12)

SPECIAL ABILITIES

Booster Jets (Ex) A zennoga can fly at 4 times its fly speed as a full action. It must move in a straight line while using its booster jets and does not provoke attacks of opportunity when it does so.

Gravity Manipulation (Ex) As a standard action, a zennoga can influence gravity around it. It can use this ability to increase

gravity in a wide burst or to pinpoint the increase in gravity to devastating effect. The weaker form of gravity increase forces all creatures within 120 feet of the zennoga to succeed at a DC 22 Fortitude save or move at half their normal speed. The zennoga can use this ability additional times to impose greater reductions in speed. A creature affected by the zennoga's gravity manipulation that fails a second Fortitude save moves at one quarter its normal speed (minimum 5 feet); a flying creature affected in this manner immediately falls. This reduction in speed lasts while a creature remains within the 120-foot radius. An affected creature that leaves the radius and returns incurs the same penalties to its speed. The change in gravity lasts for 1 minute after the most recent use of this ability; affected areas no longer in the 120-foot radius immediately revert to normal gravity. Zennogas are immune to this ability.

The intense form of gravity increase has no effect on flesh but causes great strain on inorganic material, granting the zennoga a +20 circumstance bonus to sunder combat maneuver attempts within 1 round of using this ability. If the zennoga is successful, it deals maximum damage to the object. An attended or magical object can make a DC 22 Fortitude save to avoid this effect.

Zennoga are autonomous and powerful constructs, standing 21 feet tall and weighing 15,000 pounds. Despite their independent natures, they all have a uniform appearance, with red covering much of the body, dark gray prominently featured on the chest, and two shades of gray coloring the many protrusions jutting from its humanoid chassis. While their faces feature eyes, they have an array of sensors that allow them to visualize foes in many different spectra.

Zennoga all owe fealty to a golden obelisk buried deep within their home world. This obelisk is a deity-like being that seeks energy and raw materials for an end goal not even known to its zennoga minions. Scholars who have studied the zennoga and the golden obelisk believe the unique entity seeks to replicate itself and, along with its partner, transform the universe into a cold, mechanistic utopia. The obelisk arrived from beyond the known universe, either from a demiplane creche or an alternate Prime Material

plane and selected an unpopulated planet with the greatest natural resources, including an exotic form of radiation found at the world's core. It gained a taste for magic and advanced technology when a spacefaring race attempted to settle the planet. The first zennoga created by the obelisk wiped out the settlers and retrieved their raw materials and machines for the obelisk. This first contact, while unfortunate for the settlers, proved beneficial for the obelisk, which could then create new minions capable of spaceflight. Zennoga prowled the nearby planets and neighboring star system to wrest ever more powerful energy sources and technologically advanced materials from intelligent species. It spawned more powerful zennoga and learned to develop planetary defenses. An armada of two dozen ships sent in retaliation for the zennoga's depredations was unable to penetrate the obelisk's global force field. One ship barely survived the carnage as a swarm of planet-side zennoga devastated the

armada and the obelisk's star system and its neighbor received a quarantine as the defeated species fled the horrific machines. The damage was done, though, and the obelisk developed new zennoga able to cross great distances.

Zennoga are strangely honorable constructs and attack creatures or ships they regard as superior. They ignore enemies with lesser technology and only retaliate when damaged by inferior foes. While many are grateful for zennoga not engaging in wholesale slaughter of everything they encounter, they are disturbed by the zennoga's harvesting of advanced technology to further their deity machine's progress toward its end goal. Neighboring worlds sometimes unite to launch pyrrhic attacks on the zennoga to prevent it from leaving with advanced machinery. Some cultures have also learned to entice the zennoga with promises of information on even more advanced species.



ZYGOMIND

This enormous fungus looks like a cage, and a strange glow emanates from within.

ZYGOMIND

CR 18

XP 153,600

N Colossal plant

Init +3; **Senses** blindsight (vibration) 100 ft., low-light vision; **Perception** +31

Aura fascinating aura (300 ft., DC 23, 10 rounds)

DEFENSE HP 375

EAC 32; **KAC** 34

Fort +21; **Ref** +19; **Will** +16

Defensive Abilities all-around vision; **DR** 15/magic and slashing; **Immunities** plant immunities; **SR** 29

Weaknesses vulnerable to cold

OFFENSE

Speed 5 ft., climb 5 ft.

Melee tentacles +32 (13d6+29 B plus grab and soporific spores)

Space 30 ft.; **Reach** 30 ft. (50 ft. with tentacles)

Offensive Abilities constrict (2d8+10 B), create undead, entrap (DC 23 plus soporific spores, 1d10 rounds, hardness 5, hp 10), seamless reality, soporific spores

STATISTICS

Str +11; **Dex** +3; **Con** +8; **Int** -; **Wis** +2; **Cha** +0

Skills Athletics +36, Survival +36

Other Abilities mindless, spore explosion

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Create Undead (Su) A helpless body lying prone in a zygomind's space takes 1 point of Constitution drain each day. A body that dies in this way rises as a mindless, corporeal undead (typically a skeleton or a zombie). Undead created by the zygomind wander forth from the plant, carrying its insidious mindscape within them. Their slam, claw, and bite attacks gain the zygomind's soporific spores ability, and any creature that falls prey to the mindscape is compelled to walk toward the zygomind, regardless of its distance away. Undead retain this connection as long as they remain within 10 miles of the zygomind.

Undead beyond 10 miles of the zygomind become free-willed undead, losing their connection to the mindscape and the soporific spores ability.

Fascinating Aura (Su) Creatures within 300 feet of a zygomind must succeed at a DC 23 Will save each round or become fascinated by the plant's soothing mental commands. Since in most cases a known zygomind is an obvious threat (thus breaking the fascinated effect), this ability mainly assists an undetected zygomind, though even creatures who know of the zygomind's threat are still exposed to the zygomind's seamless reality ability if they fail the saving throw.

Seamless Reality (Su) Any creature that enters a zygomind's space, fails its save against the zygomind's fascinating aura, or is subjected to the zygomind's soporific spores must succeed at a DC 23 Will save or be sucked into the zygomind's mindscape. The zygomind's mindscape is veiled and harmful, and time moves quickly for creatures inside it. It otherwise acts in all ways as the plane from which the affected creature entered the mindscape. Unlike the bodies of creatures whose consciousnesses are stuck in other mindscapes, the bodies of creatures whose minds are stuck in a zygomind's mindscape are able to move; they invariably approach the zygomind at rate of 5 feet per round. Once within the zygomind's space, the victims lie prone, allowing the zygomind to slowly absorb the bodies' nutrients as their minds wander a false reality. A creature caught in the zygomind's fascinating aura must succeed at a saving throw to avoid entering the mindscape each round it remains fascinated. A creature is not aware that it has entered the mindscape.

Soporific Spores (Ex) A creature that comes into physical contact with a zygomind must succeed at a DC 23 Will save or fall asleep for 1d4 days. Such creatures take a -5 penalty on saves and checks to realize they are in the zygomind's mindscape. Creatures that succeed at their saves are immune to the zygomind's soporific spores for 24 hours.

Spore Explosion (Su) When a zygomind is destroyed, it explodes in a cloud of ethereal spores that typically find their way back into space, sometimes floating along the solar winds for thousands of years before gravitating back toward a new bastion of intelligent life.

These massive fungi float through space as ethereal spores, spreading their cloying mycelia wherever creatures of intelligence thrive. The presence of a young zygomind is at first innocuous and difficult to detect, as animals and other creatures of low intelligence begin to disappear.

Eventually, more intelligent creatures track their prey to the site and become lost themselves, wandering back toward civilization days or even weeks later as infected undead, dominated with the instinct to bring evergreater intellects into the zygomind's power. Over the course of only a few months, a growing zygomind can decimate a small city, rapidly accelerating its growth into a 500-foot monstrosity.

By the time a zygomind becomes visible above the treeline, it is likely too late for the intelligent life of the region; the zygomind's insidious psychic trap defeats any resistance that most such creatures can mount. Frequently, those investigating the zygomind slip seamlessly into

an alternate reality without realizing that they've fallen under the power of the very thing they sought to destroy. A zygomind's mindscape only becomes more convincing as it subtly enslaves more and more minds—the fungus can reconstruct whole cities, even as the real-world inhabitants of those settlements proceed somnambulistically into the zygomind. Entire armies have marched upon mature zygominds, intent on ridding the region of the scourge, only to halt their assault mid-charge and plod calmly, rank by rank, into the zygomind's physical and psychic grasp.

The cruel irony of the plant's trap is that these soldiers likely live the rest of their lives believing themselves victorious, forming memories of defeating the insidious fungus, returning home to their loving families, and eventually dying after a long and productive life, while in the real world the zygomind's mycelium sucks the nutrients from their helpless bodies and transforms them into undead minions.



ZYOSELAK

A transparent, gelatinous mass distends and distorts as it floats through the air; a shoal of minuscule matter, suspended throughout yet moving within it, flows into tendrils of ooze that extrude from the central clot.

ZYOSELAK

CR 12

XP 19,200

NE Large aberration (swarm)

Init +8; **Senses** blindsight 60 ft., darkvision 60 ft.; **Perception** +22

DEFENSE HP 185

EAC 26; **KAC** 27

Fort +11; **Ref** +11; **Will** +17

Defensive Abilities gelatinous shield, swarm defenses; **DR** 10/magic; **Immunities** acid, cold, electricity, ooze immunities; **SR** 23

Weaknesses vulnerable to sonic

OFFENSE

Speed fly 30 ft. (perfect)

Melee swarm attack (1d12+13 A & B plus mind ablation)

Multiattack 4 slams +17 (1d12+13 A & B), swarm attack (1d12+13 A & B plus mind ablation)

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

Offensive Abilities distraction, engulf

STATISTICS

Str +1; **Dex** +8; **Con** +4; **Int** +5; **Wis** +3; **Cha** +1

Skills Acrobatics +22, Bluff +22, Physical Science +27, Mysticism +27, Sense Motive +22, Stealth +22 (+27 while in gelatinous shield)

Languages Abyssal, Aklo (cannot speak); telepathy (within swarm's area)

Other Abilities abhorrent mind, accelerated assimilation, no breath, separate, transparency control

ECOLOGY

Environment any

Organization solitary or audience (2-3 zyoaselaks)

SPECIAL ABILITIES

Abhorrent Mind (Ex) Mind-affecting effects that target single creatures function normally against a zyoaselak, since the creature's individual components share a hive mind. Due to the alien nature of its hive mind, however,

a zyoaselak gains a +4 bonus on saving throws against mind-affecting effects, and whenever it succeeds at a save against a mind-affecting effect, the opponent attacking it with that effect must succeed at a DC 21 Will save or be stunned for 1 round.

Accelerated Assimilation (Ex) The acid of a zyoaselak's gelatinous shield breaks down flesh and bone into nutrients that the zyoaselak absorbs. Whenever a gelatinous shield deals acid damage to a target made of flesh or bone, a zyoaselak within it heals an equal amount of damage. If a creature dies while engulfed by a gelatinous shield, its flesh and bone is completely consumed at the end of the zyoaselak's next turn, providing the swarm with 16 hit points of additional healing. A creature that has been completely consumed can only be returned to life by magic that does not require a piece of the creature's body, such as miracle and wish.

Acid (Ex) A zyoaselak's gelatinous shield dissolves and digests only flesh and bone; creatures and objects not made of flesh or bone are immune.

Gelatinous Shield (Ex) A zyoaselak secretes and inhabits a mass of acidic, paralytic jelly which it uses for both offense and defense. A zyoaselak telekinetically animates and levitates the gelatinous mass, enabling it to continue to fly while within it (albeit at half speed) and extrude dextrous pseudopods with which to make slam attacks.

Although a zyoaselak is a swarm of Fine aberrations, while it is in a gelatinous shield it is treated as a Large aberration as it does not function as a true swarm. It retains most of its swarm traits, but loses its vulnerability to area effects, and susceptibility to high winds. It can only make a swarm attack against creatures that it has engulfed. It gains immunity to electricity, 4 slam attacks and the engulf special attack. A zyoaselak uses its Charisma as its Strength score, and its Intelligence as its Dexterity score while in a gelatinous shield.

A fully-formed, undamaged gelatinous shield has 50 hit points. Damage to a zyoaselak in a gelatinous shield is split equally between the swarm and the shield. The shield is immune to piercing and slashing damage, and the swarm is immune to all weapon damage. If the shield is reduced to 0 hp, it liquefies and falls harmlessly

to the ground. As a full-round action, a zyoselak can secrete enough jelly to increase a shield's current hit points by 1 (to a maximum of 50). If a zyoselak's gelatinous shield has been destroyed, it can create a new one with 1 hit point in 1 minute.

A zyoselak can change the transparency and color of a gelatinous shield that it is touching as a free action. A transparent shield is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous shield. Any creature that fails to notice a gelatinous shield and moves into it is automatically affected as if the zyoselak had hit with its swarm attack. A zyoselak inside an opaque shield has total concealment but opponents that can see the opaque gelatinous mass nevertheless know which squares the zyoselak occupies.

Mind Ablation (Su) Creatures whose spaces are occupied by a zyoselak at the end of its move must succeed at a DC 21 Will save or take 1d4 points of Intelligence damage as the creature psychically erodes their minds. This is a mind-affecting effect. The save DC is Charisma-based and includes a +2 racial bonus. Each time a zyoselak causes Intelligence damage to a creature, the zyoselak gains 5 temporary hit points. These temporary hit points stack to a maximum 40. As a standard action, a zyoselak can use its mind ablation ability as an 80-ft. line or 40-ft. cone. It can use this ability up to five times per day.

Separate (Ex) If a zyoselak moves outside of its gelatinous shield, the gelatinous shield liquefies and falls harmlessly to the ground. Without the zyoselak configuring its shape from within, the gelatinous shield becomes a sphere. As a standard action, the zyoselak can telekinetically move the sphere up to 30 feet.

Outside of a gelatinous shield, a zyoselak functions as a true swarm; its statistics change as follows: **CE** Fine aberration (swarm); **Defensive Abilities** swarm defenses; **Immune** acid, cold, swarm immunities; **Speed** fly 60 ft. (perfect); **Melee** swarm (4d6 plus mind ablation); **Special Attacks** distraction (DC 21).

If the zyoselak does not move back into the gelatinous shield within 5 rounds, moves farther than 80 feet away from it, or otherwise wills it as a free action, the shield liquefies and collapses. A zyoselak can only maintain one gelatinous shield at a time.

A zyoselak is a hive-mind swarm of thousands of minute organic entities, each of which is a specialized element of the creature, unique in appearance—most commonly resembling viruses, pollen, or eyes—and sized no more than an inch or so in diameter, but typically less. Each individual unit of the creature houses a brain with a limited, autonomous intelligence, but together, the swarm acts as a large, telepathic neural network—each node of which is a brain itself—with an emergent mind capable of highly advanced reasoning and learning but also indecipherable and unpredictable behaviors that seem to focus on inventive, extreme, and unusual cruelties with which to torture other forms of sentient, organic life.

The 'voice' of a zyoselak is a telepathic cacophony of confusing and chaotic contributions of opinion, the most prevalent of which tend to be the most discernibly coherent amongst the noise, but there is not always a prevailing view. In this case, the creature might communicate in a number of parallel voices, each of which conveys a stream of distinct, perhaps contradictory, information. A conversation with a zyoselak can therefore be an extremely difficult endeavour, not to mention the fact that the range of its telepathy is limited to the area within its swarm and so communication is often accompanied by physical and mental assault by the creature which fails to appreciate or care for the objections that other beings have to this behavior.

As well as contributing its petty and selfish votes within the distributed decision-making apparatus that drives a zyoselak's aberrant conduct, and performing one or more functions for the collective—perceiving with its alien equivalent of an eye, ear, nose or tongue, perhaps; breaking down flesh and bone with protrusions like teeth, knives, saws, or pincers; reconstructing, reconstituting, or birthing individual units from the remains of those destroyed and other assimilated organic matter—each entity in the swarm is also capable of excreting an acidic, paralytic jelly that it telekinetically manipulates for both defensive and offensive purposes. Although it slows the psionic flight of the zyoselak, this gelatinous bubble shields the swarm from physical and electrical attacks while providing a vehicle with which to engulf and entrap creatures, or attack them with powerful, paralyzing slams.

Ecology

Zyoselaks are an extremely rare and advanced type of alien life that evolved on a distant world in response to a set of unique, environmental pressures that forced them to form collective gestalts and which were subsequently infused with mythic power through prolonged exposure to the body and aura of a god-like ooze that still lies inert in the crushing, freezing depths of an acidic ocean. The supragenius intellects that eventually resulted, which manifested preternatural forms of telepathy and telekinesis, coincided with an utter negation of morality and empathy for other living things.

A zyoselak that manages to acquire a steady supply of flesh, blood, and bone that it can consume over several weeks or months without having to move much or repair itself can replicate until it is a Huge swarm. Soon after reaching Huge size, a zyoselak splits into two Large zyoselaks.

Habitat & Society

Zyoselaks are at once solitary and highly social

creatures. They are solitary in the sense that an individual zyoselak tends not to associate with other zyoselaks except on rare occasions when they have a, typically inscrutable, common purpose. But zyoselaks have no community or culture to speak of, and as autophages and cannibals, are as likely to attack each other as they are other creatures.

They are social in the sense that each zyoselak is a collective intelligence with a continuous, internal array of discussions that range from the trivial to the deeply philosophical—a fact that makes their apparently universal rejection of morality all the more chilling—and whose behavior is regulated by its constituent entities through a type of proportional representation electoral system.

Rare even on their homeworld, zyoselaks are virtually unknown elsewhere. Still, powerful conjurations can and have opened interplanar portals and interplanetary gates that have enabled them to cross into other realms where they prefer to lurk deep beneath the surface, devastating endemic ecologies while randomly roaming through absymal caverns and sunken seas.



APPENDIX 1: ADDITIONAL RULES

The following additional rules may be of use in expanding your *Starfinder Roleplaying Game* campaign, either by expanding existing rules or introducing new rules options.

Aetherite

Aetherite is a supernatural mineral forged from the destruction of ancient ley lines during the Collapse in the Aethera System. Naturally occurring or “raw,” aetherite appears as growths of brightly phosphorescent blue crystals that shed light as a torch. Aetherite in its natural form has the following qualities.

Morphic qualities: When exposed to at least 1 point of electricity damage or 30 points of fire damage from a single attack, aetherite sublimates into a cloud of highly-charged plasma. Each point of electricity damage (or every 30 points of fire damage) is enough to transform 1 cubic foot of aetherite into 5 cubic feet of aetheric plasma. This plasma cloud sheds light like a torch and persists for 1 round per cubic foot of space. Any creature caught in the cloud or that enters the cloud must succeed at a DC 15 Reflex save or take 6d6 points of damage per round that is half fire and half electricity damage. Creatures adjacent to the plasma cloud are exposed to moderate aetherite radiation, while those inside the cloud are exposed to high aetherite radiation (see below). This cloud affects incorporeal creatures as if it were a force effect. At the end of the plasma cloud’s duration, it rains down into a cobalt-colored liquid slurry traced with veins of vibrant azure that fills a volume equal to half the total size of the solid aetherite that sublimated. Liquid aetherite slurry sheds light like a candle and is no longer radioactive but is highly toxic.

LIQUID AETHERITE

Type poison, contact, ingested, injury; **Save** Fortitude DC 17

Track Constitution and Charisma; **Frequency** 1/round for 6 rounds

Cure 2 saves.

After exposure to 1 point of cold damage (or 1 hour at normal temperature), the slurry hardens back into loose aetherite crystals that weigh half

as much as they did before sublimation. These crystals are no longer radioactive and are worth twice the market value of raw aetherite. Aetherite slurry remains in liquid form if kept at a temperature of 70 degrees or higher.

Radioactive: Unrefined aetherite emits a dangerous form of radiation that can potentially strip the soul from a living creature. Small amounts of unrefined aetherite emit low radiation that only affects creatures holding or carrying it. However, in larger quantities aetherite radiation has a wider area. For every 5-foot space occupied by raw aetherite, there is a cumulative 10-foot radius of low radiation. Aetheric radiation is blocked by a thin sheet of lead, and raw aetherite is commonly transported in special sealed, lead-lined containers for safety purposes.

Like standard radiation, as described in the *Starfinder Roleplaying Game Core Rulebook*, aetherite radiation is an emanation poison, affecting creatures exposed within its area, with the intensity of radiation increasing the closer a creature gets to its source. Aetherite radiation lists the maximum level in an area nearest the source, with its strength reduced by one level for each increment of distance away from the source. For example, a high-radiation source with a radius of 10 feet affects creatures as medium radiation from 10 to 20 feet away, and low radiation at 20 to 30 feet, and is not harmful beyond that radius.

Remove radioactivity ends aetherite radiation effects and cures aetherite sickness but **remove affliction** does not.

Creatures killed by aetherite radiation or aetherite sickness have a 50% chance to rise as a corporeal undead with the [aetherwarped template](#). Creatures that become dissociated or comatose from aetherite sickness cannot save against possession effects, such as a ghost’s malevolence ability.

RADIATION LEVEL	
Radiation	Fortitude DC
Low	13
Medium	17
High	22
Severe	30

AETHERITE RADIATION

Type poison, emanation (see above); **Save** Fortitude (below)

Track Constitution; **Frequency** 1/round

Effect At each state of impaired and beyond, the victim must succeed at a DC 18 Fortitude saving throw or contract the aetherite sickness disease (see below).

Cure none

AETHERITE SICKNESS

Type disease; **Save** Fortitude (same DC as the level of radiation that caused the radiation sickness)

Track mental; **Frequency** 1/day

Effect Aetherite sickness isn't contagious.

Cure 3 consecutive saves

Cure 2 saves.

Raw aetherite in its solid form has a hardness of 5 and 10 hp per inch of thickness, takes double damage from bludgeoning attacks, and takes no damage from force effects.

Aetherite, depleted: Depleted aetherite is specially refined aetherite that has been alchemically tailored to be as hard as steel, and lacks the ability to act as a capacitor for aetheric energy. Weapons forged from depleted aetherite count as magic weapons for the purpose of bypassing damage reduction. Also, adding any magical enhancements to a depleted aetherite weapon costs 10% less than normal. This decrease is applied the first time the item is enhanced, not once per ability added. Weapons, armor and tools forged from refined aetherite are considered masterwork and weapons count as magic for overcoming damage reduction.

Depleted aetherite has a hardness of 10 and 20 hp per inch of thickness.

Aetherite, refined: Refined aetherite comes from raw aetherite that has been exposed to aetherite's morphic states thousands of times in an industrial aetherite refinery. The process requires the aetherite to be compressed and compounded with new aetheric crystals created from the same procedure and exposed to a continuous electrical current. Refined aetherite is of an extremely high quality and is used in all aethertech devices, including aetheric

capacitors. Refined aetherite no longer sublimates and is locked in its crystalline state. Instead, when exposed to heat or electricity the crystal releases stored aetheric energy and can even be recharged to contain new energy when combined with the proper equipment. Refined aetherite is neither radioactive nor toxic and sheds light like a candle when charged with units of aetheric energy.

Refined aetherite has 30 hit points per inch of thickness and has hardness 10.

Vacuum

Creatures exposed to a vacuum cannot breathe and immediately begin to suffocate. The *Starfinder Roleplaying Game Core Rulebook* contains basic rules for vacuum and decompression, but the rules below offer optional expansions to those rules, which might be especially useful if running a campaign in a lower technology area or involving creatures unused to navigating the vacuum of space or an airless planetoid.

Slow Suffocation: A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate. Small characters consume half as much air as Medium characters. If the sealed chamber, such as a spacecraft or habitat module of a damaged moon base, you must determine the speed at which air is escaping, decreasing how long characters can survive by a proportional amount.

Spellcasting in a Vacuum: Vacuum presents particular difficulties to spellcasters that need to breathe, requiring a successful concentration check (DC 15 + spell level) to avoid losing the spell. In addition, a spellcaster using verbal components cannot hold their breath to avoid suffocation and must use the breath they were holding to cast the spell. Casting a spell as a standard action reduces the caster's remaining breath to 0 rounds, while casting a spell as a swift action leaves her with 1d6 rounds of breath remaining. Spells with casting time of 1 round or longer cannot be cast in a vacuum by a caster that needs to breathe.

Creatures that do not need to breathe need not make this check and do not expend additional breath by casting spells, though taking any standard or full-round action consumes 1 additional round of breath as normal.

Fire Effects: Spells that create fire are especially difficult to use in a vacuum, requiring a separate concentration check (DC 20 + spell level) to successfully cast, creating a momentary surge of heat that lasts long enough to deal damage and otherwise create effects with an instantaneous duration but then dissipates. Even then, such effects are weakened and grant a +2 circumstance bonus on saving throws. Supernatural fire effects are ineffective in a vacuum unless the character creating them succeeds on a DC 20 level check. Specific abilities may obviate this requirement, and creatures native to space (such as outer dragons) may use supernatural fire effects without difficulty at the GM's discretion.

Gases: Gases, vapors, mist, and the like dissipate quickly in a vacuum, with their duration reduced by one step in the following order: 1 hour/level, 10 minutes/level, 1 minute/level, 1 round/level. Effects that normally persist for only 1 round/level have their duration reduced by 50%.

Preparing Spells in Space: Lacking common reference points for timekeeping such as an ordinary passage of day and night, spellcasters in space (especially if not native to an extraterrestrial environment) may have trouble timing their preparation of spells. You may allow PCs to prepare spells without difficulty, but if you wish to enforce a period of learning how to study the rhythms of space you may require some form of magical or mechanical timekeeping device.

Sonic Effects: Sonic effects are equally as difficult to use in a vacuum as fire effects, as described above, creating at best an instantaneous burst of energy that deals damage and then dissipates. In addition, because a vacuum does not conduct sound, any effect that must be heard is ineffective, such as a siren's song or many bardic performances. Speech cannot be heard in a vacuum, so language-dependent effects useless without an alternate means of communication, such as telepathy or magical or mechanical communications gear.

New Spells

GRAVITY SPHERE

School transmutation; **Level** mystic 4, technomancer 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect 30-ft.-radius sphere of altered gravity

Duration 1 round/level (D)

Saving Throw none (see text); **Spell Resistance** no

You affect the local gravity field in a 30-foot-radius sphere around the spell's designated point of origin. Creatures in the affected area can be weighed down by high gravity, lightened by low gravity, or left to float in an area with no gravity, depending on the effect you choose for your gravity sphere.

Creatures that fall within the area of a *gravity sphere* spell take more damage from the fall if the gravity within is higher and less damage if the gravity within is lower. However, if the creature falls through a *gravity sphere* and continues to fall in a non-affected area, the rest of the fall damage is calculated normally. For instance, if a creature falls through 20 feet of a low-gravity sphere and an additional 30 feet outside the sphere, it would take 1d6 points of damage for the 20 feet of low gravity plus 3d6 points of damage as normal for the 30 feet outside the sphere (for a total of 4d6 points of damage).

This spell doesn't counteract or negate the effects of other spells that affect gravity; both effects occur simultaneously. For instance, a no-gravity *gravity sphere* spell cast within the area of a *reverse gravity sphere* spell would simply mean that creatures float about until the *gravity sphere*'s duration expires or they exit the *gravity sphere*, at which point they return to the top of the *reverse gravity* effect's area. If both gravity-altering magical effects could not feasibly take place simultaneously (at the GM's discretion), the *gravity sphere* spell supersedes the previous effect (if it's higher-level than the previous effect) or simply fails (if it's lower-level).

GRAVITY WELL

School transmutation; **Level** mystic 3, technomancer 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 round/level (D)

Saving Throw Fort negates; **Spell Resistance** no

You bring into being a localized region of increased gravity that crushes a creature to the ground.

Affected targets weigh twice as much as normal, can move only at half speed, jump only half as far as normal, and can lift and carry only half as much as normal. Any flying target has its maneuverability worsened by two steps (from good to poor, for example; minimum clumsy) and plummets to the ground unless it succeeds at a DC 25 Fly check to remain in the air.

A creature targeted by gravity well behaves normally in the area of a *reverse gravity* spell.

MAGNETIC FIELD

School abjuration; **Level** mystic 3, technomancer 3

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area 30-ft.-radius emanation

Duration 1 round/2 levels (D)

Saving Throw Reflex negates (object; see text);

Spell Resistance yes (object)

You create a spherical magnetic field that surrounds you to a range of 30 feet and follows you for the duration of the spell.

Unattended metal objects in range—including weapons, armor, and anything made primarily out of metal—are pulled violently toward you, stopping just short of your space and falling harmlessly to the ground. This also applies to kinetic projectiles made of metal. Objects secured to a nonmetallic fixture remain where they are unless a forceful tug would be enough to detach them. Loose objects weighing more than 100 pounds are not affected. If the magnetic field would cause a dangerous metal object to intersect a square occupied by a creature, that creature must succeed at a Reflex save or take damage as if from an improvised weapon of the object's size (or smaller or larger, at the GM's discretion).

New Universal Monster Rules

The following new universal monster rules are introduced in this book.

Starflight (Su) The creature can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system takes 3d20 hours, while a trip beyond takes 3d20 days, provided the creature knows the way to its destination.

Format: starflight; *Location:* Other Abilities.

Split (Ex) The creature splits into two identical copies of itself if subject to certain attacks or effects. Each copy has half the original's current hit points (rounded down). A creature reduced below the listed hit points cannot be further split and can be killed normally.

Format: split (piercing and slashing, 10 hp); *Location:* Defensive Abilities.

Winding (Ex) Clockwork creations, must be wound up before they animate. The creator of a clockwork crafts a unique key for each creation. This key is typically inserted into the clockwork's back and turned clockwise to wind it. Turning the key counterclockwise has the effect of winding the machine down, though only a willing (or completely helpless) machine will allow itself to be unwound in this way, meaning either its creator or someone its creator has specifically designated can normally do so. Since each key is totally unique, construction of a new key (or bypassing a key entirely) requires a successful Engineering check (DC = 20 + the clockwork's CR).

Format: Winding (Ex); *Location:* Other Abilities.

APPENDIX 2: CREATURES OF THE AETHERA SYSTEM

From the inscrutable consciousness of elementals to the depredations of the taur menace, the Aethera Campaign Setting is filled with diverse and unusual creatures. One of the immediate differences in this setting is a shift in focus on which monsters are given the spotlight and which ones either fall to the wayside or are simply not known to exist. These changes are primarily thematic; by removing a fantasy staple it shifts the narrative from traditional storytelling tropes, giving the opportunity for unusual or uncommon monsters to fill their role.

The monsters discussed below are popular and widely-used across *Pathfinder Roleplaying Game* table but feature differently—or not at all—in the *Aethera Campaign Setting*.

Dragons

Dragons serve a pivotal role in nearly every fantasy story. However, true dragons are unknown in the Aethera Campaign Setting, having no discernable impact on the past or present of the setting. These majestic and powerful creatures may have existed in the distant past prior to the Collapse, but now dragon-kind is purely represented by lesser members of their species, such as drakes and linnorm. Any true dragon encountered in the Aethera System is a traveler from another plane or Prime Material world and should be a unique and monumental encounter.

Constructs

Constructs are everywhere in the Aethera System, most notably in the presence of aethershops. These vessels are treated as constructs much in the way an animated object is, though with more complex options for their use. The ***Aethera Campaign Setting*** hardback has more rules on how aethershops function and sample aethershops.

Fey

While fey are present across the Aethera System, most are not native to the Material, but rather hail from the time-wracked shores of the Evermorn. When using fey, consider applying the extraplanar subtype to represent this difference.

Minotaur

The standard minotaur found in the *Pathfinder Roleplaying Game Bestiary* are not present in the Aethera System. The dreaded taur—distant and more intelligent cousins of minotaur—are the system's first encounter with such creatures.

Outsiders

With access to the Outer Planes cut off, most outsiders common to fantasy games (angels, demons, devils, and their ilk) are virtually unknown in the Aethera System. Worse yet, outsiders from the Outer Planes can become trapped on the Material and warped by their severance, gaining the [Living Idol template](#). The one exception to this classification are aeons (first introduced in *Pathfinder Roleplaying Game Bestiary* 2). Aeons in the Aethera Campaign Setting are treated as natives of the transitive planes (the Ethereal, Shadow, and Evermorn) and cannot gain the Living Idol template. These enigmatic creatures are commonly encountered through the setting as both allies and enemies.

Without access to *plane shift*, many outsiders do not risk coming to the Aethera System, though some, such as elementals find their way through fissures between the planes. The more intelligent kin of the elementals, genies, marid, efreet, etc., tend to view the Aethera System with a wary eye and remain distant. Few, if any, pay this treacherous region of the Material much heed.

Outsiders from other planes such as kyttons, manasaputra^{B5}, and sahkil^{B5} have a more pronounced presence in the setting due to many of their common enemies having a diminished—or entirely absent—presence.

Kyttons of Aethera

The Aethera System is poisoned. In the dark reflections of the planets, a nightmare collective toils in secret, forging endless horrors in a realm of darkness a hair's breadth away from unsuspecting civilizations. These architects of atrocity act in service to an ideal beyond mortal comprehension—the priests and prophets of the great Machine.

The Choir of the Machine

The kytons of Aethera—from the lowest terpsikhore to the mythic Prime Conductors—are the voices of something greater. The kytons' labor slowly transforms the Aethera System, bringing it closer to the perfection of the Machine.

All kytons know their part in this effort and work fanatically to accomplish their goals: ceres cross into the Material Plane to drag victims back to their masters; interlocutors work at all hours on captives, assembling new kytons; sacristans stalk Silent Cathedrals on patrol for intruders; and khloris labor in dreadful factories, manufacturing toxic chemical weapons and deadly clockwork soldiers. No price is too high, no deed too cruel, and no pain unendurable in service.

The kyton of the Aethera System are known, collectively, as the Choir of the Machine. The Choir is part mystery cult and part industrial death-spiral. The kytons' mechanical creations are needlessly complex, with redundant processes and vestigial components, while their acts of devotion to the Machine are amoral and cruel enough to sicken the most jaded sadist. The exact nature of the Machine itself is maddeningly vague, comprehensible only to its Choir; certainly, the kytons are eager to warp

mortal minds until they make sense of it, by which time most are willing to undergo the traumatic conversion into kytons themselves.

Kyton Dungeons

The kytons of the Choir craft lairs that match their twisted aesthetic: rooms filled with chain-driven sawblades or pistons, awaiting a kyton's command to crush and cut; bottomless abysses with only dangling chains to clamber upon; and great Machine-altars deifying industry without product or achievement. This is not to say that functionality is ignored—the most brilliant kytons create seemingly meaningless chambers as components of greater devices, or dungeons that secretly rearrange themselves around intruders according to some unknowable pattern.

Mortals challenging kytons in their territory will be fighting the environment as much as the kytons themselves. Some kytons build complex machines run solely by chain-power, then use their command over the chains to drive their creations; in this way a lone kyton working behind the scenes can make intruders fight through an entire dungeon of deathtraps without catching a single glimpse of their tormentor.

KNOWLEDGE OF KYTONS

The Choir has gone to obsessive lengths to keep their existence shrouded in mystery and secrecy. The DC of Intelligence checks or skill checks to learn about kytons and their abilities is increased by 10 and a result of 25 is necessary to even know of the existence of kytons and general information about the kyton subtype. Even then, players should find the validity of their information challenged with every new horror the kytons birth.

KYTONS FROM OTHER SOURCES

The kytons of Aethera have qualities above and beyond the normal kyton subtype. Any kytons from other sources gain the following qualities:

- Immunity to pain effects.
- The see in darkness universal monster ability.
- Any kyton with the ability to cast *plane shift* as a spell-like ability instead can cast *shadow walk* instead.
- In addition, kytons are notorious for experimenting with their own designs; the Choir, particularly so. GMs are encouraged to customize these statblocks by adding new abilities or switching things up. Change a kyton's type of damage reduction or regeneration, add limbs, give them classic kyton abilities (such as dancing chains) or all-new powers; battle with kytons should never seem safe or predictable.

The Prime Conductors

In each world's Shadow dwells a twisted tyrant. The Prime Conductors are unique and potent kytons; their orders are unquestioningly obeyed, and each commands innumerable kytons in service to their depraved agenda. While each has its own methods, this should not be mistaken for fractiousness or self-serving machination—the Prime Conductors cooperate without fail in service to the greater ideals of the Machine.

Common Creatures

The *Starfinder Roleplaying Game* offers a growing list of creatures to populate interstellar space. Below is a list of each planet in the Aethera System and coinciding entries in the *Starfinder Roleplaying Game Alien Archive*. This is not a complete list of creatures but should help you build your own encounters. As noted above, some creatures are simply uncommon or unknown in the Aethera setting, such as traditional dragons and the minotaur-like nuars, as well as most humanoid races not native to the Aethera system, though a number are listed below if you wish to incorporate small colonies of such creatures in your campaign. If a creature isn't listed under a specific planet, it doesn't mean that they can't appear there, just that they are more likely to be considered rare or unique on that world.

Starfinder Roleplaying Game Alien Archive

Aethera: AHAV, anacite, gray, reptoid, security robot, space goblin, undead minion, verthani

Ashra: fire elemental, scavenger slime

Akasaat: apari, chest-eater, draelik, earth elemental, ikeshti, shobhad

Kir-Sharaat: contemplative, deh-nolo, formian, frujai, hesper, ksarik, mountain eel, skittermander

Amrita: bryrvath, ellicoth, necrovite, orocoran, surnoch, symbiend, undead minion

Seraos: air elemental, barathu, electrovore, haan, hallajin, maraquoi, sarcesian, urog

Orbis-Aurea: assembly ooze, bloodbrother, caypin, kalo, kyokor, ryphorian, sharpwing, water elemental, witchwyrd, wrikreechee

The Gulf: asteray, marooned one, nihili, novaspawn, oma, space goblin, the swarm, void hag

In addition, *Pathfinder Roleplaying Game* offers hundreds of creatures across its Bestiary line, some of which are already contained in this book, but many which are not can be adapted for use with a *Starfinder Roleplaying Game* campaign. Below is a list of each planet in the Aethera System and coinciding Bestiary entries. This is not a complete list of creatures but should help you build your own encounters. If a creature isn't listed under a specific planet, it doesn't mean that they can't appear there, just that they are more likely to be considered rare or unique on that world.

Pathfinder Roleplaying Game Bestiary

Aethera: animated object, ghost, spectre

Akasaat: ankheg, behir, bulette, chimera, cockatrice, cyclops, devourer, dust mephit, earth elemental, fire beetle, gargoyle, gorgon, harpy, lizardfolk, manticore, ogre, roc, purple worm, wyvern

Amrita: gray ooze, mimic, russet mold, will-o-wisp

Ashra: fire elemental, salamander

Kir-Sharaat: basilisk, ettercap, giant mantis, girallon, hydra, nymph, ochre jelly, phase spider, satyr, treant, will-o-wisp, yellow musk creeper

Seraos: air elemental, air mephit, ice mephit, invisible stalker

Orbis-Aurea: black pudding, cave fisher, choker, cloaker, crag linnorm, ettin, frost giant, giant squid, gibbering mouter, ice mephit, kraken, ice linnorm, morlock, neothelid, purple worm, sea serpent, tarn linnorm, troll, water elemental

The Gulf: ghost, shadow, spectre, wraith

Pathfinder Roleplaying Game Bestiary 2

Aethera: banshee

Akasaat: aurumvorax, brimstone ooze, crystalline ooze, dust digger, flame drake, krenshar, magma ooze, oread, poisonous ooze, pugwampi gremlin, sandman, thunderbird, totenmaske, vexgit gremlin, yrthak

Ashra: ifrit, rast

Kir-Sharaat: amphisbaena, brownie, bunyip, forlarren, giant dragonfly, giant tick, hangman tree, korred, quickwood, quickling, tentamort, twigjack, vampiric mist, witchfire, xtabay

Amrita: akata, attic whisperer, banshee, carnivorous blob, faceless stalker

Seraos: belker, lightning elemental, mihstu, mu spore, scylla, sylph

Orbis-Aurea: achaierai, charybdis, destrachan, draugr, frost drake, frost worm, giant jellyfish, grick, gug, ice elemental, ice troll, jinkin gremlin, kelpie, moonflower, nereid, nuglub gremlin, phycomid, reefclaw, rock troll, sea drake, shantak, taiga giant, undine, water orm, wendigo, winterwight

The Gulf: akata, banshee, sceeduinar, wendigo

Pathfinder Roleplaying Game Bestiary 3

Aethera: plasma ooze, shinigami, unfettered eidolon

Amrita: allip, brain ooze, yuki-onna

Ashra: plasma ooze

Akasaat: ant lion, ash giant, axe beak, desert drake, festrog, girtablilu, hungry fog, jackalwere, kamadan, pale stranger, ratfolk, rift drake

Orbis-Aurea: adlet, cairn linnorm, cave giant, cold rider, fjord linnorm, jotund troll, megafauna, moon beast, myceloid, sargassum fiend, siyokoy, thunder behemoth, tor linnorm, voonith, yuki-onna,

Kir-Sharaat: alraune, atomie, bandersnatch, bogeyman, carbuncle, cerebric fungus, deathweb, fungus leshy, gourd leshy, garden ooze, hodag, leaf leshy, sabosan, sprite, wolf in sheep's clothing, zoog

Seraos: hungry fog, tempest behemoth

The Gulf: allip, plasma ooze, tzitzimitl

Pathfinder Roleplaying Game Bestiary 4

Aethera: ectoplasmic creature

Akasaat: almiraj, gearghost, mummified creature, lava drake, pard, peluda, rukh, shadow drake, shard shriezyx, slag, spire drake, tuatara, warsworn, xenopterid, yaoguai

Amrita: shadow creature

Kir-Sharaat: alpluchra, barometz, irminsul, jinmenju, lampad, leaf ray, leanansidhe, living topiary, lorelei, mindslaver mold, pipefox, tooth fairy

Orbis-Aurea: bakekujira, ijiraaq, mist drake, ocean giant, oceanid, river giant

Seraos: brethedan, flying polyp, geist, mi-go, oma, warsworn

The Gulf: colour out of space, lunarma, oma, warsworn

Pathfinder Roleplaying Game Bestiary 5

Aethera: aether elemental, aether wysp, ether drake, maharishi manasaputra, manu manasaputra, rishi manasaputra, solar pitri manasaputra, thought eater, turul, twilight pitri manasaputra,

Ashra: fire veela, fire wysp

Akasaat: ahkhat, ahoool, amphipthere, apallie, brain mole, cherufe, delgeth, earth veela, earth wysp, eclipse giant, fext, gegenees, gunpowder ooze, hobkins gremlin, karkadaan, kurobozu, living mirage, mummy lord, mutant, plankta, pyrausta, roiling oil, shadow collector, shasalqu, su, sun giant, vilderavn, wakandagi

Kir-Sharaat: assassin bug, blightspawn, corpse lotus, fastachee, flytrap leshy, glaistig, griefgall, jungle drake, kawaakago, leechroot, liminal sprite, lotus leshy, lotus tree, nulmind, nuno gremlin, psychepore, trench mist, tsaalgrend

Amrita: cytillipede, etiainen, mutant, psychemental, saxra, somalcygot

Seraos: aerial servant, air veela, air wysp, anemos, gray goo, papinijuwari, storm hag, trench mist

Orbis-Aurea: ahkhat, amarok, bagiennik, bishagatsuku, cameroceras, cetus, cuero, deep merfolk echeneis, firbolg, hag eye ooze, house spirits, isonade, kikimora, mngwa, moon giant, nemhain, ningen, skinwalker, stormghost, tiyanak, ursikka, ved, water veela, vukodlak, wolliped, water wysp

The Gulf: bone ship, caller in darkness, duppy, hundun, rhu-chalik, yangethe

Subtypes

All subtypes described in the Pathfinder Roleplaying Game Bestiary and subsequent volumes apply to creatures in the Alien Bestiary (Starfinder), as well as the mythic subtype for creatures that make use of the mythic rules found in Pathfinder Roleplaying Game Mythic Adventures. In addition, a number of new subtypes are unique to the Aethera System, though of course they can be easily incorporated to any space or sci-fi setting.

Aether Subtype: This subtype is usually used for outsiders with a connection to the element of aether. It is also applied to creatures with an intrinsic bond to aetherite.

Azaka Subtype: Azaka are a race of evil insectile aberrations who feed on aetherite. Azaka possess the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 ft.
- *Disruptive Aura (Ex)* Aethertech activated within 30 ft. of an azaka has a 10% chance to consume charges but not function. This percentage increases based on the size of the azaka's hive, as determined by the table below. A successful Will saving throw by attended aethertech negates this effect. Unattended aethertech does not get a save versus this effect. Additionally, creatures with the aether subtype in the aura take a -1 penalty to attack rolls and skill checks. This penalty increases as with the size of an azaka's hive mind (see the azaka bestiary entry.) The save DC for this ability is Charisma-based.
- *Hive Mind (Ex)* All azaka within 1 mile of an azaka thought-seeker form a single hive mind. Individual azaka in a hive can be further than 1 mile from one another so long as other thought-seekers form a link between them with no gaps greater than 1 mile. Members of a hive-mind share their awareness and senses freely and cannot be caught flat-footed or flanked. Any azaka in a hive mind treats their effective Intelligence score as equal to the minimum intelligence offered by the hive mind, unless their own intelligence score is greater. An azaka hive mind manifests special psychic powers, as described in the azaka bestiary entry.
- Immunity to aetherite poisoning and all mind-affecting effects.

Erahthi Subtype: This subtype is applied to erahthi and creatures related to erahthi.

Okanta Subtype: This subtype is applied to okanta and creatures related to okanta.

Phalanx Subtype: A creature with the phalanx subtype is a living, biomechanical construct. Phalanx have the following traits unless otherwise noted.

- Unlike other constructs, a phalanx has a Constitution score. A phalanx does not gain bonus hit points by size but gains (or loses) bonus hit points through a Constitution bonus (or penalty) as with other living creatures.
- Unlike other constructs, a phalanx only possesses the following immunities: disease, exhaustion, fatigue, poison, and sleep effects.
- A phalanx heals damage naturally, like a living creature, but can neither be healed by positive nor harmed by negative energy, nor is a phalanx susceptible to negative levels. Phalanx can be repaired by spells such as make whole and can be treated for damage with the Engineering skill as though they were subjected to a Heal check.
- A phalanx reduced to 0 hit points falls unconscious but only loses 1 Resolve Point (RP) every two rounds until they are stabilized. When a phalanx's Resolve Points reach 0 and it would lose additional Resolve Points for any reason, it dies.
- Phalanx can be raised or resurrected, but only if subjected to the effect within 1 hour per Hit Die possessed, regardless of the normal nature of the spell or effect.
- Phalanx cannot become undead creatures.
- Phalanx do not need to eat, sleep, or breathe, but can still benefit from the effects of consumable spells and magic items such as spell ampules or potions.
- Phalanx do not need to sleep but must rest for 8 hours before preparing spells.

Plant Symbiont Subtype: This subtype is applied to plant creatures. Plant symbionts are a unique form of plant-life created by the erahthi, possessing the ability to bond to a host organism. Plant symbionts have the following traits.

- Plant symbionts gain DR/slashing equal to their Hit Dice.
- Like vermin, plant symbionts possess no Intelligence score and gain an immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- *Bond (Ex):* As a full-round action a plant symbiont may bond with an adjacent, medium-sized host creature, at the prospective host's

command, occupying the item slot listed in its entry. Plant symbionts cannot bond if the intended item slot is already equipped with a magic item. While bonded, the plant symbiont cannot perform any of its own actions and may not use any extraordinary, spell-like, or supernatural abilities it possesses. A symbiont retains its damage reduction and regeneration while bonded to a host. When bonded, the plant symbiont can be attacked normally using its host's EAC or KAC and the symbiont's hit points. A symbiont reduced to 0 hit points immediately detaches from its host and ceases providing any host abilities. A symbiont's host creature can will the plant symbiont to detach itself as a full-round action and it appears in an empty square adjacent to the host. A host may have a maximum of 1 symbiont per point of Constitution bonus (minimum 1).

- *Host Abilities (Ex)*: Each plant symbiont grants its bonded host one or more special abilities as described in its entry.
- *Mind Link (Su)*: When a plant symbiont bonds with a host creature, it immediately establishes an empathic mental link with the creature. A plant symbiont can be taught tricks through this mental link by a host with ranks in the Survival (Symbiont Handling) skill unlock, which is described in the ***Alien Codex*** as well as the ***Aethera Campaign Setting***.
- *Symbiont Healing (Ex)*: Plant symbionts heal a number of hit points per day equal to twice their Hit Dice.

Zahajin Subtype: This subtype is applied to zahajin and creatures related to zahajin.

APPENDIX 3: GREAT OLD ONE CULTS

The Great Old Ones and the Outer Gods beyond them are worshiped by strange apocalyptic cults, madmen, and twisted alien races, such as deep ones and byakhee. Many members of such cults believe their eldritch patrons gift them with unspeakable secrets and impossible knowledge through the study of ancient data records, dusty relics stolen from the ruins of a thousand worlds, and especially through the gift of dreams. They have revived ancient practices of dream and nightmare magic long abandoned in technological societies.

The following provide examples of cults of the Great Old Ones for Cthulhu and Hastur, the two Great Old Ones presented in this volume. If you choose to develop additional Great Old Ones or have the Outer Gods play an active role in your campaign, you can develop similar cults for each of them according to their particular areas of influence.

Cthulhu's Cult

Although Cthulhu is imprisoned on a far-flung world, his dreams span the gulfs of existence and are capable of touching upon the sleeping minds of sensitive or artistic souls, inspiring them with insane visions and driving the creation of all manner of eldritch artistry. In such ways, his cult spreads like a night-borne virus of the dreaming mind across all worlds on which sapient life dwells. Cthulhu is worshiped by various aquatic races and folk who dwell along coasts, but also among certain decadent or fringe societies of artists, poets, and philosophers. When they form, his cults are secretive and careful to hide their allegiance to the Great Old One, meeting only in desolate and otherwise abandoned locales hidden from society's notice. Central among his cult's beliefs is the prophecy that one day, the stars will be right and Great Cthulhu shall rise from his corpse-city to usher in the end times, wiping clean all worlds to make them ready for his kind. The cultists believe they might be spared this fate through proper obeisance and fealty, when in truth Cthulhu is unlikely to notice the difference between those who worship him and anyone else.

Cthulhu's cult is associated with cataclysms, dreams, and the stars, and his sacred symbol is a complex rune surrounding an open eye. Cthulhu's temples are monolithic structures of a stark and cyclopean architectural style, but most of his faithful lack the resources to build such temples

and instead make do with what they can, hiding away personal shrines in underground chambers or in shacks or glades in the remote wilderness.

Hastur's Cult

Hastur's cult is primarily composed of decadent nobles, playwrights, and aristocrats who have grown bored with life and have sought out increasingly deviant, bizarre, and self-destructive methods of achieving gratification in life. His temples are opulent and excessive—opera houses, manors, and the like that contain hidden chambers for pastimes best indulged in secret. His cultists are particularly eager to bring innocents into their fold, exposing them to the Yellow Sign so that their bodies and minds can serve as portals through which the King in Yellow may walk the world.

Hastur's cult is associated with decadence, disorder, and nihilism, and its symbol is the Yellow Sign. The least varieties of these symbols are non-magical—and somewhat inaccurate—representations of the sigil, though the more powerful cults possess methods by which they can craft fully functional Yellow Signs. Unlike those created by Hastur, a cult-created Yellow Sign can be resisted with a successful DC 23 Will save.

New Spells

The following spells are commonly taught among cultists of the Great Old Ones but also can be found among other mystics who study the old ways of magic.

DREAM

School illusion; **Level** mystic 3

Casting Time 1 minute

Range unlimited

Target one living creature touched

Duration see text

Saving Throw none; **Spell Resistance** Yes

You, or a messenger you touch, send a message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The

recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that takes damage during the trance comes awake, ending the spell.

Creatures who don't sleep or don't dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance.

NIGHTMARE

School illusion; **Level** mystic 4

Casting Time 10 minutes

Range unlimited

Target one living creature

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** Yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare prevents the subject from regaining any resolve points leaves them shaken for 8 hours and fatigued upon awakening. Additional attempts to regain resolve points in the next 24 hours automatically fail. A successful Will save negates hit point damage and permits the target to regain their resolve points, but they are still shaken for 1 hour and fatigued upon awakening.

The difficulty of the save depends on your knowledge the subject and the physical connection (if any) you have to that creature.

Remove affliction cast on the subject while you are casting the spell dispels the nightmare and causes you to be stunned for 10 minutes per caster level of the *remove affliction*. *Psychic surgery*

KNOWLEDGE

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

*You must have some sort of connection to a creature of which you have no knowledge.

CONNECTION

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

cast upon a target who failed their saving throw restores their ability to regain resolve points within the 24-hour period, although an additional 8 hours of rest is required.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you take damage during the trance, the spells fails as per normal.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. Alternatively, you may create a nightmare that lurks within the Dimension of Dreams and waits for the target to fall asleep on your behalf. This eliminates the need for you to enter a trance. You must spend 1 Resolve Point for every 12 hours that the nightmare waits for the target. You may spend a maximum of 4 Resolve Points (for 48 hours) and you must decide how many to spend when the spell is cast. These points may be regained normally, but you do not receive them back if there are unused 12-hour blocks of time, or if the target dies or otherwise never falls asleep.

Creatures who don't sleep or dream are immune to this spell.

APPENDIX 4: TRAPS

ACID DART TRAP

CR 1

XP 300

Type mechanical; **Perception** DC 20; **Disable** Engineering DC 18

EFFECTS

Trigger touch; **Reset** none

Effect +10 ranged attack (3d6 A & P)

CONCUSSION MINE

CR 2

XP 600

Type mechanical; **Perception** DC 21; **Disable** Engineering DC 21

EFFECTS

Trigger location; **Reset** none

Effect 4d4+8 sonic damage plus deafness for 1 minute (Fort DC 21 negates the deafness) in a 5-foot square plus 12 sonic splash damage in adjacent squares (Reflex DC 21 for half).

POISON GAS TRAP

CR 2

XP 600

Type technological; **Perception** DC 23; **Disable** Engineering DC 18 (plug gas nozzles)

EFFECTS

Trigger location; **Reset** manual; **Bypass** hidden switch (Perception DC 23)

Effect inhaled poison gas (stun gas); DC 13 Fortitude negates; multiple targets (all targets in a 10-ft.-square area); never miss; onset delay (2 rounds)

STUN GAS

Type poison, inhaled; **Save** Fortitude DC 13

Track Strength; **Frequency** 1/round for 6 rounds

Cure 1 save.

Special stun gas cannot reduce a character's condition below immobile.

COVERED PIT TRAP

CR 3

XP 800

Type analog; **Perception** DC 24; **Disable** Engineering DC 19 (open trap door) or DC 25 (force cover lock into place without key)

EFFECTS

Trigger location; **Reset** manual; **Bypass** cover lock (Perception DC 24 to notice)

Effect 60-ft.-deep pit (6d6 falling damage); Reflex DC 14 avoids; multiple targets (all targets in a 10-ft. square)

TELEPATHY TRAP

CR 3

XP 800

Type magical; **Perception** DC 24; **Disable** Mysticism DC 19 (alter runes)

EFFECTS

Trigger touch; **Reset** immediate; **Bypass** password

Effect *mind thrust* (2nd level; 4d10 damage; Will DC 14 half)

PUZZLE BOX ELECTRIC TRAP

CR 4

XP 1,200

Type magical; **Perception** DC 26 **Disable** Mysticism DC 21 (remove control rods)

EFFECTS

Trigger touch; **Reset** 1d6 rounds

Effect ball of electricity (4d10+2 E); Reflex DC 15 half

Special Triggering this trap releases an electrical surge that occupies a 5-ft. square and aggressively attacks the nearest living creature (moving up to 60 feet each round) of the triggered box for 3 rounds before dissipating. The damage it deals is reduced by 1d10 each round.

POISON BLADE TRAP**CR 5****XP 1,600****Type** analog; **Perception** DC 27; **Disable** Engineering DC 22 (block the blade)**EFFECTS****Trigger** touch; **Reset** manual; **Bypass** hidden lock (Perception DC 27, Engineering DC 25)**Effect** stiletto blade +20 (4d10+2 P plus poison [GM's choice as to type])**ASPHYXIATION MOTE****CR 8****XP 4,800****Type** hazard; **Notice** Perception DC 20**EFFECTS****Effect** Any living air breathing creatures within 30 feet of an asphyxiation mote have the oxygen sucked from their bodies. This works as normal suffocation, except that it can draw oxygen directly from creature's lungs, requiring Constitution checks immediately. The asphyxiation mote emits a shrieking tone, making it easy for any creature that can hear to locate. Immersing an asphyxiation mote in water for 1 minute destroys it, as does a targeted *dispel magic* (DC 21).**CAVE IN/COLLAPSE****CR 8****XP 4,800****Type** hazard; **Notice** Engineering DC 20**EFFECTS****Trigger** breaking down the vault door; **Reset** none**Effect** 15-foot radius bury zone centered on vault door plus 10-foot-wide slide zone beyond that; bury zone (automatically buried, 8d6 damage, Reflex DC 15 for half), slide zone (3d6 damage and buried, Reflex DC 15 negates); multiple targets (all targets within 25 ft.)**CURSE OF WEAKNESS TRAP CR 8****XP 4,800****Type** magic; **Perception** DC 32; **Disable** Mysticism DC 27**EFFECTS****Trigger** spell; **Reset** none**Effect** curse of weakness (-10 penalty to Strength including reduced carrying capacity, DC 20 Fortitude save negates, can be cured with *remove affliction*); multiple targets (all targets within 60 ft.)**ELECTRIC SHOCK TRAP****CR 9****XP 6,400****Type** magical and mechanical; **Perception** DC 30; **Disable** Engineering DC 26**EFFECTS****Trigger** touch (see text); **Reset** automatic**Effect** electric shock (4d10 electricity damage each round of contact, Reflex DC 25 half); **onset delay** (3 rounds); multiple targets (all targets in contact with either barrier); duration 1 minute**SLICING BARRICADE****CR 10****XP 9,600****Type** magic; **Perception** DC 35; **Disable** Mysticism DC 30**Bypass** hidden glyph (Perception DC 35 to find; Mysticism DC 25 to activate)**EFFECTS****Trigger** sight (*true seeing*); **Reset** automatic (immediate)**Effect** spell effects (two *wall of force* spells, hardness 30, 300 HP); wall of blades, 10d6 damage, Reflex DC 19 for half; multiple targets (all targets in a 20-ft.-by-15-ft. area); duration 12 rounds

MALFUNCTIONING APPARATUS CR 10

XP 9,600

Type mechanical; **Perception** DC 20; **Disable** Engineering DC 20

EFFECTS

Trigger location; **Duration** 2 rounds; **Reset** automatic

Effect Atk +20 melee (5d10 B & E); multiple targets (all creatures in the chamber other than the archivist mechanism)

GRAVITIC DISASTER CR 10

XP 9,600

Type magical; **Perception** DC 20; **Disable** Mysticism DC 30

EFFECTS

Trigger location; **Duration** 3 rounds; **Reset** none

Effect A creature successfully searching for traps notices small earth tremors and a slight shift in the gravitational pull and gains a +2 bonus on all checks or saving throws against the trap's effects once it begins. In the first round, the chamber becomes a high gravity area with much of this increase coming from the east wall, making the room seem to tilt on an angle. Treat the room's angle as a severe slope for Acrobatics. The gravity increase means that all creatures in the chamber now weigh twice as much, can only move at half speed, jump only half as far as normal, and can lift and carry only half as much as normal. The range increment of ranged weapons is halved.

On the second round, the gravitational effects intensify dramatically. Treat the chamber's gravity as if the east wall is now the ceiling and the west wall is the floor. Falling creatures now take 1d10 damage for every 10 feet fallen. All Acrobatics and Athletics checks take a -2 circumstance penalty, as do as attack rolls. Any flying creature has its maneuverability worsened by two steps (from good to poor, for example; minimum clumsy) and plummets to the ground unless it succeeds at a DC 25 Acrobatics check to remain in the air.

On the third round, all creatures in the area must succeed at a DC 20 Reflex save or take 13d10 falling damage; those that succeed take half damage. Creatures take this damage

regardless of their position in the chamber and even if they are flying or otherwise unable to fall.

DARK SACRIFICES CR 11

XP 12,800

Type magical; **Perception** DC 20; **Disable** Mysticism DC 30

EFFECTS

Trigger location; **Duration** 1 minute; **Reset** 1 day

Effect A creature successfully searching for traps hears the sound of necromantic chanting and the flickering of shadows and gains a +2 bonus to its KAC against the trap as the shadows of a technological ruin peel away to reveal horribly distorted shades of ancient prehistory lurking beneath the crumbling veneer of an advanced civilization. Modern structures warp and distort into primitive spirit-statues and blood-soaked altars, all infused with necrotic power as rotting spirit-shades hold down blindfolded spectral victims in the center of a ceremonial circle and stab at them repeatedly with jagged disemboweling knives.

Each round every living creature in a 20-foot-radius from the center of the area is attacked by a shadowy form that attempts to grapple them. This does not provoke an attack of opportunity. These forms have a +21 attack bonus. Grappled creatures cannot move without first breaking the grapple. The entire area is considered difficult terrain and is under the effects of magical darkness; the forms' attacks are unaffected by this darkness. Each living creature in the area also takes 3d6 points of force damage and 2 Constitution damage per round. Once a creature leaves the area, its wounds continue to bleed (as the bleeding condition) for 1d6 damage per round. The disturbances effects last for up to 1 minute or until all living creatures have left the area.

APPENDIX 5: CREATURES BY TYPE

Listed below are all monsters in this book, organized alphabetically by type and subtype.

Aberration: aboleth, aetherwarped factory worker, ascendant lurker, azaka, bil'djooli, carsian, ceraptor, choker, cloaker, destrachan, elder thing, flumph, froghemoth, ghorazagh, great old one (Cthulhu, Hastur), grizzat, gug, insectile soldier, intellect devourer, mindslave mimic, moon-beast, mutant dwarf soldier, neh-thalggus, otyugh, qomok, queborrin, radioactive purple worm, sand glutton, sarlu, sporewing, targotha, tauslek, tauslek matriarch, trapper, akata, will-o'-wisp, xoraphond, yllosan, zyoselak

(Aether): ghizmer gremlin, insectile soldier, kytons

(Air): air elemental construct, comozant wyrd, radioactive wind, will-o'-wisp

Animal: axe beak, bladefish, boar, deep tiger anemone, dinichthys, electric eel, giant moray eel, klaven warbeast, narav lizard, roc, tyrannosaurus, velociraptor, void dire shark, wolliped

(Aquatic): aboleth, asquenti, benthonir, bil'djooli, bladefish, conch tree, deep one, deep tiger anemone, dinichthys, lasiodon, loran, mindclaw, ocean giant, reefhammer mantis shrimp, sarlu, sea serpent, Varinian seastar, void dire shark, zahajin

(Cold): ice elemental, kometes

Construct: aballonian, adamantine wasp swarm, amalgamite swarm, animated objects, annihilator robot, arachnid robot, chimeric corpse, clockwork assassin drone, clockwork golem, clockwork leviathan, clockwork mage, clockwork soldier, clockwork spy, conveyance golem, crystal golem, divymm, gearsman robot, guardian disk, junk golem, meteorite golem, myrmidon robot, soulbound shell, steamwerks golem, surgeon robot, tentacloon, Terminus warden, terraformer robot, walking eye robot, zennoga

Dragon: havriveen, kongamato, lunar dragon, meteor dragon, solar dragon, time dragon, void dragon, vortex dragon

(Earth): carnivorous crystal, meteor dragon, sand glutton, sandman

(Elemental): comozant wyrd, corrupted elemental, heat swarm, heavy metal elemental, ice elemental, magma elemental, plasmin, sandman, wood elemental

(Extraplanar): achaierai, carnivorous crystal,

ceraptor, chaos beast, comozant wyrd, denizen of Leng, devourer, havriveen, heat swarm, hound of Tindalos, ice elemental, magma elemental, nightgaunt, obcisisaemon, plasmin, sandman, ultar, xill

Fey: ghizmer gremlin, hobkins gremlin, kometes, star fairy, supermassive singularity

(Fire): flamewraith, heat swarm, plasmin, shard slag, solar dragon, thrasfyr, vortex dragon

(Giant): ash giant, eclipse giant, moon giant, moss troll, ocean giant, slag giant, sun giant

Humanoid: ash giant, bahgra, eclipse giant, elali, erebus, karn-tor, klaven warrior, krang, moon giant, moss troll, ocean giant, pentorfin overlord, shadow agent, slag giant, sun giant, syaandi, zahajin

(Hybrid): clockwork assassin drone, clockwork leviathan, clockwork mage, clockwork soldier, clockwork spy, divymm

(Incorporeal): allip, aoandon, atoth, bhuta, caller in darkness, colour out of space, comozant wyrd, flamewraith, radioactive wind, shamanic ghost, thirsty one, toxic eradicator, witchfire, wraith, yllosan

(Magical): chimeric corpse, clockwork golem, crystal golem, meteorite golem, soulbound shell, steamwerks golem

Magical Beast: ankheg, aurumvorax, behir, bulette, drought swallows, hivespawn, Jowchit girallon, lasiodon, manticore, purple worm, sea serpent, shantak, stormghost, thrasfyr, void darkmantle, voordine, xanthos, yrthak

Monstrous Humanoid: adherer, asquenti, benthonir, byakhee, deep one, girtablilu, jagladine, kaulvrex, morlock, nightgaunt, oulbaene, pelkrev, skreevar, taur, thask, void grim, yeux

Ooze: alchemical ooze swarm, amoeba (giant), amoeba swarm, brain ooze, carnivorous blob, carnivorous crystal, choke ooze, colour out of space, dolorous ooze, gelatinous cube, hetzuud, living nebula, magma ooze, plasma ooze, shard slag, star blight, surveillance ooze, toxic eradicator

Outsider (air): air elemental construct, ice elemental

Outsider (chaotic): chaos beast, denizen of Leng

Outsider (earth): heavy metal elemental, magma elemental, sandman

Outsider (evil): achaierai, denizen of Leng, hound of Tindalos, kytons, obcisaemon, onaryx, prisoner daemon, ultar, xill

Outsider (fire): heat swarm, magma elemental, plasmin

Outsider (lawful): achaierai, kytons, living idol (osyluth devil)

Outsider (native): aoandon, heavy metal elemental, living idol, loran

Outsider (water): ice elemental

Outsider (wood): wood elemental

Plant: amerta, begedhi, bodythief, cerebri fungus, conch tree, giant flytrap, ironrot lichen, mi-go, mindslaver mold, moonflower, mu spore, myceloid, phycomid, sky spore, vampire rose, venusi, viper vine, zygomind

(Reptilian): karn-tor, syaandi

(Robot): annihilator, arachnid, gearsman, myrmidon, surgeon, Terminus warden, terraformer, walking eye

(Sentient): divyimm

(Shapechanger): aboleth (veiled master), hetzuud, meteorite golem, mindslave mimic, qomok

(Swarm): alchemical ooze swarm, amalgamite swarm, amoeba swarm, ceraptor swarm, drought swallows, fleshworm swarm, grizzat swarm, heat swarm, rot grub swarm, wasp swarm, zyoselak

(Technological): amalgamite swarm, annihilator robot, arachnid robot, conveyance golem, gearsman robot, junk golem, myrmidon robot, surgeon robot, tentacloon, Terminus warden, terraformer robot, walking eye robot

Template Graft: aetherwarped, akata host, begedhi parasite host, colour-blighted, insectile creature, klaven, living idol, mutant, pentorfin troll, pod-spawned, void creature

Undead: akata host, allip, atoth, baykok, bhuta, blackfire wight, breathless one, caller in darkness, devourer, ecorche, fext, flamewraith, gearghost, harionago, mohrg, pale stranger, radioactive wind, sayona, shamanic ghost, shreskin, thirsty one, totenmaske, tzitzimitl, witchfire, wraith

Vermin: asteroid worm, chag beetle, chain worm, deep tiger anemone, fleshworm swarm, giant scorpion, giant spider, grizzat, grizzat swarm, mindclaw, reefhammer mantis shrimp, rot grub swarm, skevill, Varinian seastar, wasp swarm

APPENDIX 6: CREATURES BY CR

The following section lists all monsters included in this book, alphabetically by CR. In the case of templates, like the aetherwarped or void creature, only the sample creatures presented with a full stat block at the start of the template entries in this book are included.

CR 1/2: akata host, arachnid robot, bahgra, begedhi seedling, clockwork spy, hobkins gremlin, klaven footsoldier

CR 1: akata, alchemical ooze swarm, amoeba swarm, small elemental, deep one, divymm, dolorous ooze, flumph, giant amoeba, giant spider, jagladine, tauslek, terpsikhore kyton, walking eye robot, war boar

CR 2: akata alpha, asquenti, augur kyton, axe beak, begedhi parasite, benthonir, choker, electric eel, ghizmer gremlin, klaven warbeast, krang, morlock, oulbaene, shredsken, syaandi soldier, velociraptor, void darkmantle

CR 3: adherer, allip, ankheg, assassin vine, azaka warrior, cerebri fungus, clockwork assassin drone, flamewraith, gelatinous cube, giant scorpion, grizzat, guardian disk, hetzuud, insectile soldier, khloris kyton, lesser mindslave mimic, mature onaryx, medium elemental, mindslaver mold, moss troll, narav lizard, plasmin, sandman, scintillating asquenti, shadow agent, skevill, tauslek matriarch, thask, totenmaske, vampire rose, wasp swarm, wolliped, xoraphond

CR 4: ceres kyton, colossal asquenti, comozant wyrd, dire boar, elali, gearsman robot, junk golem, mutant dwarf soldier, myceloid, nightgaunt, otyugh, phycomid, sand glutton, surveillance ooze, ultar, unproven taur, zahajin warleader

CR 5: achainrai, bladfisk, chag beetle, chimeric corpse, cloaker, elder thing, fleshworm swarm, gearghost, greater mindslave mimic, grizzat swarm, large elemental, lobotomized sarlu, loran, queborrin, radioactive wind, sporewing, tentacoon, wraith, yeux

CR 6: azaka thought-seeker, bil'djooli, blackfire wight, clockwork soldier, dread onaryx, drought swallows, erebus coadjutor, giant moray eel, hivespawn hunter, karn-tor, kaulvrex, kyton, manticore, mi-go, Varinian seastar, void grim, will-o'-wisp, xill

CR 7: aboleth, animated driller, brain ooze, bulette, carsian, chaos beast, conch tree, conveyance

golem, heat swarm, hellbit dracolisk, hound of Tindalos, huge elemental, ironrot lichen, magma ooze, moonflower, rot grub swarm, slag giant, terraformer robot, thirsty one, yllosan

CR 8: aballonian, amalgamite swarm, ascendant lurker, behir, byakhee, ceraptor, denizen of Leng, destrachan, girtablilu, mohrg, moonflower, neh-thalgg, sarlu, shantak, shard slag, Terminus warden, trapper

CR 9: aurumvorax, baykok, begedhi mother plant, biologic processor, caller in darkness, clockwork mage, feral kyton, greater elemental, Jowchit girallon, roc, toxic eradicator, tyrannosaurus, witchfire, yrthak

CR 10: aloadai kyton, colour out of space, fext, giant flytrap, gug, intellect devourer, mindclaw, pale stranger, sacristan kyton, void shark

CR 11: adamantite wasp swarm, ash giant, bhuta, carnivorous crystal, crystal golem, devourer, elder elemental, elder onaryx, harionago, living idol (bone devil), moon-beast, myrmidon robot, pelkrev, sky spore, stone golem, voordine

CR 12: aoandon, bodied ceraptor, breathless one, chain worm, clockwork golem, clockwork leviathan, dinichthys, gug savant, havriveen, hivespawn queen, interlocutor kyton, moon-beast, purple worm, sayona, sea serpent, soulbound shell, zyxoselak

CR 13: air elemental construct, carnivorous blob, froghemoth, ghorazagh, neh-thalgg, overlord, prisoner daemon, viper vine

CR 14: bodythief, deep tiger anemone, interlocutor prime kyton, ocean giant, skreevar, steamwerks golem, surgeon robot, veiled master aboleth, xanthos

CR 15: kongamato, lasiodon, living nebula, meteor dragon, moon giant, pentorfin overlord, qomok, stormghost, targotha, venusi

CR 16: annihilator robot, ceraptor swarm, ecorche, ephialtes kyton, meteorite golem, plasma ooze, sun giant

CR 17: choke ooze, glorious interlocutor kyton, thrasfyr, zennoga

CR 18: amerta, reefhammer mantis shrimp, star fairy, zygomind

CR 19: atoth, eclipse giant, lasiodon land-eater, obcisaemon, shamanic ghost, termagant god-

seer kyton, tzitzimitl

CR 20: star blight, star-spawn of Cthulhu, supermassive singularity

CR 21: mu spore

CR 22: asteroid worm

CR 25: drakainia

CR 29: great old one (Hastur)

CR 30: great old one (Cthulhu)

STARSHIP TIERS

Some creatures are so massive that they are treated as starships with the following tiers:

Tier 4: wyrmling outer dragon

Tier 6: living nebula, very young outer dragon

Tier 8: young outer dragon

Tier 9: juvenile outer dragon

Tier 11: kometes, young adult outer dragon

Tier 12: adult outer dragon

Tier 13: mature adult outer dragon

Tier 15: old outer dragon

Tier 18: great old one (Cthulhu)

OPEN GAMING LICENSE 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent **such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
 3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
 10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
 12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
 13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
 14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
- ## 15. COPYRIGHT NOTICE
- Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.
- Alien Bestiary (Starfinder) © 2018, Legendary Games;** Lead Designer: Jason Nelson. Authors: Anthony Adam, Kate Baker, John Bennet, Eytan Bernstein, Robert Brookes, Russ Brown, Duan Byrd, Jeff Dahl, Robyn Fields, Joel Flank, Matt Goodall, Robert J. Grady, Jim Groves, Steven T. Helt, Thurston Hillman, Tim Hitchcock, Nick Hite, Daniel Hunt, Mike Kimmel Marshall, Isabelle Lee, Jeff Lee, Lyz Liddell, Jason Nelson, Richard Pett, Tom Phillips, Alistair J. Rigg, Alex Riggs, Wendall Roy, Mike Shel, Neil Spicer, Todd Stewart, Russ Taylor, Rachel Ventura, Mike Welham, George Loki Williams, Scott Young.
- System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
- The Hypertext d20 SRD. © 2004, Jans W Carton.
- Starfinder Roleplaying Game Core Rulebook. © 2017, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, Thurston Hillman, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Amber E. Scott, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
- Starfinder Alien Archive © 2017, Paizo Inc.; Authors: John Compton, Adam Daigle, Crystal Frasier, Amanda Hamon Kunz, Jason Keeley, Jon Keith, Steve Kenson, Isabelle Lee, Lyz Liddell, Robert G. McCreary, Mark Moreland, Joe Pasini, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, and Josh Vogt.
- Starfinder: First Contact © 2017, Paizo Inc; Authors: John Compton, Jason Keeley, Robert G. McCreary, and James L. Sutter.
- The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.
- Tome of Horrors. Copyright 2002, Necromancer Games, Inc.;

- Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.
- Advanced Bestiary. © 2014, Green Ronin Publishing, LLC. Author: Jeffrey Hersch. Developer: Owen KC Stephens.
- Aethera Campaign Setting, © 2017, Encounter Table Publishing; Authors: Jesse Benner, John Bennett, Robert Brookes, Duan Byrd, Jeff Dahl, Andrew Fields, Kaelyn Harding, Thurston Hillman, Nicholas Hite, Sarah Hood, Andrew Marlowe, Monica Marlowe, Daniel Hunt, Andre James, Patrick N.R. Julius, Mike Kimmel, Isabelle Lee, Jessica Powell, Joshua Rivera, David N. Ross, Todd Stewart, Jeffrey Swank, Jacob Thomas, Chris Wasko, and Scott Young.
- Mythic Monster Manual © 2015, Legendary Games; Lead Designer Jason Nelson; Authors Benjamin Bruck, Jim Groves, Jonathan H. Keith, Jason Nelson, Tom Phillips, Sean K Reynolds, Alistair Rigg, Jeremy Smith, Russ Taylor, Mike D. Welham.
- Pathfinder Adventure Path volume #25: Bastards of Erebus © 2009, Paizo Publishing, LLC; Author: Sean K Reynolds.
- Pathfinder Adventure Path #30: The Twice-Damned Prince. © 2011, Paizo Publishing, LLC; Author: Neil Spicer.
- Pathfinder 43: Haunting of Harrowstone. Copyright 2011, Paizo Publishing, LLC, Author: Michael Kortez
- Pathfinder Adventure Path #89: Palace of Fallen Stars. © 2015, Paizo Publishing, LLC; Author: Tim Hitchcock.
- Pathfinder Campaign Setting: Distant Worlds © 2012, Paizo Publishing, LLC; Author: James L. Sutter.
- Pathfinder Campaign Setting: Inner Sea Magic. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Nelson, Sean K Reynolds, Owen K.C. Stephens, Russ Taylor.
- Pathfinder Campaign Setting: Occult Mysteries © 2014, Paizo Inc.; Authors: Jason Bulmahn, Crystal Frasier, Jim Groves, Brandon Hodge, James Jacobs, Erik Mona, F. Wesley Schneider, and Jerome Virnich.
- Dungeon Denizens Revisited. Copyright 2009, Paizo Publishing, LLC Authors Clinton Boomer, Jason Bulmahn, Joshua J. Frost, Nicolas Logue, Robert McCreary, Jason Nelson, Richard Pett, Sean K Reynolds, James L. Sutter, and Greg A. Vaughan.
- Pathfinder Player Companion: People of the River © 2014, Paizo Inc.; Authors: Tim Akers, Jason Brick, Ethan Day-Jones, James Jacobs, Nick Salestrom, David Schwartz, and William Thrasher.
- Pathfinder Player Companion: People of the Stars © 2014, Paizo Inc.; Authors: Ethan Day-Jones, Jim Groves, Jonathan H. Keith, Andrew Romine, David N. Ross, and James L. Sutter.
- Pathfinder Campaign Setting: Technology Guide © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.
- Pathfinder Player Companion: Dragonslayer's Handbook © 2013, Paizo Publishing, LLC; Authors: Shaun Hocking, Marie Small, and Jerome Virnich.
- Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.
- Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Kenson, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stephens, and Russ Taylor.
- Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Rob McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stevens, James L. Sutter, and Greg A. Vaughan.
- Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Author: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal Maclean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan.
- Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, Jesse Benner, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor.
- Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.
- Pathfinder Roleplaying Game Bestiary 5 © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben MacFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.
- Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
- Pathfinder Roleplaying Game Game Mastery Guide. © 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Seliker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.
- Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben MacFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.
- Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Dennis Baker, Jesse Benner, Benjamin Bruck, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.
- Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal Maclean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors.
- Pathfinder Roleplaying Game Ultimate Magic © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.
- Pathfinder Roleplaying Game Pathfinder Unchained © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

- Southlands Bestiary for Pathfinder Roleplaying Game © 2015, Open Design; Authors Kristian Ahonen, Eric Anderson, Anonymous, Joshua Banks, Wolfgang Baur, dpb, Clinton Boomer, Marina de Santiago Buey, Angelica Burns, Jarrod Camire, Aaron Cheung, Jim Davis, Lee DeBoer, Dan Dillon, John Doh, Chris Doyle, Harold Farmer, John Foster, Erik Freund, Leonard Grand, Amanda Hamon Kunz, Andrew Harshman, Jacob Haywood, Steven T. Helt, Jeffrey Hersh, Andrew Hind, Richard Iversen, Alex Kanous, Henry S. Kurtz, Richard Lawson, Jeff Lee, Chris Lockey, Ari Marmell, Ben McFarland, Jesse McGatha, Brett A. McLean, Brian Wiborg Monster, Matt Morrisette, Robert H. Nichols, Stacy Nichols, Kalervo Oikarinen, Gunnar Olafsson, Richard Rossi, Stephen Rowe, Adam Roy, Wendall Roy, Matt Rupprecht, Allen F. Schell, Brian Suskind, Troy Taylor, James Thomas, John Tolios, James Whittaker, Clarence Wisdom, and Henry Wong.
- The Book of Fiends © 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb
- Kobold Quarterly Issue 7 © 2008, Open Design LLC, www.koboldquarterly.com; Authors John Baichtal, Wolfgang Baur, Ross Byers, Matthew Ciccì, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!
- Tome of Horrors © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.
- Basidirond from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Cave Fisher from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.
- Crystal Ooze from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Dark Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rik Shepard.
- Dark Stalker from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.
- Dracolisk from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Froghemoth from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Giant Slug from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Ice Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene.
- Iron Cobra from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters.
- Mite from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.
- Nabasu Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Russet Mold from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Shadow Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White.
- Vegepygmy from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Wood Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.
- Yellow Musk Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.
- Yellow Musk Zombie from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.
- Yeti from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb.
- Angel, Monadic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
- Angel, Movanic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
- Baphomet from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
- Daemon, Derghodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
- Daemon, Guardian from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowall.
- Daemon, Hydrodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
- Daemon, Piscodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
- Demon, Shadow from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Neville White.
- Genie, Marid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
- Grippli from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
- Nereid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
- Poltergeist from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lewis Pulsipher.
- Mite from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games;

- Author: Scott Greene, based on original material by Ian Livingstone and Mark Barnes.
- Angel, Monadic Deva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Angel, Movanic Deva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Animal Lord from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Ascomid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Atomie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Aurumvorax from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Axe Beak from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Bat, Mobat from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Clark Peterson, based on original material by Gary Gygax.
- Beetle, Slicer from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Blindheim from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.
- Brownie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
- Bunyip from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Dermot Jackson.
- Carbuncle from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Authors Scott Greene, based on original material by Albie Fiore.
- Caryatid Column from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jean Wells.
- Crypt Thing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.
- Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
- Daemon, Derghodaemon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
- Daemon, Hydrodaemon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
- Daemon, Piscodaemon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
- Dark Creeper from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Rik Shepard.
- Dark Stalker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.
- Death Worm from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley.
- Decapus from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells.
- Demodand, Shaggy from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Demodand, Slimy from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Demodand, Tarry from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Demon, Nabasu from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Dire Corby from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jeff Wyndham.
- Disenchanter from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.
- Dragon, Faerie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Brian Jaeger and Gary Gygax.
- Dragon Horse from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Dust Digger from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Flail Snail from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Tilbrook.
- Flumph from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian McDowell and Douglas Naismith.
- Foo Creature from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Forlarren from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian Livingstone.
- Frogemoth from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
- Giant, Wood from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Wizards of the Coast.
- Gloomwing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Grippli from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Gryph from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Peter Brown.
- Hangman Tree from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Hippocampus from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Gary Gygax.
- Huecuva from the Tome of Horrors, Revised © 2002, Necromancer

- Games, Inc.; Author Scott Greene, based on original material by Underworld Oracle.
- Ice Golem from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene. Iron Cobra from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.
- Jackalwere from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Jubilex from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Kamadan from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.
- Kech from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Kelpie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lawrence Schick.
- Korred from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Leprechaun from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Magma ooze from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.
- Marid from the Tome of Horrors III. © 2005, Necromancer Games, Inc.; Author: Scott Greene.
- Mihstu from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
- Mongrelman from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Nabasu Demon from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
- Necrophidius from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.
- Nereid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Pech from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Phycomid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Poltergeist from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lewis Pulsipher.
- Quickling from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Quickwood from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Rot Grub from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.
- Sandman from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.
- Scarecrow from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.
- Shadow Demon from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.
- Skulk from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.
- Slime Mold from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Slithering Tracker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Soul Eater from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by David Cook.
- Spriggan from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gygax.
- Tenebrous Worm from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Tentamort from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Mike Roberts.
- Tick, Giant & Dragon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Troll, Ice from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Russell Cole.
- Troll, Rock from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.
- Wolf-In-Sheep's-Clothing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- Wood Golem from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.
- Zombie, Juju from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Chain Worm from the Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.
- Elemental Construct from the Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.
- Adamantine Wasp Swarm from the Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.
- Amphisbaena Creature from the Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Erica Balsley.



The Aethera Campaign Setting features a binary star system with multiple inhabited worlds that have only just survived a century-long war, and even now live in the shadow of an impending intergalactic invasion! Discover worlds where magic and technology exist together, where powerful spacefaring vessels called aethershops ply the skies and the stars.



www.MakeYourGameLegendary.com

LEGENDARY PLANET



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



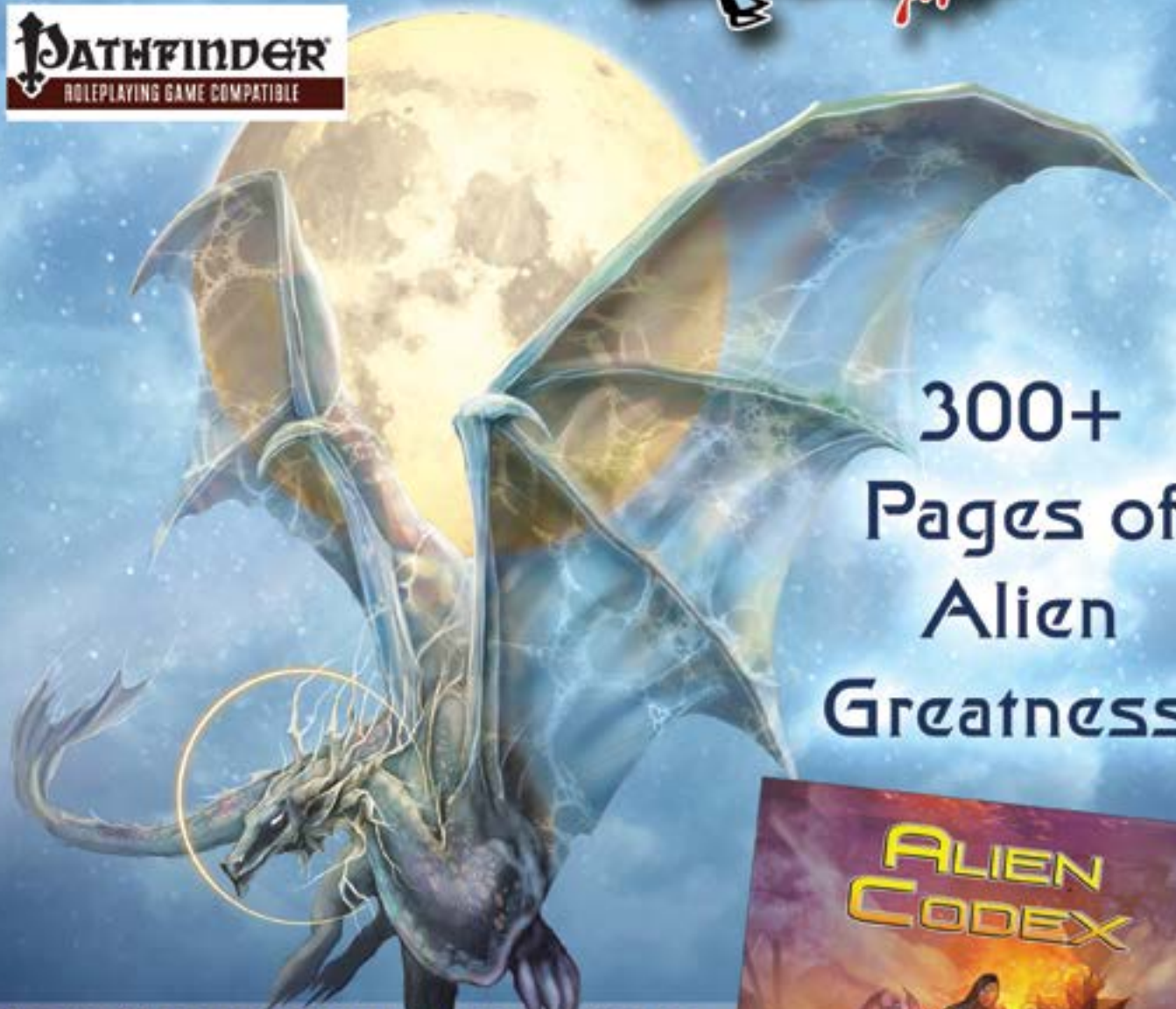
Legendary Games brings you an epic sword & planet adventure saga for Pathfinder and 5th Edition!

Legendary Planet will take your characters across the multiverse, traveling alien gateways created by ancient, god-like beings to exotic worlds and back again in an incredible campaign like none other. Sword-swingers and spell-slingers stand alongside scoundrels and seekers for cosmic enlightenment as they unravel conspiracies and cryptic alliances bent on universal domination... or annihilation!

Interplanetary Adventure, New Worlds, Ancient Civilizations, Alien Species, and more, with a delightful mix of magic and technology, with a dash of psionics and mythic challenges! www.makeyourgamelegendary.com

STARFINDER
COMPATIBLE
FIFTH EDITION
COMPATIBLE

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



300+
Pages of
Alien
Greatness!

Rules for over 50 species and how to use them in a sci-fi campaign. Full writeups on over three dozen fully detailed playable races, including favored class options, racial traits, and more. Over 150 feats, spells, magic items, class features, gear, archetypes, and more rules elements to flesh out these creatures. Over 200 ready-to-play stat blocks and templates from CR 1/4 to 21. You also get nearly a dozen richly detailed iconic heroes with vividly developed character histories and backgrounds and multiple versions of stat blocks from low level on up! Six appendices packed full of high-tech armor & weapons, aetherite rules, languages, creature and rule indices!



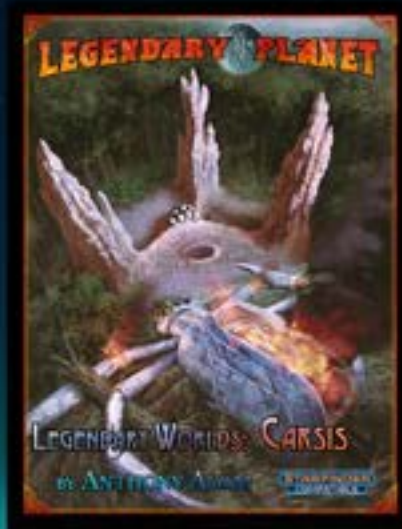
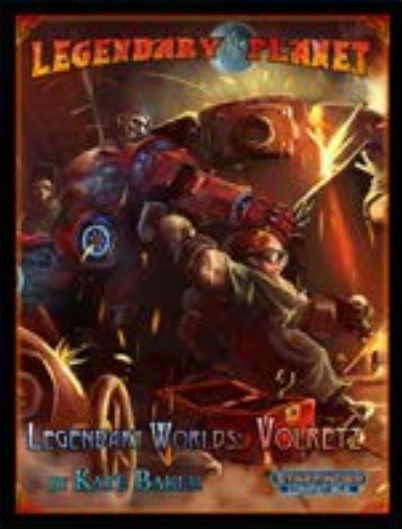
www.MakeYourGameLegendary.com

STAR CLASSES

STARFINDER
COMPATIBLE



www.MakeYourGameLegendary.com



The **Legendary Worlds** series brings you an amazing array of richly developed planets ripe for adventure no matter your game system of choice. From fantastic asteroid hives to burning foundry planets and from endless ocean worlds to dreamlands of mystery and magic, you'll find fantastic opportunities for adventure for your heroes, with hooks to draw them in and delightfully detailed history, culture, geography, and some new surprises on every planet. You can use these in conjunction with an ongoing adventure saga like the Legendary Planet Adventure Path from Legendary Games or with any sci-fi campaign that spans the spaceways. Never fear to let your players explore what lies beyond the next stargate or hyper-jump, because with Legendary Worlds there's always a world of adventure waiting for them!



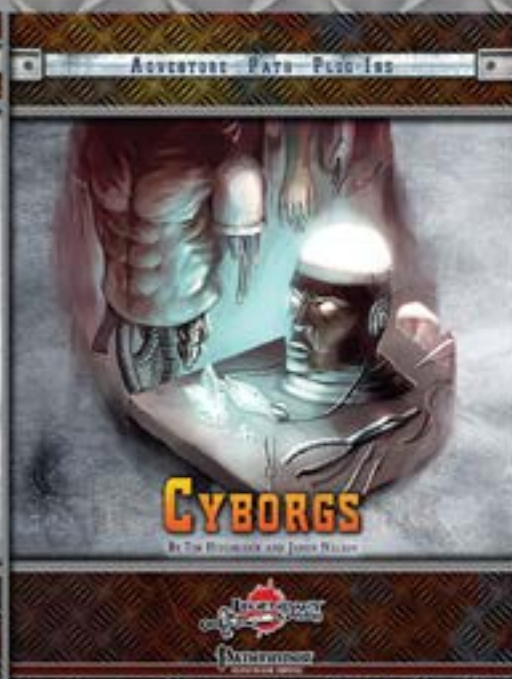
www.MakeYourGameLegendary.com



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



This adventure series follows a quest to explore the technomagical ruins of a fallen starship and the strange mutated and alien things that have arisen in its shadow. These plug-ins are a great fit for any campaign incorporating technological themes.



www.MakeYourGameLegendary.com



The ***Alien Bestiary*** brings you an incredible array of sci-fi and space-themed monsters and menaces for the *Starfinder Roleplaying Game*! The creatures you'll find within are perfect for whenever your heroes venture into the dark tapestry of space or have to defend their homeworld from alien invasion by eldritch horrors from beyond the stars, whether you use the official *Starfinder* setting, a universe of your own design, or a dedicated sci-fi saga like the ***Legendary Planet Adventure Path*** or in the ***Aethera Campaign Setting***!

You'll find allies and adversaries within these pages, from playable races for your sci-fi game to cosmic horrors and apocalyptic enemies inspired by classic themes of science fiction. This volume collects nearly **300** monsters from CR ½ to CR 30, including template grafts and starship-level creatures from tier 4 to 18. You'll find residents of the ***Legendary Planet*** and ***Aethera*** settings, *Starfinder* versions of classic creatures like the **myrmidon robot**, **plasma ooze**, and **star-spawn of Cthulhu**, alongside brand-new never-before-seen monsters like the **asteroid worm**, **star fairy**, **meteor dragon**, and **supermassive singularity**!

The ***Alien Bestiary*** is more than just monsters too, with appendices devoted to cults of the Great Old Ones, creatures of the ***Aethera*** system, creature indices by type and CR, high-tech traps and hazards, and spells, feats, and expanded rules for aetherite radiation, vacuum, and more! The PDF version, of course, is hyperlinked and bookmarked for your convenience, and the book is packed with incredible artwork and delightful design by some of the best authors in the business. These monsters are dynamic and cinematic in how they play at the table, with ecology, history, and lore that are a pleasure to read.

Don't let your *Starfinder Roleplaying Game* campaign get lost in space or just be a trek among the stars! Grab a copy of this incredible **448-page** monster accessory today and **Make Your Game Legendary!**

www.makeyourgamelegendary.com

LGP400AB01SF

\$59.99

