Alien Bestiary Companion



Legendary Games

Pathfinder®

Roleplaying Game Compatible

Alien Bestiary Companion



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Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

Notations

The following notations are used to indicate sources for rules outside the *Pathfinder Roleplaying Game Core Rulebook*.

AB = *Advanced Bestiary* from Green Ronin Press
ACG = *Pathfinder Roleplaying Game Advanced Class Guide*
AP30 = Issue #30 of the official *Pathfinder* series of adventure paths.
AP43 = Issue #43 of the official *Pathfinder* series of adventure paths.
AP89 = Issue #89 of the official *Pathfinder* series of adventure paths.
APG = *Pathfinder Roleplaying Game Advanced Player's Guide*
ARG = *Pathfinder Roleplaying Game Advanced Race Guide*
B1 = *Pathfinder Roleplaying Game Bestiary*
B2 = *Pathfinder Roleplaying Game Bestiary 2*
B3 = *Pathfinder Roleplaying Game Bestiary 3*
B4 = *Pathfinder Roleplaying Game Bestiary 4*
B5 = *Pathfinder Roleplaying Game Bestiary 5*
B6 = *Pathfinder Roleplaying Game Bestiary 6*
DEP = Softcover primer to the Far Eastern empires of the official *Pathfinder* campaign setting.
DH = Softcover handbook for dragonslayers.
HA = *Pathfinder Roleplaying Game Horror Adventures*
ISR = Hardcover guide to the races of the inner sea region of the official *Pathfinder* campaign setting.
MC = *Pathfinder Roleplaying Game Monster Codex*
NLFS = Softcover guide to the fallen land of star-science in the official *Pathfinder* campaign setting.
OA = *Pathfinder Roleplaying Game Occult Adventures*
OM = Softcover guide to occult mysteries in the official *Pathfinder* campaign setting.
PotR = Softcover guide to river-dwelling people in the official *Pathfinder* campaign setting.
PotS = Softcover guide to star-dwelling people in the official *Pathfinder* campaign setting.
SB = *Southlands Bestiary* from Kobold Press
TG = Softcover guide to technology in the official *Pathfinder* campaign setting.
TOHC = *Tome of Horrors Complete* from Frog God Games
UC = *Pathfinder Roleplaying Game Ultimate Combat*
UE = *Pathfinder Roleplaying Game Ultimate Equipment*
UM = *Pathfinder Roleplaying Game Ultimate Magic*
VC = *Pathfinder Roleplaying Game Villain Codex*

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Introduction

The *Alien Bestiary Companion* is a *Pathfinder Roleplaying Game* monster supplement for sci-fi and space-themed games. While fantasy campaigns are the heart and soul of *Pathfinder*, the game system is abundantly well-suited to games in nearly all genres, and sci-fi influences have been a part of roleplaying games since the birth of the hobby. This incredible collection brings together over 150 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 27. 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 format and style as those in the *Pathfinder Roleplaying Game Bestiary* and its sequels, and those books and their appendices provide valuable information in how to use these monsters in a *Pathfinder Roleplaying Game* campaign. In many cases, the monster entries in this book provide much more in the way of creature lore than is typical for a hardback bestiary. This book also contains appendices of its own, including not only reference guides but also useful information and rules on managing adventures in space and sci-fi settings. These monsters draw on Universal Monster Rules, feats, and monster-building guidelines presented in those books, and where necessary you should refer to those books or equivalent online resources for rule specifics.

This book also includes a number of mythic monsters, using the rules present in *Pathfinder Roleplaying Game Mythic Adventures*, and in the case of monsters using the mythic rules you can refer to the Mythic Monsters chapter, including Mythic Simple Templates and Mythic Universal Monster Rules for details on rules marked with superscript ^{MA} for mythic abilities or ^{MF} for mythic feats if they are not already explained in the monster's entry in this book.

Alien Monsters in Existing Resources

This book introduces a ton of amazing new extraterrestrial monsters for your *Pathfinder Roleplaying Game* campaign, but a great many monsters already can be found in the existing bestiary books for the game. 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.

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, basidirond, chaos beast, clockwork golem, denizen of Leng, destrachan, elementals, froghemoth, gray render, grindylow, gug, hound of Tindalos, magma ooze, moonflower, mu spore, neh-thalggu, 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, cerebric 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, shredskin, 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 suitable for use in sci-fi campaigns, as all of the monsters introduced in the "Metal Gods" Adventure Path (issues #89-94) are obviously well-suited to such campaigns, along with 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 make surprisingly good sci-fi monsters with a tweak of their backstory to err on the side of mutation or genetic engineering rather than magical manipulation, or simply used as is if your campaign retains pure magic as a key feature of the campaign world and does not try to fold entirely into the realm of the scientific.

What about stat block format?

The *Alien Bestiary Companion* follows the stat block format established in the *Pathfinder Roleplaying Game Bestiary* and its sequels, and all notations and descriptions you'll find in those volumes apply here as well. However, since this book also contains mythic monsters, there are some notations unique to this volume. Underlined text indicates a rules element that is described in either the Universal Monster Rules section in Appendix 1 of this volume or in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. In addition, we call out the places where a given creature has a bonus feat, a mythic feat, or a mythic ability, including "major" mythic abilities that count for two of its allotment. Most such elements can be found in *Pathfinder Roleplaying Game Mythic Adventures*, but we have reprinted a number of mythic feats in Appendix 3 of this book. Since mythic monsters have a limited number of mythic feats and abilities, and since the mythic rules lend themselves very well to exchanging feats or abilities for others, or borrowing mythic abilities from a monster you see in this volume and adding it to a monster that does not appear here, we use the following notations to help you know which feats and abilities are mythic.

^{B} = Bonus feat

^{MF} = Mythic feat

^{MS} = Mythic spell (A creature must expend mythic power to cast a spell as a mythic spell.)

^{MA} = Mythic ability

^{MMA} = Major mythic ability (This ability counts as two mythic abilities.)

Otherwise, this book follows the standard bestiary format of monster name and CR; XP award for its defeat; race, class, and level where appropriate for creatures with class levels; alignment, size, and type; initiative and senses; aura; AC; hp; saving throws; defensive abilities, DR, immunities, resistances, and SR; weaknesses; speed, melee attacks; ranged attacks; space and reach (if something different than 5 ft./5 ft.); special attacks; spell-like abilities; spells known/prepared; ability scores; base attack bonus, CMB, and CMD; feats; skills; languages (including special forms of communication); special qualities; the environment in which it is found; organization of creatures of its type; treasure; and descriptions of its special abilities. In most cases, the ecological information about a monster, namely its environment, organization, and treasure, are identical to those of non-mythic versions of the creature. While in some campaigns mythic monsters may be rarities or unique creatures, in other campaigns they may simply be an elite caste or superior variety of monster and no less common than their non-mythic kin. This book makes no assumptions about the specifics of how you will implement mythic monsters in your campaign, but you should always feel free to tailor encounters with mythic monsters in whatever way best suits your game.

Aballonian

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

Mythic Aballonian CR 8/MR 3

XP 4,800
N Medium construct (mythic)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +10

Defense

AC 25, touch 14, flat-footed 23 (+2 deflection, +2 Dex, +11 natural)
hp 105 (10d10+50)
Fort +3, **Ref** +7, **Will** +5; +2 against bursts, rays, and line-shaped effects
Defensive Abilities deflector screen[MA]; **DR** 5/ adamantine and epic; **Immune** construct traits
Weaknesses sunlight dependency

Offense

Speed 40 ft., climb 20 ft.
Melee 2 claws +16 (1d8+5/19–20/x3 plus grab)
Ranged spark +12 touch (2d6 electricity)
Special Attacks electrostunner[MA], mythic power (3/day, surge +1d6)

Statistics

Str 21, **Dex** 14, **Con** —, **Int** 17, **Wis** 10, **Cha** 11
Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 29
Feats Improved Critical[MF] (claw), Iron Will, Lightning Reflexes, Power Attack[MF], Weapon Focus (claw)
Skills Acrobatics +12 (+16 when jumping), Climb +23, Knowledge (engineering) +13, Perception +10, Stealth +12
Languages Common; shortwave 100 ft.
SQ rapid rebuild[MA], rebuild, solar cell[MA]

Ecology

Environment any
Organization solitary, pair, or network (3–6)
Treasure standard

Special Abilities

Deflector Screen (Su) A mythic aballonian is surrounded by an aura of deflective force that grants it a +2 deflection bonus to Armor Class and a +2 bonus on saving throws against bursts, rays, and line-shaped effects, while also protecting it with a constant *entropic shield*. The aballonian can expend one use of its mythic power as a swift action to increase the bonuses provided by this ability to +4 and the miss chance provided by its *entropic shield* to 50% for 1 minute. The deflector screen is normally invisible, but flashes briefly when impacted by an attack.

Electrostunner (Ex) A creature struck by a mythic aballonian's spark is stunned for 1 round. A creature succeeding on a DC 18 Fortitude is staggered for 1 round instead. If the mythic aballonian confirms a critical hit with its spark (or rolls a natural 20 on its combat maneuver check to grapple, if it uses this ability while grappling), the target is stunned for 1 minute. A creature with electricity resistance or immunity that prevents damage from the spark is normally



immune to this effect, but a mythic aballonian can expend one use of its mythic power as a free action to enhance its spark attack: damage increases to 2d10 and it bypasses any electricity resistance or immunity possessed by non-mythic creatures or created by non-mythic effects. The save DC is Intelligence-based.

Rapid Rebuild (Ex) A mythic aballonian can exchange one of its existing abilities for a different ability as a full-round action by expending one use of its mythic power.

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 also add the customizable abilities of animated objects (*Pathfinder Roleplaying Game Bestiary*, *Pathfinder Adventure Path* #43), increasing their CRs by +1 for every 2 Construction Points spent in this way (They are already considered metal.) 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 touch 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.
- Gain the rend special attack (2 claws, 1d8+7).
- Add armor plating to gain a +4 natural armor bonus to AC.
- 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.

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) A mythic aballonian can store up to one hour of solar energy in its reserve cells, allowing it to ignore its sunlight dependency for that duration. If it expends one use of its mythic power, it can ignore its sunlight dependency for up to 8 hours.

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.

Aballonians are intelligent, self-modifying constructs. The stat block presented here represents only the most basic type, with much larger or smaller variants taking the form of gargantuan excavators, gliding solar-powered flyers, ribbon-like serpent creatures, disembodied processor intelligences, or stranger designs.

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 (swarm) B1 TOHC
Init +8; Senses darkvision 60 ft., low-light vision; **Perception** +0

Defense

AC 28, touch 26, flat-footed 20 (+8 Dex, +2 natural, +8 size)
hp 113 (15d10)
Fort +7; **Ref** +12; **Will** +7
Immune weapon damage, construct traits, swarm traits; **SR** 21
Weaknesses swarm traits

Offense

Speed 5 ft., fly 40 ft. (good)
Melee swarm (3d6 plus poison)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 17)

Statistics

Str 3, **Dex** 24, **Con** —, **Int** —, **Wis** 13, **Cha** 4
Base Atk +15; **CMB** —; **CMD** —
Skills Fly +18

Ecology

Environment any
Organization solitary, cloud (2–4 swarms) or plague (5–8 swarms)
Treasure none

Special Abilities

Poison (Ex) Swarm—injury, *save* Fort DC 17; *frequency* 1/round for 4 rounds; *effect* 1d4 Dexterity damage; *cure* 2 consecutive saves. A creature reduced to Dexterity 0 freezes solid (similar to a *flesh to stone* spell) for 1d4 hours as its body hardens into ice. If reduced to 0 or less hit points while frozen, the creature shatters into pieces and dies. The save DC is Constitution-based.

Adamantine wasps are constructed by spellcasters and used to guard or patrol areas the creator wishes to keep "off limits." From a distance, they resemble 1-foot long silver wasps, and some spellcasters further enhance this ruse by constructing fake nests nearby to detract would-be trespassers. 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.

Construction

An adamantine wasp swarm's body requires 10,000 gp worth of adamantine, alloyed with ordinary steel and rare tinctures.

Adamantine Wasp Swarm

CL 13th; **Price** 80,000 gp
Construction
Requirements Craft Construct, *fly*, *geas/quest*, *limited wish*, *poison*; **Skill** Craft (armor) or Craft (weapons) DC 20; **Cost** 45,000 gp



Aetherwarped

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

Aetherwarped Factory Worker **CR 1**

XP 400
Human expert 1
CN Medium aberration (aether, augmented, human)
Init +1; **Senses** darkvision 60 ft., thoughtsense 60 ft., Perception +6

Defense

AC 15, touch 14, flat-footed 13 (+1 armor, +2 deflection, +1 Dex, +1 dodge)
hp 10 (1d8+6)
Fort +2, **Ref** +1, **Will** +4
Immune aetherite radiation

Offense

Speed 30 ft.
Melee club +0 (1d6)
Special Attacks telekinetic thrust (1d6, 10 ft. of movement; 4/day, DC 12)

Statistics

Str 10, **Dex** 12, **Con** 15, **Int** 2, **Wis** 14, **Cha** 13
Base Atk +0; **CMB**+0; **CMD** 13
Feats Toughness, Dodge
Skills Climb +4, Perception +6, Survival +6, Swim +4
SQ burn out, shun gravity
Languages Common (can't speak)

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 tolong 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.

Creating an Aetherwarped Creature

"Aetherwarped" is an acquired template that can be added to any living, corporeal creature or undead (referred to hereafter as the base creature.) An aetherwarped creature uses all the base creature's statistics and special abilities except as noted below.

Challenge Rating: As base creature +1

Alignment: Any (usually chaotic)

Type: The creature's type changes to aberration and it gains the aether and augmented subtype. Do not recalculate base attack bonuses, saves, or skill points.

Senses: As base creature plus darkvision 60 ft. plus thoughtsense (see below)

Thoughtsense (Su): An aetherwarped creature can hear thoughts within a 60-ft. radius. The received thoughts are a susurrus of disjointed words and emotions and cannot be understood but allow the aether-warped 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*, *mind blank*, and similar effects can block the effect. Thoughtsense can distinguish between sentient (Intelligence 3 or greater) and nonsentient (Intelligence 1–2) creatures, but otherwise provides no information about the creatures it detects. Creatures without Intelligence scores cannot be detected with thoughtsense.

Armor Class: The blossoming telekinetic abilities of an aetherwarped creature grant it a +2 deflection bonus to armor class.

Defensive Abilities: An aetherwarped creature is immune to aetherite radiation.

Special Qualities: An aetherwarped creature gains the following special qualities.

Burn Out (Ex): Once created, an aetherwarped creature lives for a maximum of 2d10 days, after which time it dies and cannot be resurrected

except by *true resurrection* or greater magic.

Shun Gravity (Su): Aetherwarped creatures are so in thrall to the aetheric energy flowing through them that they are released from the clutches of gravity. An aetherwarped creature can choose to hovers 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 (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, and take 5-foot steps.



Special Attacks: An aether-warped creature gains the following special attack:

Telekinetic Thrust (Su): As a standard action an aetherwarped creature can project a blast of kinetic energy at a single target within 30 feet. 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).

Abilities: An aetherwarped creature's Intelligence is reduced to 2. Aetherwarped creatures with an Intelligence lower than 2 are unaffected. Additionally, aetherwarped creatures retain any languages they knew prior to being afflicted but cannot speak. Their ability to comprehend complex concepts is limited by their stunted Intelligence.

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.

Melencholic Ooze Swarm CR 1

XP 400
N Tiny ooze (swarm)
Init -5; **Senses** blindsight 60 ft.; Perception –5

Defense

AC 7, touch 7, flat-footed 7 (-5 Dex, +2 size)
hp 17 (2d8+8)
Fort +4, **Ref** -5, **Will** -5
Immune ooze traits, swarm traits; **Resist** electricity 5
Weaknesses vulnerability to acid

Offense

Speed 10 ft.
Melee swarm (1 plus viscous)
Space 10 ft.; Reach 0 ft.
Special Attacks distraction (DC 15), paralyzing slime, viscous (DC 15)

Statistics

Str 14, **Dex** 1, **Con** 18, **Int** -, **Wis** 1, **Cha** 1
Base Atk +1; **CMB** -6; **CMD** 6 (can't be tripped)

Ecology

Environment any underground
Organization solitary, pair, or glob (3–4)
Treasure none

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 15 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 points of acid damage. Armor or clothing worn by the creature takes the same amount of acid damage unless the wearer succeeds on a DC 15 Reflex saving throw.

In addition, a wooden or metal weapon that strikes a choleric ooze swarm takes 1 point of acid damage unless the weapon's wielder succeeds on a DC 15 Reflex save. The ooze's touch deals 8 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full 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 are staggered with laughter.

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 on a creature of Small size or larger, that creature must succeed on a DC 15 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—though this action might be impeded by the ooze's effects. If a creature affected by this ability takes any amount of acid damage, the ooze patches are immediately destroyed. The save DC is Constitution-based.

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 laboratories and regions of magical 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 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.

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 4,800
N Tiny construct (swarm)
Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +16

Defense

AC 21, touch 15, flat-footed 18 (+3 Dex, +6 natural, +2 size)
hp 104 (16d10+16); reassemble 8
Fort +7, **Ref** +10, **Will** +7
Defensive Abilities dispersion, hardness 10, swarm traits; **Immune** construct traits

Offense

Speed 30 ft., climb 30 ft.
Melee swarm (4d6 plus distraction)
Ranged acid spit +21 ranged touch (2d6 acid)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 18)

Statistics

Str 1, **Dex** 17, **Con** —, **Int** 6, **Wis** 10, **Cha** 1
Base Atk +16; **CMB** —; **CMD** —
Feats Following Step[APG], Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Step Up, Toughness
Skills Climb +14, Perception +16, Stealth +14 (+24 when dispersed); **Racial modifiers** +10 Stealth when dispersed
Languages Common (can't speak)
SQ reassemble, scuttling swarm

Special Abilities

Acid Spit (Ex) Each round as a free action, an amalgamite swarm can emit a stream of acid at



one target within 10 feet dealing 2d6 acid damage as a ranged touch attack. Amalgamite swarms are immune to this acid. An amalgamite swarm with 0 hit points or less cannot use this ability.

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.

Reassemble (Ex) Damaged components of an amalgamite swarm remain animated and still pose a threat to enemies. These smaller components effectively become a companion swarm of Fine-sized creatures (**AC** 21, touch 21, flat-footed 18 (+3 Dex, +0 natural armor, +8 size); **hardness** 0; **Immune** weapon damage) occupying the same space as the Tiny-sized creatures comprising the swarm, with its own separate set of hit points, referred to as the swarm's component hit point pool. An amalgamite swarm at full health has 0 hit points in its component pool (which cannot be reduced below 0), and whenever the swarm takes damage from weapons or effects that do not affect an area, its component pool gains the same amount of hit points as those lost by the swarm, and at the start of the swarm's turn each round thereafter it transfers an amount of hit points equal to half the swarm's Hit Dice (8 hit points for a typical amalgamite swarm) from its component hit point pool to its normal pool of hit points, similar to fast healing, until all hit points in its component pool have been transferred. Area effects apply their damage to both the swarm's hit points and to any hit points in its component hit point pool simultaneously. The swarm is destroyed only if its hit points and component pool are both reduced to 0.

Scuttling Swarm (Ex) An amalgamite swarm can use its Step Up and Following Step feats to move and reshape itself when a creature takes a 5-foot step while within the swarm's area. Each 5-foot square of the swarm's area can move up to 10 feet, though all squares of the swarm's area must remain contiguous and the swarm cannot move into spaces occupied by creatures other than the one that provoked its Step Up feat, unless the creature it is following also occupies that space. Movement taken by the swarm when using these feats 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 20

XP 307,200
N Colossal plant
Init +8; **Senses** low-light vision, tremorsense 60 ft.; Perception +44
Aura fascinate (300 ft., DC 32)

Defense

AC37, touch 11, flat-footed 33 (+4 Dex, +5 deflection, +36 natural, -8 size)
hp391 (34d8+238); regeneration 5 (fire)
Fort +26, **Ref** +11, **Will** +20
Defensive Abilities divine shield; **DR** 15/—; **Immune**plant traits; **SR**26

Offense

Speed 50 ft., climb 30 ft., fly150 ft. (perfect)
Melee bite +34 (4d6+24 plus grab), 2 slams +34 (2d8+16 plus implant roots), tail slap +32(4d6+24)
Space 25 ft.; **Reach** 20 ft. (30 ft. with tail)
Special Attacks breath weapon (80 ft. cone, DC 34, 24d6 piercing), constrict, crush (4d8+24, DC 34), trample, tail sweep (up to Medium size, 40 ft. radius, 2d8+24)
Spell-Like Abilities (CL 17th; concentration +24)
At will—*detect thoughts* (DC 34), *dominate monster* (DC 36) (erahthi only)

Spells Known (CL 17th; concentration +24)
8th (4/day)—*control plants* (DC 25), *euphoric tranquility*[APG](DC 25)
7th (6/day)—*animate plants*, *heal*, *true seeing*
6th (6/day)—*mass bull's strength, mass cure light wounds ,transport via plants*
5th (6/day)—*commune with nature*, *cure critical wounds*, *tree stride*, *wall of thorns* (DC 22)
4th (6/day)—*command plants* (DC 21), *freedom of movement* (DC 21),*life bubble*, *reincarnation* (into erahthi only) (DC 21)
3rd (6/day)—*greater thunderstomp*[ACG] (DC 20), *plant growth*, *quench* (DC 20), *thorny entanglement*[ACG] (DC 20)
2nd (6/day)—*animal messenger*, *fog cloud* (DC 19), *owl's wisdom*, *sickening entanglement*[ACG], *spider climb*, *wood shape* (DC 19)
1st (6/day)—*calm animals* (DC 18), *faerie fire*, *goodberry*, *obscuring mist* (DC 18), *pass*



without trace (DC18)
0 (6/day)—*create water*, *guidance*, *know direction*, *light*, *mending*, *purify food and drink*, *resistance*, *stabilize*, *virtue*

Statistics

Str 43, **Dex** 18, **Con** 24, **Int** 17, **Wis** 24, **Cha** 20
Base Atk +26; **CMB** +52; **CMD**62 (cannot be tripped)
Feats Awesome Blow, Combat Reflexes, Eschew Materials, Flyby Attack, Greater Vital Strike, Hover, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Silent Spell, Snatch, Still Spell, Vital Strike



Skills Knowledge (geography) +37, Knowledge (nature) +37, Knowledge (planes) +37, Fly +37, Perception +44
Languages Erahthi (cannot speak); *speak with plants*, telepathy 100'
SQ natural magic

Ecology

Environment forest (Kir-Sharaat)
Organization solitary
Treasure none

Special Abilities

Aura (Ex) An amerta radiates an aura of awe which fascinates creatures for 2d4 rounds (Will DC 32 negates).

Breath Weapon (Ex) An amerta can expel a cone of jagged splinters as a standard action. The amerta must wait 1d4 rounds before using its breath weapon again. The save is Constitution-based.

Divine Shield (Su) An amerta's incredible supernatural power creates a palpable wave of force around its body that deflects incoming attacks, granting it a deflection bonus to AC equal to its Charisma bonus. Additionally, whenever the amerta would be damaged by an attack it may expend one spell slot as an immediate action to increase its damage reduction by an amount equal to twice the spell slot's level.

Implant Root (Ex) When an amerta hits with a slam attack, tiny roots burrow into the victim, remaining behind and growing into thick vines within seconds. The target is

automatically affected by *entangle*, as the spell, and takes an additional 2d6 points of damage per round (which ignore damage reduction) until the vines are removed (as a full-round action). Removing the vines causes2d6 bleed damage to the target. A creature that dies without removing these vines rapidly undergoes a metamorphosis into a tree of equal size and cannot be raised or resurrected except by *true resurrection*, *miracle*, or *wish.*

Natural Magic (Ex) An amerta casts spells as a sorcerer with a class level of half its HD but uses the druid spell list instead of the wizard/sorcerer spell list, and uses Wisdom instead of Charisma for all spell-related effects. It casts all spells as if they were affected by the Still Spell and Silent Spell feats without altering the spell's casting time.

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.

Animated Object

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

Animated Driller CR 7

XP 3,200 each
N Huge construct
Init -2; **Senses** darkvision 60 ft., low-light vision; Perception -5

Defense

AC 15, touch 6, flat-footed 15 (–2 Dex, +11 natural, –2 size)
hp 78 each (7d10+40)
Fort +2, **Ref** +0, **Will** -3
Defensive Abilities hardness 10; **Immune** construct traits

Offense

Speed 30 ft.
Melee slam +15 (2d6+15)
Special Attacks trample (2d6+15, DC 23)

Statistics

Str 30, **Dex** 6, **Con** –, **Int** –, **Wis** 1, **Cha** 1
Base Atk +7; **CMB** +19; **CMD** 27
SQ construction points (metal, trample)

Biologic Processor CR 9

XP 6,400
N Gargantuan construct
Init –2; **Senses** darkvision 60 ft., low-light vision; Perception –5

Defense

AC 19, touch 4, flat-footed 19 (–2 Dex, +15 natural, –4 size)
hp 115 (10d10+60)
Fort +3, **Ref** +1, Will –2
Defensive Abilities hardness 10; **Immune** construct traits

Offense

Speed 20 ft.
Melee 2 slams +20 (2d6+14 plus grab)
Special Attacks fluid sampling
Space 20 ft.; **Reach** 25 ft.

Statistics

Str 38, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1
Base Atk +10; **CMB** +28 (+32 grapple); **CMD** 36
SQ construction points (additional attack, grab, metal, reach, slow [–1 CP, –10 ft. speed])

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.

An animated object is not simply one monster, but a whole category ranging from Tiny to Colossal size, each gaining a number of Construction Points that can be spent to gain additional abilities. Any object can become animated, most commonly via the spell *animate objects*. Permanent animated objects can be built using the Craft Construct feat. Unless an animated object uses a Construction Point to be made of another material, all animated objects have a hardness of 5, presuming construction primarily of plastic, wood, ceramics, or material of equivalent hardness, and the base attack bonus, saves, damage from its slam attack, and so on typical for a construct of its Hit Dice and size. Animated objects have no ecology and keep no treasure; they are simply magically animated automatons that can be found anywhere.

Table: Sample Animated Objects

Size	Sample Object	HD	CP	CR
Tiny	Helmet	1d10	1	1/2
Small	Chair	2d10+10	1	2
Medium	Motorcycle	3d10+20	2	3
Large	Statue	4d10+30	3	5
Huge	Car	7d10+40	4	7
Gargantuan	Tank	10d10+60	5	9
Colossal	Small Building	13d10+80	6	11

Construction Points

Animated objects have a number of Construction Points (CP) used to purchase abilities and defenses in addition to those presented above. If an animated object spends more CP than its size category would allow, its CR increases by 1 (minimum of +1) for every 2 additional CP spent.

Additional Attack (Ex, 1 CP): Gains an additional slam attack.

Additional Natural Attack (Ex, 1 CP): The object gains an additional natural attack. The object must have an appropriate appendage or part for the natural attack.

Additional Movement (Ex, 1 CP): Gains a new mode of movement (burrow, climb, fly [clumsy], or swim) at a speed equal to its base speed.

Augmented Critical (Ex, 1 CP): Increase the threat range for the Animated Object's melee attacks by 1 or the threat multiplier by 1. This cannot combine with itself or with the piercing attack or slashing attack object abilities.

Burn (Ex, 1 CP): The object gains the burn[B2] (1d6) special attack with its slam attacks. This can be applied multiple times. Its effects stack.

Constrict (Ex, 1 CP): Gains constrict with its slam attacks (the object must have grab before it can take this ability).

Exceptional Reach (Ex, 1 CP): The object gains +5 feet of reach with one melee attack. Increase reach on all attacks for an additional +1 CP.

Faster (Ex, 1 CP): One of the object's movement modes increases by +10 ft.

Grab (Ex, 1 CP): Gains grab special attack with slam attacks.

Improved Attack (Ex, 1 CP): All the Animated Object's melee or ranged attacks do damage as though it were one size category larger. A crafter must purchase Improved Attack separately for melee and ranged attacks.

Metal (Ex, 2 CP): The object is made of common metal. Its hardness increases to 10, and it gains a +2 increase to its natural armor bonus. Mithral objects cost 4 CP, and gain hardness 15 plus a +4



increase to natural armor. Adamantine objects cost 6 CP, gain hardness 20, and receive a +6 increase to natural armor.

Piercing Attack (Ex, 1 CP): Replace one melee attack with an attack that does the same amount of piercing damage and has a ×3 critical multiplier. Replace all melee attacks for an additional +1 CP. Object abilities that specify slam attacks do not work on piercing attacks.

Pull (Ex, 1 CP): The object gains a pull (5 feet) special attack with slam attacks (the object must have grab before it can take this ability).

Ranged Attack (Ex, 2 CP): Replace one slam attack with a ranged attack. It does the same amount of damage, and has a range of 20 feet. Replace all attacks for an additional +2 CP. Object abilities that specify slam attacks do not work on ranged attacks.

Resistance (Ex, 2 CP): The object gains resistance 5 to one type of damage (acid, cold, electricity, or fire) chosen at the time of the object's creation. This effect can be applied multiple times. Its effects do not stack; each time it is applied, it applies to a different type of damage.

Slashing Attack (Ex, 1 CP): Replace one slam attack with an attack that does slashing damage and has either a 19–20 threat range (for blade-like attacks) or a ×3 critical multiplier (for axe- or scythelike attacks). Replace all melee attacks for an additional +1 CP. Object abilities that specify slam attacks do not work on slashing attacks.

Stone (Ex, 1 CP): The object is made of stone or crystal. Its hardness increases to 8 and it gains a +1 increase to its natural armor bonus.

Trample (Ex, 2 CP): The object gains the trample special attack.

Trip (Ex, 2 CP): The object gains the trip special ability with one of its slam attacks.

Construction Flaws

Animated objects can gain more CP by applying flaws, which hamper the object but provide additional CP to spend on beneficial abilities. If the CP gained in this way is not spent on beneficial abilities, its CR decreases by 1 for every 2 CP conserved.

Brittle (Ex, +1 CP): The object gains vulnerability to cold.

Cloth (Ex, +1 CP): The object is made of thick cloth. Its hardness decreases to 0.

Clunky (Ex, +1 CP): Treat the object as though it had the staggered special quality.

Flammable (Ex, +1 CP): The object gains vulnerability fire.

Haunted (Ex, +1 CP): The object is haunted by a malevolent spirit. It takes damage from positive energy as if it were an undead creature and can be detect by detect undead.

Slower (Ex, +1 CP): One of the object's movement modes decreases by – 10 ft.

Alternate Construction Rules

Magic-users can create permanent animated objects in one of two ways, either by using the *animate objects* spell in conjunction with *permanency*, or by making use of the Craft Construct feat. Using the Craft Construct feat requires the creator to construct or purchase the object he wishes to animate. He must then spend an amount of gold on reagents—to determine the amount, add the animated object's HD to its CP, and multiple the total by 1,000. The creator must be of a caster level equal to or higher than the animated object's Hit Dice.

Construction Requirements

CL varies (equal to the animated object's HD); **Price** varies (cost of object + [(animated object's HD + CP) × 1,000])

Feats Craft Construct; **Spells** *animate objects, permanency*; **Skill** optional (determined by object being created; crafting the object reduces its cost); **Cost** 1/2 price

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 +2; **Senses** darkvision 60 ft., incredible sight; Perception +7

Defense

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 25 (3d10+9)
Fort +4, **Ref** +5, **Will** +4
Resist sonic 10

Offense

Speed 20 ft., swim 60 ft.
Melee sonic pincer +5 (1d6+2 + 1d6 sonic + stun), pincer +5 (1d4+1)
Ranged sonic lance +5 (1d8 + stun)

Statistics

Str 14, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +3; **CMB** +5; **CMD** 17
Feats Deadly Aim, Point Blank Shot
Skills Knowledge (nature) +7, Perception +7, Swim +16, Survival +11; **Racial Modifiers** +4 Knowledge (nature), +4 Survival
Languages Asquenti, Aquan

Ecology

Environment temperate or warm ocean
Organization solitary, pair, troup (3-8), assault (9-20 plus 1 4th level lieutenant), army (21-100 plus 1 4th level lieutenant per 20 adults, 1 7th level spellcaster specialist, and 1 8th level captain), colony (100 to thousands led by a 10th level or higher general)
Treasure NPC gear (water sheath, sonic grip, other gear)

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 60 feet.

Sonic Lance (Ex) As a standard action, an asquenti can snap its sonic pincer to make a ranged touch attack against a target within 100 feet with a ray of sonic energy, stunning the target for 1 round (DC 14 Fortitude negates). The save DC is Constitution-based.

Sonic Pincer (Ex) One of an asquenti's pincers is significantly larger, snapping shut with supersonic speed. This pincer deals greater damage than its other claw, plus 1d6 points of sonic damage. In addition, a creature struck is stunned for 1 round (DC 14 Fortitude negates). The save DC is Constitution-based.

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.

Since asquenti are highly susceptible to chemical or magical changes in their environment, there are many variant species in the oceans of Melifoni.

Colossal asquenti (CR 4) asquenti sometimes grow to Large size, gaining the Giant template. This mutation also grants the blood rage and ferocity universal monster abilities.

Scintillating asquenti (CR 3) asquenti adapted to the deepest trenches of the ocean have developed both a source of light and an additional defense mechanism. By oscillating the frequencies of their sonic snap, they cause their carapace to glow and rapidly shift colors. This emits light equivalent to a candle. Once per day can use this technique to create a spell-like ability to cast hypnotic pattern, centered on themselves. At 8 HD, they can instead use it as rainbow pattern. Scintillating asquenti are immune to these spell-like abilities of other scintillating asquenti. They also gain the light-blindness weakness.

Transparent asquenti (CR 3) Asquenti who are born near transparent coral gain a +8 racial bonus on Stealth checks, and if underwater and not moving, gain concealment. They also gain an affinity for water magic, gaining +1 caster level for any spell with the water descriptor. Such spells also have their DC increased by 1.



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** blindsense 120 ft., darkvision 60 ft., low-light vision, tremorsense 30 ft.; Perception +2

Defense

AC 37, touch 2, flat-footed 37 (+35 natural, –8 size)
hp 449 (29d8+319); fast healing 30
Fort +27, **Ref** +9, **Will** +11
Defensive Abilities impenetrable hide, tunnel worm; **DR** 15/adamantine; **Immune** cold, disease, electricity, exhaustion, fatigue, fire, mind-affecting effects, poison, paralysis, petrification, polymorph; **Resist** acid 30, sonic 30

Offense

Speed 40 ft., burrow 20 ft.
Melee bite +28 (8d6+22/18–20/x3 plus grab)
Space 40 ft.; **Reach** 50 ft.
Special Attacks engulf (DC 39, 4d6 bludgeoning), fast swallow, swallow whole (no damage, AC 27, hp 44), tail sweep, thundering trample, trample (8d6+22, DC 39), tube launch

Statistics

Str 40, **Dex** 11, **Con** 33, **Int** —, **Wis** 15, **Cha** 10
Base Atk +21; **CMB** +50 (+54 grapple, +70 overrun); CMD 60 (can't be tripped)
Feats Snatch[B]
SQ capacious gullet, freeze, gut mites, no breath, supercolossal

Ecology

Environment space (asteroids, moons, and airless planetoids)
Organization solitary
Treasure incidental

Special Abilities

Capacious Gullet (Ex) 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 an immediate action, causing all trapped creatures to take 4d6 points of bludgeoning damage, falling prone and becoming staggered until the end of their next turn. A successful DC 35 Reflex save halves damage and negates the other effects of this thrashing.

The save DC is Constitution-based.

Freeze (Ex) An asteroid worm typically lairs in lunar and asteroid craters and caves, and its camouflage is nearly perfect, invisible even to most scanners. As long as it remains motionless, an asteroid worm is effectively invisible, gaining a +40 bonus on Stealth checks, requiring a DC 44 Perception check to notice its presence.

Gut Mites (Ex) An asteroid worm's massive gullet is thickly populated with voracious vermin that consume creatures trapped within it, and whose prey breaks down further to nourish the worm itself. Some of these mites are fliers (statistics equivalent to a plague locust swarm[AP79]) while others are crawlers (statistics equivalent to a tick swarm[B2]). Unlike the common vermin that comprise such swarms, an asteroid worm's gut mites are Tiny vermin and can be damaged by weapon attacks. Every round there is at least one creature inside its gullet, there is a 50% chance that such a swarm (equal chance of crawlers or fliers) crawls out of the fissures within the worm's gullet on the worm's turn in the initiative order and attacks trapped creatures. If a swarm is already present, this chance is reduced to 20% each round that an additional swarm emerges. Swarms fight until destroyed, but they do not leave the worm's gullet to pursue creatures that escape. If all creatures exit the worm's gullet, any active swarms have a 50% chance each round to resume their dormant state. The swarms do not damage the worm or each other.



Impenetrable Hide (Ex) An asteroid worm's damage reduction applies even against spells, supernatural abilities, and other magical effects that deal bludgeoning, piercing, and slashing damage. The worm also gains immunity to bleed effects, critical hits, and precision-based damage, though this immunity can be bypassed on a critical threat with an epic weapon, artifact, or adamantine weapon. Rays and ranged touch attacks against an asteroid worm 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 and it takes no size penalty on its attack rolls or to its Armor Class, it is considered one size category larger for all other purposes, including its reach, damage dealt by its natural attacks, and the ability to affect creatures with special attacks based on size. It can swallow other Colossal creatures whole, and its CMB and CMD are increased by 6.

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 makes a single combat maneuver check to overrun creatures in the path of its trample and to trip creatures within 10 feet all along the path of its movement. Opponents are knocked prone if the check equals or exceeds their CMD. If it exceeds their CMD by 10 or more, those opponents are also staggered for 1 round for every 10 points by which the check exceeded their CMD. It also can use this shockwave as part of using its crush attack.

Tail Sweep (Ex) An asteroid worm usually keeps a portion of its body buried within its tunnel, but if lured onto the surface in pursuit of prey it can sweep its tail as a standard action, striking all creatures within a 50-foot-radius half-circle, extending from an intersection on the edge of the worm's space in any direction. Huge or smaller creatures in this area take 4d8+22 points of bludgeoning damage and are knocked prone. Creatures succeeding on a DC 35 Reflex save take half damage and are not knocked prone. In addition, creatures damaged by its tail sweep are staggered for 1 round (DC 35 Fortitude negates). Creatures failing their save by 10 or more are stunned for 1 round and staggered for 1d4 rounds thereafter. The save DC is Constitution-based.

Tube Launch (Ex) An asteroid worm can launch itself up to 200 feet into the air to use its Snatch feat to grab a flying creature or a Huge or smaller vehicle, or to use its engulf attack against all creatures within a 20-foot cube. Any creatures it successfully grapples or swallows are drawn back to the ground with it, taking half the normal amount of falling damage for their elevation. The worm takes a -1 penalty on its combat maneuver check for every 10 feet of elevation of the target beyond its normal 50-foot reach.

Tunnel Worm (Ex) An asteroid worm typically lairs deep within a natural tunnel. It gains the benefits of cover against any creature within 30 feet of the ground. In addition, it can use the withdraw action to draw its entire length deep into its tunnel, gaining improved cover against all attacks. If wounded and still pressed by enemies, it can collapse its tunnel mouth as a full-round action to gain total cover.

Unstoppable (Ex) An asteroid worm's movement is never impeded by difficult terrain and it 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 does not gain the grappled condition when it grapples a Huge or smaller creature. It receives a +20 racial bonus on combat maneuver checks to overrun and Strength checks to break or destroy objects, and can make one such check as a free action as part of a charge. In addition, the natural weapons of an asteroid worm bypass 10 points of damage reduction or hardness (5 points of DR/epic or DR/–). They do not bypass the hardness of legendary items or artifacts.

In addition, whenever an asteroid worm would be 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. This ability also functions against any effect that would immobilize the worm, including spells such as *binding* and *temporal stasis* but not *imprisonment*.

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 (evil, extraplanar, incorporeal)
Init +11; **Senses** blindsight 120 ft., darkvision 60 ft., lifesense; Perception +18
Aura frightful presence (60 ft., DC 30)

Defense

AC 33, touch 23, flat-footed 25 (+6 deflection, +1 dodge, +7 Dex, +10 natural, –1 size)
hp 294 (28d8+168)
Fort +15, **Ref** +18, **Will** +19
Defensive Abilities incorporeal; channel resistance +4; **Immune** undead traits

Offense

Speed fly 60 ft. (perfect)
Melee 4 incorporeal touch +28 (3d6 negative energy plus 1d4 Con drain/19-20)
Space 10 ft.; **Reach** 10 ft. (20 ft. with tendrils)
Special Attacks nightmare rift, tendrils
Spell-Like Abilities (CL 18th; concentration +24)
At will— *interplanetary teleport*[UM], *telekinesis*
3/day—*ego whip V*[OA], *id insinuation V*[OA]
1/day—*psychic crush V*[OA]

Statistics

Str —, **Dex** 25, **Con** —, **Int** 5, **Wis** 13, **Cha** 22
Base Atk +21; **CMB** +22; **CMD** 39
Feats Combat Casting, Combat Reflexes, Critical Focus, Dodge, Flyby Attack, Improved Critical (incorporeal touch), Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Sickening Critical, Stunning Critical, Weapon Focus (incorporeal touch)
Skills Fly +24, Perception +18, Stealth +20; **Racial Modifiers** +4 Perception, +4 Stealth
Languages Ashtuul (can't speak), Belligren (can't speak), Common (can't speak), Jagladine (can't speak), Ultari (can't speak); telepathy 60 ft.
SQ dimensional omniscience, feed on fear

Ecology

Environment any
Organization solitary, pair, or misery (3-5)
Treasure standard

Special Abilities

Cloud Mind (Su) As a swift or immediate 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 30 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-round action, the atoth can use this ability to cloud the minds of up to 17 creatures at once, while increasing the save DC to 34. However, if it attacks any of the creatures whose minds it has clouded, it becomes visible and detectable again by all affected creatures. The save DC is Charisma-based.

Constitution Drain (Su) Creatures hit by an atoth's touch attack take 1d4 points of Constitution drain (DC 30 Fortitude negates) if struck by its incorporeal touch. On each successful attack, the atoth gains 5 temporary hit points. The save DC is Charisma-based.

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. These wraiths share the atoth's channel resistance (which stacks with their own) as long as they are within 30 feet of the atoth that spawned them.

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*, *dream travel*[OA], 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 them 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 30 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 *nightmare* (DC 30). 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 *break*



enchantment or *remove curse* (with a successful DC 28 caster level check), or by *limited wish, 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 free 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). Conjuration 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 luck 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). An atoth damaged by a *sunbeam, sunburst,* or similar effect or that fails a saving throw against *dispel evil* loses these benefits for 1d4 rounds.

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 incorporeal touch 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 ceroptor 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 atoth

Can potential 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.

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, 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 Hive Minds

The strength and powers of an azaka hive mind depend on the number of azaka in the hive. For purposes of this ability, an azaka hive is defined as the number of creatures with the azaka subtype within a 1-mile radius of an azaka thought seeker. 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 Hive Minds

Hive Size	Minimum Intelligence	Disruptive Aura	Powers
Small (2 to 8)	15	20%; -2	CL 2; *mind thrust I*[OA], *mindlink*[OA]
Medium (9 to 30)	17	40%; -4	CL 4; as above plus *inflict pain*[OA], *mind thrust II*[OA], *paranoi*[OA]
Large (31 to 80)	19	60%; -6	CL 6; as above plus *mind thrust III*[OA], *synaptic pulse*[OA]
Huge (81+)	21+	80%; -8	CL 9 or greater as above plus *mind thrust IV*[OA], *possession*[OA], synaptic scramble[OA], *thoughtsense*[OA]

*Power DCs are equal to 10 + the level of the power + the hive's Intelligence modifier and are treated as supernatural abilities. A hive's powers may vary from these. Particularly large hives can possess additional intelligence, abilities, and even mythic powers, at the GM's discretion.

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 +6; **Senses** darkvision 60 ft.; Perception +17
Aura disruptive aura (30 ft.; DC 16)

Defense

AC 17, touch 11, flat-footed 17 (+2 Dex, +6 natural, –1 size)
hp 67 (9d8+27)
Fort +8, **Ref** +5, **Will** +10
Immune azaka immunities

Offense

Speed 40 ft.
Melee 2 pincers +9 (1d6+4), 2 claws +9 (1d6+4), and 2 psychic lashes +4 touch (1d6 nonlethal plus sleep)
Space 10 ft.; **Reach** 5 ft.
Special Attacks aether cocoon, collective invasion, sleep (DC 16)
Psychic Magic (CL 9th; concentration +11)
10 PE—*mind probe* (4 PE, DC 17), *mindlink* (1 PE, DC 14), *mindwipe* (4PE, DC 17)

Statistics

Str 19, **Dex** 14, **Con** 16, **Int** 17, **Wis** 14, **Cha** 15
Base Atk +6; **CMB** +8; **CMD**23 (27 vs. trip)
Feats Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Perception)
Skills Acrobatics +14, Climb +16, Intimidate +14, Knowledge (geography) +15, Perception +17, Stealth +10, Survival +14
Languages Azaka, Common, Giant, Okanta, telepathy 180 ft.
SQ hive mind, sense aetherite

Ecology

Environment any underground (Orbis Aurea)
Organization solitary, pair, swarm (5–8 azaka warriors plus 1–2 azaka thought-seekers and 3–15 insectile creature slaves), or hive
Treasure incidental

Special Abilities

Aetheric Cocoon (Ex) As a full-round action, an azaka thought-seeker can entrap a helpless creature in a cocoon of aetherite-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 129). Creatures with the aether subtype are immune to the Constitution damage of aetheric cocoon and cannot be transformed into insectile creatures. The azaka thought-seeker and any member of its hive can give telepathic commands to the creature as a free action. The number of HD worth of insectile creatures that an individual azaka thought-seeker can control is determined by the size of its hive-mind: up to 2 HD (individual azaka thought-seeker); 4 HD (small); 8 HD (medium); 16 HD (large); or 32 HD (huge).

Collective Invasion (Su) Three azaka thought-seekers working in tandem can increase the power of their psychic magic. Each azaka thought-seeker must be within 30 ft. of the others and spend a full-round action casting the same psychic magic spell. Each azaka thought-seeker expends PE to cast the spell, but the target of the spell is only affected once and makes any save at a –6 penalty.

Sense Aetherite (Su) An azaka thought-seeker can sense the direction of the nearest source of aetherite within 50 miles as if by *locate object*.

Sleep (Su) A creature damaged by an azaka thought-seeker's psychic lash must succeed at a Will save (DC 16) or fall asleep for 1 minute as if affected by *sleep*.

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 800
LE Large aberration
Init +6; **Senses** darkvision 60 ft.; Perception +8
Aura disruptive aura (30 ft.)

Defense

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)
hp 30 (4d8+12)
Fort +4, **Ref** +3, **Will** +5
Immune azaka immunities

Offense

Speed 40 ft.; burrow 10 ft.
Melee 2 pincers +5 (1d8+2 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks death throes, paralytic grasp

Statistics

Str 15, **Dex** 14, **Con** 16, **Int** 11, **Wis** 12, **Cha** 13
Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 18 (22 vs. trip)
Feats Combat Reflexes, Improved Initiative
Skills Climb +9, Intimidate +8, Perception +8, Stealth +5
Languages Azaka, telepathy 120 ft.
SQ hive mind

Ecology

Environment any underground (Orbis Aurea)
Organization solitary, pair, clutch (3–6), swarm (5–8 plus 1–2 azaka thought-seekers and 3–15 insectile creature slaves), or hive
Treasure none

Special Abilities

Death Throes (Ex) When killed, an azaka warrior explodes in a burst of supercharged aether that deals 3d4 points of force damage in a 10-ft. radius and leaves a disruptive aura in the area that lasts for 2d4 rounds. This aura functions as the azaka's disruptive aura ability, with the strength of a medium-sized hive. Any aethertech in the radius of the original explosion is disabled for as long as the aura remains, even if removed from the area. A successful DC 14 Reflex save halves the damage and prevents aethertech from being disabled. The save DC is Constitution-based.

Paralytic Grasp (Ex) An azaka warrior can attempt to paralyze a grappled creature as a standard action. By grasping the creature with both pincers 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
Bahgra ranger 1
N Medium humanoid (bahgra)
Init +2; **Senses** low-light vision; Perception +4

Defense

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)
hp 13 (1d10+3)
Fort +4, **Ref** +4, **Will** +0

Offense

Speed 30 ft.
Melee scimitar +3 (1d6+2/18–20), bite –2 (1d6+1) or bite +3 (1d6+3)
Ranged longbow +3 (1d8/x3)
Special Attacks favored enemy (humans +2)

Statistics

Str 15, **Dex** 14, **Con** 15, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +1; **CMB** +3; **CMD** 15
Feats Pack Attack[UC](B), Point-Blank Shot
Skills Climb +6, Heal +4, Intimidate +4, Knowledge (nature) +4, Perception +4, Survival +4
Languages Bahgra, Common (can't speak), Ultari (can't speak)
SQ track +1, wild empathy +1

Ecology

Environment cold or temperate forest, hills, or plains
Organization solitary, pair, or pack (3–12)
Treasure NPC gear (leather armor, longbow, scimitar, other treasure)

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.

Bahgra make excellent trackers, skilled laborers, and warriors, possessing a natural "team" instinct which makes them well-suited to construction and manufacturing. This trait also manifests during combat, as bahgra excel in pack-based tactics.



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 4

XP 1,200
N Large vermin
Init +0; **Senses** darkvision 60 ft.; Perception +8

Defense

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)
hp 45 (6d8+18)
Fort +8, **Ref** +2, **Will** +1
Defensive Abilities iridescent carapace, **DR** 5/ bludgeoning; **Immune** poison, mind-affecting effects

Offense

Speed 30 ft.
Melee gore +7 (2d6+6/19–20 plus bleed), slam +8 (1d8+4)
Space 10 ft.; **Reach** 10 ft.
Special Attacks bleed (1d2), trample (1d8+6, DC 18), vicious gore

Statistics

Str 18, **Dex** 11, **Con** 17, **Int** 2, **Wis** 8, **Cha** 15
Base Atk +4; **CMB** +9 (+11 overrun); **CMD** 19 (23 vs. overrun, 27 vs. trip)
Feats Improved Overrun, Power Attack, Weapon Focus (slam)
Skills Perception +12 (+16 vs. invisible creatures), Survival +3; **Racial Modifiers** +8 Perception (+12 vs. invisible creatures)
SQ 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)
Treasure none

Special Abilities

Iridescent Carapace (Ex) A chag beetle's chitinous shell has an impressive, highly reflective surface. When in well-lit areas (e.g., outdoors on a cloudless day, within the illumination provided by a light spell, etc.), those attempting to attack or otherwise corral a chag beetle must make a DC 16 Fortitude save or be dazzled for 1 round by its iridescent carapace. This save is Constitution-based.

Probing Antennae (Ex) A chag beetle's four sensitive antennae endlessly probe the air. As a result, it treats Perception as a class skill and also gains a +8 racial bonus on all Perception skill checks. Because of its sensitivity to light waves, chag beetles prove especially sensitive to invisible creatures, gaining an additional +4 bonus on Perception checks against such creatures.

Vicious Gore (Ex) A chag beetle deals one and a half times its Strength modifier on gore attacks, and threatens a critical hit on a 19–20.

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 +2; **Senses** low-light vision; Perception +7

Defense

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 6 (1d8+2)
Fort +4, **Ref** +2, **Will** +0
Immune acid, plant traits

Offense

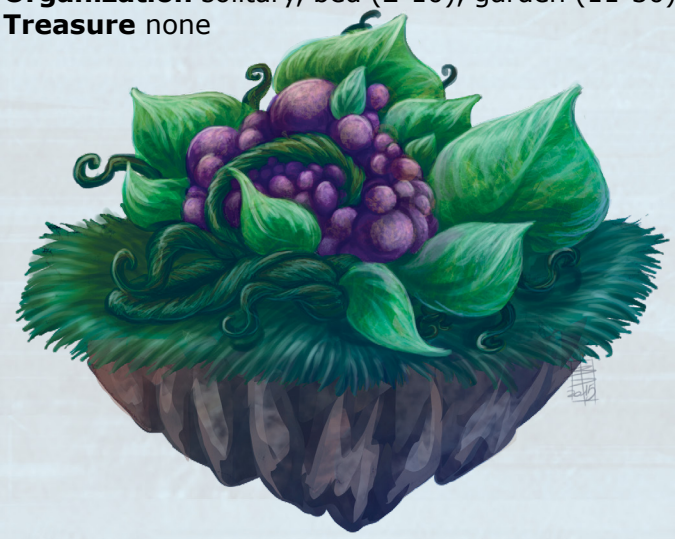
Speed 10 ft.
Melee tendril –2 (1d2–4)
Space 2–1/2 ft.; **Reach** 0 ft.
Special Attacks spores

Statistics

Str 2, **Dex** 14, **Con** 15, **Int** 3, **Wis** 10, **Cha** 13
Base Atk +0; **CMB** +0; **CMD** 6 (can't be tripped)
Feats Skill Focus (Perception)
Skills Perception +7
SQ unassuming

Ecology

Environment temperate
Organization solitary, bed (2-10), garden (11-30)
Treasure none



Special Abilities

Spores (Ex) As a standard action, a begedhi seedling can release spores in a 10-foot-radius burst. Creatures failing a DC 12 Will save feel a compulsion to protect the seedling and any other begedhi in the area. This functions as per the *suggestion* spell, with no requirement for the seedling to speak its intent and has a duration of 1 hour. This is a mind-affecting, compulsion effect, and the save DC is Constitution-based.

Unassuming (Ex) A begedhi seedling looks like an inoffensive plant. A creature must succeed at a DC 15 Knowledge (nature) check to realize the plant poses any threat.

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

Begedhi Parasite CR 2

XP 600
NE Small plant
Init +7; **Senses** low-light vision; Perception +8

Defense

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)
hp 19 (3d8+6)
Fort +5, **Ref** +4, **Will** +1
Immune acid, plant traits

Offense

Speed 10 ft.
Melee 2 vines +2 (1d6 plus grab)
Special Attacks control host, create seedlings, infest

Statistics

Str 10, **Dex** 16, **Con** 15, **Int** 7, **Wis** 10, **Cha** 15
Base Atk +2; **CMB** +1 (+5 grapple); **CMD** 14 (can't be tripped)
Feats Improved Initiative, Skill Focus (Perception)
Skills Bluff +11, Perception +8; **Racial Modifiers** +8 Bluff

Ecology

Environment temperate
Organization solitary, planting (2-5), infestation (6-20)

Treasure none

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-round action to produce 1d4 new begedhi seedlings. This process destroys the parasite, and the seedlings require a full week to mature.

Infest (Ex) A begedhi parasite can enter the body of a helpless creature (or a mother plant can implant one, see below). Once inside, a parasite requires one week to gain full control of the host. During this time, *remove disease* (DC 16, which includes a +2 racial modifier) will kill the parasite. After integrating with the host, a parasite gains regeneration 2. At this point, it must be brought to fewer than 0 hp, and then *remove disease* can be used to destroy it.

Vines (Ex) When a begedhi parasite attacks with its spiky vines while inside a host, it deals half damage to the host, regardless of whether it strikes its intended target.

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

BEGEDHI MOTHER PLANT
CR 10/MR 4

XP 9,600
NE Large plant (mythic)
Init +4; **Senses** all-around vision[MA], low-light vision; Perception +24

Defense

AC 25, touch 9, flat-footed 25 (+16 natural, –1 size)
hp 146 (12d8+92); regeneration[MA] 5 (mythic fire)
Fort +13, **Ref** +4, **Will** +7
DR 10/epic; **Immune** acid, electricity, plant traits; **SR** 23

Offense

Speed 10 ft., climb 10 ft.
Melee 2 tentacles +18 (3d4+8/x3/19–20 plus grab)
Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)
Special Attacks entangling vines[MA], implant parasite, mythic power (4/day, +1d8), pull (tentacle, 5 feet), spores[MA], strangle[MA]

Statistics

Str 26, **Dex** 10, **Con** 21, **Int** 10, **Wis** 17, **Cha** 19
Base Atk +9; **CMB** +18 (+22 grapple); **CMD** 28 (can't be tripped)
Feats Combat Reflexes, Improved Critical[MF] (tentacle), Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus[MF] (tentacle)
Skills Climb +16, Perception +24, Stealth +17; **Racial Modifiers** +8 Stealth
Languages Common (can't speak); telepathy 500 ft. (only with parasites and seedlings it produces)

Ecology

Environment temperate
Organization cult (1 mother plant plus 3-6 parasites or parasite-infested NPCs, 6-12 seedlings)
Treasure standard

Special Abilities

All-Around Vision (Su) A begedhi mother plant benefits from all-around vision when it has at least two living seedlings or parasites within sight.

Entangling Vines (Su) A riot of vines grows around a begedhi mother plant, creating an effect similar to *entangle* in a 10-foot radius around the plant. The mother plant is unaffected by this manifestation.

Implant Parasite (Ex) As a swift action, a begedhi mother plant can force a begedhi parasite down an adjacent creature's throat, if the creature is currently helpless or grappled by the plant.

Regeneration (Ex) A begedhi mother plant's regeneration can only be overcome by mythic sources of fire damage.

Spores (Ex) As a standard action, a begedhi

mother plant can release spores in a 30-foot-radius burst. Creatures within the burst must succeed at a DC 20 Will save. If a creature fails, it must take a move action to approach the plant on its turn. This is a mind-affecting, compulsion effect, and the save DC is Constitution-based. The plant forces any creature that fails this save to double move towards the plant on its turn, and the creature is stunned until the beginning of its next turn.

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 release 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.



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.

BEGNTHONIR CR 2

XP 600
N Medium monstrous humanoid (aquatic)
Init +2; **Senses** tremorsense 30 ft., darkvision 60 ft.; Perception +7

Defense

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 30 (4d10+8)
Fort +5, **Ref** +5, **Will** +2; +5 vs. polymorph
Defensive Abilities fast healing 5, morphic form; **Immune** cold

Offense

Speed 20 ft., swim 40 ft.
Melee 2 claws +9 (1d4+4) and bite +8 (1d6+4)

Statistics

Str 18, **Dex** 15, **Con** +13, **Int** 9, **Wis** 11, **Cha** +0
Feats Toughness, Weapon Focus (claw)
Skills Athletics +12, Stealth +7, Survival +7
Languages Aquan, Benthoniri
SQ compression, water breathing

Ecology

Environment deep oceans
Organization single, frond (2-7), school (8-25)
Treasure none

Special Abilities

Morphic Form (Ex) A benthonir's body is soft and malleable, rendering it immune to critical hits and granting it a +5 racial bonus on saving throws against polymorph effects.
Ripclaw (Ex) A benthonir's jagged claws deal 1d4 points of bleed damage when it confirms a critical hit with them.
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 Red Kelp Jungle. They are immune to fire rather than cold and often have multiple arms, similar to races like the kasatha.

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 25 Knowledge (nature) 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. The benthonirs of Midron, including the Sisters of the Dark Spire, are of this type.

Nemonti benthonirs look like asquenti (see page 18) and can only be distinguished with a cursory medical examination, requiring a DC 20 Heal check, or by confirming 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.



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 +9; **Senses** darkvision 60 ft., low-light vision; Perception +11

Defense

AC 19, touch 15, flat-footed 14 (+5 Dex, +4 natural)
hp 68 (8d8+32)
Fort +6, **Ref** +7, **Will** +9
Resist cold 10
Weakness vulnerability to toxins

Offense

Speed 20 ft., swim 50 ft., jet 90 ft.
Melee bil'djooli rod +11/+6 (1d10+4 plus 1d6 energy) and 2 tentacle slams +4 (1d4+1), or 4 tentacle slams +9 (1d4+3)
Ranged bil'djooli rod +13/+8 touch (4d6 energy)
Special Attacks contamination (DC 18), side shot

Statistics

Str 16, **Dex** 21, **Con** 18, **Int** 13, **Wis** 16, **Cha** 13
Base Atk +6; **CMB** +9; **CMD** 24 (can't be tripped)
Feats Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (bil'djooli rod)
Skills Acrobatics +12, Climb +10, Disable Device +10, Intimidate +8, Knowledge (local) +8, Perception +11, Stealth +12 (+16 while submerged), Survival +10, Swim +15, Use Magic Device +8; **Racial Modifiers** +4 Stealth while submerged
Languages Bil'djooli, Ultari
SQ interstellar

Ecology

Environment any aquatic
Organization solitary, team (2-4), or squad (5-12)
Treasure standard (bil'djooli rod)

Special Abilities

Contamination (Ex): Bil'djooli secret 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. The save DC is Constitution-based.

Poison, contact—bil'djooli slime, *save* Fortitude DC 18, *frequency* 1/round for 1 round, *effect* 1 Strength, *cure* 1 save.

Interstellar: Bol'djooli travel the stars, bringing war to planets and stealing alien technology to add to their own. Disable Device and Use Magic Device are always class skills for a bil'djool.

Side Shot (Ex): During a melee full-attack action, a bil'djool can take a -2 penalty to all attacks for the round to add an additional ranged attack with its bil'djooli rod. This attack is made using its highest base attack bonus, plus other modifiers. Any penalties to attack rolls from feats (such as Combat Expertise or Power Attack) apply to this ranged attack as well. A bil'djool doesn't provoke attacks of opportunity when firing a bil'djooli rod if it threatens the enemy who would take that attack with its slams. Effects that grant the bil'djooli an additional attack at its highest attack bonus (such as the *haste* spell or Rapid Shot feat) do not stack with side shot for the purposes of additional ranged attacks, but can be used to make additional slam attacks.

Vulnerability to Toxins (Ex): Bil'djooli take a -2 penalty to Fortitude saves 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.

The bil'djooli teach a peculiar martial art that makes use of their long tentacles and superior reach. They take what they desire from enemy combatants, striking them with powerful tentacles and using agile suction to disarm their opponents or lift other equipment. In mass combat they fire their magical rods, using the most appropriate energy type and then firing into melee amid a flurry of slam attacks.

A single bil'djool has incredibly competitive instincts and a large measure of pride, but the culture rewards cooperation and team work in order to secure the race's survival. Advancement in their militarized society requires competence and loyalty, though some level of corruption allows the truly ambitious to exploit others to their benefit. Regardless of rank or station, all bil'djooli receive intensive martial training, learning to fight with mass-produced technomagical rods that can crunch bones in melee or fire rays of magical energy.

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.

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
Init +17; **Senses** blindsight 120 ft.; Perception +33

Defense

AC 36, touch 24, flat-footed 22 (+13 Dex, +1 dodge, +12 natural)
hp 372 (23d8+264)
Fort +21; **Ref** +21; **Will** +19
Defensive Abilities distance distortion, rejuvenation; **Immune** ability damage, ability drain, acid, cold, ooze traits

Offense

Speed 30 ft., climb 30 ft., fly 90 ft. (perfect)
Melee 4 slams +32 (2d8+14/19–20 plus 3d6 cold and flash freeze)
Special Attacks exotic radiation burst
Spell-Like Abilities (CL 20th; concentration +32)
1/day—*blight* (DC 23), *command plants* (DC 22), *dominate monster* (DC 27), *hallucinatory terrain* (DC 22), *mass suffocation* (DC 27)

Statistics

Str 38, **Dex** 36, **Con** 33, **Int** 21, **Wis** 28, **Cha** 27
Base Atk +18; **CMB** +32; **CMD** 56 (can't be tripped)
Feats Combat Reflexes, Critical Focus, Dodge, Exhausting Critical, Flyby Attack, Great Fortitude, Improved Critical (slam), Improved Initiative, Iron Will, Mobility, Power Attack, Tiring Critical
Skills Bluff +32, Climb +38, Disguise +32, Fly +32, Intimidate +32, Knowledge (geography) +29, Perception +33, Stealth +37
Languages Aklo, Common; domain telepathy
SQ cursed domain, favored terrain (space), no breath, starflight

Ecology

Environment any space
Organization solitary
Treasure standard

Special Abilities

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, DCs skill checks for navigation and piloting are increased by 10.

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 33 Fortitude save halves the drain. 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 33 Reflex save to halve the damage. The save DCs are Constitution-based. 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 30 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. The save DC is Charisma-based.

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.



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 11**

XP 12,800
CE Medium undead
Init +5; **Senses** darkvision 60 ft.; Perception +17

Defense

AC 27, touch 15, flat-footed 22 (+5 Dex, +12 natural)
hp 136 (16d8+64)
Fort +9; **Ref** +10; **Will** +10
DR 10/magic and slashing; **Immune** cold, undead traits

Offense

Speed 40 ft.
Melee 4 tentacles +19 (1d8+7/19–20 plus grab and steal air)
Space 5 ft.; **Reach** 5 ft. (15 ft. with tentacles)
Special Attacks kiss of death, pull (5 ft., tentacle)

Statistics

Str 25, **Dex** 20, **Con** —, **Int** 7, **Wis** 10, **Cha** 19
Base Atk +12; **CMB** +19 (+23 grapple); **CMD** 34
Feats Critical Focus, Improved Critical (tentacle), Improved Initiative, Power Attack, Sickening Critical, Skill Focus (Stealth), Toughness, Weapon Focus (tentacle)
Skills Intimidate +18, Perception +17, Stealth +15
Languages Common
SQ create spawn

Ecology

Environment any
Organization solitary, pair or vacuum (3–6)
Treasure incidental

Special Abilities

Create Spawn (Su) 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 rounds later, while a creature killed by steal air returns 24 hours later.

Kiss of Death (Ex) If a breathless one succeeds at a grapple check against an adjacent opponent, it clamps its mouth over the opponent's nose and mouth to suffocate it. Each round the breathless one maintains a grapple and its target fails a DC 21 Fortitude save its condition worsens: it becomes staggered for 1 round, it falls unconscious and is reduced to 0 hp, it drops to –1 hp and is dying, it dies. The save DC is Charisma-based.

Steal Air (Ex) When a breathless one succeeds at a grapple attempt with a tentacle, its target must succeed at a DC 21 Fortitude save or take 1d2 Con and 1d2 Str damage. If the target takes damage, the breathless 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 Charisma score. These temporary hit points last for 1 minute. The save DC is Charisma-based.

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



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.

Byakhee CR 8/MR 3

XP 4,800
CE Medium monstrous humanoid (mythic)
Init +3; **Senses** darkvision 60 ft.; Perception +14

Defense

AC 23, touch 14, flat-footed 19 (+3 Dex, +1 dodge, +9 natural)
hp 105 (10d10+50)
Fort +5, **Ref** +10, **Will** +9
DR 5/epic; **Immune** disease, poison; **Resist** acid 20, cold 20
Weaknesses mythos minion

Offense

Speed 20 ft., fly 60 ft. (average)
Melee 4 claws +14 (1d6+4), bite +9 (1d6+2), sting +9 (1d6+2 plus poison)
Special Attacks carry off[MA], mythic power (3/day, surge 1d6), rend[MA] (2 claws, 1d6+6), toxic cesspit[MA]

Statistics

Str 19, **Dex** 16, **Con** 15, **Int** 7, **Wis** 14, **Cha** 10
Base Atk +10; **CMB** +14; **CMD** 28
Feats Death from Above[MF], Dodge[MF], Flyby Attack, Mobility, Wind Stance
Skills Fly +14, Perception +14, Swim +10
Languages Aklo
SQ alien amalgam, hybrid mount, mythos minion, no breath, starflight, unspeakable molt[MA]

Ecology

Environment any (outer space)
Organization single, pair, or flight (3–10)
Treasure standard (no coins)

Special Abilities

Alien Amalgam (Ex) Byakhee are hideous amalgams of tissue, organs, and misshapen parts. They have a 25% chance to ignore critical hits, sneak attacks, or other precision-based damage. In addition, when targeted by an affect that has specific effects dependent on a creature's type, such as a ranger's favored enemy or a bane weapon, a byakhee may treat itself as either an aberration or monstrous humanoid, whichever would be more favorable for itself.

Carry Off (Ex) A byakhee can attack with two claws as a standard action or as part of a charge action. If the byakhee hits the same target with both claws, it can attempt a drag combat maneuver against its target as a free action that does not provoke attacks of opportunity. If the maneuver succeeds, the byakhee can move with its target after making its attack as far as the drag maneuver allows, 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 (or twice its speed, if charging). The target is not grappled and is released at the end of the drag maneuver, which may result in a fall if dragged into the air or off of a wall, tree, or other high place. 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 byakhee's carrying capacity in flight is twice normal, and 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 divine spellcasters that serve any of the Great Old Ones, including those described in *Pathfinder Roleplaying Game Bestiary 4*.

Poison (Ex) Sting; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis; *cure* 1 save.

Starflight (Su) 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.

Toxic Cesspit (Sp) Byakhee can cause ordinary



reality to temporarily deform and decay in their presence. By spending one use of its mythic power, a byakhee can create an acid pit (caster level 10th, DC 16), and the fumes given off by the toxic cesspit are so foul that any living, breathing creature beginning its turn within the pit becomes nauseated for as long as it remains within the pit and for 1d4 rounds thereafter (DC 17 Fortitude negates). Even creatures that successfully save must make a new save to avoid being overcome with nausea at the end of any round that they remain within the toxic cesspit. The save DC is Wisdom-based.

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 critical hit is confirmed against a byakhee, or whenever one is killed, its external tissues rupture and slough off in pestilential shreds, revealing disgustingly malformed new tissues beneath. A byakhee can also intentionally molt as a standard action by expending one use of its mythic power, gaining the benefits of a *haste* spell until the beginning of its next turn as well as having the effects described below.

Any creature within 30 feet that witnesses a byakhee's unspeakable molt must make Fortitude and Will saves (DC 17 negates). A failed Fortitude save causes a creature to become sickened with revulsion until the end of their next turn, at which point they can attempt a new save each round to recover. A failed Will save results in the creature being affected as a *nightmare* spell the next time it sleeps. If a creature fails multiple saving throws against this ability, the duration stacks; in the case of *nightmare,* the effect recurs during an additional sleep cycle for each failed save. These save DCs are Constitution-based.

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 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 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.

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 +6; **Senses** darkvision 60 ft.; Perception +19

Defense

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)
hp 75 (10d8+30)
Fort +3, **Ref** +5, **Will** +8

Offense

Speed 30 ft.
Melee 4 claws +9 (1d6+3 plus grab)
Space 5 ft.; **Reach** 10 ft.
Special Attacks gliding lunge, lunge, mandibles, sudden strike

Statistics

Str 16, **Dex** 14, **Con** 17, **Int** 18, **Wis** 12, **Cha** 9
Base Atk +5; **CMB** +8 (+12 grapple); **CMD** 20 (24 vs. trip)
Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (paw)
Skills Acrobatics +10 (+14 when jumping), Climb +13, Perception +19, Stealth +6 (+18 in jungles and forests), Survival +9, Swim +11; **Racial Modifiers** +4 Acrobatics (when jumping), +4 Perception, +4 Stealth (+12 in jungles and forests)
Languages Carsian, Common

Ecology

Environment temperate forests and jungles
Organization solitary, pod (4-6), swarm (100-200), or hive (1,000 or more)
Treasure none

Special Abilities

Abating Glide (Ex) When a carsian falls, the length of the fall determines and damage reduction due to their reactions and unfurling of their gliding wings. 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 land masses when they are 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 it as the glide on to land 30 feet away from the prey's original position.
Lunge (Ex) A carsian's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, a carsian can increase its natural reach by 5 feet, but may make only 2 claw attacks when it does so. When lunging in this manner, it gains a +4 bonus on its 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, it may act as if it had a full round to act, rather than just one standard 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 abating 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.



Carsian Characters

Carsians are defined by class levels and so do not possess racial Hit Dice. Carsians have the following racial traits:

- +2 Dexterity, +2 Intelligence, -2 Wisdom: Agile of mind and body, but easily distracted by new wonders.
- **Armor and Weapon Proficiencies:** As a highly technically advanced race, carsians are proficient with all weapons. However, due to their wings and multi-armed torsos, they are proficient only with light armor, often preferring just leather straps and belts to hold weapons and personal objects.
- **Natural Armor:** Carsian characters have no natural armor bonus to AC at 1st level; however, they gain a +1 natural armor bonus to AC at 3rd level, increasing by +1 every two levels thereafter to a maximum +5 natural armor bonus to AC at 11th level.
- **Normal Speed:** Carsians have a base speed of 30 feet.
- **Darkvision:** Carsians can see in the dark up to 60 feet.
- **Skilled:** Carsians have a +2 racial bonus on Acrobatics, Perception and Stealth checks.
- **Languages:** Carsians begin play speaking Common and Carsian. Carsians with high Intelligence scores can choose any bonus language with the discretion of the GM and the available setting languages.
- **Special Abilities:** At 1st level, a carsian starts with the Mandible special ability only. At 5th level, they gain the Lunge ability, at 7th level they gain the Sudden Strike ability and at 10th level they gain the Gliding Lunge ability.

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 +6; **Senses** darkvision 60 ft., lifesense; Perception +16

Defense

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)
hp 91 (14d8+28)
Fort +6, **Ref** +8, **Will** +10

Offense

Speed 10 ft., fly 60 ft. (perfect)
Melee 6 stingers +11 (1d4 plus paralysis)
Space 5 ft.; Reach 5 ft. (10 ft. with stinger)
Special Attacks ganglion probe, paralysis (1d4 rounds, DC 19)
Psi-Like Abilities (CL 8th; concentration +11; save DCs are Int-based)
At will—*cloud mind*
3/day—*ego whip*, *id insinuation*
1/day—*psychic crush*

Statistics

Str 10, **Dex** 15, **Con** 14, **Int** 17, **Wis** 13, **Cha** 10
Base Atk +10; **CMB** +12 (+16 grapple); **CMD** 22
Feats Agile Maneuvers, Combat Casting, Combat Expertise, Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (stinger)
Skills Bluff +8, Diplomacy +8, Disguise +10, Fly +25, Intimidate +11, Knowledge (planes) +12, Perception +16, Spellcraft +18, Stealth +17, Survival +14
Languages Ashtuul, Belligren, Common
SQ steal body

Ecology

Environment any
Organization solitary, pair, or mass (3-8)
Treasure standard

Special Abilities

Ganglion Probe (Ex) As a standard action, a 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 check (it gains a +4 bonus to its CMD against attempts to escape from its grapple) or a DC 25 Strength check; in either case, a successful check deals 3d6 points of damage to the creature being probed.

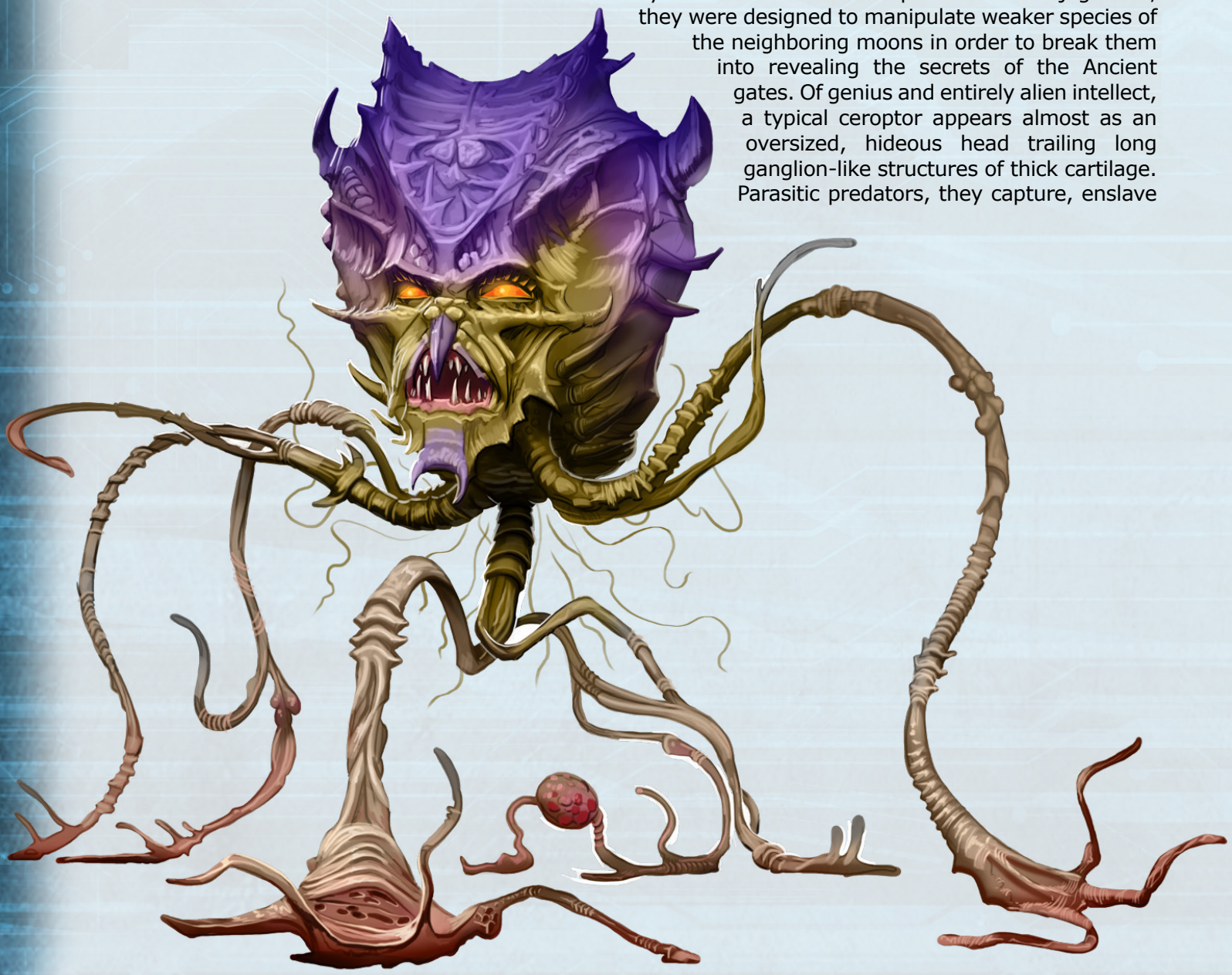
Steal Body (Ex) A ceroptor can take control of a headless corpse of that died within the past 12 hours by affixing itself to the creature's nervous system and absorbing the residual memories of the creature. A ceroptor cannot affix itself to the body of a mindless creature or a creature lacking a central 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 Hit Dice, skills, feats, class levels and related class features (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.

To determine the CR of a "bodied" ceroptor occupying another creature, use its own base CR, adjusted for any class levels it gains while implanted in the stolen body, treating them as key or non-key class levels as described in the appendices of the *Pathfinder Roleplaying Game Bestiary*. A ceroptor cannot inhabit a body with more than 10 HD (including HD gained from class levels); however, once a ceroptor bonds to a body, it can use the body to gain experience points and even additional levels in classes in

which the host had body formerly acquired. The ceroptor physically bonds with its host body and may inhabit the body for as long as it choses or until forced out. A ceroptor is forced from its host body if the body's hit points drop below zero. If the host body is successfully polymorphed, petrified, or otherwise incapacitated by a non-mind-affecting effect, the ceroptor may abandon that host body as an immediate action.

A ceroptor also can be forced out of a body by targeting the body with *reincarnate, raise dead, resurrection*, or similarly powerful magic, dealing 1d6 points of damage per caster level of the spell to the ceroptor and shunting it out of the host body. A successful Will save against the spell's save DC (or the DC for a spell of its level, if the spell normally allows no save) halves damage and prevents the ceroptor from being ejected from the body, while also preventing the host from returning to life.

Ceroptors are the dominant 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 ceroptor 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 ceroptors. Ceroptors believe themselves to be a paragon species, far superior to all others. Currently ceroptors travel from moon to moon by mentally projecting themselves form their existing head-like bodies, through inner space and into recently hatched ceroptor 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 ceroptors 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 ceroptor eggs after an encounter with the hostile creatures.

BODIED CEROPTER CR 12

XP 19,200
Humanoid bodied ceroptor rogue 8
CE Medium aberration (extraplanar)
Init +8; **Senses** darkvision 60 ft., lifesense; Perception +18

Defense

AC 28, touch 14, flat-footed 24 (+6 armor, +4 Dex, +8 natural)
hp 151 (14d8+8d8+52)
Fort +8, **Ref** +16, **Will** +12
Defensive Abilities evasion, improved uncanny dodge, trap sense +2

Offense

Speed 30 ft.
Melee *+4 flaming burst short sword* +25/+20/+15/+10 (1d6+4/19–20 plus 1d6 fire)
Ranged emp pistol +21/+16/+11/+6 (2d6 electricity)
Space 5 ft.; Reach 5 ft.
Special Attacks sneak attack +4d6
Psi-Like Abilities (CL 8th; concentration +11; save DCs are Int-based)
At will—*cloud mind*
3/day—*ego whip*, *id insinuation*
1/day—*psychic crush*

Statistics

Str 10, **Dex** 19, **Con** 14, **Int** 17, **Wis** 13, **Cha** 10
Base Atk +16; **CMB** +20 (+24 grapple); **CMD** 30
Feats Agile Maneuvers, Combat Casting, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (firearms), Improved Initiative, Lightning Reflexes, Point-Blank Shot, Precise Shot, Quick Draw[B], Weapon Finesse, Weapon Focus (short sword), Weapon Focus (EMP pistol)
Skills Acrobatics +21 (+13 when jumping), Bluff +11, Climb +18, Diplomacy +11, Disable Device +25, Disguise +13, Fly +26, Intimidate +11, Knowledge (planes) +12, Perception +18, Sense Motive +12, Sleight of Hand +20, Spellcraft +18, Stealth +24, Survival +14, Use Magic Device +15; **Racial Modifiers** +8 Acrobatics when jumping
Languages Belligren, Common, Ultari
SQ rogue talents (bleeding attack +4, combat trick, finesse rogue, resiliency), trapfinding +4, steal body
Gear *+2 chain shirt, belt of mighty constitution +2*

CEROPTER SWARM CR 16

XP 204,800
CE Medium aberration (troop, extraplanar)
Init +6; **Senses** darkvision 60 ft., lifesense; **Perception** +32

Defense

AC 26, touch 13, flat-footed23 (+2 Dex, +1 dodge, +13 natural)
hp 225 (30d8+90)
Fort +14, **Ref** +14, **Will** +20
Defensive Abilities troop traits

Offense

Speed 10 ft., fly 60 ft. (perfect)
Melee troop (5d6 plus paralysis)
Space 20 ft.; Reach 5 ft. (10 ft. with stinger)
Special Attacks ganglion probe, paralysis (1d4 rounds, DC 19)

Psi-Like Abilities (CL 8th; concentration +11; save DCs are Int-based)
At will—*cloud mind*
3/day—*ego whip*, *id insinuation*
1/day—*psychic crush*

Statistics

Str 10, **Dex** 15, **Con** 14, **Int** 17, **Wis** 13, **Cha** 10
Base Atk +22; **CMB** +24 (+28 grapple); **CMD** 35
Feats Agile Maneuvers, Blind-Fight, Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Endurance, Flyby Attack, Great Fortitude, Improved Initiative, Improved Natural Armor, Iron Will, Lightning Reflexes, Toughness, Weapon Focus (troop)
Skills Acrobatics +25 (+17 when jumping), Bluff +20, Diplomacy +14, Disguise +10, Fly +43, Intimidate +33, Knowledge (planes) +12, Perception +32, Spellcraft +26, Stealth +17, Survival +24; Racial Modifiers +–8 Acrobatics when jumping
Languages Ashtuul, Belligren, Common
SQ steal body

Special Abilities

Ganglion Probe (Ex) If a ceroptor troop occupies the same space as a paralyzed opponent, one of them can forcefully insert one of its ganglions into an opponent's nervous system. The opponent gains a DC 23 Reflex save to avoid the attack. If they fail, the attack deals 1d4 points of Dex damage. If this effect reduces the opponent's Dexterity score to 0, the ability damage becomes ability drain.

Steal Body (Ex) Individual ceroptors within a troop can attempt to decapitate and inhabit the corpse of any creatures slain within the last 12 hours that occupy the same space as the troop. Once the ceroptor takes full control of the host body, it becomes a bodied ceroptor and breaks from the troop, reducing the troop's total HD by 1. 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 13

XP 25,600
N Large vermin[TOHC]
Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +0

Defense

AC 27, touch 12, flat-footed 24 (+3 Dex, 15 natural, –1 size)
hp 161 (17d8+68 plus 17)
Fort +14; **Ref** +8; **Will** +6
Immune mind-affecting effects

Offense

Speed 30 ft., climb 20 ft.
Melee bite +19 (2d8+8 plus grab), tail sting +19 (2d6+8 plus poison)
Space 10 ft.; **Reach** 5 ft.
Special Attacks trilling

Statistics

Str 26, **Dex** 16, **Con** 19, **Int** —, **Wis** 12, **Cha** 4
Base Atk +12; **CMB** +21 (+25 grapple); **CMD** 34
Feats Toughness[B]
Skills Climb +16

Ecology

Environment any land or underground
Organization solitary, pair, or pack (3–5)
Treasure incidental

Special Abilities

Poison (Ex) Sting—injury; *save* Fort DC 22; *frequency* 1/round for 4 rounds; *effect* 1d4 Con; *cure* 2 saves. The save DC is Constitution-based.

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 22 Fortitude save or be stunned for 1d4 rounds and deafened for 24 hours. The save DC is Constitution-based.

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.

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 +4; **Senses** blindsight 60 ft. tremorsense 120 ft.; **Perception** +26

Defense

AC 22, touch 2, flat-footed 22 (+20 natural, –8 size)
hp 407 (26d8+264+26)
Fort +22; **Ref** +10; **Will** +8
Immune acid, gaze attacks, visual effects, poison, sleep, paralysis, stunning

Offense

Speed 30 ft.
Melee 3 slams +27 (4d6+15/19-20 plus 2d6 acid plus grab)
Space 30 ft.; **Reach** 20 ft.
Special Attacks breath weapon (30-foot cone, 12d6 acid damage, Reflex DC 37 for half, usable every 1d4 rounds), envelop (4d6 bludgeoning and 2d6 acid, AC 19, 41 hit points), seething skin

Statistics

Str 40, **Dex** 11, **Con** 38, **Int** 4, **Wis** 11, **Cha** 10
Base Atk +19; **CMB** +42; **CMD** 52 (can't be tripped)
Feats Cleave, Cleaving Finish[UC], Deadly Finish[UC], Improved Critical (slam), Improved Initiative, Improved Natural Armor, Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Power Attack, Sickening Critical, Toughness, Weapon Focus (slam)
Skills Perception +26
SQ air production

Ecology

Environment any underground
Organization solitary or clutch (1 mythic choker and 2–8 chokers)
Treasure double

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 on caster level checks to dispel magical gases, mist, and vapor, and the duration of such effects is reduced by 50% within 30 feet of the ooze.

Envelop (Ex): As a swift action, a choke ooze can envelop an opponent that it has grappled. This ability functions similarly to swallow whole, though swallowed creatures can breathe without difficulty inside a choke ooze due to the breathable atmosphere its inner substance discharges. A choke ooze can envelop up to 1 Gargantuan, 2 Huge, 4 Large, 16 Medium, 32 Small, 64 Tiny, 128 Diminutive and 512 Fine creatures.

Seething Skin (Ex): Any creature touching a choke ooze's seething membrane of roiling acid, including striking the ooze with a natural weapon, unarmed strike, or melee touch attack, takes 2d6 points of acid damage. Manufactured weapons that strike a choke ooze take this damage as well, and the hardness of metal weapons is halved against the choke ooze's acid.

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 or their allies fleshwarping[ISM] them into existence. 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. 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 steel or iron—container, their ability to create air is soon lost. Second is their need to be fed—in general 1 hit dice of food enables 1 Large choke ooze create enough air to fill a chamber one-hundred yards square for a day—this is a wild generalization, however, as the quality and quantity of air created varies from ooze to ooze—something some keepers extoll as a considerable virtue.



Choker

This hunched-over wretch has long, pliable arms like tentacles capped with five wide, spiny claws.

Mythic Choker CR 3/MR 1

XP 800
CE Small aberration (mythic)
Init +6/–14, dual initiative[MA]; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)
hp 24 (3d8+11)
Fort +2, **Ref** +3, **Will** +4

Offense

Speed 20 ft., climb 10 ft.
Melee 2 tentacles +6 (1d4+3 plus grab)
Space 5 ft.; **Reach** 10 ft.
Special Attacks constrict (1d4+3), grab (Large), mythic power (1/day, surge +1d6), strangle and suffocate[MA]

Statistics

Str 16, **Dex** 14, **Con** 13, **Int** 4, **Wis** 13, **Cha** 7
Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 16
Feats Extra Mythic Power, Improved Initiative, Skill Focus (Stealth)
Skills Climb +16, Stealth +13
Language Undercommon
SQ quickness

Ecology

Environment any underground or urban
Organization solitary or clutch (1 mythic choker and 2–8 chokers)
Treasure double

Special Abilities

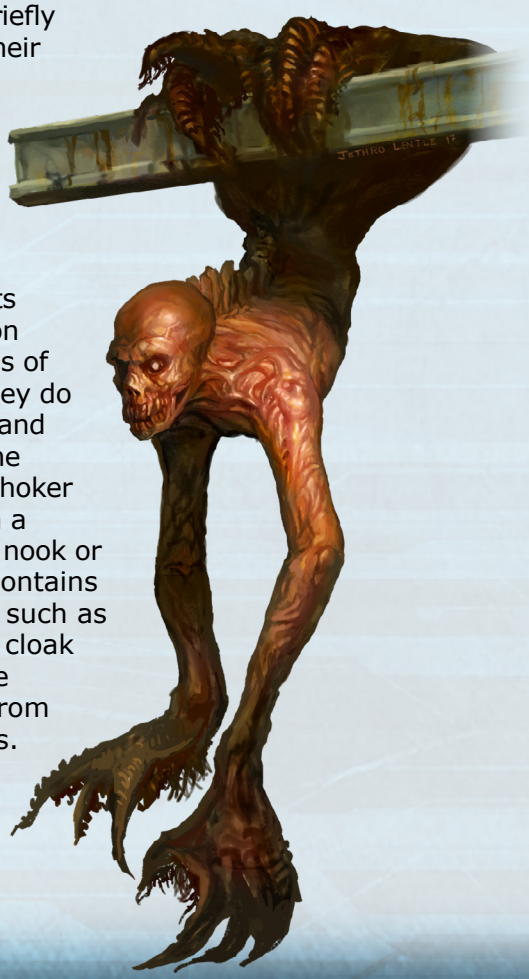
Quickness (Su) A choker is supernaturally quick. It can take an extra move action during its turn each round.

Strangle and Suffocate (Ex) A mythic choker has an unerring talent for seizing its victims by the neck. A creature grappled by a mythic choker cannot speak, cannot cast spells with verbal components, and cannot breathe and must hold its breath. Additionally, whenever a mythic choker succeeds on a grapple check, it forces out some of the target's remaining breath, reducing the duration it can hold its breath by 1d6 rounds, and it may expend one use of mythic power as a swift action to double this to 2d6 rounds. If the time the target can hold its breath is reduced to 0 rounds, the DCs of its suffocation checks increase by 5.

Underground predators that often dwell on the outskirts of subterranean ruins or in the deep shadows of nameless cavern 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.

Mythic Cloaker CR 6/MR 2

XP 2,400
CN Large aberration (mythic)
Init +7; **Senses** darkvision 60 ft.; Perception +14

Defense

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, –1 size)
hp 67 (6d8+40)
Fort +6, **Ref** +5, **Will** +7
Defensive Abilities shadow shift; **DR** 5/epic

Offense

Speed 10 ft., fly 40 ft. (average)
Melee bite +9 (1d6+6 plus blood drain), tail slap +4 (1d8+3)
Space 10 ft.; **Reach** 10 ft. (5 ft. with bite)
Special Attacks blood drain (1d2 Con), engulf, moan, mythic power (4/day, surge +1d6)

Statistics

Str 23, **Dex** 16, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14
Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 24 (can't be tripped)
Feats Combat Reflexes, Extra Mythic Power, Improved Initiative, Skill Focus (Perception)
Skills Disguise +8 (+16 as cloak), Fly +10, Knowledge (religion) +11, Perception +14, Sense Motive +8, Stealth +8; **Racial Modifiers** +8 Disguise to appear as a cloak, sheet, manta ray, or similarly shaped object or creature
Languages Undercommon

Ecology

Environment underground
Organization solitary, pair, mob (1 mythic cloaker, 3–6 cloakers), or flock (1-2 mythic cloakers, 7–12 cloakers)
Treasure standard

Special Abilities

Engulf (Ex) A mythic cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The mythic cloaker attempts a grapple with a +4 bonus on its combat maneuver check that does not provoke an attack of opportunity. If it wins the grapple check, it automatically bites the engulfed victim. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing mythic cloaker deal half their damage to the monster and half to the trapped victim.

Moan (Ex) A mythic cloaker can emit an infrasonic moan as a standard action, or as a swift action if it spends one use of mythic power, with one of four effects.

Fear: All creatures in a 30-foot spread must save (Will negates) or become panicked for a number of rounds equal to 2 plus the cloaker's mythic rank.

Nausea: All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for a number of rounds equal to 1d4+1 plus the cloaker's mythic rank.

Stupor: A single creature within 30 feet is affected by *hold monster* for a number of rounds equal to 5 plus the cloaker's mythic rank (Will negates).

Unnerve: Anyone within a 60-foot spread automatically takes a –2 penalty on attack and damage rolls. Those in the area for more than a number of consecutive rounds equal to 6 less the cloaker's mythic rank must save (Will negates) or enter a trance, helpless until the moaning stops.

Cloakers are immune to these sonic, mind-affecting attacks. A mythic creature that successfully saves against a mythic 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 mythic cloaker's moan are DC 17. Save DCs are Charisma-based and include a +2 racial bonus.

Shadow Shift (Su) When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: *blur* (lasts 1d4 rounds, self only), *mirror image* (CL 6th), or *silent image* (DC 15, CL 6th, save DC is Charisma-based).

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.



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 -1; **Senses** blindsense 60 ft.; Perception +0

Defense

AC 16, touch 8, flat-footed 16 (-1 Dex, +8 natural, -1 size)
hp 85 (9d8+45)
Fort +11, **Ref** +2, **Will** +6

Offense

Speed 0 ft.
Melee harpoon tentacle +13 (2d6+12 and grab)
Space 5 ft.; **Reach** 60 ft.
Special Attacks collapse, swallow whole (2d6 bludgeoning and 1d6 acid, AC 14, 8 hp)

Statistics

Str 26, **Dex** 9, **Con** 21, **Int** —, **Wis** 16, **Cha** 1
Base Atk +6; **CMB** +15 (+19 grapple); **CMD** 24

Ecology

Environment any ocean
Organization solitary, pair, or grove (4-30)
Treasure incidental

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 natural armor bonus to AC increases to +20 and it gains a +20 bonus on Stealth checks on ocean floor terrains. Against creatures trapped inside the conch tree, the tree gains a +8 bonus to CMD and to the bludgeoning damage it deals with its stomach. A swallowed creature must succeed on a grapple combat maneuver in order to cut their way out. A swallowed creature takes half the damage dealt to the collapsed conch tree by weapons and spells.

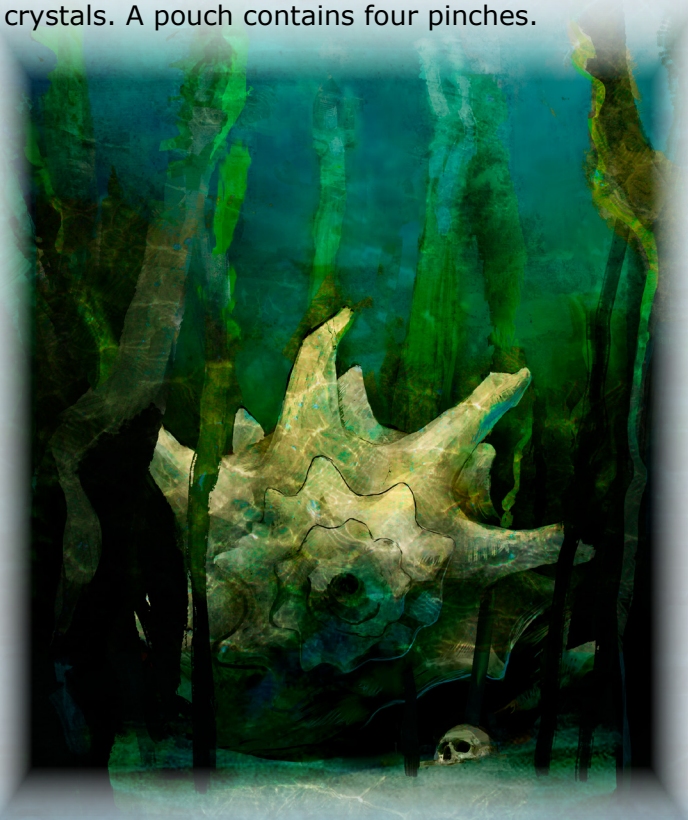
Conch trees are frequently cultivated as living barriers, unsporting hedges against unwanted incursions. After centuries of breeding and experimentation, they developed an instinct for discerning regular travelers among their groves from visiting prey. In the wild, entire schools of fish can vanish instantly 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	Weight
	50 gp	— lb.

Stralleth comes from the respiratory organs of the dangerous conch tree, unique to Vareen'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

The worlds of the Aethera system were once linked to a natural cycle of elemental association prior to the Collapse, with each world slowly shifting from one element to another over many thousands of years or more. The events of the Collapse shifted that course in mere days, with monstrous ramifications to the elemental creatures that inhabited these elementally-aligned worlds.

More than the obvious carnage occurred during the chaotic changes of the Collapse, with elementals being warped and twisted by the sudden and traumatizing change in their environment and shifting of the worlds' elemental associations. Corrupted beyond recognition, these former elementals cluster near to where natural portals to their original native element existed prior to being wrenched away. Over time these stranded, pitiable things have likewise corrupted the very landscape around them as if in their own, agonized way they were seeking to reverse the changes which birthed them.

Bone elementals are the warped remains of former wood elementals, now wearing physical bodies of splintered bone and petrified wood. The hulking monstrosities dwell almost exclusively on Orbis Aurea where they primarily exist locked within glaciers and the planet's frozen oceans. 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. Because of the frozen world's seasons, bone elementals are primarily a threat along the equatorial band, but they remain a dire problem for aetherite mining on the surface. Smaller numbers of bone elementals are also intentionally released by azaka hives which seem capable of either controlling or warding away the creatures, only to redirect them toward okanta settlements.

Twisted into viscous, crimson abominations, blood elementals are the remains of water elementals left stranded behind, following the shift of their native Akasaat from Water to Earth. Most of the violent, rampaging creatures are blessedly trapped, locked away within salt formations like bruises in the bones of the earth and not in association with the precious and all-too-rare underground aquifers. 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 remains of the air elementals formerly associated with a pre-ignition Ashra. Following their planet's consumption by fire and transformation into a newborn star, most of the broken elementals fled their former home entirely for the cold and airless depths of space. Few remain associated with Ashra at all, but seem spread out almost evenly within the void between the worlds. Those encountered by aetherships 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. Originally linked to elemental fire, when Kir-Sharaat shifted to wood, the elementals of its core largely fled the surface to dwell within the still burning core to hold on to one vestige, however different, of their former environment. When they surface, they blighted and warped stretches of the heavy forest cover, leaving it bleached and dead. More common however is their appearance within the planet's subsurface oceans, 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, or enveloped in solid rock within the innumerable component objects of the Amrita asteroid belt. Bereft of their original planet, the ruin elementals seem obsessed with destroying any newly built structures, making them a bane upon settlements in the Belt, as well as miners in search of metals or aetherite. Presumably larger numbers of their kind exist deep within the gas giant, Seraos, but the storm-lashed atmosphere that stunts exploration likewise hides them as well.

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 and, most dangerously to every sentient race in the Aethera system, they corrupt aetherite into bizarre, toxic forms such as the undead-spawning netherite. Blessedly, the creatures are exceptionally few in number, but their appearance seems almost random, with no specific world laying claim to their origin, since Aethera remains associated with aether, and never shifted during the Collapse. Their origin and appearance remain a mystery that few are eager to explore.

This shambling amalgamation of bone and petrified wood seems a twisted mockery of the humanoid form. Sickly light seeps through the otherwise hollow eye sockets of its assorted craniums.

CORRUPTED BONE ELEMENTAL

Languages Sylvan

Ecology

Environment any (Plane of Wood)
Organization solitary, pair, or charnel (3-8)
Treasure none

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 subsequently 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.

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 1d4 points of piercing damage for every 2 Hit Dice it possesses to any creature in an adjacent square.

SMALL BONE ELEMENTAL CR 1

XP 400
NE Small outsider (elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4
Aura bone break aura (30 ft., DC 11)

Defense

AC 15, touch 10, flat-footed 15 (-1 Dex, +5 natural, +1 size)
hp 13 (2d10+2)
Fort +4, **Ref** -1, **Will** +3
DR 5/bludgeoning; **Immune** elemental traits

Offense

Speed 20 ft., burrow 10 ft.; shattering stride
Melee slam +6 (1d4+2 plus bone break aura)

Statistics

Str 14, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +2; **CMB** +3; **CMD** 12
Feats Weapon Focus (slam)
Skills Climb +6, Intimidate +4, Knowledge (planes) +1, Perception +4, Stealth +7, Survival +4

MEDIUM BONE ELEMENTAL CR 3

XP 800
NE Medium outsider (elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +5
Aura bone break aura (30 ft., DC 12)

Defense

AC 18, touch 9, flat-footed 18 (-1 Dex, +9 natural)
hp 34 (4d10+12)
Fort +7, **Ref** +3, **Will** +1
DR 5/bludgeoning; **Immune** elemental traits

Offense

Speed 20 ft., burrow 10 ft.; shattering stride
Melee slam +10 (1d6+5 plus bone break aura)

Statistics

Str 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +4; **CMB** +9; **CMD** 18
Feats Power Attack, Weapon Focus (slam)
Skills Climb +10, Intimidate +5, Knowledge (planes) +2, Perception +5, Stealth +4, Survival +5

LARGE BONE ELEMENTAL CR 5

XP 1,600
NE Large outsider (elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +11
Aura bone break aura (30 ft., DC 14)

Defense

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)
hp 68 (8d10+24)
Fort +9, **Ref** +5, **Will** +2
DR 10/bludgeoning; **Immune** elemental traits

Offense

Speed 20 ft., burrow 20 ft., shattering stride
Melee 2 slams +15 (1d8 +7 plus bone break aura)
Space 10 ft.; **Reach** 10 ft.

Statistics

Str 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +8; **CMB** +16 (+18 overrun); **CMD** 25 (27 vs. overrun)
Feats Cleave, Improved Overrun, Power Attack, Weapon Focus (slam)
Skills Climb +14, Intimidate +7, Knowledge (planes) +5, Perception +11, Stealth +6, Survival +7

Huge Bone Elemental CR 7

XP 3,200
NE Huge outsider (elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +13
Aura bone break aura (30 ft., DC 15)

Defense

AC 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size)
hp 95 (10d10+40)
Fort +11, **Ref** +6, **Will** +3
DR 10/bludgeoning; **Immune** elemental traits

Offense

Speed 20 ft., burrow 10 ft., shattering stride
Melee 2 slams +18 (2d6 +9 plus bone break aura)
Space 15 ft.; **Reach** 15 ft.

Statistics

Str 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11
BaseAtk +10; **CMB** +21 (+23 overrun); **CMD** 30 (32 vs. overrun)
Feats Cleave, Improved Overrun, Power Attack, Vital Strike, Weapon Focus (slam)
Skills Climb +18, Intimidate +9, Knowledge (planes) +5, Perception +13, Stealth +4, Survival +7

Greater Bone Elemental CR 9

XP 6,400
NE Huge outsider (elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +16
Aura bone break aura (30 ft., DC 16)

Defense

AC 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)
hp 136 (13d10+65)
Fort +13, **Ref** +7, **Will** +6
DR 15/bludgeoning; **Immune** elemental traits

Offense

Speed 20 ft., burrow 10 ft., shattering stride
Melee 2 slams +22 (2d8 +10 plus bone break aura)
Space 15 ft.; **Reach** 15 ft.

Statistics

Str 30, **Dex** 8, **Con** 21, **Int** 8, **Wis** 11, **Cha** 11
Base Atk +13; **CMB** +25 (+27 overrun); **CMD** 34 (36 vs. overrun)
Feats Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack, Vital Strike, Weapon Focus (slam)
Skills Climb +23, Intimidate +13, Knowledge (planes) +12, Perception +16, Stealth +7, Survival +12

Elder Bone Elemental CR 11

XP 12,800
NE Huge outsider (elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +19
Aura bone break aura (30 ft., DC 18)

Defense

AC 23, touch 7, flat-footed 23 (-1 Dex, +16 natural, -2 size)
hp 168 (16d10+80)
Fort +15, **Ref** +9, **Will** +7
DR 10/–; **Immune** elemental traits

Offense

Speed 20 ft., burrow 10 ft., shattering stride
Melee 2 slams +27 (2d8 +12 plus bone break aura)
Space 15 ft.; **Reach** 15 ft.

Statistics

Str 30, **Dex** 8, **Con** 21, **Int** 8, **Wis** 11, **Cha** 11
Base Atk +16; **CMB** +30 (+32 bull rush, +32 overrun); **CMD** 39 (41 vs. bull rush, 41 vs. overrun)
Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack, Vital Strike, Weapon Focus (slam)
Skills Climb +31, Intimidate +19, Knowledge (planes) +19, Perception +19, Stealth +10, Survival +19



Daemon, Prisoner

A deadly and vicious bouquet of insectile claws sprouts from the rusty steel-scaled body of this multi-limbed insectoid monstrosity.

Daemon, Prisoner CR 13/MR 5

XP 153,600
Variant mythic[MA] derghodaemon[B2]
NE Large outsider (daemon, evil, extraplanar)
Init +8; **Senses** all-around vision, darkvision 60 ft.; Perception +24
Aura feeblemind aura (DC 20)

Defense

AC 35, touch 22, flat-footed 27 (+8 Dex, +13 natural, –1 size)
hp 343 (14d10+126)
Fort +18, **Ref** +17, **Will** +7
Defensive Abilities hard to kill; **DR** 10/epic; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 28

Offense

Speed 40 ft.
Melee 5 claws +25 (1d6+12/19–20)
Space 10 ft.; **Reach** 10 ft.
Special Attacks mythic power (5/day, surge +1d6), rend (2 claws, 1d8+18)
Spell-Like Abilities (CL 12th; concentration +15)
Constant—*detect magic, see invisibility*
At will—*greater teleport* (self plus 50 lbs.)
3/day—*fear* (DC 16), quickened *summon swarm*
1/day—*creeping doom* (DC 18), *insect plague*, summon (level 4, 1 derghodaemon 30%)

Statistics

Str 35, **Dex** 27, **Con** 28, **Int** 12, **Wis** 16, **Cha** 16
Base Atk +14; **CMB** +27; **CMD** 45
Feats Cleave[M], Critical Focus, Improved Critical (claw), Power Attack[M], Quicken Spell-Like Ability (*summon swarm*), Sickening Critical, Vital Strike[M]
[M] Mythic feat
Skills Acrobatics +8 (+12 to jump), Intimidate +20, Knowledge (arcana) +15, Knowledge (planes) +18, Perception +24, Sense Motive +20, Spellcraft +15, Stealth +21; **Racial Modifiers** +4 Perception
Languages Abyssal, Draconic, Infernal; telepathy 100 ft.
SQ swarmwalking

Special Abilities

Cloud of Misery (Su) A prisoner daemon is surrounded at all times by an adamantine wasp swarm. It has control over the swarm, directing it as it pleases.

Scream of Iron (Su) A prisoner daemon can draw the inner plates of its skin together to form a distended and cacophonous scraping noise that can drive a mortal being insane. Anyone within 30 feet of the Prisoner when it performs this ability must make a Will save (DC 22) or be struck by an *insanity* spell. A creature that makes this save is immune to the effect for 24 hours.

Spy Drones (Su) A prisoner daemon can spend 1 round culling a group of the metallic wasps gathered around it to serve as its spies, releasing them to act as *prying eyes* for the next 10 minutes. The daemon can use this ability once per hour.

Tearing Oblivion (Ex) Prisoner daemons exist to destroy and can forgo their normal attacks to make a single devastating attack on any helpless creature as a standard action. The prisoner daemon reaches its limbs about such a prey and tears it apart while plunging its physical remains into an entropic void. Such creatures are lost, any aspect of their physical being (including any objects worn or carried by them) torn away into nowhere. Such characters can only be effectively brought back by a *miracle*, *wish* or *true resurrection*.

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 to 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.



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

Defense

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 16 (3d10)
Fort +3, **Ref** +2, **Will** +4; +2 vs. mind-affecting effects, nausea, sickening, sleep, stunning
Defensive Abilities hardness 2; **Immune** sentient construct traits

Offense

Speed 30 ft.
Melee slam +4 (1d6+1)

Statistics

Str 13, **Dex** 12, **Con** —, **Int** 13, **Wis** 12, **Cha** 9
Base Atk +3; **CMB** +4; **CMD** 15
Feats Great Fortitude, Iron Will
Skills Craft (mechanical) +10, Diplomacy +5, Disable Device +10, Knowledge (engineering) +10; **Racial Modifiers** +2 Craft, +2 Disable Device, +4 Knowledge (engineering)
Languages Ancient Patron, Common
SQ construction points (1), modifications (slam), offline reverie, repair, sentient construct, unity lifeforge

Ecology

Environment any
Organization solitary, pair, or gestalt (3-8)
Treasure NPC gear (mwk mechanical artisan's kit, mwk thieves tools, other gear)

Special Abilities

Construction Points: Each divymm has a pool of construction points equal to half the divymm's Hit Dice and can use these to gain modifications (see below).

Modifications: Divymms can have their constructed bodies modified in many different ways.

Armor Plating (Ex, 0 CP, cost varies): A divymm can be fitted with armor plating. This is the same as a regular creature wearing armor with the following exceptions. The armor plating only counts as 3/4 of the normal weight as the same type of armor for the purpose of calculating the divymm's load. A divymm can sleep comfortably in armor plating, and medium or heavy armor plating does not reduce the divymm's speed, although the divymm's speed is reduced if carrying a medium or heavy load. Armor plating costs twice as much as normal armor of the same type; this increase does not affect the masterwork cost or the cost of special materials. Attaching or removing armor plating takes 10 minutes per point of AC that the base armor provides.

Constricting Grasp (Ex, 1 CP, 0 gp): Once per round, when a divymm successfully maintains a grapple, the grappled creature takes damage as if the divymm had the constrict special attack. The divymm must have the grab modification before taking this modification.

Extra Limbs (Ex, 1 CP, 100 gp): The divymm gains an additional pair of arms, complete with hands. The divymm does not gain any additional natural attacks for this additional pair of arms and cannot attack with weapons held in them but can use these hands to hold or manipulate items.

Grab (Ex, 2 CP, 0 gp): The divymm gains the grab special attack with slam attacks. The divymm must have the slam modification before taking this modification.

Integrated Weaponry (Ex, 0 CP, 20 gp): Weapons can be affixed onto a divymm's arms. This means the divymm can't be disarmed of this weapon but also cannot drop it or use this limb for anything else. The weapon can still be sundered and is treated as a separate object from the divymm's body.

Inbuilt Armament (Ex, 0 CP, 20 gp): A divymm can have a small device or weapon the same size and shape of its forearm (such as a dagger, dart, wand, 5 arrows or bolts, or 1 pound of ammunition) built into a forearm. A divymm can draw and wield the item, or replace it in its inbuilt housing, as a swift or move action, and when wielded it is treated as if held in a locking gauntlet. The divymm gains a +2 bonus

on Sleight of Hand checks made to oppose the Perception check of someone observing or examining it to find hidden items.

Large (Ex, 4 CP, 1,000 gp): The divymm's constructed form is Large-sized, granting a +4 bonus to Strength, 10 bonus hit points, and a +2 bonus to its natural armor bonus to AC, with a natural reach of 10 feet and a +1 bonus to its CMB and CMD. A Large divymm takes a –2 penalty to Dexterity, along with a –1 size penalty to AC and on attack rolls, a +1 bonus on combat maneuver checks and to CMD, a –2 penalty on Fly checks, a –4 penalty on Stealth checks, and a reach of 10 feet.

Physical Structure (Ex, see table): A divymm's constructed body can be fashioned from a variety of materials. After a lengthy preparatory process, a divymm's form can be improved and the divymm's consciousness transferred into the new physical structure. A divymm's body can be any one of the materials found on the Divymm Materials Table

Slam (Ex, 1 CP, 0 gp): The divymm gains a slam attack as a primary natural weapon dealing 1d6 damage for a Medium-sized divymm. At 6 HD and every 5 HD beyond that (11 HD and 16 HD), a divymm can take this modification again and gain an additional slam attack. By spending an additional 300 gp, a divymm's slam attacks count as a masterwork weapon and can then be enhanced as a magic weapon for the normal costs.

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 Craft check and 1 hour of work repairs 1d4 hit points. Adding +10 to the check's DC reduces the repair time to 10 minutes. Failing this check by 5 or more ruins half the raw materials. One pound of divymm repair raw materials costs 10 gp and each successful Craft check uses up 1 pound of raw materials. The type of Craft check needed to repair a divymm depends on the divymm's construction. Most divymms require Craft (armorsmithing) or Craft (mechanical) checks to repair, however, some specialized divymms need specific Craft skills or more expensive raw materials (see physical structure in the modification ability above).

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. 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

Divymm Materials

Material	CP	Cost	Hardness	Natural Armor	Repair Skill Required
Darkwood	1	1,500 gp	5	+0	Craft (carpentry) or Craft (sculpture)
Stone	2	5,000 gp	8	+1	Craft (sculpture) or Craft (stonemasonry)
Metal[1]	3	15,000 gp	10	+2	Craft (weaponsmithing)
Mithral[1]	5	50,000 gp	15	+4	Craft (weaponsmithing)[2]
Adamantine[1]	7	90,000 gp	20	+6	Craft (weaponsmithing)[2]

[1] Counts as a metal creature for the purpose of spells such as *repel metal or stone*, or *rusting grasp.*

[2] One pound of repair raw materials now costs 250 gp.

bonus on saving throws against mind-affecting effects, sleep effects, stunning, and any effect that causes the sickened or nauseated condition. 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 divymm does not gain bonus hit points for being a Medium-sized construct, and it is not destroyed at 0 hit points. It remains conscious but is sickened and staggered when at 0 hit points or below, though unlike living creatures it does not gain the dying condition. A divymm is destroyed at –20 hit points. Powerful magic, such as *raise dead* or *resurrection*, can restore a divymm to life as if it 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.

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 60 ft.; **Perception** –5

Defense

AC 8, touch 4, flat-footed 8 (-5 Dex, +4 natural, -1 size)
hp 25 (3d8+12)
Fort +5; **Ref** –4; **Will** –4
Immune ooze traits; **Resistances** electricity 5
Weaknesses vulnerability to acid

Offense

Speed 10 ft.
Melee slam +3 (1d6+3 plus viscous)
Space 10 ft.; **Reach** 10 ft.
Special Attacks paralyzing slime (DC 10), viscous (DC 10)

Statistics

Str 14; **Dex** 1; **Con** 18; **Int** —; **Wis** 1; **Cha** 1
Base Atk +2; **CMB** +5; **CMD** 10

Ecology

Environment any
Organization solitary, pair, or pool (3-8)
Treasure incidental

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).

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 15 Fortitude save or be paralyzed for 1 round. This is a mind-affecting poison effect. The save DC is Constitution-based.

Viscous (Ex) Whenever a dolorous ooze damages a creature of Small size or larger, that creature must succeed at a DC 15 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-round 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. The save DC is Constitution-based.

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, Outer (Meteor)

This dragon twists and whips with near untraceable speed. Its horns, crests along its neck, and wings emit a glow like starlight.

Dragon, Outer (Meteor)

CN Dragon

Base Statistics

CR 14; **Size** Small; **Hit Dice** 17d12
Speed 40 ft.
Natural Armor +18; **Breath Weapon** cone, 6d10 bludgeoning and fire (one-half damage of each type)
Str 19, **Dex** 11, **Con** 20, **Int** 19, **Wis** 18, **Cha** 20

Ecology

Environment vacuum
Organization solitary
Treasure triple

Special Abilities

Alien Presence (Su) A creature that fails its saving throw against a meteor dragon's alien presence is knocked prone and unable to stand for 5d6 rounds. Flying creatures affected by the dragon's alien presence fall 60 feet per round towards the ground and are unable to ascend, falling prone once they reach the ground.

Deep Impact (Ex) Three times per day, a wyrm or older dragon flying at least 100 feet above the surface deals quadruple normal damage with its crush attack. Additionally, all creatures within 200 feet of the dragon when it hits the ground aer knocked prone (Reflex negates). The dragon creates a 100-foot-deep crater when it uses this ability, with itself and its targets at the bottom. The crater is 100 feet across, surrounded sloped walls that rise 10 feet vertically for every 5 feet horizontally.

Extinction Event (Su) Up to twelve times in its life, and at least 100 years between uses of this ability, a great wyrm meteor dragon can draw a massive object from space to a planet's surface. It takes 1 minute for the object to make its impact once it enters the planet's atmosphere. All creatures and objects with 10 miles of the impact site take 80d10 points of bludgeoning and fire damage, and the damage decreases by 10d10 for every 100-mile-radius "ring" around the epicenter. A successful Reflex save halves the damage. One minute after the object strikes the planet's surface, everything within 2000 miles of the impact site is affected by earthquake and tsunami (as appropriate to the environment). For 10 years thereafter, the heat conditions are reduced by 1 step over the entire planet (severe heat becomes very hot, very hot becomes temperate, temperate becomes cold, cold becomes sever cold, and sever cold becomes extreme cold).

Measured Breath (Su) A very young or older meteor dragon can choose how to split its breath weapon's damage between bludgeoning and fire.

Meteoric Motes (Su) When a young or older meteor dragon takes damage from a physical weapon, as an immediate action it can motes of burning dust which swirl around the attacker for 1 round. These motes deal 1d6 points of fire damage per two age categories of the dragon and grant concealment (50% miss chance) to all creatures not sharing a space with the target. The target can pass through the motes without hinderance, taking 1d6 points of fire damage per age category of the dragon (Reflex save halves).

Pernicious Breath (Su) A very old or older meteor dragon's breath weapon bypasses DR as if the breath weapon's bludgeoning damage were from an adamantine weapon. Its breath weapon can also affect creatures immune to fire damage. A creature immune to fire damage still takes half fire damage from the breath weapon (no fire damage with a successful saving throw), and resistant creatures' fire resistance is treated as 10 less than normal.

Spells A great wyrm dragon can use its metamagic feats to create the equivalent of five 10th-level spells per day.

Meteor Dragon Age Category		
Age Category	**Special Abilities**	**Caster Level**
Wyrmling	DR 5/cold iron and magic, immunity to bludgeoning damage, imunnity to fire, *magic stone*, spell resistance	1st
Very Young	*gust of wind*, measured breath	3rd
Young	DR 10/cold iron and magic, meteoric motes	5th
Juvenile	alien presence, *flame strike*	7th
Young Adult	DR 15/cold iron and magic	9th
Adult	*move earth*	11th
Mature Adult	DR 20/cold iron and magic	13th
Old	*earthquake*	15th
Very Old	pernicious breath	17th
Ancient	DR 25/cold iron and magic, *meteor swarm*	19th
Wyrm	deep impact	20th
Great Wyrm	clashing rocks[APG], DR 30/cold iron and magic, extinction event	20th

Young Meteor Dragon CR 18

XP 153,600
CN Large dragon
Init –1; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, see in darkness; **Perception** +29

Defense

AC 32, touch 8, flat-footed 32 (–1 Dex, +24 natural, –1 size)
hp 283 (21d12+147)
Fort +21; **Ref** +13; **Will** +19
DR 10/cold iron and magic; **Immune** bludgeoning damage, fire, paralysis, sleep; **SR** 29

Offense

Speed 40 ft., fly 200 ft. (poor)
Melee bite +29 (2d6+8 plus 6d6 fire and burn), 2 claws +29 (1d8+8 plus 4d6 fire and burn), tail slap +26 (1d8+4), 2 wings +26 (1d6+4)
Space 10 ft.; **Reach** 5 ft.
Special Attacks breath weapon (40-ft. cone, 18d10 bludgeoning and fire, DC 27), burn (DC 27), measured breath, meteoric motes
Spell-Like Abilities (CL 21st; concentration +27)
At will—*gust of wind* (DC 18), *magic stone*
Sorcerer Spells Known (CL 5th; concentration +11)
2nd (6/day)—*flaming sphere* (DC 18), *scorching ray*
1st (8/day)—*burning hands* (DC 17), *magic missile*, *shield*, *snapdragon fireworks*[UM] (DC 17)
0 (at will)—*detect magic*, *flare* (DC 16), *light*, *mage hand*, *open/close* (DC 16), *read magic*

Statistics

Str 27; **Dex** 9; **Con** 24; **Int** 21; **Wis** 20; **Cha** 22
Base Atk +21; **CMB** +30 (+32 bull rush); **CMD** 39 (41 vs. bull rush, 43 vs. trip)
Feats Awesome Blow, Dazzling Display, Flyby Attack, Great Fortitude, Improved Bull Rush, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite, claw)
Skills Fly +17, Intimidate +30, Knowledge (arcana, engineering, geography, planes) +29, Perception +29, Sense Motive +29, Spellcraft +29, Survival +29, Use Magic Device +30
Languages Aklo, Common, Draconic, Elven, Ignan, Terran
SQ no breath, starflight

Adult Meteor Dragon CR 22

XP 614,400
CN Huge dragon
Init –2; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, see in darkness; **Perception** +37
Aura alien presence (180 ft., DC 31)



Defense

AC 39, touch 6, flat-footed 39 (–2 Dex, +33 natural, –2 size)
hp 418 (27d12+243)
Fort +26; **Ref** +15; **Will** +24
DR 15/cold iron and magic; **Immune** bludgeoning damage, fire, paralysis, sleep; **SR** 33

Offense

Speed 40 ft., fly 200 ft. (poor)
Melee bite +37 (2d8+11/19–20 plus 8d6 fire and burn), 2 claws +37 (2d6+11 plus 6d6 fire and burn), tail slap +34 (2d6+5), 2 wings +34 (1d8+5 plus 4d6 fire and burn)
Space 15 ft.; **Reach** 10 ft.
Special Attacks breath weapon (50-ft. cone, 18d10 bludgeoning and fire, DC 32), burn (DC 32), crush (DC 32, 2d8+16), measured breath, meteoric motes
Spell-Like Abilities (CL 27th; concentration +35)
At will—*flame strike* (DC 23), *gust of wind* (DC 20), *magic stone*, *move earth*
Sorcerer Spells Known (CL 11th; concentration +19)
5th (5/day)—*fire snake*[APG] (DC 24), *telekinesis* (DC 23)
4th (8/day)—*crushing despair* (DC 22), *detonate*[APG] (DC 23), *volcanic storm*[UM]
3rd (8/day)—*ash storm*[UM], *fireball* (DC 21), *haste*, *protection from energy*
2nd (8/day)—*boiling blood*[UM] (DC 21), *burning gaze*[APG] (DC 21), *flaming sphere* (DC 21), *glitterdust* (DC 20), *scorching ray*
1st (8/day)—*break*[APG] (DC 19), *burning hands* (DC 20), *magic missile*, *shield*, *snapdragon fireworks*[UM] (DC 20)
0 (at will)—*dancing lights*, *daze* (DC 18), *detect magic*, *flare* (DC 18), *light*, *mage hand*, *open/close* (DC 18), *prestidigitation*, *read magic*

Statistics

Str 33; **Dex** 7; **Con** 28; **Int** 25; **Wis** 24; **Cha** 26
Base Atk +27; **CMB** +40 (+42 bull rush); **CMD** 48 (50 vs. bull rush, 52 vs. trip)
Feats Awesome Blow, Burning Spell[UM], Dazzling Display, Elemental Focus[APG], Flyby Attack, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite, claw)
Skills Appraise +37, Bluff +38, Fly +20, Intimidate +38, Knowledge (arcana, engineering, geography, planes) +37, Perception +37, Sense Motive +37, Spellcraft +37, Survival +37, Use Magic Device +38
Languages Abyssal, Aklo, Common, Draconic, Dwarven, Elven, Ignan, Terran
SQ no breath, starflight

Ancient Meteor Dragon CR 27

XP 3,276,800
CN Gargantuan dragon
Init –3; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, see in darkness; **Perception** +47
Aura alien presence (300 ft., DC 37)

Defense

AC 48, touch 3, flat-footed 48 (–3 Dex, +45 natural, –4 size)
hp 612 (35d12+385)
Fort +32; **Ref** +18; **Will** +30
DR 25/cold iron and magic; **Immune** bludgeoning damage, fire, paralysis, sleep; **SR** 38

Offense

Speed 40 ft., fly 250 ft. (clumsy)
Melee bite +47 (4d6+15/19–20 plus 10d6 fire and burn), 2 claws +47 (2d8+15 plus 8d6 fire and burn), tail slap +44 (2d8+7), 2 wings +44 (2d6+7 plus 4d6 fire and burn)
Space 20 ft.; **Reach** 15 ft.
Special Attacks breath weapon (60-ft. cone, 60d10 bludgeoning and fire, DC 38), burn (DC 38), crush (DC 38, 4d6+22), measured breath, meteoric motes, pernicious breath, tail sweep (30 ft., 2d6+22, DC 38)
Spell-Like Abilities (CL 35th; concentration +45)
At will—*earthquake*, *flame strike* (DC 26), *gust of wind* (DC 22), *magic stone*, *meteor swarm* (DC 29), *move earth*
Sorcerer Spells Known (CL 19th; concentration +29)
9th (5/day)—*crushing hand*, *meteor swarm* (DC 31)
8th (7/day)—*clenched fist*, *incendiary cloud* (DC 30), *power word stun*
7th (7/day)—*delayed blast fireball* (DC 29),

scouring winds[UM], *greater teleport*

6th (8/day)—*contagious flame*[APG], *globe of invulnerability*, *repulsion* (DC 26)

5th (8/day)—*break enchantment*, *fire snake*[APG] (DC 27), *telekinesis* (DC 25), *wall of stone*

4th (8/day)—*crushing despair* (DC 24), *detonate*[APG] (DC 26), *fire shield*, *volcanic storm*[UM]

3rd (8/day)— *ash storm*[UM], *fireball* (DC 25), *haste*, *protection from energy*

2nd (9/day)—*boiling blood*[UM] (DC 24), *burning gaze*[APG] (DC 24), *flaming sphere* (DC 24), *glitterdust* (DC 22), *scorching ray*

1st (9/day)—*break*[APG] (DC 21), *burning hands* (DC 20), *magic missile*, *shield*, *snapdragon fireworks*[UM] (DC 23)

0 (at will)—*dancing lights*, *daze* (DC 20), *detect magic*, *flare* (DC 20), *light*, *mage hand*, *open/close* (DC 20), *prestidigitation*, *read magic*

Statistics

Str 41; **Dex** 5; **Con** 32; **Int** 29; **Wis** 28; **Cha** 30

Base Atk +35; **CMB** +54 (+56 bull rush, +58 sunder); **CMD** 61 (63 vs. bull rush or sunder, 65 vs. trip)

Feats Awesome Blow, Burning Spell[UM], Dazzling Display, Elemental Focus[APG], Flyby Attack, Great Fortitude, Greater Elemental Focus[APG], Greater Sunder, Improved Bull Rush, Improved Critical (bite), Improved Sunder, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Quicken Spell, Weapon Focus (bite, claw)

Skills Appraise +47, Bluff +48, Diplomacy +48, Fly +21, Intimidate +48, Knowledge (arcana, engineering, geography, nature, planes) +47, Perception +47, Sense Motive +47, Spellcraft +47, Survival +47, Use Magic Device +48

Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Ignan, Infernal, Terran

SQ no breath, starflight

Meteor dragons are destructive forces from the stars responsible for the annihilation of many species. They see themselves as crucibles, however, and delight in the species that come to prominence after they devastate a world.

This dragon twists and whips with near untraceable

Dragon, Outer (Vortex)

speed. Its horns, crests along its neck, and wings emit a glow like starlight.

Mythic Vortex Dragon CR 13/MR 5

XP 25,600
Female young vortex dragon
Pathfinder Roleplaying Game Bestiary 4
LN Large dragon (fire, mythic)
Init +31/+11[M]; **Senses** blindsense 60 ft., darkvision 120 ft., dragon senses, see in darkness; Perception +16

Defense

AC 32, touch 11, flat-footed 30 (+4 armor, +2 Dex, +17 natural, –1 size)
hp 165 (11d12+94)
Fort +14, **Ref** +12, **Will** +14
Defensive Abilities draconic fortitude[LG:MMM], indomitable will[LG:MMM]; **DR** 10/epic; **Immune** fire, paralysis, sleep
Weaknesses vulnerable to cold

Offense

Speed 50 ft., fly 200 ft. (good)
Melee bite +19 (2d6+12), 2 claws +19 (1d8+9), 2 wings +17 (1d6+5), tail slap +17 (1d8+12)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (40-ft. cone, 8d6 fire damage, Reflex DC 23 half, useable every 1d4 rounds), clinging breath[LG:PoD] (2d6 fire, 5 rounds), cosmic fire, lingering breath[M] (2d6 fire, 5 rounds), mythic power (5/day, surge +1d8)
Spell-Like Abilities (CL 11th; concentration +14)
At will—*anticipate peril*
Sorcerer Spells Known (CL 1st; concentration +4)
1st (4)—*mage armor*, *true strike*
0 (at will)—*arcane mark*, *detect magic*, *message*, *read magic*

Statistics

Str 25, **Dex** 14, **Con** 19, **Int** 16, **Wis** 15, **Cha** 16
Base Atk +11; **CMB** +19; **CMD** 31
Feats Ability Focus[M] (breath weapon), Coruscating Breath[M], Flyby Attack, Improved Initiative, Multiattack, Power Attack[M], Wingover
Skills Bluff +17, Diplomacy +17, Fly +18, Intimidate +17, Knowledge (arcana) +17, Knowledge (planes) +17, Perception +16, Sense Motive +16, Spellcraft +17
Languages Celestial, Common, Draconic, Ignan
SQ agile, dual initiative, galactic emissary, no breath, starflight
Other Gear *amulet of mighty fists +2*, *pink rhomboid ioun stone* (embedded in its chest), *ring of resistance +3* (as cloak), *ring of sustenance*

Special Abilities

Clinging Breath (Su) A mythic vortex dragon can expend one use of its mythic power as a free action when using its breath weapon to cause the energy from its breath to cling to creatures and deal continuing damage. Creatures failing their Reflex save against its breath weapon take energy damage of the same type as the breath weapon each round at the beginning of their turn for a number of rounds equal to the dragon's mythic rank. As long as a creature continues taking damage from this clinging breath, it is dazzled and outlined as if affected by *faerie fire*.

Cosmic Fire (Su) When a mythic vortex dragon's breath weapon deals fire damage, half this damage emanates from intense stellar power and is not subject to being reduced by non-mythic resistance or immunity to fire-based attacks. If it expends one use of its mythic power when using its breath weapon, it bypasses all non-mythic fire resistance or immunity, except for fire immunity a creature gains from possessing the fire subtype. Additionally, mythic fire resistance or immunity only provides half its normal protection. This also applies to ongoing effects caused by its breath weapon, such as clinging breath and lingering breath.

Draconic Fortitude (Ex) Whenever a mythic vortex dragon would take ability damage, ability drain, temporary or permanent penalties to ability scores, or temporary negative levels, it ignores an amount of that damage, drain, penalty, or number of levels equal to one-half its mythic rank. In addition, it can expend one use of its mythic power as a free action to end any one of the following effects currently affecting its: bleed, blinded, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. The dragon can use this ability at the beginning of its turn if one of the above conditions would prevent it from taking actions. The dragon

also can negate permanent conditions such as *feeblemind*, *insanity*, a permanent negative level, or petrification by expending two uses of its mythic power if the condition resulted from a non-mythic effect, or 3 uses of its mythic power if it was from a mythic effect.

Indomitable Will (Ex) A mythic vortex dragon adds one half its mythic tier on all Will saves, and if it is affected by a mind-affecting effect that results in a partial or reduced effect from a successful save, it is completely unaffected by it. In addition, whenever it would be affected by a mind-affecting effect (including effects that allow no saving throw), a mythic vortex dragon can ignore the effect as an immediate action by expending one use of its mythic power (two uses if the effect is a mythic effect). It cannot use this ability to ignore mythic effects created by a mythic creature whose mythic rank or tier exceeds its own.

Potent Breath (Su) When a mythic vortex dragon uses its breath weapon, it can use one mythic special ability which affects its breath weapon that requires a one use of mythic power (such as clinging breath or lingering breath) without expending a use of mythic power, provided it doesn't expend any of its uses of mythic power during the action of using its breath weapon.

Vortex dragons are the undisputed masters of travel across the galaxies, serving as messengers and observers for the greatest outer dragons and godlike entities in the great beyond. They typically make their lairs in or near naturally occurring portals and interplanar or interstellar vortices, often flying into and out of such gates in order to hunt while their den remains safely hidden beyond the gateway that few other creatures would dare to traverse.



Drought Swallows

A massive flock of red-eyed bvirds descends upon you, filling the air with shrill cries. As it passes overhead, your flesh cracks and begins crumbling away.

Drought Swallows CR 6

XP 2,400
Southlands Bestiary
N Tiny magical beast (swarm)
Init +8; **Senses** low-light vision; Perception +13
Aura desiccation field (20 ft., DC 15)

Defense

AC 23, touch 17, flat-footed 18 (+4 Dex, +1 dodge, +6 natural, +2 size)
hp 52 (7d10+14)
Fort +7, **Ref** +9, **Will** +3
Defensive Abilities moisture retention, scatter, swarm traits;
DR 5/magic; **Immune** fire

Offense

Speed 10 ft., fly 80 ft. (perfect)
Melee swarm (2d6 plus bleed)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 17)

Statistics

Str 6, **Dex** 19, **Con** 14, **Int** 2, **Wis** 13, **Cha** 11
Base Atk +7; **CMB** —; **CMD** —
Feats Ability Focus (distraction), Alertness, Dodge, Improved Initiative
Skills Fly +20, Perception +13

Ecology

Environment warm plains and deserts
Organization solitary or flock (2-5)
Treasure incidental

Special Abilities

Desiccation Field (Su) A swarm of drought swallows radiates a magical emanation that evaporates moisture from the bodies of living creatures and causes their flesh to wither, crack, and crumble to dust. A creature beginning its turn within a drought swallow swarm takes 7d4 points of damage (DC 15 Fortitude half). Creatures beginning their turn within 20 feet of the swarm take half damage (one-quarter damage with a successful save). The save DC is Constitution-based.

Moisture Retention (Ex) Drought swallows are immune to effects that cause dehydration, desiccation, heatstroke, and similar effects.

Scatter (Ex) When a swarm of drought swallows is struck by an attack, including a spell or supernatural effect, as an immediate action the swarm can scatter away from the attack, moving up to 10 ft. away from its prior location. If this movement takes the swarm out of reach of its attacker, the attack deals no damage to the swarm. If the effect affects an area and the swarm is still within that area, the damage dealt by the area effect is increased by 25% rather than 50%.

Dought 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 skirmeshes, 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.



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

Defense

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)
hp 37 (5d8+15)
Fort +3, **Ref** +4, **Will** +7; +2 versus mind-affecting effects
Immune paralysis; **Resist** electricity 10, fire 10; **SR** 15

Offense

Speed 30 ft.
Melee *+2 dagger* +8 (1d4+1/19–20)
Special Attacks mental paralysis
Spell-Like Abilities (CL 4th; concentration +7)
At will—*levitate* (self only)
3/day—*disguise self* (humanoid only), *suggestion* (DC 15), *vocal alteration*[UM]
1/day—*shield*, *modify memory* (DC 17), *vanish*[APG]

Statistics

Str 9, **Dex** 16, **Con** 15, **Int** 18, **Wis** 17, **Cha** 16
Base Atk +3; **CMB** +2; **CMD** 15
Feats Improved Initiative, Toughness, Weapon Finesse
Skills Diplomacy +7, Heal +9, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Sense Motive +10, Spellcraft +8, Stealth +6, Use Magic Device +10; **Racial Modifiers** +4 Sense Motive, +4 Use Magic Device
Languages Celestial, Common, Elali, Ultari; telepathy 100 ft.
SQ psychic enhancement

Ecology

Environment any land
Organization solitary, pair, or cluster (3–12)
Treasure NPC gear (*+2 dagger*, other gear)

Special Abilities

Psychic Enhancement (Su) Any weapon wielded by an elali receives a fraction of its psychic might, manifesting a +1 enhancement bonus as an immediate action on each strike. For every 5 HD the elali possesses, this bonus increases by +1 to a maximum of +5 at 20 HD.

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 may use this ability to target a single creature within 30 feet as a mind-affecting effect. As long as the creature has an Intelligence of 3 or greater, but still less than that of the elali itself, it must make 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 may attempt a new saving throw to end the effect, but this requires 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. The save DC is Charisma-based.

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 socieites 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, as described in the ***Alien Codex***. 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

When an elali gains class levels, several of its abilities increase as well, as detailed below.

- Spell resistance equals total Hit Dice + 10.
- Mental paralysis save DC equals 10 + Cha modifier + 1/2 total Hit Dice.
- When it is 4th level in any class combination, it gains two spell-like abilities usable once per day: *dominate person* and *nondetection*. When it reaches 9th level in any combination, it gains two more usable once per day: *mass suggestion* and *teleport*.
- An elali's racial ability score modifiers are as follows: Str –2, Dex +6, Con +4, Int +8, Wis +6, Cha +6.

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 Volretz
Organization solitary, pair, or gang (3—8)
Treasure none

Special Abilities

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 additional to normal damage. If the creature has been attacked with 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** darkvision 60 ft.; Perception +4

Defense

AC 17, touch 12, flat-footed 16 (+1 Dex, +5 natural, +1 size)
hp 13 (2d10+2)
Fort +4, **Ref** +4, **Will** +0
Immune acid, fire, elemental traits
Weaknesses vulnerability to electricity

Offense

Speed 20 ft., swim 60 ft.
Melee slam +4 (1d4+3)
Ranged hurl magma +3 (1d4+2)
Special Attacks forced conduction (1d3)

Statistics

Str 14, **Dex** 12, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +2; **CMB** +3; **CMD** 14
Feats Power Attack, Throw Anything
Skills Knowledge (dungeoneering) +1, Perception +4, Swim +14

Medium Heavy Metal Elemental CR 3

XP 800
N Medium outsider (earth, elemental, native)
Init +2; **Senses** darkvision 60 ft.; Perception +6

Defense

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)
hp 30 (4d10+8)
Fort +6, **Ref** +6, **Will** +1
Immune acid, fire, elemental traits
Weaknesses vulnerability to electricity

Offense

Speed 20 ft., swim 60 ft.
Melee slam +7 (1d6+4)
Ranged hurl magma +6 (1d6+3)
Special Attacks forced conduction (1d4)

Statistics

Str 16, **Dex** 14, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +4; **CMB** +5; **CMD** 19
Feats Power Attack, Throw Anything
Skills Knowledge (dungeoneering) +3, Perception +6, Swim +15

Large Heavy Metal Elemental CR 5

XP 1,600
N Large outsider (earth, elemental, native)
Init +4; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 20, touch 13, flat-footed 16 (+4 Dex, +7 natural, -1 size)

hp 68 (8d10+24)
Fort +9, **Ref** +10, **Will** +2
DR 5/—; **Immune** acid, fire, elemental traits
Weaknesses vulnerability to electricity

Offense

Speed 20 ft., swim 60 ft.
Melee 2 slams +11 (1d8+6)
Ranged hurl magma +11 (1d8+4)
Space 10ft.; **Reach** 10 ft.
Special Attacks forced conduction (1d6)

Statistics

Str 18, **Dex** 18, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +8; CMB +13; CMD 27
Feats Deadly Aim, Power Attack, Throw Anything, Vital Strike
Skills Climb +15, Knowledge (dungeoneering) +8, Perception +10, Swim +23

HUGE HEAVY METAL ELEMENTAL CR 7

XP 3,200
N Huge outsider (earth, elemental, native)
Init +6; **Senses** darkvision 60 ft.; Perception +13

Defense

AC 22, touch 14, flat-footed 16 **(**+6 Dex, +8 natural, -2 size)
hp 95 (10d10+40)
Fort +11, **Ref** +13, **Will** +3
DR 5/—; **Immune** acid, fire, elemental traits
Weaknesses vulnerability to electricity

Offense

Speed 20 ft., swim 60 ft.
Melee 2 slams +14 (2d6+9)
Ranged hurl magma +14 (2d6+6)
Space 15 ft.; **Reach** 15 ft.
Special Attacks forced conduction (1d8)

Statistics

Str 22, **Dex** 22, **Con** 18, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +10; **CMB** +18; **CMD** 34
Feats Deadly Aim, Power Attack, Point Blank Shot, Throw Anything, Vital Strike
Skills Climb +20, Knowledge (dungeoneering) +10, Perception +13, Swim +28

GREATER HEAVY METAL ELEMENTAL CR 9

XP 6,400
N Huge outsider (earth, elemental, native)
Init +7; **Senses** darkvision 60 ft.; Perception +16



Defense

AC 25, touch 15, flat-footed 18 **(**+7 Dex, +10 natural, -2 size)
hp 136 (13d10+65)
Fort +13, **Ref** +15, **Will** +4
DR 10/—; **Immune** acid, fire, elemental traits
Weaknesses vulnerability to electricity

Offense

Speed 20 ft., swim 60 ft.
Melee 2 slams +19 (2d8+10)
Ranged hurl magma +20 (2d8+7)
Space 15 ft.; **Reach** 15 ft.
Special Attacks forced conduction (1d10)

Statistics

Str 24, **Dex** 24, **Con** 20, **Int** 8, **Wis** 11, **Cha** 11
Base Atk +13; **CMB** +22; **CMD** 39
Feats Deadly Aim, Precise Shot, Power Attack, Point Blank Shot, Throw Anything, Vital Strike, Weapon Focus (slam)
Skills Climb +23, Knowledge (dungeoneering) +15, Perception +16, Swim +31, Stealth+15

ELDER HEAVY METAL ELEMENTAL CR 11

XP 12,800
N Huge outsider (earth, elemental, native)
Init +8; **Senses** darkvision 60 ft.; Perception +16

Defense

AC 28, touch 16, flat-footed 20 (+8 Dex, +12 natural, -2 size)
hp 182 (16d10+96)
Fort +16, **Ref** +18, **Will** +5
DR 10/—; **Immune** acid, fire, elemental traits
Weaknesses vulnerability to electricity

Offense

Speed 20 ft., swim 60 ft.
Melee 2 slams +23 (2d8+12/19-20)
Ranged hurl magma +24 (2d8+8)
Space 15 ft.; **Reach** 15 ft.
Special Attacks forced conduction (1d12)

Statistics

Str 26, **Dex** 26, **Con** 22, **Int** 8, **Wis** 11, **Cha** 11
Base Atk +16; **CMB** +26; **CMD** 44
Feats Deadly Aim, Improved Critical (slam), Precise Shot, Power Attack, Point Blank Shot, Throw Anything, Vital Strike, Weapon Focus (slam)
Skills Climb +27, Knowledge (dungeoneering) +18, Perception +19, Swim +35, Stealth+18

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, 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

Language Sylvan

Ecology

Environment any (Plane of Wood)
Organization solitary, pair, or gang (3–8)
Treasure none

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 it 10 temporary hit points that last for 1 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 struck must succeed at a Reflex save or become entangled for the listed duration. The save DC is Constitution-based. An entangled creature that fails its save against this ability a second time is rooted to the spot and cannot leave its current square. A flying creature not adjacent to a surface is not stuck, 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 the listed amount of damage to the vines with a slashing weapon (no attack roll required). If the creature is rooted to the spot, 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. A *warp wood* spell cast on an area containing a burrowing wood elemental flings it back 30 ft., stunning it for 1 round unless it succeeds at a DC 15 Fortitude save.

Verdant Demise (Su) When a wood elemental is slain it instantly creates an area of permanent light undergrowth with a spread of 5 ft. per hit die. This effect only lasts for 1 round per hit die if the elemental was a summoned creature.

Small Wood Elemental CR 1

XP 400
N Small outsider (elemental, extraplanar, wood)
Init –1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

Defense

AC 15, touch 10, flat-footed 15 (–1 Dex, +5 natural, +1 size)
hp 13 (2d10+2)
Fort +4, **Ref** –1, **Will** +3
Immune elemental traits

Offense

Speed 20 ft., burrow 10 ft., climb 20 ft.; plant stride
Melee slam +4 (1d4 plus entangle)
Special Attacks absorb wood, entangle (DC 12, 10 minutes, hp 10), verdant demise (10 ft.)

Statistics

Str 11, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** +1; **CMD** 11
Feats Weapon Focus (slam)
Skills Climb +12, Heal +4, Knowledge (planes) +1, Perception +4, Stealth +7 (+9 in wooded areas), Survival +4; **Racial Modifier** +2 Stealth in wooded areas

Medium Wood Elemental CR 3

XP 800
N Medium outsider (elemental, extraplanar, wood))
Init +0; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +5

Defense

AC 16, touch 10, flat-footed 16 (+6 natural)
hp 34 (4d10+12)
Fort +7, **Ref** +1, **Will** +4
Immune elemental traits

Offense

Speed 20 ft., burrow 10 ft., climb 20 ft.; plant stride
Melee slam +7 (1d6+3 plus entangle)

Special Attacks absorb wood, entangle (DC 15, 10 minutes, hp 15), verdant demise (20 ft.)

Statistics

Str 14, **Dex** 10, **Con** 17, **Int** 4, **Wis** 11, **Cha** 10
Base Atk +4; **CMB** +6; **CMD** 16
Feats Power Attack, Weapon Focus (slam)
Skills Climb +15, Heal +5, Knowledge (planes) +2, Perception +5, Stealth +5 (+7 in wooded areas), Survival +5; **Racial Modifier** +2 Stealth in wooded areas

Large Wood Elemental CR 5

XP 1,600
N Large outsider (elemental, extraplanar, wood))
Init +0; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +7

Defense

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)
hp 68 (8d10+32)
Fort +10, **Ref** +2, **Will** +6
DR 5/—; **Immune** elemental traits

Offense

Speed 20 ft., burrow 10 ft., climb 20 ft.; plant stride
Melee 2 slams +12 (1d8+4 plus entangle)
Space 10 ft.; **Reach** 10 ft.
Special Attacks absorb wood, entangle (DC 18, 10 minutes, hp 20), verdant demise (40 ft.)

Statistics

Str 18, **Dex** 10, **Con** 19, **Int** 4, **Wis** 11, **Cha** 10
Base Atk +8; **CMB** +13 (+15 sunder); **CMD** 23 (25 vs. sunder)
Feats Cleave, Improved Sunder, Power Attack, Weapon Focus (slam)
Skills Climb +19, Heal +7, Knowledge (planes) +4, Perception +7, Stealth +3 (+5 in wooded areas), Survival +7; **Racial Modifier** +2 Stealth in wooded areas

Huge Wood Elemental CR 7

XP 3,200
N Huge outsider (elemental, extraplanar, wood))
Init +0; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +11

Defense

AC 17, touch 8, flat-footed 17 (+9 natural, –2 size)
hp 115 (10d10+60)
Fort +13, **Ref** +3, **Will** +7
DR 5/—; **Immune** elemental traits

Offense

Speed 20 ft., burrow 10 ft., climb 20 ft.; plant stride
Melee 2 slams +15 (2d6+6 plus entangle)
Space 15 ft.; **Reach** 15 ft.
Special Attacks absorb wood, entangle (DC 21, 10 minutes, hp 25), verdant demise (50 ft.)

Statistics

Str 22, **Dex** 10, **Con** 23, **Int** 6, **Wis** 11, **Cha** 10
Base Atk +10; **CMB** +18 (+20 sunder); **CMD** 28 (30 vs. sunder)
Feats Cleave, Improved Sunder, Power Attack, Vital Strike, Weapon Focus (slam)
Skills Climb +23, Heal +9, Knowledge (planes) +7, Perception +11, Stealth +3 (+5 in wooded areas), Survival +9; **Racial Modifier** +2 Stealth in wooded areas

Greater Wood Elemental CR 9

XP 6,400
N Huge outsider (elemental, extraplanar, wood))
Init +1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +16

Defense

AC 20, touch 9, flat-footed 19 (+1 Dex, +11 natural, –2 size)
hp 149 (13d10+78)
Fort +15, **Ref** +5, **Will** +8
DR 10/—; **Immune** elemental traits

Offense

Speed 20 ft., burrow 10 ft., climb 20 ft.; plant stride
Melee 2 slams +20 (2d8+8 plus entangle)
Space 15 ft.; **Reach** 15 ft.
Special Attacks absorb wood, entangle (DC 22, 10 minutes, hp 25), verdant demise (65 ft.)

Statistics

Str 26, **Dex** 12, **Con** 23, **Int** 8, **Wis** 11, **Cha** 10



Base Atk +13; **CMB** +23 (+25 bull rush or sunder); **CMD** 34 (36 vs. bull rush or sunder)
Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Vital Strike, Weapon Focus (slam)
Skills Climb +29, Heal +13, Knowledge (planes) +12, Perception +16, Stealth +8 (+10 in wooded areas), Survival +13; **Racial Modifier** +2 Stealth in wooded areas

Elder Wood Elemental CR 11

XP 12,800
N Huge outsider (elemental, extraplanar, wood))
Init +2; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +19

Defense

AC 22, touch 11, flat-footed 19 (+2 Dex, +1 dodge, +11 natural, –2 size)
hp 184 (16d10+96)
Fort +17, **Ref** +7, **Will** +10
DR 10/—; **Immune** elemental traits

Offense

Speed 20 ft., burrow 10 ft., climb 20 ft.; plant stride
Melee 2 slams +25 (2d10+10 plus entangle)
Space 15 ft.; **Reach** 15 ft.
Special Attacks absorb wood, entangle (DC 24, 10 minutes, hp 30), verdant demise (80 ft.)

Statistics

Str 30, **Dex** 14, **Con** 23, **Int** 10, **Wis** 11, **Cha** 10
Base Atk +16; **CMB** +28 (+30 bull rush or sunder); **CMD** 40 (42 vs. bull rush or sunder)
Feats Awesome Blow, Cleave, Dodge, Improved Bull Rush, Improved Sunder, Power Attack, Vital Strike, Weapon Focus (slam)
Skills Climb +37, Heal +19, Knowledge (planes) +19, Perception +19, Stealth +13 (+15 in wooded areas), Survival +19; **Racial Modifier** +2 Stealth in wooded areas

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 Sizes

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
hp 205 each
N Huge construct (air, elemental, extraplanar) TOHC
Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 30, touch 19, flat-footed 19 (+11 Dex, +11 natural, –2 size)
hp 205 (30d10+40)
Fort +10; **Ref** +21; **Will** +10
Defensive Abilities air mastery, insubstantial form; DR 10/adamantine; Immune construct traits, elemental traits, magic

Offense

Speed fly 100 ft. (perfect)
Melee 2 slams +36 (2d6+8)
Space 15 ft.; **Reach** 15 ft.
Special Attacks wind blast (30-ft. radius, Ref DC 25 half, 2d6+12 bludgeoning, useable every 1d4 rounds)

Statistics

Str 27, **Dex** 33, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +30; **CMB** +40; **CMD** 61
Skills Fly +15

Ecology

Environment Plane of Air
Organization solitary
Treasure none

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 control weather spell deals 1d6 points of damage per caster level to an air elemental construct. The construct can attempt a Fortitude save (DC 17 + caster's relevant ability score modifier) for half damage. An iron body or ice storm spell slows (as the slow spell) an air elemental construct for 2d6 rounds. Note the iron body spell does not change the construct's form, nor does an ice storm spell actually damage the construct.

A *control winds* spell heals an air elemental construct of all of 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. (This ability is similar to a gaseous form spell—note the air elemental construct is not subject to wind effects like the gaseous form spell.) 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. The save DC is Constitution-based.

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 **CR 1/2**

XP 200
Erebus psychic[OA] 1
N Medium humanoid (erebus)
Init +1; **Senses** low-light vision; Perception +4

Defense

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 8 (1d6+2)
Fort +2; **Ref** +2; **Will** +3
Defensive Abilities emotional push (+3, 1/day), mental fortitude

Offense

Speed 30 ft.
Melee dagger –1 (1d4–1/19–20)
Ranged mwk light crossbow +2 (1d8/19–20)
Special Attacks influential mind, phrenic amplification (mindtouch, overpowering mind), phrenic pool (3 points)
Spell-Like Abilities (CL 1st; concentration +4)
1/day—*hypnotism* (DC 15)
Psychic Spells Known (CL 1st; concentration +4)
1st (4/day)—*charm person* (DC 15), *command* (DC 15), *detect thoughts* (DC 14)
0 (at will)—*arcane mark*, *mage hand*, *message*, *telekinetic projectile*
Psychic Discipline Rapport

Statistics

Str 8, **Dex** 12, **Con** 13, **Int** 17, **Wis** 10, **Cha** 16
Base Atk +0; **CMB** –1; **CMD** 20
Feats Extra Amplification
Skills Bluff +7 (+15 to pass secret message to another erebus), Diplomacy +7, Knowledge (local) +7, Perception +4, Sense Motive +4, Spellcraft +7
Languages Celestial, Common, Draconic, Elven, Erebus
SQ emotional bond

Ecology

Environment any temperate or warm land
Organization solitary, pair or gestalt (3–20)
Treasure NPC gear (dagger, masterwork light crossbow with 10 bolts, other treasure)

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 Characters

Erebuses are defined by their class levels—they do not possess racial Hit Dice. All erebuses have the following racial traits.

- **+2 Intelligence, +2 Charisma**: Erebuses are quick witted and strong willed. They have no inherent physical weaknesses.
- **Medium**: Erebuses are Medium creatures, and have no bonuses or penalties due to their size.
- **Normal Speed**: Erebuses have a base speed of 30 feet.
- **Low-Light Vision**: Erebuses can see twice as far as humans in dim light.
- **Mental Fortitude**: Erebuses spend some time in a gestalt mind, enforcing their mental endurance. They receive a +2 racial bonus on Will saves to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) schools. 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) The scond save is made at the same DC as the first. If an erebus has a similar ability from another source (such as from a rogue's slippery mind), it can only use one of these abilities per round, but can try one on the second round if the first rerolls ability fails.
- **Force of Will**: Erebuses add +1 to the saving throw DCs for spells and spell-like abilities of the enchantment school. In addition, erebuses with a Charisma score of 15 or higher may use *hypnotism* once per day as a spell-like ability (caster level equal to the erebus's character level).
- **Skilled**: Erebuses gain an additional skill rank at first level and one additional skill rank whenever they gain a level.
- **Limited Mental Connection**: Erebuses have a +8 racial bonus on Bluff checks to pass secret messages to other erebuses and cannot deliver a wrong message to an erebus regardless of the check.

A school of human-sized grey fish moves as one. Their long flat bills and rigid fins are bordered in razor-thin silver scales.

Of One Mind (Teamwork)

You and your allies keep each other apprised of danger.

Prerequisite: One other teamwork feat.

Benefit: You and all allies possessing this feat within 60 feet are equally aware of threats. None of you are considered flanked or flat-footed unless all of you are.

Fish, Bladefish

Bladefish CR 5

XP 1,600

N Medium animal (aquatic)
Init +3; **Senses** blindsight 10 ft., low-light vision; Perception +9

Defense

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)
hp 51 (6d8+24)
Fort +9, **Ref** +8, **Will** +3

Offense

Speed swim 60 ft.
Melee blade +10 (2d6+5/19-20), tail slap +5 (1d4+2/18-20)
Special Attacks razor fin, swim-by attack

Statistics

Str 20, **Dex** 17, **Con** 18, **Int** 2, **Wis** 12, **Cha** 5
Base Atk +4; **CMB** +9; **CMD** 22 (can't be tripped)
Feats Lookout[APG], Power Attack, Spring Attack[B], Weapon Focus (blade)
Skills Perception +9, Swim +17

Ecology

Environment any ocean
Organization family (3-5), school (6-12), or storm (12-50)

Treasure none

Special Abilities

Razor Fin (Ex): A bladefish has quick reflexes and powerful muscles along its length. It can make a full attack action with its natural weapons any time it could make single attack so long as it moves at least 5 feet before or after the attack. If a bladefish charges, both weapons gain the bonus on attack rolls for charging. A bladefish does not have to attack the same creature with both weapons but must make both attacks at the same time. A bladefish takes no penalties to its attack rolls for using Power Attack when it moves its full speed in a straight line.

Swim-By Attack: A bladefish is perfectly suited for attacking on the move. It gains Spring Attack as a bonus feat when swimming. It can use its razor fin ability to attack with both its natural weapons before, during, or after a charge or move action.

Fast and strong, bladefish swim across Vareen in instinctive circuits that cover thousands of miles. These cycles 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 near the water's surface and as deep as 200 feet. 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.

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.



Fish, Dinichthys

Dinichthys CR 12

XP 19,200

N Huge animal (aquatic)
Init +4; **Senses** darkvision 60 ft., keen scent, low-light vision; Perception +12

Defense

AC 27, touch 12, flat-footed 23 (+4 Dex, +15 natural, -2 size)
hp 157 (15d8+90)
Fort +15, **Ref** +13, **Will** +7

Offense

Speed swim 50 ft.
Melee bite +21 (4d6+18/15-20/x3)
Special Attacks augmented critical, swim-by attack

Statistics

Str 34, **Dex** 19, **Con** 23, **Int** 2, **Wis** 14, **Cha** 11
Base Atk +11; **CMB** +25; **CMD** 39
Feats Bleeding Critical, Critical Focus, Dodge, Improved Critical (bite), Mobility, Power Attack, Toughness, Vital Strike



Skills Perception +12, Swim +29

Ecology

Environment any ocean
Organization solitary, pair, or clutch (3-5)
Treasure none

Special Abilities

Augmented Critical (Ex): A dinichthys threatens a critical hit with its bite attack on a roll of 17 or higher. The critical multiplier for its bite attack is x3.

Swim-By Attack (Ex): A dinichthys gains Spring Attack as a bonus feat while swimming. In addition, it can use its Vital Strike feat while sing this ability, so long as it only makes one attack on its turn.

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 Vareen's hardiest animals. Dinichthyses hunt at any depth greater than 20 feet, chasing prey for miles in any direction before resuming a natural migration toward decennial mating waters.

Dinichthyses are voracious, often biting a chunk of flesh out of a sizable creature so it can follow the bleeding quarry to any social unit it might flee to for protection.

Dinichthyses 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** +10
Aura ghost flames (5 ft., DC 15)

Defense

AC 17, touch 17, flat-footed 12 (+2 deflection, +4 Dex, +1 dodge)
hp 39 (6d8+12)
Fort +2; **Ref** +6; **Will** +6
Defensive Abilities incorporeal; **Immunities** fire, undead immunities
Weaknesses vulnerable to cold

Offense

Speed fly 30 ft. (perfect)
Melee flame lash +8 (1d6+5 fire plus burn)
Ranged flame blast +13 (1d4+3 fire plus burn)
Offensive Abilities burn (1d4, DC 13), inferno

Statistics

Str —; **Dex** 19; **Con** —; **Int** 10; **Wis** 13; **Cha** 15
Base Atk +4; **CMD** +8; **CMB** 18
Skills Fly +17, Intimidate +11, Perception +10, Stealth +13
Feats Dodge, Mobility
Languages Ignan

Ecology

Environment any
Organization solitary, blaze (3–6), or nova (7-25)
Treasure incidental

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 15 half). If a flamewraith takes any amount of cold damage, this aura is suppressed for 1 round. The save DC is Charisma-based.
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 15 half). It can't activate this ability again for 1d4 rounds, during which its ghost flames aura is suppressed.

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 vergence 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.



Froghemoth

This immense, three-eyed frog-like creature rears up on powerful hind legs. In place of arms, four huge tentacles thrash and writhe.

Mythic Froghemoth
CR 16/MR 6

XP 76,800
Pathfinder Roleplaying Game Bestiary
N Huge aberration (mythic)
Init +11/-9[MF], dual initiative[MA]; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft.; Perception +16

Defense

AC 34, touch 9, flat-footed 33 (+1 Dex, +25 natural, –2 size)
hp 248 (16d8+176)
Fort +13, **Ref** +8, **Will** +11
DR 10/epic; **Immune** electricity (partial); **Resist** fire 10
Weaknesses slowed by electricity

Offense

Speed 20 ft., swim 30 ft.
Melee bite +22 (2d6+12/19–20 plus grab), 4 tentacles +20 (1d8+18 plus grab), tongue +20 (1d4+6 plus grab)
Space 15 ft.; **Reach** 15 ft. (30 ft. with tongue)
Special Attacks constrict (tentacle, 1d8+18), mythic power (6/day, surge +1d8), pounce[MA], sloshing gullet[MA], swallow whole (3d6+12 damage, AC 22, hp 24), tenacious grapple[MA], tentacle toss[MA], tongue tugger[MA]

Statistics

Str 34, **Dex** 13, **Con** 26, **Int** 2, **Wis** 13, **Cha** 11
Base Atk +12; **CMB** +26 (+30 grapple); **CMD** 37
Feats Arms of the Deep[MF], Cleave, Improved Critical (bite), Improved Initiative[MF], Inescapable Grasp[MF], Lightning Reflexes, Lunge, Multiattack, Power Attack, Skill Focus (Stealth)
Skills Perception +16, Stealth +14 (+22 in marshes), Swim +20; **Racial Modifiers** +8 Perception, +8 Stealth in marshes
SQ powerful blows[MA] (tentacle)

Ecology

Environment temperate marsh
Organization solitary
Treasure standard

Special Abilities

Sloshing Gullet (Ex) A mythic froghemoth's belly is filled with turbid, mucky swamp water; any creature swallowed is treated as being underwater and must hold its breath or begin drowning. This filthy effluent blocks all sight (even darkvision) and carries a virulent strain of blinding sickness with an immediate onset time. Any creature swallowed must succeed at a DC 16 Fortitude save or become infected.

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 the spell for 1 round.

Tenacious Grapple (Ex) A mythic froghemoth does not gain the grappled condition if it grapples a foe with a tentacle.

Tentacle Toss (Ex) When a mythic froghemoth successfully grapples a creature with one of its tentacles, it may choose not to constrict the opponent but instead to toss it 1d6 x 5 feet in a straight line in any direction (including straight up). The target takes 1d6 points of damage for every 10 feet traveled (or per 10 feet fallen, whichever is greater) and falls prone after being tossed. If a mythic froghemoth has a creature grappled in its tentacle, it can expend one use of its mythic power as an immediate action when targeted with a ranged attack to toss the grappled creature into the path of the attack by making a ranged attack roll against a DC equal to the attack roll of the creature making the ranged attack. If the froghemoth beats the DC, the attack targets the tossed creature instead. If it fails to beat the DC, the tossed creature provides soft cover to the froghemoth but is not directly harmed by the attack.

Tongue Tugger (Ex) When a mythic froghemoth successfully grapples a creature with its tongue, it can make an additional combat maneuver check against that target as a free action to pull the target towards itself by 5 feet, plus 5 feet for every 5 points by which its combat maneuver check exceeds the target's CMD. If the target is pulled within the froghemoth's normal reach of 15 feet the froghemoth can use its other natural weapons to attack the target. If it bites a creature already grappled by its tongue, it can attempt a grapple combat maneuver as a free

action to swallow the creature whole, as if it had the fast swallow ability.

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.



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.

Spirit of Awakening CR 19

XP 204,800
Male dread ghost cleric 17
CN Medium undead (human, incorporeal)
Init +5; **Senses** darkvision 60 ft.; **Perception** +17

Defense

AC 17, touch 17, flat-footed 16 (+6 deflection, +1 Dex)
hp 199 (17d8+119)
Fort +16, **Ref** +8, **Will** +17
Defensive Abilities incorporeal; channel resistance +8; **Immune** undead traits; SR 30

Offense

Speed 30 ft., fly 60 ft. (perfect)
Melee corrupting touch +14/+9/+4 (17d8; Fort DC 24 for half)
Special Attacks channel energy 11/day (DC 24, 9d6), hand of the acolyte (8/day), chaos blade (8 rounds, 3/day), corrupting touch, frightful moan, phantasmagoria
Spell-Like Abilities (CL 17th; concentration +23)
At will—*greater invisibility, telekinesis*
Domain Spell-Like Abilities (CL 17th; concentration +22)
8/day—*touch of chaos*
3/day—*dispelling touch*
Cleric Spells Prepared (CL 17th; concentration +22)
9th— *mage's disjunction*[D] (DC 24), overwhelming presence[UM] (DC 24),
8th—stormbolts[APG] (DC 23), *unholy aura* (DC 23), *cloak of chaos*[D](DC 23)
7th—*blasphemy* (DC 22), *mass inflict serious wounds* (DC 22), *word of chaos* (DC 22), *word of chaos*[D] (DC 22)
6th— *antimagic field*[D], *blade barrier* (DC 21), *greater dispel magic*, *geas/quest*, *harm* (DC 21)
5th— *dispel law*[D](DC 20), *major curse**, *insect plague*, *righteous might*, *slay living* (DC 20), *unhallow* (DC 20),
4th—aura of doom[UM] (DC 19), *chaos hammer* (DC 19), *divine power*, *imbue with spell ability*[D],rest eternal[APG], *spell immunity*
3rd—*bestow curse* (DC 18), *dispel magic*, *dispel magic*[D],*glyph of warding* (DC 18), *invisibility purge*, sands of time[UM]
2nd—*darkness*, disfiguring touch[UM] (DC 17), *magic mouth*[D]* *shatter* (DC 17), *silence* (DC 17), *sound burst* (DC 17),
1st—*deathwatch*, *divine favor*, *doom* (DC 16), *murderous command*[UM] (DC 16), *protection from law*, *protection from law*[D], *shield of faith*,
0 (at will)—*bleed* (DC 15), *detect magic*, *read magic*, *virtue*
[D] domain spell; **Domains** Magic, Chaos

Statistics

Str —, **Dex** 12, **Con** —, **Int** 14, **Wis** 20, **Cha** 22
Base Atk +12; **CMB** +13; **CMD** 29
Feats Combat Casting, Extra Channel, Improved Initiative, Iron Will, Lightning Reflexes, Magical Aptitude, Persuasive, Toughness, Weapon Focus (corrupting touch)
Skills Diplomacy +23, Fly +17, Intimidate +8, Knowledge (arcana) +13, Knowledge (history) +15, Knowledge (local) +13, Knowledge (nature) +13, Knowledge (planes) +13, Knowledge (religion) +13, Perception +17, Sense Motive +14, Spellcraft +21, Stealth +13, Use Magic Device +8; Racial Modifiers +8 Perception, +8 Stealth
Languages Kalmoc
SQ improved rejuvenation

Special Abilities

Frightful Moan (Su) A spirit of awakening can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC24 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) A spirit of awakening can create an elaborate illusion 8 times per day. This illusion functions similarly to the spell mirage arcana in combination with multiple major images, allowing him to recreate any scene, setting, or characters it wishes. A spirit of awakening can even incorporate himself into the effect, appearing as he wishes within the illusion as if he were under the effects of *veil*. The entire illusion can be disbelieved with a Will save. The illusion is treated as a 6th-level spell created by a 17th-level spellcaster. If any part of the illusion is dispelled, the entire illusion fades.

SPIRIT OF CHANGE CR 19

XP 204,800
Female dread ghost cleric 17
hp 199 (17d8+119)
Domain Spell-Like Abilities (CL 17th; concentration +22)
At will—*lightning lord* (17 bolts/day)
8/day—*acid dart* (1d6+8 acid)
8/day—*storm burst* (1d6+8 nonlethal)
Cleric Domain Spells Prepared (CL 17th; concentration +22)
9th—*storm of vengeance*[D] (DC 24)
8th— *earthquake*[D] (DC 23)
7th—*control weather*[D]
6th—*control winds*[D] (DC 21)
5th—*wall of stone*[D] (DC 20)
4th—*sleet storm*[D]
3rd—*stone shape*[D]
2nd—*soften earth and stone*[D]
1st—*obscuring mist*[D]
Domains Weather, Earth
[D] Domain Spell



Special Abilities

Chilling Aura (Su) When a spirit of change manifests, she emits a deadly chill in a 20-foot radius around itself, on both the Material and the Ethereal Planes. Each creature within this area takes 3d6 points of cold damage per round. A successful Fortitude save halves the damage. A spirit of change is not affected by her own chilling aura and is immune to that of other dread ghosts.

Draining Touch (Su) A spirit of change can make a single touch attack that drains 1d2 points from any two different ability scores it selects on a hit. A successful Fortitude save turns the drain into ability damage. On each such successful attack, the ghost heals 5 points of damage to itself. When a spirit of change makes a draining touch attack, it cannot use its standard corrupting touch attack.

SPIRIT OF RITES CR 19

XP 204,800
Male dread ghost cleric 17
hp 199 (17d8+119)
Domain Spell-Like Abilities (CL 17th; concentration +22)
8/day—*calming touch* (1d6+17)
8/day—*inspiring word* (8 rounds)
Cleric Spells Prepared (CL 17th; concentration +22)
9th—*miracle*[D] (DC 24)
8th—*demand*[D] (DC 23)
7th—*repulsion*[D] (DC 22)
6th—*heroes' feast*[D]
5th—*telepathic bond*[D]
4th—*discern lies*[D]
3rd—*prayer*[D]
2nd *enthrall*[D] (DC 17)
1st—*bless*[D]
Domains Community, Nobility
[D] Domain Spell

Special Abilities

Corrupting Gaze (Su) Sotuma has a gaze attack with a range of 60 feet that causes 4d10 damage and 1d6 Charisma damage (DC 24 Fortitude save negates Charisma damage but not physical damage).

Malevolence (Su) Once per round, a spirit of rites can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 17th), except that it does not require a receptacle. To use this ability, a spirit of rites must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that spirit of rites' malevolence for 24 hours.

SPIRIT OF PASSING CR 19

XP 204,800
Female dread ghost cleric 17
hp 199 (17d8+119)
Domain Spell-Like Abilities (CL 17th; concentration +22)
At will—*lore keeper* (37), *remote viewing* (17 rounds/day)
8/day—*bleeding touch* (8 rounds)

Cleric Spells Prepared (CL 17th; concentration +22)
9th—*wail of the banshee*[D] (DC 24)
8th—*discern location*[D]
7th—*destruction*[D] (DC 22)
6th—*find the path*[D]
5th—*true seeing*[D]
4th—*divination*[D]
3rd—*speak with dead*[D] (DC 18)
2nd—*detect thoughts*[D] (DC 17)
1st—*comprehend languages*[D]
Domains Death, Knowledge
[D] Domain Spell

Special Abilities

Horrific Appearance (Su) Any living creature within 60 feet that views a spirit of passing must succeed on a Fortitude save or immediately take 1d4 points of Strength, Dexterity, and Constitution damage (roll each separately). A creature that successfully saves against this effect cannot be affected by Natoma's horrific appearance for 24 hours. This is a gaze effect.

Death Wail (Su) Once every 1d4 rounds, a spirit of passing can let loose a terrible wail as a full-round action, targeting one creature within 100 feet of it. If the target creature can hear the death wail, it must succeed on a Fortitude save or be reduced to –1 hp and is dying. Any other creature within 100 feet that can hear the wail must succeed on a Fortitude save at the same DC or gain 1 negative level. A creature that succeeds on the save cannot be affected by a spirit of passing's death wail for 24 hours. The death wail is a sonic death effect.

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.



Girallon, Jowchit

Emerging from the jungle this towering, four-armed ape covered in reddish-blonde 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** +11

Defense

AC 24, touch 12, flat-footed 21 (+4 armor, +3 Dex, +8 natural, -1 size)
hp 114 (12d10+48)
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 +16 (1d8+5), 4 claws +16 (1d6+5 plus rend)
Special Attacks rend (4 claws +16, 1d6+7)
Spell-Like Abilities (CL 14th, concentration +16)
Constant—*detect magic, nondetection*
3/day—*dispel magic, remove disease*, *shield*
1/day—*astral projection*, *secure shelter*

Statistics

Str 21; **Dex** 17; **Con** 18; **Int** 12; **Wis** 14; **Cha** 14
Base Atk +12; **CMB** +18; **CMD** 31
Feats Catch Off Guard, Combat Reflexes, Iron Will, Improved Initiative, Improvised Weapon Mastery, Multiweapon Fighting, Throw Anything
Skills Climb +20, Diplomacy +11, Knowledge (any) +14, Perception +11, Stealth +6, Survival +11, Use Magic Device +8
Languages Garil, Girallon, Vanara
SQ dilettante training
Gear masterwork leaf armor (treat as masterwork hide armor)

Ecology

Environment any forest
Organization solitary, tribe (2-4 Jowchit girallons, 12-24 garil or vanara), or empire (8-12 Jowchit girallons, 50-100 garil or vanara)
Treasure standard

Special Abilities

Dilettante Training (Ex) Because of their high intelligence, Jowchit girallon are proficient with light and medium armor as well as simple weapons. They also gain a +2 bonus on Knowledge and Use Magic Device checks.

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 garillon. They became larger and more intelligent, stronger and yet more peace loving.

For the most part the garillons 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.



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

Defense

AC 22, touch 6, flat-footed 22 (–2 Dex, +16 natural, –2 size)
hp 95 (10d10+40)
Fort +3; **Ref** +1; **Will** +4
DR 10/adamantine; **Immune** construct traits, electricity; **Resist** acid 10, cold 10, fire 10

Offense

Speed 40 ft., fly 60 ft. (good)
Melee bite +15 (3d6+7 plus grab), slam +15 (2d6+7)
Space 15 ft.; **Reach** 15 ft.
Special Attacks restraining tentacles, subduing gas, swallow whole (4d6 bludgeoning damage, AC 18, 19 hp)

Statistics

Str 25, **Dex** 6, **Con** —, **Int** 3, **Wis** 13, **Cha** 10
Base Atk +10; **CMB** +19 (+21 bull rush, +23 grapple); **CMD** 27 (29 vs. grapple, can't be tripped)
Feats Improved Bull Rush, Improved Initiative, Power Attack, Skill Focus (Perception), Step Up
Skills Fly +5; Perception +10
SQ transformation

Ecology

Environment any
Organization solitary
Treasure standard

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. It uses its CMB for the grapple attempts with a –4 penalty. 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. *Conveyance Golem Gas*—inhaled; *save* Fort DC 15; *frequency* 1/minute for 6 minutes; *effect* unconsciousness for 1 minute; *cure* 1 save.

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 (1/5 total hp), 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.

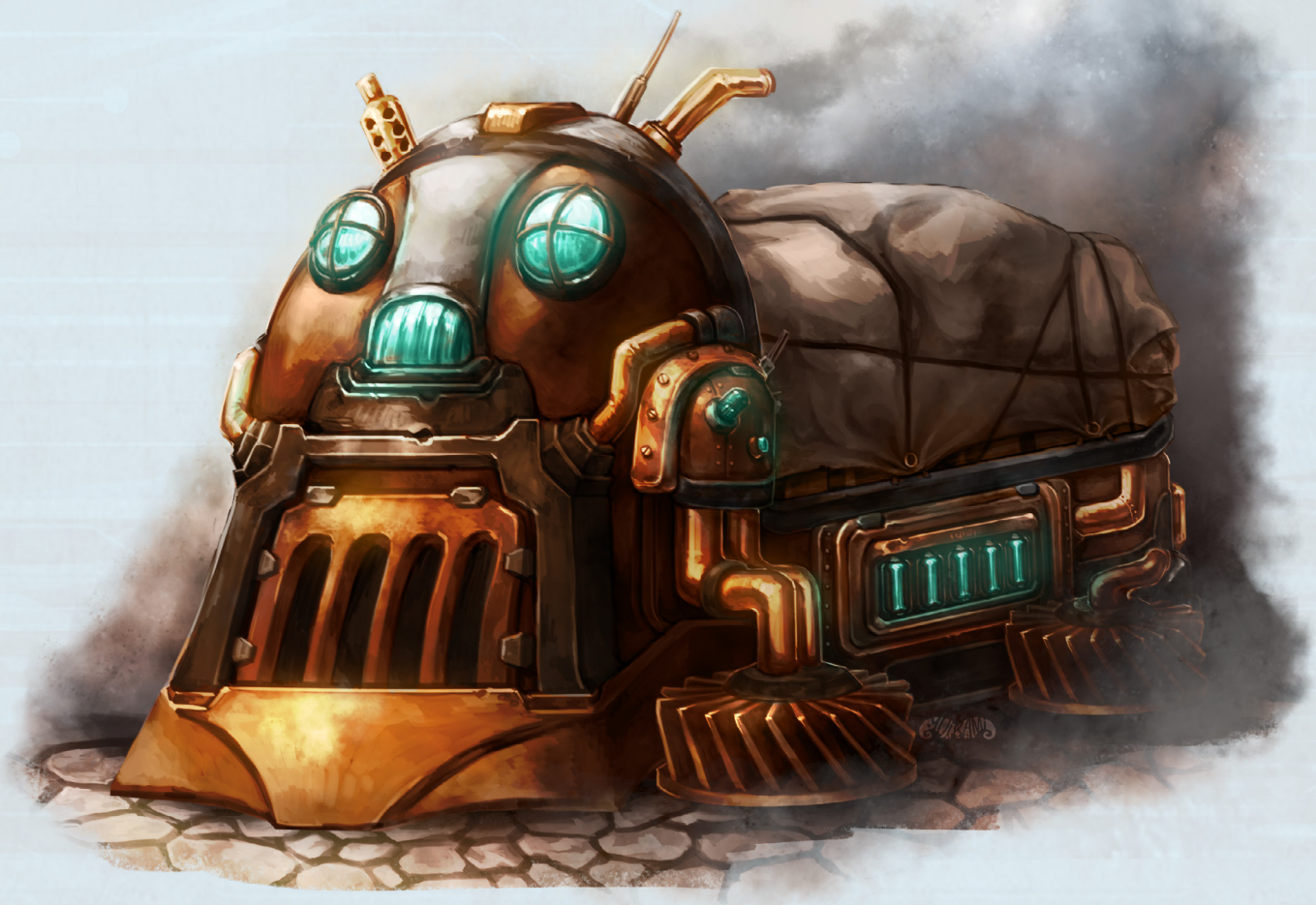
Conveyance golems provide comfortable travel for creatures negotiating their service from their owners. Their interiors are climate-controlled to the specifications of their inhabitants. They have rudimentary intelligence, allowing them to follow a programmed set of instructions, usually getting clients 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.

Construction

A conveyance golem's body is constructed from 6,000 pounds of iron infused with adamantine and smelted in a furnace with rare tinctures worth 4,500 gp.

Conveyance Golem
CL 14th; **Price** 120,500 gp
Construction Requirements Craft Construct, *air bubble*, *deep slumber*, *geas/quest*, *limited wish*, *polymorph any object*; **Skill** Craft (ships) or Craft (vehicles) DC 20; **Cost** 62,500 gp



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

Defense

AC 31, touch 8, flat-footed 31 (+23 natural, -2 size)
hp 176 (21d10+61)
Fort +7; **Ref** +7; **Will** +7
Defensive Abilities immunity to magic; **DR** 15/ adamantine; **Immune** construct traits
Weaknesses rust vulnerability

Offense

Speed 30 ft.
Melee 2 slams +27 (4d10+12)
Space 15 ft.; **Reach** 15 ft.
Special Attacks magnetic attraction, powerful blows

Statistics

Str 26, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +21; **CMB** +31; **CMD** 41
Feats Toughness[B]
SQ asteroid field

Ecology

Environment any space
Organization solitary
Treasure none

Special Abilities

Asteroid Field (Su) As a move action, a meteorite golem can disperse its mass into a field of tumbling rocks, frozen ice, metal junk and other space debris, becoming a swarming mass of Tiny objects. The meteorite golem gains the swarm subtype, and any space it occupies is considered difficult terrain. In this form, it is difficult to recognize as anything other than a naturally occurring field of space debris (DC 25 Perception check, increased to DC 30 in an area where asteroids or similar debris is already found). Creatures trained in Knowledge (arcana) can attempt a skill check against that skill rather than Perception to notice the presence of a meteorite golem. The golem can resume its normal form as a full-round action that provokes attacks of opportunity from creatures that are aware of the golem's presence and nature. When in asteroid field form, a meteorite golem's statistics are as above, except for the changes noted here: **AC** 31, touch 6, flat-footed 31 (+25 natural, -4 size); **Immune** swarm traits; **Speed** 30 ft., fly 20 ft. (good); **Melee** swarm attack (5d6); **Space** 20 ft.; **Reach** 0 ft.; **Str** 1; **CMB** +35; **CMD** 45.

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 or a *rusting grasp* spell.

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 lodestone golem gains a +2 bonus to attack and damage for one round. This ability is suppressed whenever the golem is in asteroid field form.

Powerful Blows (Ex) A meteorite golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19-20 with its slam attacks.

Vulnerability to Rust (Ex) A meteorite golem is affected by rust attacks, being treated as ferrous for effects such as a rust monster's rusting attack or a *rusting grasp* spell.

Construction

A meteorite golem's body is melded from 5,000 pounds of iron-nickel, stone, amino acids, pre-solar grains, and organic matter costing at least 50,000 gp.

Meteorite Golem
CL 16th; **Price** 250,000 gp
Construction Requirements Craft Construct, *geas/quest, limited wish, polymorph any object, meteor swarm*, creator must be caster level 16th; **Special** The meteorite golem is melded during the creation process by fusion. During this time, the creator must cast *lightning bolt* or some other electricity-based effect. This deals no damage to the golem; **Skill** Craft (armor) or Craft (weapons) DC 21; **Cost** 150,000 gp

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 advantaged 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 belying its considerable quickness. Steam belches from innumerable vents and apertures and its movement accompanied by the scraping and grinding sound of protesting metal.

Steamwerks Golem CR 14

XP 38,400
N Large construct
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

Defense

AC 31, touch 9, flat-footed 31 (+22 natural, –1 size)
hp 151 (22d10+30)
Fort +7; **Ref** +9; **Will** +8
DR 15/adamantine; **Immune** construct traits, magic

Offense

Speed 20 ft.
Melee Large earth breaker +31 (4d8+15/x3) or 2 slams +31 (2d6+10)
Ranged Large spear +23 (2d6+10/x3 plus 1d6 fire)
Space 10 ft.; **Reach** 10 ft.
Special Attacks noxious cloud

Statistics

Str 30, **Dex** 16, **Con** —, **Int** —, **Wis** 12, **Cha** 12
Base Atk +22; **CMB** +33; **CMD** 43

Ecology

Environment any industrial
Organization Solitary or squad (3-4)
Treasure none

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 the creature, as noted below.

- A magical attack that deals electricity damage slows a steamwerks golem (as the *slow* spell) for 2d6 rounds (no save).
- A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for every 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 steamwerks golem is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

Noxious Cloud (Ex): A steamwerks golem is able to belch forth a foul-smelling cloud of polluted steam in a 30-foot cone-shaped spread, or in a 20-foot-radius spread centered on itself, and it persists until the beginning of the golem's next turn. The cloud obscures vision as *obscuring mist,* and creatures within or entering the seething vapor take 6d6 points of fire damage and are sickened for 1d6 rounds; a successful DC 20 Fortitude save halves damage and negates the sickened effect. The golem can use this ability seven times per day. The save DC is Wisdom-based.

Spear-Struts (Ex): A steamwerks golem can extract up to four jagged-tipped steel bars from its inner workings that it can hurl as spears. Drawn directly from the golem's boiler plant, these burning-hot spears deal 1d6 points of fire damage to a creature struck, and they retain this heat for 1d4 rounds. Extracting a spear-strut is a move action that deals 1d4 points of damage to the golem, bypassing its damage reduction. Restoring a spear-strut to its place in the golem's body is a move action that repairs 1 point of damage. If a spear-strut is destroyed, damage dealt by removing it cannot be repaired until the spear-strut is replaced.

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—like their flesh golem



cousins—occasionally go berserk is a secret few wish to admit to; steamwerks golems become so common in some places that they can outnumber employees.

Gteamwerks Golem Weaponry

Steamwerks golems are created with an ability to understand and use weapons, in the same way as a construct generally in human form. This weaponry is built into the construct at the time it is created, although some more advanced engineers have been able to modify the weapons after this point through use of a Knowledge (engineering) and Craft (weapons) checks (DC 35)—if either check fails the weapon is ruined and the golem goes berserk in the same way a flesh golem does.

A small sample of the weapons usually used are given below, it is by no means complete.

- Cannon[UC] 6d6/x4
- Chainsaw, Large[TG] 6d8/x2
- Culverin, Large[UC] 3d8/x4
- Double hackbut, Large[UC] 6d6/x4

Construction

A steamwerks golem's body is constructed from ribs of adamantine, plated over with 3,000 pounds of iron infused with starmetal and seared in a furnace with rare liquids and combined oils worth 6,500gp.

Steamwerks Golem
CL 18th; **Price** 196,000 gp
Construction Requirements Craft Construct, *geas/quest, iron body, limited wish*; **Skill** Knowledge (engineering) and Craft (weapons) DC 23; **Cost** 98,000 gp

Gravetender

This enormous four-legged construct sports shovel-like claws and a collection of tombstones on its back. An earthen smell fills the air around it.

Gravetender CR 8

XP 4,800
N Huge construct
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +2

Defense

AC 21, touch 6, flat-footed 21 (–2 Dex, +15 natural, –2 size)
hp 105 (10d10+50)
Fort +3, **Ref** +3, **Will** +5
DR 10/adamantine; **Immune** construct traits, cold; **SR** 18

Offense

Speed 30 ft., burrow 10 ft.
Melee 2 claws +16 (2d6+8 plus grab)
Space 15 ft.; **Reach** 10 ft.

Statistics

Str 27, **Dex** 6, **Con** —, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +10; **CMB** +20 (+24 grapple, +22 sunder); **CMD** 28 (30 vs. sunder, 32 vs. trip)
Feats Improved Initiative, Improved Sunder, Lightning Reflexes, Power Attack, Toughness
Skills Knowledge (engineering) +5, Knowledge (nobility) +5, Knowledge (religion) +5, Survival +7

Special Abilities

Bury (Ex) If a gravetender has a creature pinned, it may make a grapple check to bury that creature. If the gravetender succeeds, the creature is buried underground. The target can escape with a successful Escape Artist or grapple check against the gravetender's CMD. If the target doesn't escape, it begins to suffocate.

Excavate (Su) As a standard action, a gravetender can use its massive claws to dig an extradimensional pit. Treat this effect as create pit APG (CL 10th, DC 14), except the pit created must be adjacent to the gravetender.

Tombstone (Ex) As a move action, a gravetender can draw a massive tombstone from its back and place it. This fills a 5 foot cube and makes that space impassible. If the stone lands on a creature, that target must make a DC 17 Reflex save or suffer 3d6 damage.

Remnants of a war that annihilated nearly all life on a distant world, gravetenders are massive crab-like constructs. As the wars carried on, the need to bury the dead soon outstripped the kingdom's ability to keep up, and the rising use of necromancy by the enemy meant that new constructs were needed to take up the burden. Thus were the gravetenders created—powerful guardians designed both to bury the dead and make sure they remained in the ground.

A gravetender is 15 feet tall and weighs nearly 5000 pounds.



Gremlin, Ghizmer

This tiny, ugly humanoid creature glows with a bluish light from within.

Ghizmer CR 2

XP 600
CE Tiny fey (aether)
Init +2; **Senses** darkvision 120 ft., low-light vision; Perception +5
Aura aethertech interference (30 ft.)

Defense

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)
hp 16 (3d6+6)
Fort +2, **Ref** +5, **Will** +3
Immune aetherite radiation; **DR** 5/cold iron; **SR** 13

Offense

Speed 30 ft., climb 20 ft., fly 20 ft. (average)
Melee 2 claws +5 (1d2–2), bite +5 (1d3–2)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks aether discharge, consume aetherite
Spell-Like Abilities (CL 3rd; concentration +3)
At will—*mage hand, prestidigitation*
1/hour—*shocking grasp*

Statistics

Str 7, **Dex** 14, **Con** 12, **Int** 9, **Wis** 11, **Cha** 10
Base Atk +1; **CMB** –1; **CMD** 9
Feats Toughness, Weapon Finesse[B]
Skills Disable Device +7, Fly +6, Perception +5, Sleight of Hand +7, Stealth +15, Use Magic Device +5
Language Aklo
SQ aether sustenance

Ecology

Environment any urban or aethership (Amrita and moons of Seraos, Material Plane and Evermorn)
Organization solitary, pair, glitch (3–4), disaster (5–8), or colony (5–8 plus 2 3rd-level shaman lieutenants and 1 6th-level medium leader)
Treasure standard

Special Abilities

Aether Discharge (Sp) A ghizmer can spend 5 temporary hit points gained from consuming aetherite to use *magic missile* or *pilfering hand*[UC].

Aether Sustenance (Ex) Whenever exposed to aetherite radiation a ghizmer does not need to eat, drink, or breathe.

Aethertech Interference (Su) A ghizmer emanates an aura that interferes with aethertech within 30 ft. Skill checks to pilot aetherships or use aethertech as well as attack rolls with aethertech weapons suffer ill luck. The user of the skill or item rolls twice and takes the worse result. If either result is a 1, and the aethertech is not broken, the aethertech releases a blast of energy that deals 1d6 points of damage to all adjacent creatures and objects and it gains the broken condition. A ghizmer can suppress or resume this effect as a move action.

Consume Aetherite (Ex) A ghizmer can consume the energy of aetherite by touching am unattended aethertech item or by succeeding on a touch attach against an object's wielder. A successful touch drains 1d4 charges from the item or, if the item is uncharged, deals 1d6 points of damage to the object, ignoring all hardness. The ghizmer gains 2 temporary hit points for each charge drained or point of damage inflicted on the aethertech.

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.



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 aberration
Init +1; **Senses** darkvision 60 ft.; Perception +9

Defense

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural, +1 size)
hp 34 (4d8+16)
Fort +8, **Ref** +2, **Will** +4
Immune mind-affecting effects

Offense

Speed 20 ft., fly 60 ft. (good)
Melee bite +6 (1d6+6 plus wounding)
Special Attacks wounding

Statistics

Str 16, **Dex** 12, **Con** 18, **Int** —, **Wis** 13, **Cha** 13
Base Atk +3; **CMB** +8; **CMD** 19
Skills Fly +3, Perception +9; **Racial Modifiers** +8 Perception

Ecology

Environment tropical forests and jungles
Organization solitary, group (2-6), or nest (7-12)
Treasure none

Special Abilities

Wounding (Ex) Any living creature damaged by a grizzat continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

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.



Grizzat Swarm

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 **CR 5**

XP 1,600
N Fine aberration (swarm)
Init +2; **Senses** darkvision 60 ft.; Perception +8

Defense

AC 19, touch 19, flat-footed 18; (+8 size, +1 Dex)
hp 45 (10d8)
Fort +7, **Ref** +4, **Will** +5
Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

Offense

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



Melee swarm (2d6 plus wounding)
Space 10 ft.; **Reach** 0 ft.
Special Attacks cling, consume, distraction (DC 15), wounding
STATISTICS
Str 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 10, **Cha** 6
Base Atk +8; **CMB** —; **CMD** —
Skills Fly +5, Perception +8; **Racial Modifiers** +8 Perception

Ecology

Environment tropical forests and jungles
Organization solitary, pair, nesting burst (3–6 swarms), or march (7–16 swarms)
Treasure none

Special Abilities

Cling (Ex) If a creature leaves a grizzat swarm's square, the swarm suffers 1d6 points of damage to reflect the loss of its numbers as several of the crawling pests continue to cling tenaciously to the victim. A creature with grizzats clinging to him takes 2d6 points of damage at the end of his turn each round. As a full-round action, he can remove the grizzats with a DC 17 Reflex save. High wind or any amount of damage from an area effect destroys all clinging grizzats. The save DC is Dexterity-based.

Consume (Ex) A grizzat swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, a grizzat swarm attack deals 5d6 points of damage and inflicts wounding if the target is not already affected.

Wounding (Ex) Any living creature damaged by a grizzat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

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 Tiny construct
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +2 size)
hp 27 (5d10)
Fort +1, **Ref** +5, **Will** +1
Defensive Abilities dangerous dodge; **DR** 5/ magic; **Immune** bludgeoning, crushing, and falling damage, construct traits
Weaknesses susceptible to mind-affecting effects, vulnerable to electricity

Offense

Speed 10 ft., fly 40 ft. (perfect)
Melee slice +9 (1d4+3 plus 1d3 bleed and sensory overload)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks bleed (1d3), sensory overload

Statistics

Str 14, **Dex** 15, **Con** —, **Int** 4, **Wis** 10, **Cha** 12
Base Atk +5; **CMB** +5 (+9 dirty trick); **CMD** 18
Feats Dodge, Mobility, Spring Attack
Skills Acrobatics +4, Fly +20
Languages Common (can't speak)

Ecology

Environment any
Organization solitary, pair, or collection (3–6)
Treasure none

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 gains a +2 cover bonus to its AC and a +1 bonus on Reflex saves whenever it shares the space of another creature. In addition, attacks that hit a guardian disk when it is sharing the same space as another creature, deal half damage to the disk and half to the creature whose space it shares; this does not apply to attacks made by the creature sharing its space.

Sensory Overload (Ex) When a guardian disk hits a creature, the target is automatically dazzled for 1 round. In addition, the guardian disk can attempt a dirty trick combat maneuver against the target as a swift action, with a +4 racial bonus on the combat maneuver check. If it succeeds on this combat maneuver after confirming a critical hit, it can inflict two conditions rather than one, with a separate move action required to remove each condition. Creatures that are already blind, deaf, or immune to mind-affecting effects gain a +2 circumstance bonus to their CMD against this combat maneuver for each of those conditions that applies.

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.

Construction

A guardian disk's body is usually made of minerals extracted from a metallic or crystalline construct or the body of a creature with the earth subtype; the complex process of extraction normally destroys the creature. For this reason, the creation of a guardian disk may be an evil act. A Large or

Medium creature can provide more than enough minerals to create dozens of guardian disks. The exotic minerals and alloys used for this purpose can also be produced alchemically from normal sources at greater expense with a successful DC 25 Craft (alchemy) check. The additional price and cost for this alternative process are listed in parentheses in the stat block below.

Guardian Disk
CL 8th; **Price** 5,000 gp (7,500 gp)
Construction Requirements Craft Construct, *bull's strength, false life, fly, lesser geas, magic weapon, make whole*; **Special** creator must have 5 ranks in Linguistics; **Skill** Knowledge (engineering) and Craft (weapons) DC 15; **Cost** 2,500 gp (3,750 gp)



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 +18
Aura despairing presence (120 ft., DC 19)

Defense

AC 27, touch 15, flat-footed 27 (-1 Dex, +8 deflection, +12 natural, -2 size)
hp 161 (14d12+70)
Fort +14, **Ref** +10, **Will** +12
Immune age, sleep, paralysis

Offense

Speed 50 ft., burrow 30 ft.
Melee bite +21 (2d8+12), 2 claws +20 (2d6+8), tail slap +15 (2d6+12)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (60-ft. cone, DC 22, 6d8 electricity and 6d8 fire)
Spell-Like Abilities (psychic, CL 14th; concentration +16)
At will–*command* (DC 13), *forbid action*[UM] (DC 13), *mindlink*[OA], *murderous command*[UM] (DC 13)
3/day–*emotive block*[OA] (DC 15), *id insinuation III*[OA] (DC 16)

Statistics

Str 26, **Dex** 8, **Con** 20, **Int** 14, **Wis** 13, **Cha** 15
Base Atk +14; **CMB** +20; **CMD** 29 (33 vs. trip)
Feats Improved Initiative, Iron Will, Lightning Reflexes, Lucid Dreamer[OA], Power Attack, Vital Strike, Weapon Focus (bite)
Skills Appraise +14, Bluff +14, Climb +22, Intimidate +19, Knowledge (arcana) +12, Knowledge (planes) +8, Perception +18, Sense Motive +18, Spellcraft +12, Stealth +8, Survival +14
Languages Abyssal, Draconic, Penthe, Terran
SQ dream passage, fray crosser, lucid consumption

Ecology

Environment any (Dimension of Dreams)
Organization solitary
Treasure double

Special Abilities

Breath Weapon (Su): 60-ft. cone of plasma, once every 1d4 rounds, damage 6d8 electricity and 6d8 fire, Reflex DC 22 half. Creatures who fail their saving throw have their dreamed equipment damaged by the plasma as if they had rolled a natural 1 on the saving throw. The save DC is Constitution-based.
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 and gains the bonuses from the Lucid Dreamer[OA] feat when it does.
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 make a DC 19 Will save or be placed at a disadvantage within the dreamscape, as if they had failed their Charisma check when their lucid body entered the dreamscape. Lucid bodies already at a disadvantage find themselves unable to attempt impossible feats. Even creatures physically present with no dreamed equipment (created by impossible feat or dreaming creatures) can be affected by this ability, as the environment of the dreamscape hinders their actions in some way. This is a mind-affecting effect. The save DC is Charisma-based.
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.
Lucid Consumption (Su): Any creature whose lucid body is killed in a dreamscape by a havriveen gains two 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 Hymnas nickname derived from a loose translation given upon first contact with the native penthe.

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.

Havriveen 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 havriveen 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[TOHC] CR 7

XP 3,200
N Diminutive outsider (elemental, extraplanar, fire, swarm)
Init +10; Senses darkvision 60 ft.; Perception +15
Aura fiery aura (20 ft., DC 16, 1d6 fire)

Defense

AC 21, touch 21, flat-footed 14 (+6 Dex, +1 dodge, +4 size)
hp 76 (9d10+27)
Fort +10, **Ref** +12, **Will** +5
Defensive Abilities swarm traits; **Immune** fire, weapon damage, elemental traits
Weaknesses vulnerable to cold

Offense

Speed 30 ft., fly 60 ft. (average)
Melee swarm (2d6 plus 2d6 fire and burn)
Space 10 ft.; **Reach** 0 ft.
Special Attacks burn (2d6 fire, DC 16), distraction (DC 16)

Statistics

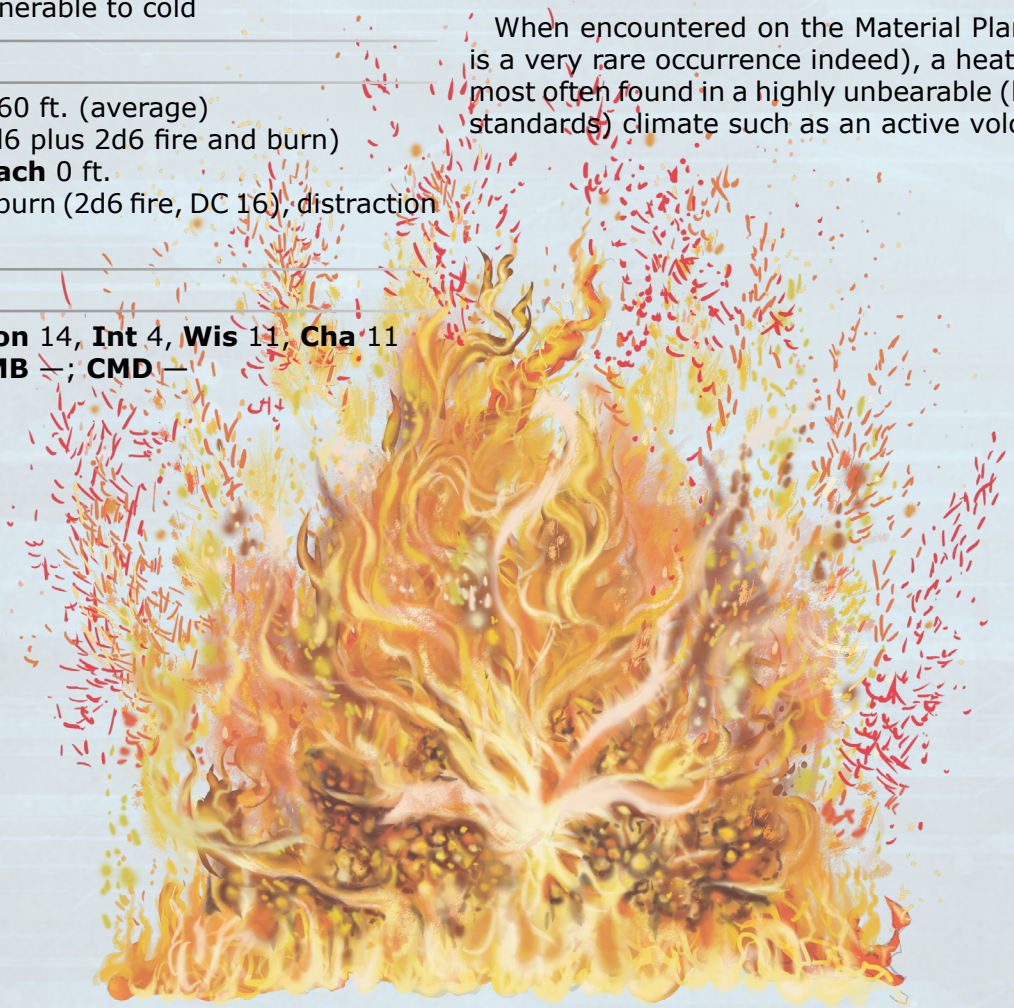
Str 1, **Dex** 22, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +9; **CMB** —; **CMD** —
Feats Dodge, Great Fortitude, Improved Initiative[B], Iron Will, Skill Focus (Perception), Toughness, Weapon Finesse[B]
Skills Acrobatics +18, Fly +22, Knowledge (planes) +1, Perception +15, Stealth +22
Languages Ignan

Special Abilities

Fiery Aura (Ex) Any creature within 20 feet of a heat swarm must succeed on a DC 16 Fortitude save each round or take 1d6 points of fire damage from the intense heat. The save DC is Constitution-based.

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.



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 (shapechanger)
Init +1; **Senses** blindsight 60 ft., Perception +4

Defense

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
hp 26 (4d8+8)
Fort +5, **Ref** +2, **Will** +3
Immune ooze traits

Offense

Speed 20 ft., climb 10 ft.
Melee 2 slams +7 (1d6+3)
Special Attacks merge

Statistics

Str 16, **Dex** 13, **Con** 14, **Int** 11, **Wis** 14, **Cha** 13
Base Atk +3; **CMB** +6; **CMD** 17 (can't be tripped)
Feats Great Fortitude, Weapon Focus (slam)
Skills Bluff +9 (+13 when using change shape ability), Climb +12, Disguise +10 (+20 when using change shape ability), Perception +4, Stealth +7; **Racial Modifiers** +4 Bluff, +4 Disguise, +4 Stealth
Languages Common, Hetzuud (tactile), Ultari
SQ change shape (*alter self*), compression, internal storage, mimic object, perfect copy

Ecology

Environment any
Organization solitary, pair, or colony (3–12)
Treasure standard

Special Abilities

Internal Storage (Ex) A hetzuud can secrete and carry equipment inside itself but can only store items smaller than the hetzuud's current form (assumed or natural) with a total weight less than or equal to the hetzuud's light load. If a hetzuud spends a full-round 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 any item stored inside itself as a swift action without provoking an attack of opportunity.

Merge (Ex) In its natural form, an adjacent hetzuud can merge with another willing hetzuud as a full-round action without provoking an attack of opportunity. Up to four hetzuud can merge in this fashion, thereby 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 (and increasing their current initiative result by +4 if already engaged in battle). 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-round 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 Hit Die 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 contribute an aid another action to grant a cumulative +2 bonus on another member's next attack roll 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*: Each individually conjoined

hetzuud gains a +2 size bonus to Strength, a –2 size penalty to Dexterity, and a –1 penalty on attack rolls and AC. The hetzuud also receive a natural reach of 10 feet and increase their slam attack damage to 1d8.

Mimic Object (Ex) As a standard action, a hetzuud can 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 (Su) When a hetzuud uses change shape, it can assume the appearance of specific individuals. In addition, Bluff and Disguise are always class skills for a hetzuud.

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.

An adult hetzuud weighs around 200 pounds and can squeeze itself into 4 cubic feet, or a 1-foot-radius sphere.

Ecology

The hetzuud evolved on a primordial world called Aveldt from a simple protoplasm with chameleonic properties. Preyed upon by other primitive organisms as a source of nutrition, these mindless progenitors banded together and gradually gained communal sentience. They then honed their ability to mimic other creatures, slowly multiplying and inexorably dominating their competition. While hetzuud exhibit startling sapience for ooze creatures, they remain slow to assimilate new types of information and have difficulty developing



innovative ideas without initial prototypes to copy. This puts them in a parasitic relationship with the Hegemony as they attempt to enhance their understanding of other technologies.

Hetzuud have no gender, and while they understand how other species reproduce, they consider any notion of sexual identity and gender roles irrelevant unless purposefully mimicking other creatures. Among themselves, hetzuud regard such limitations as a weakness and liability to exploit.

Hetzuud have their own tactile language, touching each other to silently and quickly communicate as if speaking aloud. Hetzuud also speak the Common language of their birth world, and often learn Aklo, Jagladine, Onaryx, Ultari, and Undercommon, as well as the local language of any species they intend to mimic.

Habitat & Society

Hetzuud maintain a culture of collective development and expansion rather than individual rights. This stems from the natural instinct to merge together for mutual protection. They prove inherently amoral, regarding other species as rivals to dominate. Hetzuud place great emphasis on contributing to their overall society, and hetzuud who champion individualism serve little purpose, leading their peers to inevitably shun, exile, or destroy them.

Procreation of a new hetzuud brood can occur between two or more individuals. They must remain merged during the incubation process, which takes eight hours. Afterward, a newborn hetzuud separates from its parents and takes 2 years to mature. To produce viable offspring, hetzuud must ensure considerable genetic diversity between participating parents and they can sense by touch if another member of their species would make a suitable mate. Producing more than one offspring per merge is considered taboo.

Hetzuuds have little parental instinct or loyalty beyond their natural impulse to preserve their race. They place their young in caves or enclosed areas safe from other predators, and then leave them to grow and mature unattended, feeding on whatever sustenance they can acquire. Elder hetzuud reclaim their young after they learn to mimic other creatures and objects, training them as workers, retainers, or soldiers. After a period of indentured servitude to pay for such training, young hetzuud eventually seek their own fortune, but always in close alliance with the collective society.

The governing leadership of hetzuud enclaves inevitably consists of long-lived elders grown to Huge size. They store and process information collected from other species and civilizations in an attempt to use such knowledge for the betterment of hetzuud society. When a momentous decision concerns the entire race, these elders merge together in an extremely rare act. The last such convocation occurred when the hetzuud decided to join the Ultari Hegemony.

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 +10

Defense

AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)
hp 68 (8d10+24)
Fort +10; **Ref** +9; **Will** +5
Immune acid

Offense

Speed 40 ft., climb 20 ft.
Melee bite +13 (1d6+5 plus 1d6 acid), 2 claws +13 (1d4+5)
Ranged acid spit +10 (2d6 acid)
Special Attacks blood rage[B2], rend (2 claws, 1d4+7)

Statistics

Str 20; **Dex** 15; **Con** 17; **Int** 3; **Wis** 12; **Cha** 10
Base Atk +8; **CMB** +13; **CMD** 25 (29 vs. trip)
Feats Blind-Fight, Dodge, Iron Will, Skill Focus (Perception)
Skills Climb +20, Perception +10, Survival +7 (+15 for tracking); **Racial Modifiers** +8 Survival to track

Ecology

Environment any
Organization solitary
Treasure standard

Special Abilities

Acid Spit (Ex) A hivespawn hunter can spit acid at a creature within 20 feet as a ranged touch attack. A creature hit by this attack takes the listed acid damage each round at the end of its turn unless it spends a full-round action washing the acid off with at least a gallon of water or until 1 minute passes. Using this ability does not provoke attacks of opportunity. The acid also can be neutralized by dealing at least 10 points of cold damage to the target.

Rending Claws (Ex) A hivespawn hunter's claws ignore 5 points of hardness when attacking objects, and its rend damage applies to objects as well as creatures if it uses both claws to attack the same object.

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 12

XP 19,200
N Huge magical beast
Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +22



Defense

AC 26, touch 8, flat-footed 26 (+18 natural, -2 size)
hp 184 (16d10+96)
Fort +15; **Ref** +10; **Will** +8
Defensive Abilities caustic blood; **Immune** acid

Offense

Speed 20 ft.
Melee bite +23 (2d6+8/19-20 plus 2d6 acid), 2 claws +23 (1d8+8)
Ranged acid spit +14 (4d6 acid)
Space 15 ft.; **Reach** 15 ft.
Special Attacks blood rage[B2], cursed wounds, rend (2 claws, 1d8+12)

Statistics

Str 27; **Dex** 10; **Con** 21; **Int** 13; **Wis** 12; **Cha** 18
Base Atk +16; **CMB** +26; **CMD** 36 (40 vs. trip)
Feats Ability Focus (cursed spit), Blind-Fight, Improved Critical (bite), Improved Initiative, Iron Will, Toughness, Weapon Focus (bite), Weapon Focus (claws)
Skills Intimidate +23, Perception +20, Survival +20 (+28 for tracking); **Racial Modifiers** +8 Survival to track

Ecology

Environment any
Organization solitary or hive (1 queen plus 2-12 hunters)
Treasure standard



Special Abilities

Acid Spit (Ex) A hivespawn queen can spit acid at a creature within 20 feet as a ranged touch attack. A creature hit by this attack takes the listed acid damage each round at the end of its turn unless it spends a full-round action washing the acid off with at least a gallon of water or until 1 minute passes. The acid also can be neutralized by dealing at least 20 points of cold damage to the target.

Caustic Blood (Su) A hivespawn queen's blood and other fluids are infused with acid. Whenever she is damaged by a piercing or slashing weapon, the attacking creature takes 1d8 points of acid damage (2d8 if the attack is a critical hit). Using a reach weapon does not endanger the attacker in this way.

Cursed Spit (Su) The acidic spit of a hivespawn queen causes wounds it has inflicted to become cursed and difficult to heal, even if the acid is washed off. Damage from her acid does not heal naturally, and magical healing effects fail when used on that creature unless the caster succeeds on a DC 23 caster level check. Supernatural healing effects are similarly affected, requiring a DC 23 Charisma check to succeed, adding a bonus equal to the would-be healer's class level in whatever class grants the healing effect. Extraordinary healing effects, including regeneration and fast healing are temporarily suppressed, though the target creature can attempt a DC 23 Fortitude save at the beginning of its turn each round after the first to reactivate the ability. Even after being renewed, fast healing and regeneration heals only one-half the normal amount (minimum 1 hit point). This curse can broken with a *remove curse, break enchantment, greater dispel magic*, or a similar effect.

Rending Claws (Ex) A hivespawn queen's claws ignore 5 points of hardness when attacking objects, and its rend damage applies to objects as well as creatures if it uses both claws to attack the same object.

The native species of the death world Burskar, hivespawn 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. Hivespawn hiss and growl but seem to have no language of their own.

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 800
Insectile human fighter 3
N medium aberration (aether)
Init +5; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)
hp 31 (3d10+15)
Fort +6, **Ref** +2, **Will** +1; +4 vs. mind-affecting effects, +1 vs. fear
Defensive Abilities bravery +1, kinetic defense (DC 14)

Offense

Speed 30 ft.
Melee bite +6 (1d6+3 plus poison), 2 claws +9 (1d4+3)
Special Attacks poison

Statistics

Str 17, **Dex** 13, **Con**16, **Int**6, **Wis**10, **Cha**4
Base Atk +3; **CMB** +6; **CMD**17
Feats Combat Reflexes, Dodge, Improved Initiative, Skill Focus (Perception), Toughness
Skills Acrobatics +2, Perception +1, Survival +4
Languages Azaka (cannot speak); telepathy 60 ft. (with azaka and aether subtypes only)
SQ aetherite-infused blood, armor training 1, diminished consciousness, insectile servitude

Ecology

Environment any (Orbis Aurea)
Organization solitary, pair, or hive (10–100+)
Treasure none

Special Abilities

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d3 Strength damage; *cure* 1 save.

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.

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.

Creating an Insectile Creature

"Insectile creature" is an acquired template that can be added to any intelligent, living corporeal creature, referred to hereafter as the base creature.

CR: Same as base creature +1 (minimum 2).

Type: The creature's type changes to aberration. Do not recalculate HD, BAB, or saves. The creature retains its subtypes and gains the aether subtype.

Alignment: The creature's alignment changes to neutral.

Armor Class: The creature's natural armor improves by +3.

Special Qualities: An insectile creature retains the base creature's special qualities. It gains darkvision 60 ft. and the special qualities described below.

Aetherite-Infused Blood (Ex) An insectile creature's blood is infused with trace amounts of aetherite left over from its transformation. Insectile creatures require aetherite to survive and must consume at least 1 au worth of aetherite per week or begin to starve.



Diminished Consciousness (Ex) While an insectile creature retains some of its intelligence, its ability to think and reason is significantly diminished. An insectile creature cannot speak or otherwise verbally communicate, though it can still communicate telepathically with any creature with the aether or azaka subtypes. 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. Insectile creatures gain a +4 bonus on saving throws against mind-affecting spells and effects.

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 aethertech failure percentage of its master's current hive-mind. If an insectile creature's masters perish or otherwise lose control of the creature, it becomes a masterless insectile creature (see below). Each day that an insectile creature goes without receiving some sort of command from its azaka masters, there is a cumulative 10% chance that it breaks free and becomes a masterless insectile creature.

Kinetic Defense (Su) Piercing or slashing weapons, including natural weapons, that strike an insectile creature take 2d4 points of force damage from kinetic backlash. Such weapons are allowed a Fortitude save to avoid taking damage. The save DC is 10 + 1/2 the insectile creature's HD + the insectile creature's Constitution modifier.

Melee: An insectile creature retains the natural attacks of the base creature and gains a bite

attack and two claw attacks if it did not already possess them. It cannot use manufactured weapons. An insectile creature's bite attack also inflicts poison on its targets (see below).

Special Attacks: An insectile creature retains the base creature's special attacks and gains the attacks below.

Poison (Ex) Bite—injury; *save* Fort DC 10 + 1/2 HD + Constitution modifier; *frequency* 1/round for 4 rounds; *effect* 1d3 Strength damage; *cure* 1 save. If the insectile creature possesses 10 or more HD, the Strength damage changes to 1d6 per round and the duration changes to 6 rounds. This poison ability replaces any existing poison that the base creature's bite attack delivers.

Abilities: An insectile creature has +2 Str, +2 Con, –6 Int, and –4 Cha.

Skills: An insectile creature's skill ranks and proficiencies are unaffected. Its racial bonus to Climb checks increases by +4. An insectile creature's ability to use skills may be affected by the absence of its master; see Insectile Servitude and Vermin-Like Intellect, above.

Feats: An insectile creature's feats are unaffected. Its ability to use feats may be affected by the absence of its master; see Insectile Servitude and Vermin-Like Intellect, above.

Languages: An insectile creature loses the ability to speak or understand languages other than azaka.

Masterless Insectile Creature

When an insectile creature is no longer under the influence of its azaka masters, it becomes more vermin-like. Without the desires of its masters to drive it, it seeks only to satiate its hunger, and roams far and wide to find other creatures to eat. It feels no allegiance or kinship with other insectile creatures, or with creatures of its original type.

CR: Increase by 0 instead of +1.

Abilities: A masterless insectile creature has no Intelligence score. It becomes mindless (as the vermin trait).

Skills: A masterless insectile creature has no skill points or class skills.

Feats: A masterless insectile creature retains its feats (unlike most creatures with no Intelligence score), but it only benefits from the passive effects of its feats, such as bonus hit points granted by Toughness. It cannot use any feats that require an action or decision to function, such as Power Attack.

Special Attacks: A masterless insectile creature loses its spell-like abilities and cannot cast spells but retains any extraordinary abilities.

Invertebrate

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 +1; **Senses** blindsight 60 ft.; Perception +0

Defense

AC 20, touch 5, flat-footed 17 (+3 Dex, +15 natural, –8 size)
hp 290 (20d8+200)
Fort +22, **Ref** +9, **Will** +6
Defensive Abilities amorphous; **Immune** acid, gaze attacks, mind-affecting effects, poison, vision-based effects

Offense

Speed 5 ft.
Melee tentacles +19 (6d6+19 plus grab and poison)
Ranged acid spit +9 touch (2d6+13 plus 6d6 acid)
Space 30 ft.; **Reach** 30 ft.
Special Attacks swallow whole (8d6 bludgeoning damage, AC 17, 29 hp)

Statistics

Str 36, **Dex** 17, **Con** 30, **Int** —, **Wis** 10, **Cha** 2
Base Atk +14; **CMB** +35 (+39 grapple); **CMD** 46 (can't be tripped)
Skills Stealth +0 (+8 in reefs); **Racial Modifiers** +8 Stealth (+16 Stealth in reefs)
SQ anchored, sightless

Ecology

Environment any oceans or coastlines
Organization solitary, pair, or cluster (2–10)
Treasure incidental

Special Abilities

Acid Cloud (Ex) Varinian anemones use concentrated acid to incapacitate and digest their prey. Whenever an anemone suffers a critical hit, or when a creature cuts its way out of the anemone's stomach, the space within the anemone's reach is polluted with acid. Creature's who end their turn within the anemone's reach must succeed on a Fortitude save or take 1d6 points of acid damage.

Acidic Shards (Ex) As a standard action, Varinian deep tiger anemones can fire a barb of crystallized bile at a single target within 60 feet. This crystal begins to dissolve immediately upon exposure to water. The shard deals piercing damage and coats the target's wound with potent acid. The subject takes 6d6 points of acid damage if the barb deals damage. On the following round, the subject takes 3d6 more points of acid damage, and 1d6 more the round after that.

Anchored (Ex) As a full-round action, a deep tiger anemone can affix itself to a solid surface. While anchored, it cannot move, and it gains a +4 bonus to its CMD on all checks to resist being bull-rushed, dragged, overrun, or repositioned. This bonus increases by +4 for each size category larger the sea anemone is compared to the opponent attempting the maneuver. The creature can unanchor itself as a full-round action.

Poison (Ex) Acid spit or tentacle—injury; *save* Fort DC 30; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex damage; *cure* 2 consecutive saves.

Sightless (Ex) A sea anemone is blind and is not affected by any effect that relies on sight, such as gaze attacks or blindness.

The largest anemones on Vareen are capable predators despite their plodding movement. They lie in fields of other, usually smaller, anemones and among brightly colored coral societies. Varinian anemones feed local scavengers by attacking large prey or schools of fish, scattering uneaten remains to their neighbors.

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 +2; **Senses** darkvision 60 ft.; Perception +11

Defense

AC 24, touch 10, flat-footed 22 (+2 Dex, +14 natural, -2 size)
hp 133 (14d8+70)
Fort +14, **Ref** +6, **Will** +7
Immune mind-affecting effects
Weakness vulnerability to emotions

Offense

Speed 30 ft., swim 40 ft.



Melee 2 claws +17 (2d6+13 plus grab)
Space 15 ft.; **Reach** 15 ft.

Statistics

Str 28, **Dex** 15, **Con** 20, **Int** —, **Wis** 16, **Cha** 8
Base Atk +10; **CMB** +21 (+25 grapple); **CMD** 33 (39 vs. trip)
Skills Perception +11, Swim +17; **Racial Modifiers** +8 Perception
SQ powerful claws, shared empathy

Ecology

Environment any water
Organization solitary or reef (2-10)
Treasure none

Special Abilities

Shared Empathy (Su): Mindclaws gain any bonuses or penalties from emotion effects affecting creatures within 30 feet. A mind crab can only benefit from the same spell or effect once regardless of bonus type or number of creatures affected by a single effect, but mindclaws do gain bonuses and penalties from other mindclaws within 30 feet. Mindclaws cannot be the target of an emotion effect (as vermin are immune to mind-affecting effects), but do not gain saving throws against emotion effects affecting other creatures.

Mindclaws retain the psychic impressions of countless dead, unknown centuries after Vareen absorbed the impact of her smaller sister planet. They behave like mindless crabs most of the time, but their simple nervous systems process powerful emotions and are easily influenced by magic.

An adult mindclaw is 15 feet tall and weighs 4,000 pounds.

Muscular tentacles explode from the sand and fold inward toward a toothless central maw.

VARINIAN SEASTAR CR 6

XP 2,400
N Large vermin (aquatic)
Init +0; **Senses** all-around vision, blindsense 30 ft.; Perception +1

Defense

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)
hp 80 (7d8+49) regeneration 5 (fire, acid)
Fort +12, **Ref** +2, **Will** +3
Defensive Abilities split (critical hit with a slashing weapon, 10 hp); **DR** 10/piercing or slashing; **Immune** disease, mind-affecting effects

Offense

Speed 10 ft., climb 10 ft.
Melee slam +12 (2d8+12 plus grab)
Space 10 ft.; **Reach** 15 ft.
Special Attacks external stomach, swallow whole (2d6 bludgeoning and 2d6 acid), tube feet

Statistics

Str 26, **Dex** 11, **Con** 25, **Int** —, **Wis** 12, **Cha** 3
Base Atk +5; **CMB** +14 (+20 grapple); **CMD** 24 (26 vs. grapple, can't be tripped)

Ecology

Environment any ocean
Organization solitary, pair, or field (3-60)
Treasure none

Special Abilities

External Stomach (Ex) A giant starfish ejects its stomach in order to begin digestion of a captured meal. It deals damage to a grappled creature as if it had the swallow whole ability, except a creature cannot cut its way free from the starfish's gullet.

Tube Feet (Ex) Varinian seastars move and grapple using thousands of shorter appendages filled with fluid and ending in tiny suctions cups. They treat any solid surface as flat terrain and use their total HD instead of their base attack bonus to determine their CMB and CMD when grappling an opponent.

Starfish on Vareen contend with a greater number of more dangerous marine threats than on other worlds. Their resulting evolution produced faster, stronger specimens that recover from injury very quickly. Most unique among the species is that Varinian seastars have no agenda or reproductive mechanism other than to split and regenerate after 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 lies 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.

Ironrot Lichen

This reddish lichen is difficult to see on the pile of rusted metal where it grows.

Ironrot Lichen CR 7

XP 3,200
N Small plant
Init +5; **Senses** low-light vision, tremorsense 60 ft.; Perception +8

Defense

AC 20, touch 16, flat-footed 15 (+5 Dex, +4 natural, +1 size)
hp 85 (10d8+40)
Fort +11; **Ref** +8; **Will** +3
Immune cold, electricity, plant traits

Offense

Speed 10 ft., climb 10 ft.
Melee tentacle +6 touch (3d6 acid and rust)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacle)
Special Attacks ironrot plague, spore cloud

Statistics

Str 6, **Dex** 21, **Con** 18, **Int** —, **Wis** 11, **Cha** 5
Base Atk +7; **CMB** +4; **CMD** 19 (can't be tripped)
Skills Climb +6, Perception +8; **Racial Modifiers** +8 Perception
SQ camouflage

Ecology

Environment any non-aquatic
Organization solitary, pair, or carpet (3–8)
Treasure none

Special Abilities

Camouflage (Ex) An ironrot lichen looks like normal rust and corrosion on a metal surface when at rest. A creature must succeed at a DC 22 Knowledge (nature) or Survival check to notice it before it attacks for the first time.

Ironrot Plague (Ex) Spore cloud—contact; *save* Fort DC 19; *onset* 1 day; *effect* 1d4 Con damage to living creatures, 1/4 of maximum hp to metal objects; a creature that dies or an object destroyed as a result sprouts a new patch of ironrot lichen in 1 hour; *cure* 2 consecutive saves. Only metal creatures and magic objects receive a Fortitude save against this disease, other metal objects automatically fail. If an infected metal object touches another metal object, it has a 25% chance of transferring the disease. The save DC is Constitution-based.

Rust (Ex) The touch of an ironrot lichen's caustic tendril corrodes metal, causing a metal object as large as a 5-foot square and one inch thick to take half of its maximum hp in damage and gain the broken condition (DC 19 Reflex negates for an attended or magical object). A second failed save destroys the item. Against creatures made of metal, a ironrot lichen's tendril deals double damage (DC 19 Reflex half); this damage ignores damage reduction and hardness. The save DCs are Constitution-based.

Spore Cloud (Ex) Once every 1d4+1 rounds, an ironrot lichen can release a 10-foot-radius cloud of spores as a standard action. Creatures and objects within the cloud must save or contract 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.

Rumored to be a creation of the Hegemony, ironrot lichens sprouted simultaneously on many worlds where they unleashed considerable devastation. The first ironrot lichens only corroded metal and spread slowly enough to allow infested metal to easily come into contact with other metal objects. Whether through deliberate or unintentional mutation, ironrot lichens metamorphosed such that they inflict caustic wounds to flesh, and their destruction of iron also extended to iron contained in a living creature's blood. The lichens are immune to temperature extremes and even magical sources of cold, but fire destroys it. Unfortunately, using

fire also causes the lichens to release spores which escape the fire and drift away on the wind. Druidic sects of a particularly malevolent bent gather and cultivate ironrot lichens and use them in their attempts to undermine large population centers. In areas where mining claims are contested, one group may resort to using ironrot lichens as instruments of sabotage.



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
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +10

Defense

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)
hp 16 (2d10+5); fast healing 2
Fort +1, **Ref** +4, **Will** +4
Immune disease, poison

Offense

Speed 30 ft., climb 20 ft.
Melee mwk scimitar +4 (1d6+1/18–20) or mwk kukri +4 (1d4+1/18–20)
Ranged hand crossbow +3 (1d4/19–20)

Statistics

Str 12, **Dex** 12, **Con** 13, **Int** 16, **Wis** 13, **Cha** 11
Base Atk +2; **CMB** +3; **CMD** 14
Feats Toughness
Skills Acrobatics +3, Bluff +6, Climb +13, Heal +6, Intimidate +8, Knowledge (nature) +8, Perception +10, Stealth +6; **Racial Modifiers** +4 Bluff, +4 Intimidate, +4 Perception
Languages Aklo, Common, Ultari, Jagladine
SQ intuitive naturalist, multi-armed, reflexive biology

Ecology

Environment any land
Organization solitary, pair, or research enclave (3–8 plus 20 klaven)
Treasure NPC gear (mwk scimitar, mwk kukri, hand crossbow w/ 10 bolts)

Special Abilities

Intuitive Naturalist (Ex) Knowledge (nature) and Heal are always class skills for jagladine.

Multi-Armed (Ex) A jagladine has four arms. One hand is considered its primary hand, but all others are considered off hands. It can use any of its hands for other purposes that require free hands.

Reflexive Biology (Ex) As a full-round action, a jagladine may absorb a single disease or poison effect without suffering any ill conditions. It may then excrete a liquified version of the disease or poison with swift action, and a successful Fortitude save against the DC of the absorbed disease or poison. If successful, this excretion remains potent for the next 24 hours, and the jagladine can apply this excretion to a held weapon as part of this swift action. 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.

Ecology

From their racial roots on a now forgotten desert world, the primitive jagladine relocated enmasse to the lush planet of Ursah Kulluh after accidently



opening a gate left behind by the Patrons. They've thrived in their new home ever since, jealously guarding its unique ecosystem to take advantage of its primordial swamps which evoke mysterious evolutions in those who dwell there. Indeed, the jagladine species has collectively benefited by the transformations of this unique resource, transforming themselves to harden their bodies against disease and toxins while also extending their natural lifespans. They've also harvested the biomass of these proto-swamps to construct more automated 'progression vats' used to transform other species and grow all manner of bio-organic technologies and weapons—many in use by the Ultari Hegemony.

Highly adaptive to many environments, the jagladine have explored and colonized additional worlds, always seeking to control the gateways which link the planets together. Their ability to dissect newfound fauna and flora has served them well, helping them contend with high-risk threats and fend off would-be rivals vying for territory. Only first-contact with the equally amoral, psychic ultari curbed their march across the multiverse. For a time, these two factions warred against one another, but eventually they realized they could accomplish more by conserving resources and working together. The subsequent acceptance of the jagladine into the Ultari Hegemony opened even greater opportunities for their species, granting them access to new technologies and resources. Keenly attuned to the nature of living organisms, jagladine also have a social knack for buying time so they can turn larger events to their advantage. Such skills have already catapulted the jagladine into the coveted position of most favored partner within the Hegemony, much to the chagrin of longer-serving allies.

An asexual species, the jagladine have little regard for gender or age.

Concepts like male and female mean nothing to them, and they coldly regard all other lifeforms—save a respected few like the ultari—as fodder for experimentation. Guided by a history of harsh climates and brutal regimes, jagladine believe only the strong survive, thus, they show no mercy to anyone. The only jagladine emotion easily identifiable by outsiders resembles that of pride, most typically associated with scientific accomplishments which would horrify other species as barbaric and callous in execution. Such things matter little to the jagladine, as they lack the emotional capability to appreciate such inherent weakness.

Habitat & Society

As a greater species in the Hegemony, the jagladine enjoy a degree of autonomy reserved only for those who have gained the ultari's trust. This stature partly exists because of the jagladine's incredible skill at advancing the Hegemony's cause through genetic enhancement and bio-engineering—especially in weaponized applications. The jagladine have also made excellent scapegoats for the Hegemony's less scrupulous actions, as the ultari frequently deflect criticism of their expansion by blaming atrocities on their jagladine allies. With the end justifying the means, most planetary confrontations between the Hegemony and Bellanic Accord have conveniently relied upon 'rogue jagladine scientists' to pave the way for ultari incursions.

Jagladine immunity to disease and their ability to absorb various bio-toxins has only increased their fascination with bio-organic experimentation. As a result, the Ultari Hegemony often utilizes modern jagladine as living weapons, sending them to coveted worlds to spread assimilation strains used to transform native populations into occupying klaven footsoldiers. What was once a purely natural defense mechanism has become one of the truest testaments to the power of the jagladine race and the Ultari Hegemony they quietly serve. Assimilation strains and their effects are described in greater detail in the ***Alien Codex***.

Most jagladine operate in two, distinct groups: the basic citizenry living in harmony with the rest of the Hegemony, and the scientist caste which works alongside the coalition's military. Both groups primarily abide by the Hegemony's laws more out of self-preservation than any moral imperative to peaceably treat with their fellow citizens. Jagladine scientists have even perfected assimilation strains to pacify and control those who defy ultari rule, constantly growing and expanding the Hegemony's reach through new pathogens and experimental bio-technology while they continue to decipher and operate the gates leading to new worlds.

Within their own culture, jagladine typically cooperate with one another by creating a strict hierarchy based on prior accomplishments and military assets granted them by the ultari. Jagladine are almost always loathe to fight among one another unless they sense a flawless victory without repurcussions is within their reach. Instead, jagladine scientists and overseers far more commonly abandon or betray any who fail to live up to the expectations of the greater group, believing the strong will either survive and re-establish themselves as respected peers, or eliminate themselves through natural selection. The ultari remain a distinct exception to this rule, with the jagladine continuing to show deference to the mind-masters for mutual gain. Most of this adoration is forced, however, as the jagladine know the Hegemony's protection and wordless sanction of their actions helps deflect the attention of other powers who would doubtless unify to stop them otherwise. By swearing loyalty to the ultari and the Hegemony, the jagladine have secured their place in the multiverse. Only the goal of continual advancement and achievement drives them onward, each success another step towards their own apotheosis as the new gods of a new era.

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 monstrous humanoid (reptilian)
Init +2; **Senses** low-light vision, scent; Perception +10

Defense

AC 19, touch 11, flat-footed 17 (+1 armor, +2 Dex, +7 natural, –1 size)
hp 75 (10d10+20)
Fort +6, **Ref** +9, **Will** +8
Defensive Abilities ferocity[B1]

Offense

Speed 40 ft.
Melee bite +13 (1d8+4), 2 talons +13 (1d6+4/19–20) or bite +13 (1d8+4), longsword +13/+8 (2d6+4/19–20)
Ranged shortspear +12/+7 (1d8+4)
Space 10 ft.; **Reach** 10 ft.
Special Attacks blood rage[B1], leaping charge

Statistics

Str 18, **Dex** 15, **Con** 13, **Int** 11, **Wis** 12, **Cha** 8
Base Atk +10; **CMB** +15; **CMD** 27
Feats Endurance, Great Fortitude, Quick Draw, Toughness, Weapon Focus (shortspear)
Skills Acrobatics +11 (+23 when jumping), Climb +12, Intimidate +6, Perception +10, Ride +8, Stealth +7 (+11 in swamps), Survival +9, Swim +12; **Racial Modifiers** +8 Acrobatics when jumping, +4 Stealth in swamps
Languages Common, Karn-Tor

Ecology

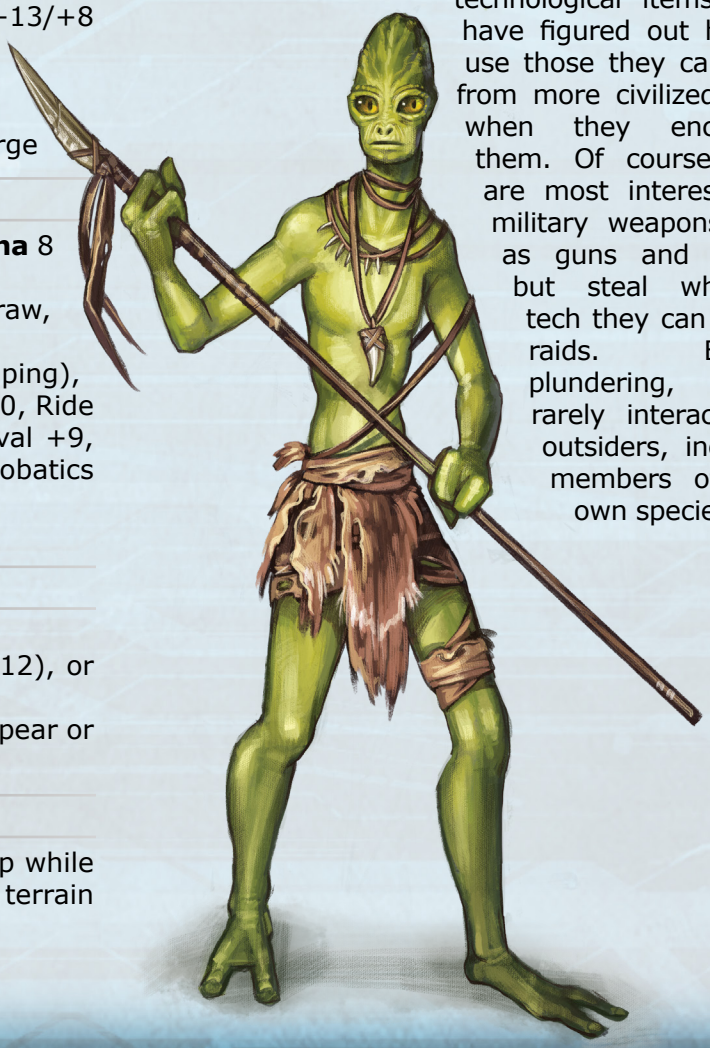
Environment any
Organization solitary, pair, war party (3–12), or tribe (13–80)
Treasure NPC gear (battle harness, shortspear or longsword)

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 talons or melee weapon. In addition, a karn-tor can jump through the space of allies without interfering with its charge (or even through the space of an enemy, as long as it succeeds on an Acrobatics check to move through its space) and can take its charge attack at any point during its jump, including at the start, in mid-air, or at the end of the jump. Any movement taken while the karn-tor jumps does not provoke attacks of opportunity for leaving a threatened square.

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 +3; **Senses** darkvision 60 ft.; Perception +14

Defense

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)
hp 68 (8d10+24)
Fort +5; **Ref** +9; **Will** +9; +4 bonus vs. mind-affecting effects
Resist acid 10, fire 10

Offense

Speed 40 ft., burrow 20 ft., climb 20 ft.
Melee bite +11 (1d6+1 plus 1d6 acid), 2 claws +11 (1d4+1 plus grab), tail slap +9 (1d8 plus 1d6 fire, burn, and chemical brand)
Ranged acid spit +11 touch (1d6 acid)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tail slap)
Special Attacks burn (1d6, DC 17)

Statistics

Str 13, **Dex** 16, **Con** 17, **Int** 8, **Wis** 12, **Cha** 15
Base Atk +8; **CMB** +9 (+13 grapple); **CMD** 22
Feats Combat Reflexes, Iron Will, Multiattack, Weapon Finesse
Skills Acrobatics +12 (+16 when jumping), Climb +13, Intimidate +11, Perception +14, Stealth +10, Survival +8; **Racial Modifiers** +4 Acrobatics, +4 Intimidate, +4 Perception
Languages chemical communication
SQ third arm

Ecology

Environment any temperate or warm land
Organization solitary, pair or hive (3–12)
Treasure standard

Special Abilities

Chemical Brand (Ex) When a kaulvrex damages an opponent with its tail, the target gains an indelible chemical marker. A kaulvrex gains the scent ability 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 agendered 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 who specialize in their roles take class levels, with soldiers preferring fighter or monk (or, extremely rarely, barbarian), and workers choosing rogue,

expert, or other skill-based classes. 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
Male klaven warrior 1
LE Medium humanoid (augmented humanoid, human)
Init +0; **Senses** darkvision 60 ft.; Perception –1

Defense

AC 14, touch 10, flat-footed 14 (+4 natural)
hp 12 (1d10+7)
Fort +5, **Ref** +0, **Will** +1; +2 vs. disease, ingested poison, and becoming nauseated or sickened
Defensive Abilities plagueborn; **Immune** fear
Weaknesses malign influence

Offense

Speed 30 ft.
Melee battleaxe +4 (1d8+4/x3) or 2 claws +4 (1d6+3)
Ranged spur rifle +1 (1d6/19–20)

Statistics

Str 17, **Dex** 11, **Con** 16, **Int** 8, **Wis** 9, **Cha** 8
Base Atk +1; **CMB** +4; **CMD** 14
Feats Endurance[B], Exotic Weapon Proficiency (spur rifle), Iron Will[B], Toughness
Skills Climb +7, Intimidate +7; **Racial Modifiers** +4 Intimidate
Languages Common, Ultari
SQ converted host, energy modulation (1/day), nanite exchange
Gear battleaxe, spur rifle with 5 spurs

Special Abilities

Converted Host (Ex) Klaven transformations leave nothing 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. Spells such as *true resurrection*, *wish*, and *miracle* still work normally.

Energy Modulation (Su) As an immediate action, a klaven may 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 lasts until the start of the klaven's next turn. The ability may be used once per day, and an additional time per day when they gain 8 HD and 12 HD.

Malign Influence (Su) Klaven receive 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 them 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 with at least 8 HD, and up to one mile for klaven with 12 HD or more. Klaven may also 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 firsthand experiences. Klaven cannot exchange skills, special abilities, or other individual qualities in this manner.

Plagueborn (Ex) Klaven gain a +2 bonus on saving throws against disease, ingested poisons, and becoming nauseated and sickened.

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 *mindslave 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.

The white eyes and calcified fur of this large wolf belies its alien nature as it advances with a menacing snarl.

KLAVEN WARBEAST (KLAVEN WOLF) CR 2

XP 600
LE Medium animal (augmented)
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

Defense

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)
hp 15 (2d8+6)
Fort +6, **Ref** +5, **Will** +3; +2 vs. disease, ingested poison, and becoming nauseated or sickened
Defensive Abilities plagueborn; **Immune** fear
Weaknesses malign influence

Offense

Speed 50 ft.
Melee bite +2 (1d8+3 plus poison and trip)
Special Attacks poison

Statistics

Str 17, **Dex** 15, **Con** 17, **Int** 3, **Wis** 12, **Cha** 6
Base Atk +1; **CMB** +4; **CMD** 16 (20 vs. trip)
Feats Endurance (B), Iron Will (B), Skill Focus (Perception)
Skills Intimidate +2, Perception +8, Stealth +6 (+10 in forests and jungles), Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Intimidate, +4 Stealth in forests and jungles, +4 Survival when tracking by scent
Languages Common (can't speak), Ultari (can't speak)
Special Qualities converted host, energy modulation (1/day), nanite exchange

Special Abilities

Converted Host (Ex) Klaven transformations leave nothing 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. Spells such as *true resurrection*, *wish*, and *miracle* still work normally.

Malign Influence (Su) Klaven receive 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 warbeasts on a microscopic level, providing a continuous awareness of the location and condition of other creatures with the klaven sub-type within 60 feet, as the *status* spell. Klaven warbeasts may also communicate with their riders and one another by passing memories and sensory information through their nanites, but must come into physical contact to do so. This exchange 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.

Plagueborn (Ex) Klaven gain a +2 bonus on saving throws against disease, ingested poisons, and becoming nauseated or sickened.

Poison (Ex) 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.

Neurotoxin: Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d6 points of nonlethal damage; *cure* 1 save. The save DC is Constitution-based.

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 applying the klaven template to a wolf. Larger, mountable creatures—known as klaven warsteeds—are created when the klaven template is applied to a dire wolf. 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. Jagdaline 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 jagdaline 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 me

Creating a Klaven

"Klaven" is an acquired template that can be added to any living or recently deceased animal or humanoid creature (hereafter referred to as the base creature) infected with a jagdaline assimilation strain and fitted with a *mindslave harness*. An intact dead creature that meets these prerequisites may be revived as a klaven within 48 hours of their death. If similar actions are performed on a living creature, they may be converted into a klaven within 8 hours. Upon transformation, klaven are healed of any prior ability or physical damage, including that caused by a jagdaline assimilation virus. A klaven uses all of the base creature's statistics except as noted here.

CR: Same as the base creature +1.

Alignment: Lawful evil. In rare cases, some creatures react poorly to the effects of an assimilation strain and instead become neutral evil or chaotic evil.

Type: The creature gains the augmented subtype. It retains any other subtypes, as well, except for alignment subtypes and subtypes that indicate kind. Do not recalculate class HD, BAB, saves, or skill points.

Senses: A klaven gains darkvision 60 feet.

Armor Class: Natural armor improves by +4.

Hit Dice: A klaven retains its original racial HD.

Defensive Abilities: Klaven are immune to fear effects.

Plagueborn (Ex): A klaven gains a +2 bonus on saving throws against disease, ingested poisons, and becoming nauseated and sickened.

Weaknesses: Klaven are created to accept orders without question, but with certain constraints to prevent them from becoming a liability to their creators.

Malign Influence (Su): Klaven receive a –2 penalty to resist charm and mind-controlling compulsion effects from evil creatures. This penalty increases to –6 if the creature has the jagdaline subtype.

Attacks: The klaven conversion process alters the base creature's physiology to provide them with a reserve natural weapon under any conditions. As an immediate action a formerly humanoid klaven may extend or withdraw sharp, extremely dense bone spurs from the back of its hands or forearms, granting the klaven two powerful claw attacks, provided the base creature has no other claw attacks. These claws deal damage based on the klaven's size, treating the creature as if it were one size category larger.

Animal klaven increase the damage of their existing natural weapons as though they increased in size by one category.

Languages: Due to their transformation process, newly-created klaven cannot speak. However, upon attaining their first class level, they re-master the ability, often vaulting such klaven into leadership positions among their own kind.

Special Qualities: A klaven gains the following special qualities.

Converted Host (Ex): Klaven transformations leave nothing 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. Spells such as *true resurrection*, *wish*, and *miracle* work normally.

Energy Modulation (Su): As an immediate action, a klaven manufactured from a living creature may 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 lasts until the start of the klaven's next turn. The ability may be used once per day, and an additional time per day when they gain 8 HD and 12 HD.

Nanite Exchange (Su): Klaven nanites swarm around them 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 with at least 8 HD, and one mile for klaven with 12 HD or more. Klaven may also 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.



Ability Scores: Str +4, Con +2, Int –2 (minimum 3). Animal klaven always possess an Int of 3, even if this modifier would result in a higher or lower Int.

Skills: A klaven gains a +4 racial bonus on Intimidate skill checks, and Stealth checks in forest and jungle terrains.

Feats: Klaven receive Endurance and Iron Will as bonus feats.

Kometes

This towering humanoid seems to be made of billowing, glowing blue mist and clumps of dark rock.

Kometes CR 14

XP 38,400
LN Huge fey (cold)
Init +4; **Senses** interplanetary senses, low-light vision; Perception +26
Aura coma (60 ft.)

Defense

AC 26, touch 13, flat-footed 21 (+4 Dex, +1 dodge, +13 natural, –2 size)
hp 199 (19d6+133); regeneration 10 (fire)
Fort +14, **Ref** +15, **Will** +15
Defensive Abilities coma; **DR** 10/cold iron; **Immune** cold, poison; **SR** 25
Weaknesses vulnerability to fire

Offense

Speed 50 ft., fly 300 ft. (clumsy)
Melee 2 slams +22 (2d6+13 plus 2d6 cold), hair +22 touch (4d6 cold and entrap)
Space 15 ft.; **Reach** 15 ft.
Special Attacks entrap (DC 25, 10 minutes, hardness 5, 19 hp), stasis
Spell-Like Abilities (CL 16th; concentration +23)
At will—*rainbow pattern* (DC 21), *snowball*[UW], *true strike*
3/day—*freezing sphere* (DC 23), quickened *rainbow pattern* (DC 21), quickened *snowball*[UW]
1/day—*comet swarm* (as *meteor swarm* but 7th-level and deals 2d6 cold damage with each comet instead of 6d6 fire, DC 24)
1/week—*true prognostication*[UI]

Statistics

Str 36, **Dex** 19, **Con** 23, **Int** 19, **Wis** 18, **Cha** 24
Base Atk +9; **CMB** +24; **CMD** 38
Feats Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Mobility, Power Attack, Quicken Spell-Like Ability (*rainbow pattern*), Quicken Spell-Like Ability (*snowball*), Toughness
Skills Acrobatics +26, Craft (sculpture) +26, Fly +18, Knowledge (arcana) +23, Knowledge (geography) +26, Knowledge (history) +23, Knowledge (nature) +26, Perception +26, Perform (dance) +29, Sense Motive +26
Languages Aklo, Aquan, Common, Draconic, Sylvan; telepathy unlimited within star system
SQ icewalking, no breath, plasma boost, starflight

Ecology

Environment sky
Organization solitary, cluster (2–4), or shower (5–8)
Treasure standard

Special Abilities

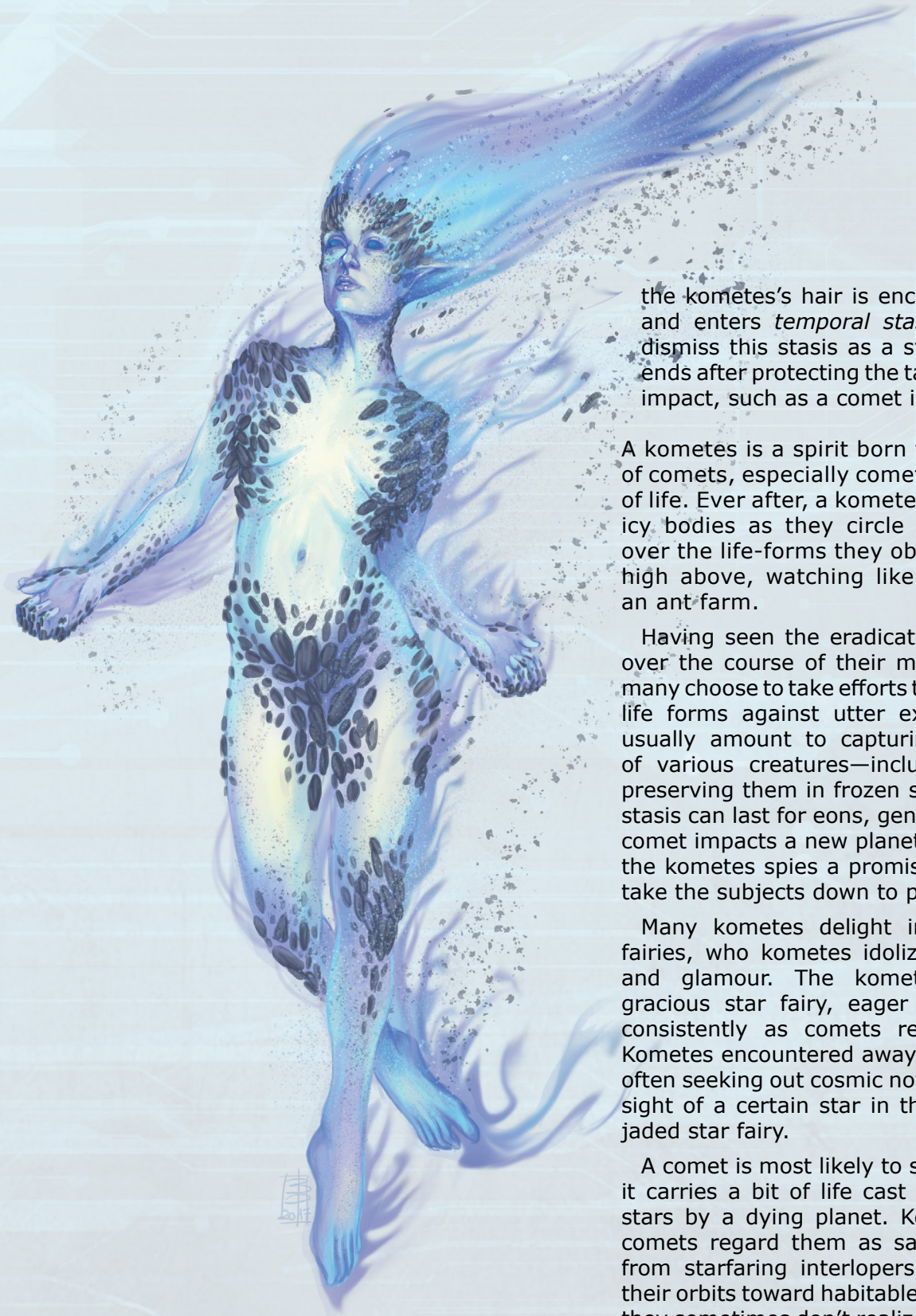
Coma (Ex) A kometes is cloaked in swirling, icy plasma to a distance of 60 feet, which grants concealment and resist fire 10 to all targets within (including the kometes). Each creature that starts its turn in the coma takes 2d6 points of cold damage. The area is bright light. Beyond its area, the coma casts normal light to a range of 60 feet and dim light 60 feet farther. The kometes can dismiss the coma by tying back its hair as a move action or resume it as a swift action by releasing its hair.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the kometes climbs must be icy. The kometes can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

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). The 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.

Starflight (Su) A kometes 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 kometes knows the way to its destination.

Stasis (Su) A helpless creature that is struck by



the kometes's hair is encased completely in ice and enters *temporal stasis*. The kometes can dismiss this stasis as a standard action. It also ends after protecting the target from catastrophic impact, such as a comet into a planet.

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 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.

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 200
N Medium humanoid (krang)
Init +0; **Senses** Perception –1

Defense

AC 15, touch 10, flat-footed 15 (+3 armor, +2 natural)
hp 22 (3d8+9)
Fort +6, **Ref** +1, **Will** +0; +2 vs. fear, +4 vs. disease and poison

Offense

Speed 30 ft., climb 20 ft.
Melee mwk warhammer +7 (1d8+6/x3), head-butt +1 (1d4+2)
Ranged sling +2 (1d4+4)
Space 5 ft.; **Reach** 10 ft. (with melee weapon or unarmed strike)
Special Attacks relentless, smash

Statistics

Str 19, **Dex** 11, **Con** 16, **Int** 12, **Wis** 8, **Cha** 13
Base Atk +2; **CMB** +6 (+8 bull rush); **CMD** 16 (18 vs. bull rush)
Feats Improved Bull Rush, Martial Weapon Proficiency[B] (warhammer), Power Attack
Skills Climb +15, Intimidate +4, Knowledge (engineering) +4, Survival +4
Languages Common, Krang
SQ combat training, elongated arms

Ecology

Environment any land
Organization single, pair, or troop (3–16)
Treasure NPC Gear (studded leather armor, masterwork warhammer, sling with 20 bullets, other treasure)

Special Abilities

Combat Training (Ex) Krang culture celebrates combat prowess above all else, and all krang receive a bonus Martial Weapon Proficiency feat with one martial weapon of their choice—a skill they're expected to demonstrate at their coming of age ceremony.

Elongated Arms (Ex) Krang have exceptionally long arms relative to their bodies, giving them a natural reach of 10 feet with unarmed strikes or melee weapons and a climb speed of 20 feet.

Relentless (Ex) Krang gain a +2 racial bonus on combat maneuver checks to bull rush or overrun an opponent. This bonus only applies while both a krang and its opponent are standing on the ground.

Smash (Ex) Three times per day as a standard action or part of a charge attack, a krang can force an opponent damaged by its head-butt to succeed on a DC 14 Fort save or be dazed for 1 round. If the attack confirmed a critical hit, a failed save causes the target to be stunned for 1 round instead and dazed for another round thereafter. The save DC is Constitution-based.

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 eventually evolved and merged into industrialized nation-states, causing their skirmishes to blossom into full-fledged wars for control of their entire planet. During this upheaval, agents of the Ultari Hegemony discovered Tohrvaul and approached the krang with an opportunity to test themselves against far greater enemies in a war of epic conquest across the multiverse. Amused by promises of glory from such a perceived 'lesser' species, the krang instead challenged the Ultari diplomats to single combat, offering to demonstrate the true superiority of krang culture and savagery for their guests. But the Ultari mindmasters defeated every opponent arrayed before them, thereby earning the respect and admiration of the krang.

Thereafter, krang mercenaries set aside their tribal and national identities, unifying for the first time and quickly earning a powerful position in the Hegemony. Directed to make war against the Bellianic Accord, they proved a terrifying force. However, even in the execution of their duties, the honorable krang began to notice the Hegemony engaged in far more terrible practices of warfare, such as the use of torture, the deaths of innocents, and the use of biological agents and other weapons of mass destruction. When rumors surfaced that leaders within the Hegemony also

sought the release of dark gods capable of purging entire worlds, many krang mercenaries defied their masters and turned on the Hegemony. In the face of brutal retaliation for these betrayals, the remaining krang restrained themselves, realizing the Ultari still held an iron grip over Tohrvaul. Nearly a generation later, however, the krang established peaceful contact with elali leaders among the Bellianic Accord and requested clemency for their war crimes, safe harbor, and an alliance to liberate their homeworld from Ultari



control. While this choice galled their sense of honor and independence, it ultimately made for a far better outcome, with elali assistance proving vital in blunting the Ultari's mental dominance over their species.

Now valued members of the Bellianic Accord, individual krang value themselves as honorable warriors, and they tend to regard other beings based on their own battlefield merits, as well. The krang language includes a number of words for respect and valor, and oftentimes a phrase or saying can mean something related simultaneously to both an honor spirit and combat prowess. Fleeing from an evenly matched foe, or disregarding orders given by a commander, represent dishonorable actions to the krang. Yet, they eschew foolhardy endeavors when a tactical retreat brings a greater chance of winning against superior odds. After all, pyrrhic victories with few survivors fail to support the greater good. While krang prefer to fight at close range, they also engage from a distance if conditions call for it, and abhor the use of disease and poison in weaponized warfare.

The greatest sign of dishonor for a krang is the shaving of its fur. This strong aversion to hairlessness also explains their initially negative reactions to most smooth-skinned humanoids. Since joining the Accord, they've relaxed this stance, especially as more species ally with them against the Hegemony. Still, they have an inherent distrust towards elves and often seek the advice of dwarves, jaskirri catfolk, and other hirsute species above all others.

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 to deliver a punch line. Gnomish pranks typically frustrate the krang a great deal.

Krang initially had no deities of their own, practicing a rudimentary form of ancestor worship. But centuries serving with the Hegemony (and now the Accord) exposed them to a variety of religious doctrines and principles with many now following the faith of Rarmezarn. Even so, during combat or moments of great stress, krang often invoke the names of powerful warriors who faced similar trials or hardships. Funerary rites are always simple affairs for the krang, and usually involve a recitation of the deceased's achievements and an entreaty for ancestors to accept the worthy krang into their embrace. A krang who committed a spectacularly commendable deed (e.g., giving her life to single-handedly save innocent tribemates) immediately enters into the register of krang ancestors, and the krang's name may be invoked in combat by those familiar with them. As a result, many strive for this coveted, eternal recognition.

Krang devote themselves to their children, alternately raising them as one parent goes to war while the other stays behind. At-home parents spend much of their time sparring with their children to teach them the principles of honorable combat. As a result, krang offspring mature quickly and demonstrate their martial prowess as a rite of passage on their tenth birthdays. The resulting celebration often precedes a child's first participation in communal hunts or patrols.

Despite their strong familial bonds, a krang judges another krang on individual merit rather than lineage. Thus, a krang from a shamed tribe or family has an equal chance to impress other krang as any other. A krang meeting an outsider typically asks for an accounting of the outsider's proficiency with weapons or a demonstration of bravery. A single tale, truthful or not, impresses a krang, but they always seek visual evidence of another's skill in battle. Displays of cowardice inevitably cast shadows over all future dealings with a krang, with many refusing to fight alongside such individuals.

A long-used method of gaining a krang's acceptance is to engage in a trial by combat loosely translated as "stand or fall." This consists of each combatant head-butting the other until one falls to the ground, either due to unconsciousness or as a means of surrender. Regardless of the outcome, krang view any outsider more favorably for participating in this ritual—especially if they remain standing for more than one strike.

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, 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 8

XP 4,800
LE Large outsider (aether, evil, extraplanar, kyton, lawful)
Init –1/+2; **Senses** see in darkness, thoughtsense 100 ft.; Perception +15
Aura psychic aegis (100 ft.)

Defense

AC 21, touch 12, flat-footed 21 (+4 deflection, –1 Dex, +9 natural, –1 size)
hp 95 (10d10+40); regeneration 5 (electricity, good weapons, good spells, or silver weapons)
Fort +7, **Ref** +6, **Will** +9; +4 vs. psychic spells
Defensive Abilities psychic aegis; **DR** 10/good or silver; **Immune** cold, pain; **SR** 19
Weaknesses vulnerable to electricity

Offense

Speed 30 ft.
Melee 2 slams +14 (2d6+7)
Space 10 ft.; **Reach** 10 ft.
Special Attacks unnerving gaze (30 ft., DC 18)
Psychic Magic (CL 10th, concentration +14 [+18 when casting defensively])
25PE—*crushing despair* (4 PE, DC 17), *detect thoughts* (0 PE, DC 14), *ego whip II*[OA] (4 PE, DC 17),*inflict pain*[OA] (3 PE, DC 16), *instigate psychic duel*[OA] (2 PE, DC 15), *mental block*[OA] (2 PE, DC 15), *mind thrust IV*[OA] (4 PE, DC 17), *telekinetic maneuver*[OA] (3 PE)

Statistics

Str 25, **Dex** 8, **Con** 19, **Int** 18, **Wis** 14, **Cha**17
Base Atk +10; **CMB** +18 (+20bull rush); **CMD**31 (33 vs. bull rush)
Feats Awesome Blow, Combat Casting, Improved Bull Rush, Logical Spell[OA], Traumatic Spell[OA]
Skills Acrobatics +12, Bluff +18, Climb +17, Intimidate +16, Knowledge (arcana) +17, Knowledge (engineering) +17, Knowledge (planes) +17, Perception +15, Sense Motive +15, Spellcraft +17
Languages Erahthi, Hymnas, Infernal, Okantan; broadcast
SQ dual psyche, lead the choir

Ecology

Environment The Shadow
Organization Solitary, pair, or force (1-2 plus 6-20 terpsikhore)
Treasure none

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. An intermediary aloadai can even pass messages between others of their race separated over long distances. They can also communicate telepathically with members of other races 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 Dexterity modifier to the first roll and its Intelligence modifier to the second. The first initiative check represents the body's initiative; on this initiative count, the aloadai cantake a full round's worth of physical actions(moving, making slam attacks or physical combat maneuvers, and other purely physical actions.) The second initiative check is the mind's initiative; on this initiative count, the aloadai can take a full round's worth of purely mental actions (concentrating on active effects,using psychic magic, spell-like abilities, or psychic duel activities.)While participating in a psychic duel (*Pathfinder Roleplaying Game Occult Adventures* 202), an aloadai's body does not become unresponsive, and it can spend PE to generate MP.

Lead The Choir (Su) When two aloadai come within 100 ft. of one another, their minds automatically synchronize. This acts as *battlemind link*[UM], lasting as long as the two are within 100 ft. An aloadai can only become linked to one other aloadai in this way.In addition, as long as there are at least two aloadai or terpsikhore within 100 ft. of one another, if one creature in the group is aware of a particular danger, they all are. No creature in the group is considered flat-footed unless all of them are.

Psychic Aegis (Su) An aloadai adds its Intelligence modifier as a deflection bonus to its AC, and as a resistance bonus on saving throws against



psychic spells. In addition, all outsiders with the kyton subtype within 100 ft. of an aloadai gain half of these bonuses. When an aloadai is the target of a mind-affecting spell that allows a Will save, it rolls twice and takes the better result. These bonuses do not apply when the aloadai is unconscious or participating in a psychic duel.

Unnerving Gaze (Su) The target of an aloadai's unnerving gaze is filled with paranoia and sees enemies everywhere. The target of this effect is treated as flanked by all enemies. This effect lasts for 1 round. Because an aloadai has two heads, its gaze is harder to avoid. Whenever a creature attempts to avert its eyes, roll twice to determine whether that creature meets the aloadai's gaze. If either roll fails, the target must save as normal.

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, 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 –1; **Senses** see in darkness; Perception +9

Defense

AC16, touch 9, flat-footed 16 (–1 Dex, +7 natural)
hp 34 (4d10+12); regeneration 5 (good weapons, good spells, or silver weapons)
Fort +6, **Ref** +3, **Will** +3
DR 5/good or silver; **Immune** cold, pain effects

Offense

Speed 30 ft.
Melee 2 integrated scimitars +7 (1d6+3/18–20) and gore +7 (1d6+3)
Special Attacks ensnaring chains (DC 14), integrated weapons, unnerving gaze (30 ft., DC 14)

Statistics

Str17, **Dex** 8, **Con** 15, **Int** 6, **Wis** 14, **Cha** 15
Base Atk +4; **CMB** +7; **CMD** 16
Feats Skill Focus (Stealth), Toughness
Skills Climb +11, Intimidate +7, Perception +9, Sense Motive +6, Stealth +9, Survival +9
Languages Infernal, Okantan (can't speak)

Ecology

Environment The Shadow
Organization Solitary, pair, retrieval (3–5) or harvest (5–8 plus one sacristan kyton)
Treasure none

Special Abilities

Ensnaring Chains (Ex) As a standard action a ceres can cause a mass of chains to erupt from its abdomen to snare a target within 30 ft. A targeted creature must succeed at a Reflex save (DC 14) or become grappled (though the ceres does not gain the grappled condition) and may make attempts to break free from the grapple as normal, using the ceres's CMD. When a ceres has successfully grappled a creature, it may drag the creature with itas part of a move action. The movement an ensnared creature makes while dragged does not provoke attacks of opportunity. A ceres may only have one ensnared creature at a time. Multiple ceres may work together to ensnare creatures larger than Medium size. 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, and the target of this effect need only make one successful save, but the Reflex save DC and CMD of the ensnaring chains increases by +2 for each additional ceres participating beyond the first. A ceres's ensnaring chains have a hardness of 10 and 20 hp. Chains reduced to 0 hp are destroyed and prevent the ceres from using this ability for 24 hours.

Integrated Weapons (Ex) A ceres' scimitars are integrated into its body and are treated as primary natural attacks, rather than manufactured weapons, for the purposes of the attacks a ceres makes. However, these weapons may be enhanced or targeted as if they were manufactured weapons. Broken or destroyed integrated weapons must be repaired manually.

Unnerving Gaze (Su) A creature that succumbs to 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

Amid a roiling cloud of deepest dark, the rattle of chains and heavy footfalls announce a being of immense size. An infernal, gasping hiss draws the darkness back, revealing a tortured, four-legged fiend of exposed bone and ragged flesh draped in chains. Barbs and hooks hang from these wrought iron bands, matching the fiend's tail as they writhe like snakes in search of prey.

Ephialtes Kyton[AP30] CR 16

XP 76,800
LE Huge outsider (evil, extraplanar, kyton, lawful)
Init +6; **Senses** darkvision 60 ft.; **Perception** +24
Aura frightful presence (30 ft., DC 22)

Defense

AC 34, touch 10, flat-footed 28 (+8 armor, +2 Dex, +16 natural, –2 size)
hp 243 (18d10+144); regeneration 5 (good weapons and spells, silver weapons)
Fort +14, **Ref** +13, **Will** +14
Defensive Abilities chain armor; **DR** 10/silver or good; **Immune** cold, fear, poison; **Resist** acid 10, fire 10; **SR** 27

Offense

Speed 30 ft.
Melee bite +24 (2d6+8), 2 chains +25 (2d8+8/19–20), 2 claws +24 (1d8+8), tail +19 (1d8+4)
Space 15 ft.; **Reach** 15 ft. (30 ft. with chains)
Special Attacks breath weapon (50-ft. cone, 2d8+8 piercing damage plus grab, Reflex DC 27 for half, usable every 1d4 rounds) dancing chains, entrapping chains, pull (breath weapon, 10 feet), rend (2 chains, 2d8+12)
Spell-Like Abilities (CL 16th, concentration +19)
At will—*blur* (self only), *dimensional anchor*
3/day—*deeper darkness, shadow walk* (DC 19), *silence* (DC 15)
1/day—*discern location*

Statistics

Str 26, **Dex** 14, **Con** 26, **Int** 10, **Wis** 12, **Cha** 16
Base Atk +18; CMB +28 (+32 grapple or pull); CMD 40 (44 vs. trip)
Feats Alertness, Bleeding Critical, Combat Reflexes, Critical Focus, Improved Critical (chains), Improved Initiative, Iron Will, Stand Still, Weapon Focus (chains)
Skills Bluff +12, Climb +15, Escape Artist +13, Intimidate +24, Knowledge (planes) +13, Perception +24, Sense Motive +18, Stealth +15, Survival +22
Languages Infernal

Ecology

Environment any (Shadow Plane)
Organization solitary or team (2–8)
Treasure standard (*+4 amulet of natural armor*)

Special Abilities

Breath Weapon (Su) As a full-round action, an ephialtes kyton may exhale a spread of barbed, grappling chains anchored within its massive maw, targeting up to six creatures in a 50-foot cone. Those failing a DC 27 Reflex save take 2d8+8 points of piercing damage and the kyton may make a combat maneuver check as an immediate action to grapple each victim with the animate chains. A successful save cuts the damage in half and avoids the grapple opportunity. Those successfully grappled by the chains become subject to the kyton's pull ability. A kyton cannot use its breath weapon again while it is grappling or pulling creatures with its breath weapon chains. Otherwise, it may use the breath weapon once every 1d4 rounds. The save DC is Constitution-based.

An ephialtes kyton's chains (hardness 10, hp 10, Break DC 26) can be broken, or attacked by making a sunder attempt. If the chain is currently grappling a target, the attacker gains a +4 circumstance bonus on the CMB check to sunder. Severing a chain deals no damage to a kyton.

Chain Armor (Ex) The chains that adorn an ephialtes kyton grant it a +8 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

Dancing Chains (Su) An ephialtes kyton can control up to four chains within 30 feet as a standard action, making the chains dance or move as it wishes. In addition, the kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-sharp barbs. The chains attack as e"ectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 22 Will save to break the ephialtes 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 other creature's

possession. An ephialtes kyton can climb chains it controls at its normal speed without making Climb checks. The save DC is Charisma-based.

Entrapping Chains (Su) With a successful combat maneuver check, an ephialtes kyton may transfer an adjacent creature grappled by the kyton's breath weapon chains to the chains adorning its body, giving the target the pinned condition while the kyton deals with remaining foes. The kyton does not retain the grappled condition while pinning such creatures. Pinned victims can free themselves with a combat maneuver check to break the pin or an Escape Artist check. Other creatures can attempt to free pinned victims by making a sunder attempt (hardness 10, hp 10). An ephialtes kyton may entrap 1 Large, 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Pull (Ex) An ephialtes kyton has a +4 racial bonus on CMB checks made using its pull special attack.

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.

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, crooked sharp teeth grinning.

Feral Kyton CR 9

XP 6,400
LE Medium outsider (evil, extraplanar, kyton, lawful)
Init +9; **Senses** darkvision 60 ft.; **Perception** +18

Defense

AC 26, touch 15, flat-footed 21 (+5 Dex, +11 natural)
hp 102 (12d10+24+12); regeneration 4 (good spells and good or silver weapons)
Fort +8; **Ref** +13; **Will** +9
DR 10/silver and good; **Immune** cold

Offense

Speed 50 ft., climb 50 ft.
Melee bite +16 (1d8+7/19-20), tail +17 (1d6+7)
Special Attacks distended bite, swarm gaze, swarming

Statistics

Str 24, **Dex** 21, **Con** 15, **Int** 10, **Wis** 12, **Cha** 13
Base Atk +12; **CMB** +19; **CMD** 29
Feats Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Power Attack, Toughness
Skills Climb +25, Intimidate +13, Knowledge (planes) +15, Perception +18, Stealth +20, Survival +13; **Racial Bonus** +8 Climb
Languages Common, Infernal

Ecology

Environment any
Organization Swarm (6 or more)
Treasure standard

Special Abilities

Distended Bite (Sp): The mouth of the feral kyton contains a second spiked maw that is able to erupt from its mouth extending the kyton's reach to 10 ft. without provoking an attack of opportunity.

Swarm Gaze (Su): When 3 or more feral kytons are within 10 feet of each other, each kyton can spend a swift action to unnerve a single target within 30 feet, causing it to become frightened for 1d3 rounds (DC 17 Will negates). All three kytons and their intended target must have line of sight to each other. If all three kytons spend a full-round action, this swarming gaze instead functions as a gaze attack until the beginning of the kytons' next turn; this gaze affects all non-kytons within 30 feet of any of the feral kytons using this ability. The save DC is Charisma-based.

Swarming (Ex): Feral kytons are quite adept at swarming their foes in close quarters. Up to two feral kytons can share the same square at the same time. If two feral kytons in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

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.

Kyton ferals are grotesque and animalistic creatures. Though roughly humanoid in shape, they have longer, more savage features, including prehensile tails that are often more dextrous 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, ostiarius, and sacristan. Some ferals rise to form particular new types of kyton that can come only from feral heritage, with the dreaded festius, ovvaria and pak being the three most commonly encountered. 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.

Glorious Interlocutor Kyton CR 17

XP 102,400

Broken soul[B4] interlocutor kyton[B3] bloodrager[ACG] 7

LE Large outsider (evil, extraplanar, kyton, lawful)

Init +8; **Senses** darkvision 60 ft.; Perception +30

Defense

AC 31, touch 14, flat-footed 26 (+4 Dex, +1 dodge, +17 natural, –1 size)

hp 396 (21d10+280); regeneration 5 (good or silver weapons, good spells)

Fort +28, **Ref** +12, **Will** +19; +2 bonus vs. spells cast by self or an ally

Defensive Abilities blood sanctuary, improved uncanny dodge; **DR** 10/good or silver, 5/—; **Immune** cold; **Resist** acid 5, electricity 5, fire 5, sonic 5; **SR** 23

Offense

Speed 40 ft.

Melee torturous touch +31 touch (2d6 plus 1d6 Dex damage and convulsions) or 4 claws +31 (1d8+11/17–20 plus bleed)

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

Special Attacks agonized wail (DC 20), baleful gaze (DC 20), bleed (1d6), blood casting, bloodrage (28 rounds/day), rend (2 claws, 2d6+16), surgical strikes, unnerving gaze

Spell-Like Abilities (CL 14th; concentration +4)

At will—*bleed* (DC 10), *plane shift* (from the Material Plane to the Plane of Shadow Plane, self only), *stabilize*

3/day—*cure serious wounds*, *restoration*

1/day—*blink, breath of life* (DC 14)

Bloodrager Spells Known (CL 7th; concentration –3)

1st (1/day)—*blurred movement*[ACG], *jump*, *persuasive goad*[UM] (DC 11), *protection from law*, *stone shield*[ARG]

Bloodline Kyton

Tactics

Before Combat If made aware of the PCs the Glorious One sends its augurs to watch them and report back. It casts *stone shield* and *blurred movement* if it hears combat nearby.

During Combat The Glorious One is brutal, using its bloodrager abilities behind its kyton ones. The first slain foe is impaled on the perch of an Attendee and then brought back to life using *breath of life*; such opponents need an Escape Artist check (DC 25) to free themselves from being impaled, where checks fail the character takes 3d6 damage.

Statistics

Str 32, **Dex** 18, **Con** 34, **Int** 19, **Wis** 22, **Cha** 11

Base Atk +21; **CMB** +33; **CMD** 48

Feats Blind-fight, Cleave, Combat Reflexes, Diehard, Dodge, Endurance, Eschew Materials, Great Fortitude, Improved Critical (claw), Improved Great Fortitude, Improved Initiative, Improved Iron Will, Improved Natural Attack (rend), Iron Will, Lightning Reflexes, Power Attack, Toughness

Skills Acrobatics +4 (+8 to jump), Climb +28, Heal +23, Intimidate +32, Knowledge (arcana) +14, Knowledge (dungeoneering) +14, Knowledge (local) +18, Knowledge (nature) +14, Knowledge (planes) +28, Knowledge (religion) +11, Perception +30, Sense Motive +30, Stealth +24, Survival +30; **Racial Modifiers** +8 Intimidate

Languages Aboleth, Common, Dark Folk, Dwarven, Infernal, Weirdling

SQ augur attunement, fast movement, grasping chains, painful strike, torturous touch

Ecology

Environment any (Plane of Shadow)

Organization solitary or audience (1 glorious interlocutor and 3-6 augur kytons)

Treasure standard

Special Abilities

Agonized Wail (Su) As a standard action, a glorious one can emit an agonized wail that causes creatures within 120 feet to become shaken as long as they remain within range (DC 20 Will negates). A successful save renders a creature immune to that glorious one's agonized wail for 24 hours. This is a sonic mind-affecting fear effect. The save DC is Charisma-based.

Augur Attunement (Su) A glorious one has unique connection to augur kytons within 300 feet, allowing it to use their senses as remote viewing devices, similar to using an *arcane eye* spell. In addition, augurs within 60 feet are joined

in a synergistic mindlink. As long as the glorious one or any augur is aware of an opponent, all creatures are aware, and unless all of them are flanked or flat-footed none of them are. When the glorious one or any augur is adjacent to a target, other augurs and the glorious one all treat that opponent as flanked. The sinister audience of augurs floating nearby also intensifies emotional emanations with a terrifying resonance, causing creatures to take a cumulative -1 penalty on saving throws against mind-affecting effects used by a glorious one or its augur allies for each augur or glorious one adjacent to the creature.

Baleful Gaze (Su) Any creature beginning its turn or coming within 60 feet of a glorious one takes 1d4 points of Strength, Constitution, and Charisma drain (DC 20 Fortitude negates). Whatever the result of the saving throw, the creature cannot be affected by the same broken soul's baleful gaze again for 1 minute. The save DC is Charisma-based.

Grasping Chains (Su) Chains cover a glorious one's body and extend from its arms, grasping at the air around you and granting it a +4 bonus on Climb skill checks.

Impalement (Ex) When a glorious one confirms a critical hit with its claws, as a swift action it can tear off one of the metallic spars that make up its body, impaling the target on it. The target is entangled and stuck in that spot until it can succeed on a DC 24 Strength check or Escape Artist check. One successful check allows the target to move, though it remains entangled unless it beats the DC on the check by at least 5 (in which case it remains entangled until it succeeds on a second check). The target takes 1d6 points of bleed damage per round that the spar remains embedded in its flesh, and while embedded the target gains spell resistance of 23 against conjuration (healing) effects and cannot voluntarily suppress this spell resistance. If the target has fast healing or regeneration, healing provided by these abilities is halved until the spar is removed.

Painful Strike (Su) When a glorious one confirms a critical hit the target is sickened for 3 rounds. During this time, the creature must succeed at a concentration check (DC = 15 + the spell's level) in order to cast a spell.

Surgical Strikes (Ex) An interlocutor prime's claws threaten a critical hit on a roll of 19-20. On a successful critical hit, that claw deals 2d6 bleed damage rather than 1d6.

Torturous Touch (Su) A glorious one can make a touch attack to cause hideous, painful wounds to rip open in the target's body. This touch deals 2d6 points of slashing damage and 1d6 points of Dexterity damage and causes the touched creature to fall prone in a fit of convulsions and be dazed for 1d4 rounds. A successful DC 20 Fortitude save negates the Dexterity damage and the convulsive fit. The save DC is Charisma-based.

Unnerving Gaze (Ex) A creature that succumbs to an interlocutor prime's unnerving gaze becomes staggered for 1 round as it becomes convinced that it recognizes some of its own body parts entangled in the interlocutor's body.

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.

Glorious ones often leave more of their flesh intact than do ordinary interlocutors, though their flesh, skin, and bone often have been built and rebuilt so many times that they appear like a grotesque mockery of living tissue. To kytons, however, they are shining exemplars of the possibilities of pain, and glorious ones possess a vanity unique among their kind, almost always having a small cloud of augurs floating nearby to observe their every act, recording it for posterity and transmission.

INTERLOCUTOR PRIME KYTON CR 14

XP 38,400

Interlocutor[B3] amphisbaena creature[TOHC] kyton
LE Large outsider (evil, extraplanar, kyton, lawful)
Init +7; **Senses** all-around vision, darkvision 60 ft.; Perception +27

Defense

AC 26, touch 13, flat-footed 22 (+3 Dex, +1 dodge, +13 natural, –1 size)
hp 195 (17d10+102); regeneration 5 (good or silver weapons, good spells)
Fort +16, **Ref** +10, **Will** +18
Defensive Abilities split (slashing, 30 hp); **DR** 10/good or silver; **Immune** cold; **SR** 23

Offense

Speed 40 ft.
Melee 4 claws +26 (1d8+10/19–20 plus bleed)
Space 10 ft.; **Reach** 10 ft.
Special Attacks bleed (1d6), rend (2 claws, 1d8+15), surgical strikes, unnerving gaze
Spell-Like Abilities (CL 14th; concentration +19)
At will—*bleed* (DC 15), *plane shift* (from the Material Plane to the Plane of Shadow Plane, self only), *stabilize*
3/day—*cure serious wounds*, *restoration*
1/day—*breath of life* (DC 19)

Statistics

Str 30, **Dex** 17, **Con** 22, **Int** 16, **Wis** 23, **Cha** 20
Base Atk +17; **CMB** +28; **CMD** 42
Feats Agonizing Obedience[OM], Cleave, Combat Reflexes, Dodge, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack
Skills Acrobatics +3 (+7 to jump), Heal +26, Intimidate +25, Knowledge (arcana) +10, Knowledge (dungeoneering) +13, Knowledge (local) +20, Knowledge (nature) +13, Knowledge (planes) +18, Knowledge (religion) +10, Perception +27, Sense Motive +23, Stealth +19, Survival +23; **Racial Modifiers** +4 Perception
Languages Aboleth, Common, Elder Thing, Infernal, Weirdling

Ecology

Environment any (Plane of Shadow)
Organization solitary, pair, or clinic (1 prime interlocutor and 2-5 interlocutors)
Treasure standard

Special Abilities

Barbed Binding (Ex) Interlocutors prime seek to keep victims alive but unconscious, ready for future work. It can unspool barbed adamantine filaments to wrap a creature in a coil of razor-sharp wires as a full-round action that provokes attacks of opportunity. This functions like tying up a creature with rope, requiring a DC 41 Escape Artist check to escape (this includes a +4 racial bonus), with each check dealing the creature 4d6 points of damage from the barbs whether or not the attempt succeeds. The wire also can be broken with a DC 27 Strength check, causing damage as above. The wire can be cut but has hardness 20 and 20 hit points. A prime interlocutor can bind up to 12 Medium-sized creatures per day before its stores of wire are exhausted.

Split (Ex) An interlocutor prime that takes at least 30 points of slashing damage from a single attack splits itself into two identical copies, each with one-half of its remaining hit points and each able to act independently. An interlocutor prime cannot split again until its parts rejoin, which requires 1 minute of surgical work.

Surgical Strikes (Ex) An interlocutor prime's claws threaten a critical hit on a roll of 19-20. On a successful critical hit, that claw deals 2d6 bleed damage rather than 1d6.

Unnerving Gaze (Ex) A creature that succumbs to an interlocutor prime's unnerving gaze becomes staggered for 1 round as it becomes convinced that it recognizes some of its own body parts entangled in the interlocutor's body.

Interlocutors prime are the master surgeon-sculptors among kytons, viewing their practice as more art than medical process. 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** see in darkness; Perception +11

Defense

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
hp 33 (6d10)
Fort +4, **Ref** +6, **Will** +7
DR 5/good or silver; **Immune** cold, pain effects; **Resist** fire 10

Offense

Speed 30 ft., climb 30 ft.
Melee 2 claws +6 (1d6 plus 1d4 fire)
Special Attacks incendiary oil (3/day, DC 14), razor blossoms (3/day, DC 14), unnerving gaze (30 feet, DC 16)
Spell-Like Abilities (CL 6th; concentration +9 [+13 when casting defensively])
At will—*produce flame*
3/day—*blight* (DC 18)

Statistics

Str 11, **Dex** 13, **Con** 10, **Int** 16, **Wis** 14, **Cha** 17
Base Atk +6; **CMB** +6; **CMD** 17
Feats Ability Focus (death throes), Combat Casting, Great Fortitude
Skills Acrobatics +10, Climb +17, Intimidate +12, Knowledge (dungeoneering) +12, Knowledge (geography) +12, Knowledge (nature) +12, Knowledge (planes) +12, Perception +11, Stealth +10
Languages Erahthi, Hymnas, Infernal, Zahaj-el
SQ death throes (DC 16)

Ecology

Environment The Shadow
Organization solitary, pair, or inferno (3-8)
Treasure none

Special Abilities

Death Throes (Ex) A khloris explodes in a white-hot chemical blast when it reaches 0 hp, obliterating its body. All creatures within 10 ft. of the khloris take 2d6 points of fire damage and catch on fire; a DC 16 Reflex save halves the damage and prevents catching on fire. Unattended flammable materials are set alight. The save DC is Constitution-based.

Incendiary Oil (Ex) Three times per day, as a standard action, a khloris can spray combustible fluid in a 15-ft. cone. This spray coats each square 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 save. The DC to put out a fire fueled by the oil increases by 5. A creature coated in oil is sickened and gains vulnerability to fire for 1 minute, or until the oil is cleaned off. An oil-coated creature or square can be washed clean with a gallon of liquid as a full-round action. The save DC is Constitution-based.

Razor Blossoms (Ex) Three times per day, as a standard action, a khloris can detach one of the metal blossoms attached to its body and throw it as a splash weapon with a range increment of 10 ft. Creatures directly struck by the blossom take 3d6 points of slashing damage and all adjacent creatures take 1d6 points of slashing damage (Reflex save DC 14 for half). The save DC is Constitution-based.

Unnerving Gaze (Su) Creatures who meet a khloris' gaze feel 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, Termagant

This hovering iron maiden heaves forth a monstrously pregnant mass of tortured limbs and raw tentacles.

God-Seer Kyton CR 19/MR 2

XP 204,800

Agile[MA] termagant kyton[ISB]

LE Large outsider (evil, extraplanar, kyton, lawful)

Init +24/+4, dual initiative[MA]; **Senses** darkvision 60 ft., *true seeing*; Perception +28

Defense

AC 35, touch 18, flat-footed 26 (+4 Dex, +3 dodge, +2 insight, +17 natural, –1 size)

hp 317 (17d10+224); regeneration 10 (good weapons and spells, silver weapons)

Fort +22, **Ref** +13, **Will** +20

Defensive Abilities evasion; **DR** 10/good and silver; **Immune** cold; **SR** 28

Offense

Speed 50 ft., fly 70 ft. (perfect)

Melee 2 slams +27 (1d8+11/19–20 plus bleed) or *storm of chains* +31/+26/+21/+16 (2d6+15/19-20), 7 tentacles +25 (1d6+5 plus grab)

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

Special Attacks bleed (2d6), mythic power (2/day, surge +1d6), poison, rupture, shared rupture, storm of chains, unnerving gaze

Spell-Like Abilities (CL 17th; concentration +23)

Constant—*true seeing*

1/day—*divination, dream, foresight, moment of prescience, nightmare* (DC 21), *prediction of failure*[UM] (DC 24), *true strike*

Statistics

Str 33, **Dex** 18, **Con** 35, **Int** 22, **Wis** 27, **Cha** 22

Base Atk +17; **CMB** +29 (+33 grapple); **CMD** 46 (can't be tripped)

Feats Bleeding Critical, Combat Reflexes, Critical Focus[MF], Dodge, Improved Critical (slam), Improved Critical (spiked chain), Iron Will, Lightning Reflexes, Multiattack

Skills Acrobatics +4 (+12 to jump), Bluff +26, Fly +30, Heal +28, Intimidate +26, Knowledge (arcana) +23, Knowledge (engineering) +23, Knowledge (history) +23, Knowledge (planes) +26, Knowledge (religion) +26, Perception +28, Sense Motive +28, Stealth +20

Languages Aboleth, Common, Dwarven, Infernal, Weirdling; telepathy 100 ft.

SQ feral fecundity[MA], time dilation[MA]

Ecology

Environment any (Plane of Shadow)

Organization solitary, circle (1 god-seer and 1-3 termagant kytons), or hive (1 god-seer and 11-20 feral kytons)

Treasure standard

Special Abilities

Feed the Children (Ex) When a god-seer succeeds on a grapple check with its tentacles, rather than beginning or maintaining a grapple it can instead reposition the target (while still exposing the target to its flux infusion poison). If it moves the target adjacent to at least one feral kyton, it also can make an additional combat maneuver check as a swift action in order to trip the target. If it repositions a creature to be adjacent to two or more feral kytons, it can make this combat maneuver check as a free action.

Feral Fecundity (Ex) At the end of the first round of combat, a god-seer can give birth to a full-grown feral kyton as a free action. A new feral kyton gestates within its heaving bulk in 1 round, and on the following round it can birth that kyton as above. In addition, all feral kytons within 60 feet of a god-seer consider it their god-mother and defend it with great ferocity, gaining the benefits of *good hope* and the blood rage[B2] and ferocity[B2] universal monster abilities as long as they remain within the area. If the god-seer is killed or incapacitated, the numeric effects of these abilities are doubled and all feral kytons fight until slain.

Poison (Su) Anytime a creature is grappled by a termagant's tentacles or is affected by its rupture or shared rupture ability, it is exposed to the termagant's flux infusion. Flux infusion functions as a poison, but with unpredictable effects. Those who fail their saving throws take 1d4 points of ability drain. The ability score drained is randomly determined every time the flux infusion affects the creature (roll 1d6: 1–2 Constitution, 3–4 Dexterity, 5–6 Strength). The save DC is Constitution-based.

Flux Infusion: Injury; *save* Fort DC 29; *frequency* 1/round for 10 rounds; *effect* 1d4 Con, Dex, or Str; *cure* 2 consecutive saves.

Rupture (Su) When killed, a termagant explodes in a blast of its flux infusion poison. All living creatures within 15 feet must succeed at a DC 29 Fortitude saving throw or be poisoned. The save DC is Constitution-based.

Shared Rupture (Su) Any creature killed while poisoned by a termagant explodes. All living creatures within 10 feet of the creature must succeed at a DC 24 Fortitude save or be poisoned. The save DC is based on the termagant's Constitution with a –5 penalty.

Storm of Chains (Su) In the hands of a god-seer, a spiked chain is infested with thousands of cruel many-barbed hooks that resemble biting kytons which moan and cry like a demented vast alien horde of hungry insane babies, granting the wielder a +4 bonus on Intimidate checks against any creature that can hear this grisly moaning. In a god-seer's hands, a spiked chain gains a +4 enhancement bonus when wielded as a weapon.

In addition, three times per day a god-seer can hurl a spiked chain up to 30 feet to transform into a whirling curtain of barbed chains equivalent to a *blade barrier* (CL 15th, DC 22). The god-seer can dismiss the *blade barrier* as a move action, recalling the spiked chain immediately to its hand. Alternatively, this *blade barrier* can be triggered as part of the total defense action, surrounding the god-seer with a personal *blade barrier* that grants cover against all attacks and dealing 15d6 points of slashing damage (DC 22 Reflex half) to any creature or unattended object passing through it. This damage is resolved prior to resolving the attack, and if the attacking creature is killed or object is destroyed, the



attack is negated and does not harm the god-seer. A creature can take damage from this personal *blade barrier* only once per round, even if it attacks the god-seer more than once. This personal *blade barrier* ends immediately if the god-seer stops using the total defense action. The save DC is Dexterity-based.

Time Dilation (Su) Effects that alter time and speed work strangely around a god-seer. Divinations that predict the future, such as *augury* and *divination,* have no effect within 30 feet of a god-seer unless she allows it. If she encounters a creature in *temporal stasis* she can suppress the effect with a touch if a caster level check using the caster's level does not overcome her spell resistance. In addition, if a creature using *time stop* comes within 30 feet of her she slips into the frozen moment of the *time stop* and can act normally during the remaining duration of the spell, including interacting with the caster. *Haste* and *slow* spells are suppressed within 30 feet of a god-seer, and if a creature using *haste* comes within 30 feet a god-seer can siphon the effect as an immediate action and use it for herself.

Unnerving Gaze (Su) A creature that succumbs to a termagant's unnerving gaze becomes nauseated for 1d4 rounds as its mind attempts to comprehend the horrors it has witnessed.

Coddling, cooing mothers of nails and aberrant life, termagant kytons seek to make all living creatures adopted members of their malformed brood. That most of their purposefully deformed progeny die shortly after coming into their care only compels termagants to search farther for sturdier beings better suited to the honor of becoming their misshapen children. God-seer termagants have experimented with the manipulation of reweaving temporal flux with both body and mind. This grants them terrifying prophetic visions of past and future, pushing them in many cases beyond sanity, but also has allowed them to uncover the secrets of radically accelerating their own movements as well as their biology and gestation. They can gestate abominable horrors at an indescribably rapid rate, though the aberrant monstrosities they birth are nearly always feral and savage and rarely survive long.

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 CR 1

XP 400
LE Medium outsider (evil, extraplanar, kyton, lawful)
Init +1; **Senses** see in darkness; Perception +5

Defense

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)
hp 15 (2d10+4)
Fort +4, **Ref** +4, **Will** +4
Immune cold, pain effects
Defensive Abilities unified front

Offense

Speed 30 ft.
Melee 2 claws +2 (1d4)
Special Attacks harmony of agony

Statistics

Str 11, **Dex** 13, **Con** 14, **Int** 6, **Wis** 13, **Cha** 8
Base Atk +2; **CMB** +2; **CMD** 13
Feats Great Fortitude
Skills Climb +4, Perception +5, Perform (sing) +4, Perform (string) +8, Stealth +6; **Racial Modifiers** +4Perform (string)
Languages Infernal (can't speak)
SQ choir of many, incomplete kyton

Ecology

Environment The Shadow
Organization solitary, pair, or chorus (3-20)
Treasure none

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 group 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 twenty 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 is equal to half the number of contributing terpsikhore and the save DC of these effects is equal to 10 + 1/2 the number of participating terpsikhore. 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).

See the table on the following page for a list of what effects the terpsikhore can create based on the number of contributing terpsikhore.

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.

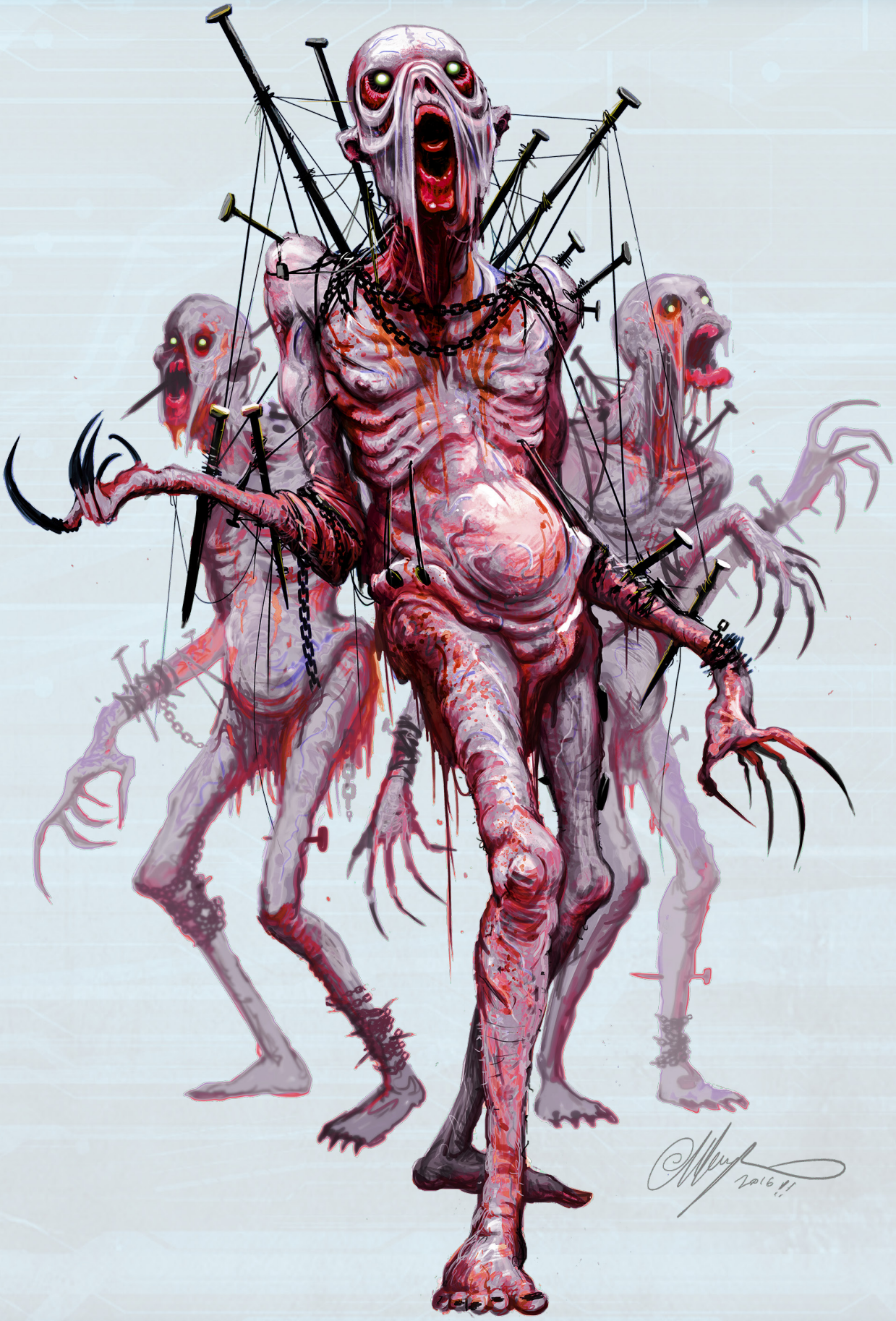
Unified Front (Su) Terpsikhore move and fight as one. Whenever a terpsikhore is adjacent to another of its kind, they share their total hit points in a combined pool. If the terpsikhore move apart they divide their remaining hit points equally (rounding down). A group of terpsikhore use their total combined HD to determine if they are affected by effects such as *color spray* and *sleep* that vary based on a target's HD.

The terpsikhore are the voiceless horde of the Choir, grown from raw meat en masse. In ones and twos, they present little threat to skilled adventurers; as the chorus swells, the terpsikhore find their voices and become an increasingly dangerous threat.

Each terpsikhore is gifted with only one-twentieth of a soul—kytons use no more than necessary in each of their creations. While this partial soul keeps terpsikhore from developing the regenerative flesh and terrifying powers of their greater brethren, it also keeps them docile and obedient. In addition, the void of their souls calls to other empty vessels. By harnessing the resonance between their sundered souls, the terpsikhore can call forth horrors and torments that make other kyton writhe with jealous ecstasy.

A terpsikhore stands about 5 feet tall and weighs roughly 150 pounds.

Harmony of Agony Effects	
# of Terpsikhore	**Effect**
2	A wailing cry of liberation blasts a small area with the thunder of a falling piston. This acts as *sound burst*, using one contributing kyton as the point of origin for the effect.
3	The terpsikhore release a wailing shriek of straining metal. Select one of the contributing kytons as a point of origin. Each terpsikhore kyton within 100 ft. of the origin creature gains a +3 morale bonus to weapon damage rolls. This effect lasts for 1 minute.
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 are affected by *cure light wounds*.
5	The terpsikhore let out a sudden and startling scream. Select one of the contributing kytons as a point of origin. All enemies within 30 ft. of that creature must succeed at a Fortitude save or become staggered for 1 round by sudden, stabbing pain.
6	The terpsikhores' chant tears at weak flesh, peeling skin from muscle. Select one of the contributing kytons as a point of origin. All nonkyton creatures within 30 ft. of that kyton take 3d6 points of slashing damage and suffer 2 points of bleed; this bleed stacks with itself. A successful Fortitude save halves this damage and negates the bleed effect.
7	The terpsikhore let forth a storm of echoing screams. Select one of the contributing kytons as a point of origin. Non-kytons attempting to cast spells within 30 ft. of that kyton must succeed at a successful concentration check to cast the spell (DC 10 + spell level + 1/2 the number of contributing terpsikhore.). This effect lasts for 1 round.
8	The kytons howl in an echoing chorus of agony, filling enemies with despair. Select one of the contributing kytons as a point of origin. Enemies within 30 ft. of that kyton must succeed at a Will save or be affected as if by *crushing despair*.
9	The forceful chanting of the terpsikhore forms a powerful barrier. This acts as *wall of sound*[UM], except that the effect only lasts as long as the contributing terpsikhore each spend a full-round action each round to maintain it.
10	The terpsikhore focus their voices into one of their own, who howls with the cacophonous sound of a chanting choir. This acts as the *shout* spell using one contributing terpsikhore as the point of origin.
12	The kytons' voices pass from one of their kind to the next, building up to a crescendo powerful enough to crush a single creature under the weight of the Machine. This effect acts as *ki shout* using one contributing terpsikhore as the point of origin.
14	The terpsikhores' complex, multilayered chant holds their victim utterly frozen with horror. This acts as h*old monster* using one contributing kyton as the point of origin for the effect.
16	The kytons' hymn demands blood sacrifice to oil the gears of the Machine. This acts as *song of discord*, using one contributing kyton as the point of origin for the effect. Creatures with the kyton subtype are immune to this effect.
18	The kytons' voices expose a single creature to the true glory and horror of the Machine, destroying their victim's mind. This otherwise acts as *insanity,* using one contributing kyton as the point of origin for the effect.
20	The terpsikhore chant the ultimate paean to the Machine. Select one of the contributing kytons as a point of origin. All creatures within 40 ft. of that kyton are affected as by *blasphemy*, except that a successful saving throw negates the effect entirely. If this effect would kill a creature, it instead takes an amount of Charisma damage equal to its Charisma score and immediately begins to suffer from technomania and psychosis (see Madness in the *Pathfinder Roleplaying Game GameMastery Guide*).



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/MR 2

XP 51,200
N Gargantuan magical beast (aquatic, mythic)
Init +6; **Senses** darkvision 120 ft., keen scent, low-light vision, see in darkness; Perception +17

Defense

AC 34, touch 8, flat-footed 32 (+2 Dex, +26 natural, -4 size)
hp 219 (19d10+115)
Fort +16, **Ref** +13, **Will** +14
Defensive Abilities fortification[MA]; **DR** 10/epic; **Immune** cold

Offense

Speed swim 50 ft.
Melee 6 bites +24 (2d6+8 plus grab)
Space 20 ft.; **Reach** 25 ft.
Special Attacks breath weapon (15-ft. cone, 4d6 cold damage plus encased in ice, DC 24 Reflex for half), gruesome grappler[MA], mythic power (3/day, surge +1d6), swallow whole (3d6 acid damage, AC 23, 24 hp)

Statistics

Str 27, **Dex** 15, **Con** 20, **Int** 5, **Wis** 22, **Cha** 12
Base Atk +19; **CMB** +31 (+35 grapple); **CMD** 43
Feats Blind-Fight, Combat Reflexes, Improved Initiative, Improved Vital Strike, Iron Will, Power Attack[MF], Skill Focus (Perception), Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)
Skills Acrobatics +9 (+13 while swimming), Perception +17, Stealth +12 (+20 while submerged), Swim +24; **Racial Modifiers** +4 Acrobatics while swimming, +8 Stealth while submerged
Languages none
SQ black see[MA], camouflage

Ecology

Environment cold oceans
Organization solitary or pair
Treasure none

Special Abilities

Black See (Su) A lasiodon sees perfectly in darkness, including magical darkness. Each of its six heads protrudes a fleshy appendage that can project natural luminescence or shadow. Once each round as a free action, the lasiodon determines how many heads to light up to illuminate an area, increasing the illumination by one light level per head it chosen. If none of its heads project light, it can instead project magical *darkness*. Each head then reduces the illumination level in the lasiodon's space and reach, lowering the light level by as many as six steps to force magical darkness if it desires.

Camouflage (Ex) A lasiodon can spread itself out over a large area with its long necks and immense torso. It changes color to match the waters it swims in and moves with aquatic grace. While submerged, a lasiodon takes no size penalty to its Stealth checks.

Frozen Food (Su) A lasiodon attacks live prey, freezing survivors to consume later. Once per round as a swift action a lasiodon can breathe a 15-foot cone of freezing water from one of its heads. This cone can begin anywhere inside its space or reach. Creatures caught in the cone take 4d6 points of cold damage and are encased in ice for 1 minute. An encased creature gains the pinned condition until the ice melts or is destroyed. The ice has hardness equal to the lasiodon's Constitution modifier, as well as hit points equal to 1/10th its normal hit point total. If the ice is created under water the subject floats upward 60 feet each round at the beginning of its turn. A successful Reflex save (DC 24) halves the damage and negates the pinned condition and ice. The save DC is Constitution-based.

Gruesome Grappler (Ex) A lasiodon does not gain the grappled condition when grappling Medium or smaller creatures and can grapple more than one such creature simultaneously without penalty. A lasiodon can maintain a single grapple by substituting a grapple combat maneuver for that head's attack. It can maintain two grapples simultaneously as a standard action, or as a full-round action it can maintain all of its grapples.

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 Vareen's green waters red.

Lasiodons never stop growing and seem immune to the effects of aging. Adult females average 60 feet long and weigh over 50 tons.

LASIODON, LAND-EATER
CR 19/MR 4

XP 204,800
Mythic advanced lasiodon
N Colossal magical beast (aquatic, mythic)
Init +11[MF]; **Senses** darkvision 120 ft., keen scent, low-light vision, see in darkness; Perception +18

Defense

AC 35, touch 9, flat-footed 33 (+3 Dex, +31 natural, -8 size)
hp 343 (21d10+233)
Fort +20, **Ref** +15, Will +15; second save[MA]
Defensive Abilities fortification[MA]; **DR** 10/epic; **Immune** cold

Offense

Speed swim 60 ft.
Melee 6 bites +29 (2d6+12 plus grab)
Space 20 ft.; **Reach** 25 ft.
Special Attacks aggressive reach[MA], breath weapon[MA] (30-ft. cone, 4d10 cold damage plus encased in ice, DC 28 Reflex for half), gruesome grappler[MA], mythic power (4/day, surge +1d8), swallow whole (3d6 acid damage, AC 25, 33 hp)

Statistics

Str 35, **Dex** 16, **Con** 26, **Int** 5, **Wis** 22, **Cha** 12
Base Atk +20; **CMB** +40; **CMD** 53
Feats Blind-Fight, Combat Reflexes, Improved Initiative[MF], Improved Vital Strike, Iron Will, Power Attack[MF], Skill Focus (Perception), Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)
Skills Acrobatics +11 (+15 while swimming), Perception +17, Stealth +6 (+30 while submerged), Swim +24; **Racial Modifiers** +4 Acrobatics while swimming, +8 Stealth while submerged
Languages Aquan (can't speak)
SQ black see[MA], camouflage

Special Abilities

Aggressive Reach (Ex) A land-eater is an antediluvian horror of dark planetary seas. It gains a +4 racial bonus on its attack roll when making an attack of opportunity, and whenever an opponent provokes an attack of opportunity a land-eater can make two bite attacks against that creature as long as at least two of its heads are not currently grappling other prey.

Frozen Food (Su) The range of a land-eater's breath weapon when using this ability is increased to 30 feet, and the damage dealt by its breath weapon is increased to 4d10.

Gruesome Grappler (Ex) A land-eater does not gain the grappled condition when grappling Large or smaller creatures; this ability otherwise functions as normal for a lasiodon.

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.

OSYLUTH DEVIL LIVING IDOL CR 11

XP12,800
LN Large outsider (devil, lawful, native)
Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +19
Aura fear aura (5 ft., DC 19, 1d6 rounds)

Defense

AC 28, touch 14, flat-footed 20 (+5 Dex, +14 natural, –1 size)
hp 135 (10d10+80)
Fort +12, **Ref** +12, **Will** +7
Defensive Abilities entrapped rejuvenation; **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

Offense

Speed 40 ft., fly 60 ft. (good)
Melee bite +14 melee (1d8+5), 2 claws +14 melee (1d6+5), sting +14 melee (3d4+5 plus poison)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 12th)
Constant—fly
At will— *invisibility* (self only), *major image* (DC 17), *wall of ice*
3/day—*quickened invisibility* (self only)

Statistics

Str 21, **Dex** 21, **Con** 20, **Int** 16, **Wis** 15, **Cha** 18
Base Atk +10; **CMB** +16; **CMD** 31
Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will, Quicken Spell-Like Ability (invisibility)
Skills Bluff +17, Diplomacy +17, Fly +21, Intimidate +17, Knowledge (planes) +16, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +14
Languages Celestial, Draconic, Hymnas, Infernal; telepathy 100 ft.
SQ demagogue (eminent; 7 powers; 1,150 worshippers), living idol powers (blessing of power, conceal, enthrall, immortal promise, locate worshipper, possess worshipper, share senses)

Ecology

Environment any (Material Plane)
Organization solitary
Treasure standard

Special Abilities

Poison (Ex) Sting—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

All the way from the burning heart of the star Aethera to the distant nebulas and asteroid belt far beyond Orbis Aurea, the entirety of the Aethera System is sealed within a dimensional lock that prevents access to the Astral Plane and by extension the Outer Planes. Most outsiders native to the Outer Planes (not to be mistaken with those from the Inner Planes) brought to the Material are ordinary examples of their own kind, capable of being forced back to their home plane by spells such as banishment and dismissal. When an outsider native to the Outer Planes dies in the Aethera System, there is no natural current for their planar energies to return to their native realm, nor are their fusions of body and soul drawn into the star Aethera as mortal souls are. Instead, their bodies decay and their spirits are warped by the planar forces that seal away the influence of gods, imprisoning the outsider forever.

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.

Creating a Living Idol

"Living idol" is an acquired template that can be added to any outsider that hails from one of the Outer Planes or the Astral Plane (referred to hereafter as the base creature). A living idol uses the base creature's statistics and abilities except as noted here.

CR: Same as base creature; see below

Alignment: A living idol may be of any alignment.

Type: A living idol loses the extraplanar subtype and gains the native subtype. A living idol's alignment subtype changes to match any change in its alignment.

Defensive Abilities: A living idol calculates its spell resistance (if the base creature had spell resistance) as equal to the base creature's CR +5.

A living idol also gains the following abilities:

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 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 such as *gate* and killing it there.

Demagogue (Su): A living idol both gains power and may bestow power on creatures that worship and revere it. While not true deities capable of granting spells to their followers, pacts with the divine spark of a living idol create unusual spiritual bonds that transcend the material. This ability is further detailed below.

Living Idol Powers: As living idols gain worshipers, it also obtains unique supernatural abilities that grant them special power over their worshipers or additional strength for themselves.

Spell-like Abilities: An imprisoned outsider loses access to any spell-like ability that falls within the teleportation sub-school, if the base creature possessed them. Additionally, it loses access to any summon ability that the base creature possessed.

Imprisoned Outsider Echo

Imprisoned by the unique nature of the Aethera System's cosmology, an imprisoned outsider's metaphysical essence lingers on, effectively imprinted onto the structure of the Material, functioning like a bizarre form of phylactery or the conditions that imprison ghosts past their physical death. If destroyed, the imprisoned outsider begins to reconstitute as a result of its Entrapped Rejuvenation ability—whether it wants to or not—and during this period, a physical manifestation of the process is visible as a blurry, translucent outline of its appearance at the point of its destruction, like a retinal burn that only grows more cohesive with time rather than fading. While the echo itself in only vaguely tangible, the echo is vulnerable to non-physical attacks, subject to the same immunities and resistances possessed by the creature itself. Destruction of the echo only starts the process over, and the echo will move to the nearest unoccupied position in which reconstitution is possible, should local conditions present a problem.

During this period of reconstitution, an imprisoned outsider is especially vulnerable to spells that bind or imprison souls and outsiders, such as *trap the soul*, *soul bind*, and the various *planar binding* spells. The imprisoned outsider incurs a –4 penalty to its saving throw versus these spells as applicable, and if subject to *planar binding*, does not receive the initial saving throw and is automatically drawn into the trap (though it may subsequently attempt to escape, subject to the standard terms of the spells.)

Living Idol

A living idol who chooses to accept the veneration of followers can draw these willing supplicants into

a spiritual pact that binds follower and outsider together. This bond can only be forged willingly and cannot be the result of magical coercion. The bonding process requires 1 hour and the supplicant to open its mind and soul to the living idol. Typically this takes the form of a ceremony suited to the living idol's personal tastes. Once complete, the living idol considers the supplicant a worshipper and gains access to a suite of powers based on the number of active worshippers it maintains. A living idol may sever the tie between itself and a worshipper as a free action at any time.

A living idol's powers are based on the number of worshippers it has, as noted on the table below. At each threshold of power, a living idol gains a number of powers from the Living Idol Powers list below.

Living Idol Ranks and Powers

Rank	Worshipers	Powers	CR Adjustment
1	1-10	1	+0
2	11-50	2	+0
3	51-100	3	+1
4	101-200	4	+1
5	201-500	5	+1
6	501-1,000	6	+2
7	1,001-2,000	7	+2
8	2,001-3,000	8	+3
9	3,001+	9	+3

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.

Additionally, for every 2 powers a living idol obtains it gains 10 bonus hit points and a +1 bonus to its natural armor.

The save DCs for living idol powers are 10 + 1/2 the living idol's hit dice + the living idol's Charisma modifier.

Armor of Faith (Su): The living idol gains a deflection bonus to Armor Class equal to its Charisma bonus.

Blessing of Power (Su): A living idol may grant a blessing of power to a worshiper with a touch as a standard action. This blessing grants a +4 profane or sacred bonus (as appropriate) to one of the worshiper's ability scores and lasts for 24 hours per hit die of the living idol. A living idol may revoke this blessing as a free action at any distance.

Channel Energy (Su): The living idol can release a pulse of negative or positive energy to cause or heal damage, as befits its alignment. This functions as the channel energy cleric class ability, but the pulse radiates in a 60-ft.radius centered on the idol, and deals or heals 1d6 points of damage for every 2 hit dice the living outsider possesses.

The idol can use this ability a number of times per day equal to 3 + its Charisma bonus.

Conceal (Su): The living idol is warded from divination spells, as if under the effects of *nondetection.*

Demagogue's Aura (Su): The living idol radiates a holy or unholy presence and gains the benefits of a *permanent protection from chaos/evil/good/law* spell, as appropriate for its current alignment. A living idol of Greater rank or higher gains the benefits of a permanent *magic circle of protection from chaos/evil/good/law* instead. A living idol must have some non-neutral component to benefit from this ability.

Enthrall (Su): Once per day, the living idol can trigger subtle reverence in the minds of nearby creatures. This ability functions similarly to an *enthrall* spell, though the idol need not speak or sing—its semi-divine presence manifests as a gentle ecstatic hum in the minds of witnesses, potentially swaying the weak-willed toward veneration. An unwilling target can negate this effect with a successful Will save.

Feast or Famine (Su): Once per month, the living idol can reward its followers by exerting its influence over the weather, usually by manifesting rain to relieve droughts and yield fertile crops through an effect similar to *control weather*. Conversely, angered idols can turn the weather against their followers to show displeasure or to reflect their moods toward trespassers, creating more hostile seasonal effects.

Immortal Promise (Su): The living idol grants a form of immortality to some of its worshipers. Each day, the living idol selects a number of its worshipers equal to its rank plus its Charisma bonus. While within 1 mile of the living idol, these selected worshipers do not age; do not need to eat, drink, or breathe; and do not suffer any ill effects from extreme heat or extreme cold. The recipients of this gift can change daily on the idol's whim. The living idol must be of Greater rank or higher to select this power.

Locate Worshiper (Su): A living idol can precisely locate any creature that worships it that is on the same plane as per *locate creature* except that the effect has no limit on range. At Greater rank the living idol can use *discern location* at will to find a worshiper.

Possess Worshiper (Su): A living idol with this ability can possess a worshiper as if by *possession*[OA]. A living idol may only possess worshipers within line of sight unless it also possesses the share senses ability. Then it may possess any worshiper it is actively sharing the senses of. A worshiper outside of this range may not be the target of possess worshiper, but moving outside of this range does not eject the living idol. A living idol may end this ability as a free action.

Reanimate Sacrifice (Su): When an intelligent creature is sacrificed by a living idol's worshippers, the living idol may choose to reanimate the creature's corpse as if by *animate dead,* a living idol of Intermediate rank may instead reanimate the corpse as if using *create undead*, and a living idol of Eminent rank may use *greater create undead*. A living idol's caster level for these effects is equal to its hit dice, and the living idol may create any number of undead but only maintains control over a number of hit dice of undead equal to twice the living idol's total hit dice.

Revelry (Su): Once per day, the living idol can thrum with power, affecting a number of enthralled supplicants equal to its hit dice with an effect similar to *heroes' feast*, with a caster level equal to its hit dice. The idol must have the enthrall ability to select this ability.

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 uses this ability on a worshipper within 30 ft. gains the benefit of the *death knell* spell. 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 as a free action. 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. Foes within range of the living idol's influence may become frightened or shaken. The range is 60 ft., and the duration of the fear effect is 5d6 rounds.

An opponent can resist the effects with a successful Will save. An opponent that succeeds at the saving throw is immune to that living idol's presence for 24 hours. On a failed save, the opponent is shaken, or frightened if it has 4 Hit Dice or fewer. This is a mind-affecting fear effect.

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 its hit dice × 100 au also takes 2 points each of Charisma, Intelligence, and Wisdom drain at the start of the following month and loses the use of one special ability. This is permanent, though the points and abilities can be regained through sacrifices and worship (see below). A living idol reduced to 0 in any one of these ability scores falls unconscious and enters a torpor state and is incapable of using abilities with the exception of telepathy (if it possesses such

an ability.) A living idol in this torpor state suffers 2 points of Constitution drain each day. If the living idol reaches 0 Constitution its body petrifies and it becomes indistinguishable from an ordinary statue and incapable of using telepathy unless it is in physical contact with another creature.

Sacrifices

Sacrifices come in a number of forms—sacred feasts, magic items, the weapons of slain enemies, aetheric energy, 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 1 day.

Sacrificed Items: The sacrifice value of feasts and treasures is based on their standard costs. All such items must be freely given. After 1 day, sacrificed food spoils and nonmagical treasure mysteriously vanish from sight. Magic items offered in this manner receive a Will save with a DC equal to 10 + 1/2 the living idol's hit dice + the living idol's Charisma modifier. Items that succeed at their saves are not sacrificed, but worshippers may attempt to sacrifice the item again 24-hours later. Artifacts cannot be sacrificed.

Blood Sacrifice: Slaughtered living creatures also increase the power of an evil idol when sacrificed. A creature without an Intelligence score is not a suitable sacrifice for an evil idol and attempting to sacrifice such a creature may offend the idol. Animal sacrifices offer the least benefit; a creature with an Intelligence score of 1 or 2 has a sacrifice value of 250 au per Hit Die.

The tortured awareness of fate felt by a creature with an Intelligence of 3 or greater offers the most advantage to the idol, having a value equal to 500 au per Hit Die when it's slaughtered, plus one additional au for each point of Intelligence bonus the creature has. A nonevil living idol that accepts a blood sacrifice immediately shifts its alignment to evil.

Sacrificial Limits: Although cults may offer sacrifices as if their idols were insatiable, the benefits an idol can gain in a single month is limited. The maximum sacrifice value an idol can benefit from in a month is equal its hit dice × 500 gp (or au in the ***Aethera Campaign Setting***).



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 11

XP 76,800
CN Colossal ooze
Init +6; **Senses** blindsight 120 ft., darkvision 120 ft.; Perception +16
Aura fiery aura (30 ft., 4d6 fire, DC 23)

Defense

AC 25, touch 25, flat-footed 18 (+16 deflection, +6 Dex, +1 dodge, -8 size)
hp 172 (15d8+105)
Fort +11, **Ref** +11, **Will** +9
Defensive Abilities alien mind, gaseous; **DR** 10/magic; **Immune** cold, fire, radiation, ooze traits; **SR** 22
Weaknesses blind

Offense

Speed fly 100 ft. (perfect)
Melee burning touch +18 (8d6 fire)
Space 30 ft.; **Reach** 30 ft.
Special Attacks engulf (DC 19, 8d6 fire and blinded)
Spell-Like Abilities (CL 15th; concentration +19)
At will—*displacement, mage hand, major image* (DC 17)
3/day—*greater invisibility, mirage arcana* (DC 18), *persistent image* (DC 18)
1/day—*programmed image* (DC 19), *telekinesis* (DC 19)

Statistics

Str —, **Dex** 22, **Con** 22, **Int** 14, **Wis** 18, **Cha** 18
Base Atk +10; **CMB** +18; **CMD** 44 (can't be tripped)
Feats Ability Focus (engulf), Dodge, Flyby Attack, Mobility, Skill Focus (Knowledge [nature]), Skill Focus (Perception), Skill Focus (Survival), Toughness
Skills Fly +17, Knowledge (nature) +19, Perception +21, Survival +21
Languages telepathy 300 ft.
SQ no breath, starflight

Ecology

Environment any space
Organization solitary, pair, or cluster (3–6)
Treasure incidental

Special Abilities

Alien Mind (Ex) A living nebula's mind is vastly different from the corporeal bodies of most sentient species. A creature making mental contact with a living nebula is stunned for 1d4 rounds; a successful DC 26 Will save reduces this effect to being staggered for 1 round. This effect occurs whether the creature or the living nebula initiates mental contact, including using its telepathy to converse with a creature or using spells such as *detect thoughts* or *dominate monster.* Aberrations and outsiders are immune to this effect. A creature affected by this ability gains immunity to the alien mind of all living nebulas for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Fiery Aura (Ex) Creatures beginning their turn or coming within 30 feet of a living nebula take 4d6 points of fire damage (DC 23 Reflex half) and are dazzled as long as they remain within range.

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.

Space Dust (Ex) Creatures failing their save against a living nebula's engulf attack are blinded rather than pinned. Once engulfed, creatures inside the living nebula treat its body mass as *solid fog*, and a screen of space dust surrounds the living nebula's vital parts, rendering it immune to ranged projectiles (though not to rays and area effects). Creatures leaving a living nebula are surrounded by wisps and whorls of space dust and charged gas particles clinging to them, affecting them as *glitterdust* for 1d6 rounds after exiting its body. A blinded creature can attempt a new Reflex save each round at the end of its turn to remove the blindness, becoming dazzled instead. A second successful save ends the dazzled condition.

Starflight (Su) A living nebula can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years.

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.



Loran

A blue-skinned humanoid with red hair and pupilless eyes assumes a defensive stance.

LORAN **CR 5**

XP 1,600
Loran monk 5
LN Medium outsider (aquatic, native)
Init +2; **Senses** darkvision 60 ft.; Perception +9

Offense

AC 20, touch 20, flat-footed 15 (+2 Dex, +3 dodge, +5 monk)
hp 31 (5d8+5)
Fort +4, **Ref** +6, **Will** +7
Defensive Abilities evasion, still mind; **Immune** disease; **Resist** cold 5

Offense

Speed 40 ft., swim 40 ft.
Melee unarmed strike +8/+8 (1d8+8)
Special Attacks flurry of blows, ki pool (5/day, magic)

Statistics

Str 18, **Dex** 15, **Con** 10, **Int** 10, **Wis** 18, **Cha** 10
Base Atk +3; **CMB** +8 (+10 grapple); **CMD** 27
Feats Combat Reflexes[B], Defensive Combat Training, Dodge[B], Improved Grapple[B], Improved Unarmed Strike[B], Power Attack, Skill Focus (acrobatics), Stunning Fist[B], Weapon Focus (unarmed strike)
Skills Acrobatics +13, Climb +8, Knowledge (religion) +5, Perception +9, Sense Motive +9, Stealth +10, Survival +5, Swim +16
Languages Aquan, Common
SQ amphibious, elemental affinity (water), high jump, maneuver training, slow fall

Ecology

Environment any
Organization solitary, pair, or wave (3-10)
Treasure none

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. The Accord experimented with the creation of other races, sprinkling them throughout the cosmos to prepare for the revival of interplanetary war.

While not every loran chooses to pursue a monastic lifestyle, those remaining on Vareen endured centuries guarding the memories and relics of the Patrons since the destruction of Vareen. 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.

Loran Characters (11 RP)

Lorans are defined by their class levels—they don't have racial Hit Dice. All lorans have the following racial traits.

+2 Strength, +2 Dexterity, +2 Constitution, -2 Intelligence, +4 Wisdom: Lorans discipline their minds and bodies, but have little exposure to outside culture and history.

Medium Size: Lorans have no bonuses or penalties due to size.

Outsider: Lorans are an engineered mutation from the older undine race. They have the outsider type and the aquatic and native subtypes.

Speed: Lorans have a base land speed of 30 feet and a swim speed of 40 feet.

Darkvision 60 ft.: Lorans can see in the dark up to 60 feet.

Cold Resistance: Lorans have cold resistance 5.

Elemental Affinity: Loran sorcerers with the elemental (water) bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Loran clerics with the Water domain cast their Water domain powers and spells at +1 caster level.

Greater Defensive Training: Lorans are cautious and defensive-minded. They gain a +2 dodge bonus to AC.

Amphibious: Lorans have the aquatic subtype but can breathe both water and air.

Languages: Lorans speak Aquan and Common. A Loran with a high Intelligence score can choose from the following: Aklo, Auran, Celestial, Giant, Ignan, Infernal and Terran.



Mantis Shrimp, Reefhammer

This brightly colored crustacean looks like a large lobster with cruel pincers poised at its fore.

Reefhammer **CR 18/MR 2**

XP 153,600
Advanced mythic giant mantis shrimp[B5]
N Huge vermin (aquatic)
Init +6; **Senses** darkvision 60 ft., incredible sight; Perception +1

Defense

AC 37, touch 14, flat-footed 21 (+6 Dex, +23 natural, -2 size)
hp 280 (23d8+177)
Fort +20, **Ref** +13, **Will** +8
DR 10/epic; **Immune** mind-affecting effects; **Resist** sonic 10

Offense

Speed 30 ft.; swim 40 ft.
Melee pincer +28/+23/+18 (4d8+19 plus grab and sonic burst), and pincer +28 (4d8+19 plus grab and sonic burst)
Space 15 ft.; **Reach** 15 ft.
Special Attacks mythic power (2/day, surge +1d6), shattering strike, sonic burst, speedy pincers

Statistics

Str 36, **Dex** 23, **Con** 24, **Int** —, **Wis** 13, **Cha** 16
Base Atk +17; **CMB** +32 (+36 grapple); **CMD** 47 (59 vs. trip)
Feats Power Attack[B, M]
SQ powerful blows

Ecology

Environment warm ocean
Organization solitary
Treasure incidental

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 28 Fortitude save or be blinded for 1 round. Mantis shrimp and creatures without vision are immune to this effect. The save DC is Constitution-based.

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 is not blinded, 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 burst centered on the attack's target takes 3d6 points of sonic damage and must succeed at a DC 28 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 that giant mantis shrimp until the Reefhammer's next turn, but it still takes sonic damage from additional sonic bursts. The Reefhammer is immune to this effect. The save DC is Constitution-based.

Shattering Strike (Ex) The Reefhammer deals double damage against objects. Additionally, it gains a bonus equal to its mythic rank on attack rolls against creatures with an armor or natural armor bonus to AC. When the Reefhammer makes combat maneuver checks to sunder an object, it does not provoke attacks of opportunity and affects any creature bearing the object with its sonic burst ability.

Speedy Pincers (Ex) The Reefhammer can make iterative attacks with one pincer.

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.

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 CR 5

XP 1,600
N Medium aberration (shapechanger)
Init +5; **Senses** darkvision 60 ft.; Perception +14

Defense

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)
hp 52 (7d8+21)
Fort +5, **Ref** +5, **Will** +6
Immune acid

Offense

Speed 10 ft., climb 5 ft., swim 5 ft.
Melee slam +10 (1d8+6 plus adhesive)
Space 5 ft.; **Reach** 10 ft.
Special Attacks constrict (slam, 1d8+6)

Statistics

Str 19, **Dex** 12, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10
Base Atk +5; **CMB** +9; **CMD** 20 (can't be tripped)
Feats Combat Reflexes[B], Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)
Skills Climb +14, Disguise +10 (+30 when mimicking objects), Knowledge (Dungeoneering) +10, Perception +14; **Racial Modifiers** +20 Disguise when mimicking objects
Languages Ultari
SQ mimic object

Special Abilities

Adhesive (Ex) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coatd mimic is stuck fast unless the wielder succeeds on a DC 17 Reflex save. A successful DC 17 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

Gillfoot (Ex) The mimic has climb speed 5 and swim speed 5. The mimic may always take a 5-foot step in any combat round, even if difficult terrain or other factors reduce its speed. A mimic may take this 5-foot step whether it is on land, climbing, or swimming. It can breathe water as easily as air.

Mimic Object (Ex) A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

Supple Shifter (Ex) The mimic can squeeze into a space as small as 1/4 its base size. Its reach increases by 5 feet and it gains Combat Reflexes as a bonus feat.

Mimics are thought to be the result of an alchemist'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. PCs a successful DC 20 Craft (alchemy) or Heal check can determine it represents a form of organic mind-control used to enslave the mimic.



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 +6; **Senses** low-light vision, scent; Perception +6

Defense

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)
hp 30 (4d8+12)
Fort +7, **Ref** +6, **Will** +2

Offense

Speed 50 ft.
Melee bite +6 (1d6+2), tail slap +6 (1d8+4 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks autotomic tail, constrict (1d8+4)

Statistics

Str 18, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 7
Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 20 (24 vs. trip)
Feats Improved Initiative, Run
Skills Climb +8, Perception +6, Swim +8
SQ regrow limb, secondary brain

Ecology

Environment temperate or warm forests and plains
Organization solitary, pair, or lounge (3–12)
Treasure none

Special Abilities

Autotomic tail (Ex) A narav can detach its tail from its body as a swift action. This deals 1d6 points of damage to the narav, but thereafter the narav's tail can act on its own for a number of minutes equal to the narav's Constitution score. A narav that is grappling or pinning a creature can detach its tail at the start of its turn before making a check 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 gains tremorsense with a 5-foot range and attacks any adjacent creature other than the narav that detached it. The tail has the same statistics as the narav except as follows: **Size** Medium, **AC** 16, touch 10, flat-footed 14; **hp** 8; **Immune** mind-affecting effects; **Speed** 0 ft.; **Melee** tail slap +7 (1d8+4 plus grab); **Space** 5 ft., **Reach** 5 ft.; **CMB** +7 (+11 grapple), **CMD** 19 (can't be tripped); **Int** –.

Lesser Bite (Ex) Naravs' jaws lack the powerful musculature of its tail. The narav's bite attack only adds 1/2 its Strength bonus on damage rolls.

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 or an effect that grants the narav the regeneration universal monster 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.

Narav Animal Companions

Starting Statistics: **Size** Medium; **Speed** 50 ft.; **AC** +1 natural armor; **Attack** bite (1d4 + 1/2 Str), tail slap (1d6 plus grab); **Ability Scores** Str 10, Dex 17, Con 13, Int 2, Wis 12, Cha 7; **Special Attacks** grab; **Special Qualities** autotomic tail*, low-light vision, regrow limb, scent.

7th-Level Advancement: Size Large; **AC** +3 natural armor; **Attack** bite (1d6 + 1/2 Str), tail slap (1d8 plus grab), **Ability Scores** Str +8, Dex –2, Con +4; **Special Attacks** constrict 1d8.

A narav companion's detached tail is one size category smaller than the narav. Its shares the same attack bonus, AC, CMB, CMD, and damage as the narav itself. Detaching the tail deals 1 point of damage per Hit Die of the narav, and the detached tail has hit points equal to twice the narav companion's Hit Dice. The tail is blind and mindless but gains tremorsense 5 ft. It cannot move but also cannot be tripped, and it gains the same grab and constrict abilities as the narav.



Neh-Thalggu Hivemaster

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 Hivemaster CR 13

XP 25,600
Neh-thalggu[B2] mesmerist[OA] 9
NE Large aberration
Init +7; **Senses** darkvision 60 ft.; Perception +24

Defense

AC 21, touch 19, flat-footed 18 (+3 Dex, +7 insight, +2 natural, –1 size)
hp 189 (19d8+104)
Fort +13, **Ref** +12, **Will** +21
DR 10/magic; **Immune** confusion; **SR** 19

Offense

Speed 10 ft., fly 40 ft. (perfect)
Melee bite +18 (1d8+6), 2 claws +18 (1d6+6)
Space 10 ft.; **Reach** 5 ft.
Special Attacks bold stares (disorientation[OA], sapped magic[OA]), hypnotic stare (–3), manifold tricks (3 tricks), mental potency (+1), mesmerist tricks 9/day (astounding avoidance [OA], fleet in shadows [OA], misdirection [OA], see in darkness [OA], spectral smoke [OA]), painful stare (+4 or +3d6), poison, rend (2 claws, 2d6+9)
Mesmerist Spells Known (CL 9th; concentration +21)
3rd (4/day)—*confusion* (DC 18), *haunting choir*[UM] (DC 18), *terrible remorse*[UM] (DC 18), *vampiric touch*
2nd (5/day)—*babble*[OA] (DC 17), *burning gaze*[APG] (DC 17), *howling agony*[UM] (DC 17), *touch of idiocy*
1st (7/day)—*comprehend languages*, *fumbletongue*[UM] (DC 16), *hideous laughter* (DC 16), *ray of enfeeblement* (DC 16), *unseen servant*
0 (at will)—*dancing lights*, *detect magic*, *detect psychic significance*[OA], *lullaby* (DC 15),



prestidigitation, *unwitting ally*[APG] (DC 15)

Sorcerer Spells Known (CL 7th; concentration +19)

3rd (5/day)—*displacement*, *gaseous form*

2nd (7/day)—*blur*, *eagle's splendor*, *mirror image*

1st (8/day)—*grease*, *magic missile*, *memory lapse*[APG] (DC 16), *obscuring mist*, *shocking grasp*

0 (at will)—*bleed* (DC 15), *jolt*[UM], *light*, *mage hand*, *message*, *read magic*, *touch of fatigue* (DC 15)

Statistics

Str 22, **Dex** 16, **Con** 21, **Int** 21, **Wis** 17, **Cha** 20

Base Atk +13; **CMB** +20; **CMD** 40 (can't be tripped)

Feats Arcane Strike, Combat Reflexes, Critical Focus, Demoralizing Stare[OA], Elongated Cranium[OA], Eschew Materials[B], Extend Spell, Great Fortitude, Impaling Critical[UC], Improved Initiative, Power Attack

Skills Acrobatics +3 (–5 to jump), Appraise +10, Bluff +33, Diplomacy +29, Disguise +7, Fly +15, Heal +2, Intimidate +29, Knowledge (arcana) +33, Knowledge (dungeoneering) +23, Knowledge (planes) +33, Linguistics +9, Perception +24, Sense Motive +24, Spellcraft +26, Stealth +12, Survival +2, Use Magic Device +20

Languages Abyssal, Aklo, Celestial, Common, Draconic, Protean, Undercommon; telepathy 100 ft.

SQ brain collection, consummate liar +4, touch treatment 8/day (Moderate)

Ecology

Environment any

Organization solitary, hive (1 hivemaster plus 2-4 neh-thalggus)

Treasure normal

Neh-thalggu 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.

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.

Onaryx

CE outsider (extraplanar, evil)

Base Statistics

CR 3; **Size** Medium; **Hit Dice** 4d10
Speed 40 ft.
Natural Armor +1; **Sonic Cry** line, 60 ft., DC 12 nauseated
Str 17, **Dex** 12, **Con** 15, **Int** 10, **Wis** 12, **Cha** 13

Ecology

Environment any
Organization solitary
Treasure normal

Mature Onaryx CR 3

XP 800
NE Medium outsider (evil, extraplanar)
Init +7; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +7

Defense

AC 17, touch 13, flat-footed 16 (+5 armor, +1 Dex, +1 natural)
hp 30 (4d10+8); fast healing 2
Fort +6, **Ref** +5, **Will** +2

Offense

Speed 30 ft., fly 90 ft. (good)
Melee 2 claws +7 (1d4+3)
Ranged autograpnel[TG] +5 (1d8+6/x3)
Special Attacks sonic cry (DC 15, 60-ft. line; nauseating, shattering), flyby rake

Statistics

Str 17, **Dex** 16, **Con** 15, **Int** 10, **Wis** 12, **Cha** 13
Base Atk +4; **CMB** +7; **CMD** 18 (22 vs. trip)
Feats Improved Initiative, Power Attack
Skills Acrobatics +3 (+7 when jumping), Bluff +7, Climb +5, Fly +7, Intimidate +7, Perception +7, Stealth +3, Survival +7; **Racial Modifiers** +4 Acrobatics when jumping
Languages Onaryx, Ultari
Gear autograpnel, scale mail
SQ battle-tech trained

Dread Onaryx CR 6

XP 2,400
NE Large outsider (evil, extraplanar)
Init +7; **Senses** blindsense 90 ft., darkvision 60 ft.; Perception +12

Defense

AC 20, touch 12, flat-footed 16 (+8 armor, +3 natural, –1 size)
hp 76 (9d10+27); fast healing 4
Fort +9, **Ref** +7, **Will** +6

Offense

Speed 40 ft., fly 120 ft. (good)
Melee 2 claws +13 (1d8+5)
Ranged plasma javelin +9 (1d8+5/x4 plus 1d6 fire and electricity)
Space 10 ft.; **Reach** 10 ft.
Special Attacks flyby rake, sonic cry (DC 17, 90-ft. line; deafening, disorientating, nauseating, shattering, terrifying)

Statistics

Str 21, **Dex** 16, **Con** 17, **Int** 10, **Wis** 12, **Cha** 15
Base Atk +9; **CMB** +15; **CMD** 28 (32 vs. trip)
Feats Improved Initiative, Iron Will, Point-Blank Shot, Power Attack, Quick Draw
Skills Acrobatics +3 (+7 when jumping), Bluff +11, Climb +5, Fly +8, Intimidate +13, Perception +12, Stealth +2, Survival +12; **Racial Modifiers** +4 Acrobatics when jumping
Languages Onaryx, Ultari
Gear mwk half plate, plasma javelin
SQ battle-tech trained

Elder Onaryx CR 11

XP 12,800

NE Huge outsider (evil, extraplanar)
Init +6; **Senses** blindsense 90 ft., darkvision 60 ft.; Perception +20

Defense

AC 26, touch 8, flat-footed 26 (+10 armor, +8 natural, –2 size)
hp 157 (15d10+75); fast healing 10
Fort +14, **Ref** +9, **Will** +9

Offense

Speed 40 ft., fly 150 ft. (average)
Melee 2 claws +23 (2d6+9)
Ranged photon blaster +13 touch (blindness 1d4 rounds, Reflex DC 18 negates), plasma javelin +13 touch (1d8+9/x4 plus 1d6 fire and electricity)
Space 15 ft.; **Reach** 15 ft.
Special Attacks flyby rake, sonic cry (DC 22, 120-ft. line; concussive, echolocate, maddening, mind-erasing, nauseating, sonic thrust, terrifying)

Statistics

Str 29, **Dex** 10, **Con** 21, **Int** 12, **Wis** 14, **Cha** 17
Base Atk +15; **CMB** +26; **CMD** 36 (40 vs. trip)
Feats Deadly Aim, Diehard, Improved Initiative, Iron Will, Point-Blank Shot, Power Attack, Quick Draw, Weapon Focus (claw)
Skills Acrobatics +8 (+11 when jumping), Bluff +18, Climb +17, Fly +9, Intimidate +21, Perception +20, Stealth +4, Survival +18; **Racial Modifiers** +4 Acrobatics when jumping
Languages Onaryx, Ultari
Gear *+1 full plate, photon blaster, plasma javelin*
SQ battle-tech trained

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 color rimed with umber. Depending on age, they stand between 6 to 18 feet.

Onayrx 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 Ultari, the official language of the Hegemony.

Age Categories

As an onaryx ages, it undergoes a slow metamorphosis. As a result, many of an onaryx's abilities, attacks, and other statistics change as an onaryx grows older. These increases are divided into 5 age categories—as a onaryx ages, its base statistics change as noted on Table: Onaryx Age Categories.

Age Category: The age category's name.

Age in Years: The onaryx's actual age.

CR: This column modifies the onaryx's base CR.

Size: This shows how many size categories by which to increase the onaryx's base size, depending on its age (from Medium to Large and from Large to Huge). An onaryx does not gain the standard increases to ability scores when it achieves a larger size—instead, an onaryx gains ability score increases according to its age category, as indicated on the Onaryx Ability Scores table.

Hit Dice: This shows how many additional Hit Dice an onaryx gains over its base Hit Dice as it grows. Increases to Hit Dice grant extra hit points, feats, and skill ranks as well as increase the onaryx's base attack bonus and base save bonuses. An onaryx has skill ranks equal to 6 + its Intelligence modifier per Hit Die. An onaryx's increases to ability scores for gaining Hit Dice are included in the total ability score increases (see the Onaryx Ability Scores table).

Natural Armor: This shows by what amount the onaryx's base natural armor bonus increases with each age category.

Combat: The Onaryx Attacks and Speeds table lists the attacks an onaryx can employ and the damage it deals. It also lists the distance of an onaryx's sonic cry. Additional sonic cries described below are gained as the onaryx's reaches a specific age categories.

Fly Speed: An onaryx's fly speed increases as indicated, according to its size.

Claws: These primary attacks deal the indicated damage plus the onaryx's Strength bonus.

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 10 + 1/2 onaryx's HD + onaryx's Constitution modifier, though the type of save required depends on the type of cry it uses, as noted in the descriptions of each cry below.



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. Alternately, an onaryx with class levels can learn any of the cries below in place of a feat that it would normally gain, provided it meets the minimum age level for learning the sonic cry. It cannot exchange feats that must be chosen from a specific list, such as a wizard's item creation or metamagic bonus feats or a fighter's bonus combat feats.

Mature Cries

The following cries can be selected by a mature or older 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, as a *shatter* spell (Fortitude negates), using the onaryx's HD as its caster level.

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 HD; 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, +1 point per HD of the onaryx.

Ravenger Cries

The following cries can be selected by a ravenger or older onaryx.

Disorientating (Ex): Targets struck by this subsonic cry become dizzy and disoriented for 1 round, losing all sense of direction (Fortitude negates). They treat all creatures as if they had concealment, and whenever they attempt to move there is a 50% chance each time they leave a square that they move in a random direction rather than their intended direction. If they remain stationary for the entire round, there is a 50% chance they fall prone at the end of their turn.

Echolocate (Ex): Using this ability, the onaryx sends forth sonic frequencies that bounce of its surroundings, allowing it to perceive creatures and within the area of its cry as if it had blindsight until the end of its turn, and as if it had blindsense for an additional 1d4 rounds thereafter. This sensory effect persists within the area of the cry and does not follow creatures that leave that area.

Maddening (Ex): The onaryx's sonic cry completely disrupts creatures' thought patterns, causing them to become confused (as *confusion*) for a number of rounds equal to one-half the onaryx's HD (Will negates).

Sickening (Ex): The onaryx's sonic cry causes targets to become sickened for a number of rounds equal to its HD (Fortitude negates).

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 nonlethal sonic damage, +1 point per HD of the onaryx.

Titan Cries

The following cries can be selected by a titan or older onaryx.

Concussive (Ex): The onaryx screeches out a concussive hypersonic blast that causes creatures' conscious minds to shut down, dazing them for 1d4 rounds (Will negates) and dealing 5d6 points of nonlethal sonic damage, +1 point per HD of the onaryx.

Crippling (Ex): This wave of destructive sonic energy disrupts tissue, deadens reflexes, and shatters bone, dealing 1d4 points of Strength or Dexterity damage (as chosen by the onaryx) to all creatures in the area (Fortitude negates).

Stupefying (Ex): This wave of transonic signals disrupts targets' rational capacity for thought, causing them to take a -4 penalty to their Intelligence, Wisdom, or Charisma score (as chosen by the onaryx) for one hour (Will negates). This penalty does not stack with multiple failed saves, but a creature failing its save while already taking a penalty to one of these ability scores instead takes the same penalty to a different mental ability score chosen randomly.

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 HD 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 HD, 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 *geas, 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 martial weapons as well as modern firearms, tech-based martial weapons, and explosives (including arc guns, atom rifles, EMP guns, gravity guns, Id guns, laser guns, null blades, monowhips, paralytic needlers, plasma guns, plasma javelins sonic guns, stun guns, vortex guns, x-lasers, and zero guns; see Technological Weapons in the official *Pathfinder Roleplaying Game* guide to technology for further details on such weapons).

Fast Healing (Su) An onaryx has fast healing equal to ½ its racial hit dice.

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 Fly 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 critical threats dealt to the target are automatically confirmed.

Onaryx Senses (Ex) Onaryx have darkvision 60 ft. and blindsense 90 ft. They see four times as well as a human in dim light and twice as well in normal light.

Wing Jumper: Deft at using their wings to propel themselves, onaryx gain a +4 racial bonus on Acrobatics checks to jump and take no armor check penalty on Acrobatics checks made to jump, whether from wearing armor or carrying a medium or heavy load.

Onaryx Age Categories

Age Category	Age in Years	CR	Size	Hit Dice	Natural Armor	Sonic Cry
Mature	15	+0	Base	Base	Base	+1
Ravager	16-50	+1	Base	Base +3	Base	+2
Dread	26-70	+3	Base + 1	Base +5	Base + 2	+4
Titan	76-125	+5	Base + 1	Base +8	Base + 5	+6
Elder	126-250	+7	Base + 2	Base +11	Base + 8	+8

Onaryx Ability Scores

Age Category	Str	Dex	Con	Int	Wis	Cha
Mature	—	—	—	—	—	—
Ravager	+2	—	—	—	—	—
Dread	+4	—	+2	—	—	+2
Titan	+8	-2	+4	—	+2	+2
Elder	+12	-2	+6	+2	+2	+4

Onaryx Attacks and Speeds

Size	Fly Speed	Maneuverability	Claws	Sonic Cry
Medium	90 ft.	Good	1d6	60 ft.
Large	120 ft.	Good	1d8	90 ft.
Huge	150 ft.	Average	2d6	120 ft.

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
Init +3; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 22 (3d10+6)
Fort +3, **Ref** +6, **Will** +3
Immune mind-affecting effects

Offense

Speed 20 ft., climb 20 ft., swim 30 ft.
Melee 2 arms +7 (1d3–1), 2 tentacles +2 touch (1d6 acid plus revolting touch)
Special Attacks revolting touch

Statistics

Str 8, **Dex** 17, **Con** 14, **Int** 13, **Wis** 10, **Cha** 12
Base Atk +3; **CMB** +5; **CMD** 14 (18 vs. disarm, can't be tripped)
Feats Agile Maneuvers, Nimble Moves[B], Weapon Finesse
Skills Acrobatics +9 (+5 when jumping), Climb +13, Knowledge (any one) +3, Perception +10, Stealth +12, Swim +13; **Racial Modifiers** +4 Acrobatics, +4 Perception
Languages Common, Oulbaene; limited telepathy (30 ft.)
SQ amphibious, multi-limbed

Special Abilities

Limited Telepathy (Su) An oulbaene can mentally communicate with any other telepathic creature within 30 feet. This ability is otherwise identical to the telepathy ability.

Multi-Limbed (Ex) An oulbaene has six lower and four upper tentacular appendages. Its lower limbs cannot be used to attack but provide it with Nimble Moves as a bonus feat. Two of its upper limbs serve as its primary arms, the other two upper limbs are tentacles that can be used to deliver a specialized secondary touch attack. These tentacles cannot be used to wield weapons but can manipulate or hold items (including a buckler, but no larger shields); unlike its arms, the tentacles do not allow it to use extra arm slots. Suckers on its limbs enable an oulbaene to climb sheer surfaces and provide a +4 bonus to its CMD vs. disarm attempts.

Revolting Touch (Ex) A creature touched by the slimy tentacle of an oulbaene is sickened for 1d3 rounds (DC 13 Fortitude negates). A creature that succeeds on its initial saving throw is immune to that oulbaene's revolting touch for 24 hours. A creature already sickened must save again each time it is struck by an oulbaene's revolting touch, 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. The save DC is Constitution-based.

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.



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 +10; **Senses** blindsight 60 ft., darkvision 60 ft.; Perception +17

Defense

AC 25, touch 17, flat-footed 18 (+6 Dex, +1 dodge, +8 natural)
hp 142 (15d10+60)
Fort +11; **Ref** +15; **Will** +12
Immune electricity, fire, paralysis, sleep; **SR** 22

Offense

Speed 30 ft.
Melee bite +19 (2d6+4), 2 claws +19 (1d8+4), tail slap +17 (2d6+2)
Ranged explosive egg +21 (4d6 electricity and fire)
Special Attacks explosive eggs

Statistics

Str 19, **Dex** 23, **Con** 18, **Int** 14, **Wis** 17, **Cha** 12
Base Atk +15; **CMB** +19; **CMD** 36
Feats Dodge, Great Fortitude, Improved Initiative, Improved Vital Strike, Multiattack, Point-Blank Shot, Precise Shot, Vital Strike
Skills Acrobatics +15, Climb +15, Escape Artist +15, Intimidate +19, Knowledge (arcana) +20, Perception +17, Spellcraft +20, Stealth +17
Languages Draconic, Terran
SQ arcane conversion, blind

Ecology

Environment any wasteland
Organization solitary, pair or colony (3–8)
Treasure standard

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 into material for explosive eggs, it adds 1d6 points of damage per spell level to an explosive egg it produces; an evocation spell converted this way adds 2d6 points of 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 4d6 points of electricity and fire damage (plus extra damage from its arcane conversion, no save). The egg deals half the total damage to all creatures in a 10-foot radius (DC 21 Reflex halves). A pelkrev begins combat with 4 eggs and can produce a new egg as a move action. The save DC is Constitution-based.

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; **Senses** Perception +28

Defense

AC 29, touch 16, flat-footed 23 (+9 armor, +6 Dex, +4 natural)
hp 230 (20d8+140)
Fort +21, **Ref** +14, **Will** +19
Defensive Abilities deflecting sword, improved uncanny dodge

Offense

Speed 30 ft.
Melee *+1 keen plasma sword* +25/+20/+15 (6d8 electricity and fire/17–20), slam +18 (2d6+4 plus grab)
Special Attacks energy sword, pentorfin troll conversion, telekinetic disarm
Spell-Like Abilities (CL 20th; concentration +25)
At will—*telekinesis* (DC 20)
3/day—*dominate person* (DC 20), *quickened telekinesis* (DC 20)
1/day—*dominate monster* (DC 24), *reverse gravity*

Statistics

Str 26, **Dex** 23, **Con** 25, **Int** 18, **Wis** 28, **Cha** 21
Base Atk +15; **CMB** +23 (+27 disarm or grapple); **CMD** 39 (41 vs. disarm)
Feats Combat Expertise, Combat Reflexes, Dazzling Display, Greater Disarm, Improved Disarm, Intimidating Prowess, Iron Will, Martial Weapon Proficiency[B] (longsword), Quicken Spell-Like Ability (telekinesis), Shatter Defenses, Weapon Focus (longsword)
Skills Acrobatics +26, Diplomacy +21, Intimidate +33, Knowledge (local) +21, Perception +28, Sense Motive +28, Survival +21
Languages Common, Draconic, Infernal, Pentorfin
SQ armor training 4

Ecology

Environment any land
Organization solitary or squad (1 plus 2–16 pentorfin trolls)
Treasure double (pentorfin armor [equivalent to mithral full plate], *+1 keen plasma sword*, *cloak of protection +2*, other treasure)

Special Abilities

Armor Training 4 (Ex) This ability functions like the fighter class feature, allowing a pentorfin overlord to move at normal speed while wearing heavy armor, increasing the maximum Dexterity bonus allowed by his armor by 4, and decreasing his armor check penalty by 4 (to a minimum of 0).

Deflecting Sword (Ex) While wielding his plasma sword, a pentorfin overlord can expend one use of Combat Reflexes to grant himself a +4 deflection bonus to his Armor Class 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 grant his plasma sword the *brilliant energy* weapon special quality. When he does so, he cannot use his deflecting sword ability to deflect physical attacks (he still can deflect rays and other purely magical attacks). 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 25 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. The save DC is Charisma-based.

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: **AC** increase natural armor by +2; **Attacks** gain slam attack per the base creature's size **Special Attacks** grab, pentorfin troll conversion (+4 bonus to save DC); **Ability Scores** +4 bonus to Str, Dex, and Con; **Special Qualities** considered to be under the effects of *dominate monster* when in the presence of a pentorfin overlord.

Plasma Ooze

This amorphous blob of violet energy ripples like a globe of floating liquid. It periodically lashes out with tendrils of blue light.

Mythic Plasma Ooze
CR 20/MR 8

XP 307,200
N Gargantuan ooze (mythic)
Init +2; **Senses** blindsight 60 ft., x-ray vision[MA]; Perception –5
Aura magnetic pulse (30 ft., DC 28)

Defense

AC 16, touch 8, flat-footed 14 (+2 Dex, +8 natural, –4 size)
hp 347 (21d8+253)
Fort +15, **Ref** +9, **Will** +2
Defensive Abilities split (slashing or sonic, 46 hp); **DR** 20/—[MA]; **Immune** acid, electricity, bludgeoning and piercing damage, ooze traits; **Resist** cold 30

Offense

Speed fly 30 ft. (perfect)
Melee slam +25 (4d6+21 plus 4d6 electricity, 4d6 fire, and grab)
Ranged 1d4 plasma rays +13 touch (4d6 electricity and 4d6 fire/19–20/x3[MA]) or focused plasma beam +18 touch (8d6 electricity and 8d6 fire/18-20/x3[MA])
Space 20 ft.; **Reach** 20 ft.
Special Attacks constrict (4d6+21 plus 4d6 electricity and 4d6 fire), engulf (DC 34, 4d6 electricity and 4d6 fire), focus beam[MA], mythic power (10/day, surge 1d10+1), plasma furnace[MA], power surge[MA]

Statistics

Str 38, **Dex** 15, **Con** 26, **Int** —, **Wis** 1, **Cha** 1
Base Atk +15; **CMB** +33 (+37 grapple); **CMD** 45
Feats Critical Focus[MA, MF], Extra Mythic Power[MF], Potent Surge[MF], Toughness[MA, MF]
Skills Fly +4
SQ magnetic repulsion[MA], no breath

Ecology

Environment any
Organization solitary
Treasure none

Special Abilities

Augmented Critical (Ex) A mythic plasma ooze's plasma rays have a critical threat range of 19-20 and deal x3 damage on a critical hit.

Damage Reduction (Ex) A mythic plasma ooze gains DR 20/— instead of DR 10/epic.

Focus Beam (Su) As a full-round action, a mythic plasma ooze can combine its plasma rays into a single focused discharge. It gains a +5 competence bonus to its attack roll with this beam, dealing 8d6 points of electricity and 8d6 points of fire damage on a hit, with a critical threat range of 18-20. A mythic plasma ooze can also spend two uses of its mythic power when using its focused beam to increase its competence bonus to the attack roll to +10, increase damage to 8d10 points of electricity and fire damage, and increase its critical threat range to 15-20 for that attack.

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 free action, the ooze makes a combat maneuver check against all metallic creatures, all creatures wearing metal armor, and all creatures wielding metal weapons within 30 feet. If it beats the CMD of a metal or armored creature with this check, that creature 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 free action. If it beats the CMD of a creature wielding a metal weapon, 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 is supernatural in nature and affects all metal objects.

Magnetic Repulsion (Su) At the start of a mythic plasma ooze's turn as a free action, it can invert the polarity of its magnetic pulse ability, allowing it to push metal or metal-armored creatures or objects away rather than pulling it towards themselves. Metal or partially metal projectiles, including arrows, bolts, and sling bullets, are harmlessly deflected, and metal or metal-armored creatures trying to move towards the ooze are affected as *repulsion* (DC 28 Will

negates). This effect lasts until the beginning of the ooze's next turn. The save DC is Constitution-based.

Mindless Critical Focus (Ex) A mythic plasma ooze gains Critical Focus as a bonus feat, even though it is mindless.

Mindless Toughness (Ex) A mythic plasma ooze gains Toughness as a bonus feat, even though it is mindless.

Plasma Furnace (Ex) When a mythic plasma ooze constricts or engulfs one or more creatures or objects, it can spend one use of its mythic power to increase the electricity and fire damage it deals with these attacks to 4d10 rather than 4d6 for 1 minute. This electricity and fire damage ignores energy resistance or immunity as well as the hardness of non-mythic objects.

Plasma Ray (Su) As a standard action, a plasma ooze can fire 1d4 plasma rays at up to 4 separate targets within 60 feet (no more than one ray can attack a single creature). Each ray deals 4d6 points of electricity damage and 4d6 points of fire damage on a hit.

Power Surge (Ex) When a mythic plasma ooze attacks a creature that has immunity or resistance to electricity or fire damage, it can spend one use of its mythic power to ignore that creature's resistance for 1 minute or their immunity for 1 round.

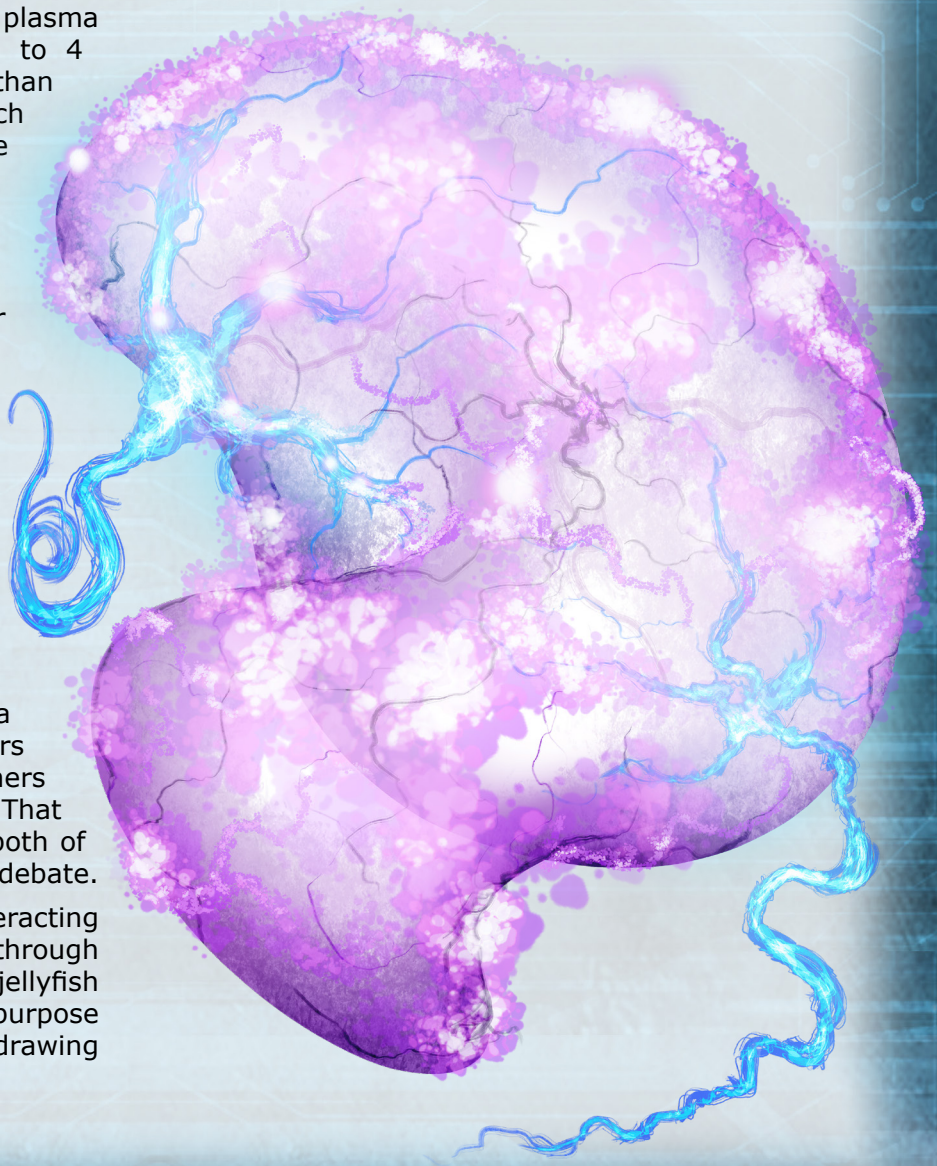
X-ray Vision (Su) As described in the New Universal Monster Rules in the Mythic Monsters chapter of *Pathfinder Roleplaying Game Mythic Adventures.*

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 +2; **Senses** darkvision 60 ft.; **Perception** +8

Defense

AC 16, touch 13, flat-footed 13 (+2 Dex, +1 dodge, +3 natural)
hp 35 (5d10+10)
Fort +3; **Ref** +8; **Will** +4
Immune electricity, elemental traits, fire
Weaknesses vulnerability to cold

Offense

Speed 50 ft.
Melee slam +9 (1d6+1 plus plasma burn)
Special Attacks plasma burn

Statistics

Str 13; **Dex** 18; **Con** 14; **Int** 5; **Wis** 11; **Cha** 10
Base Atk +5; **CMB** +6; **CMD** 20
Skills Acrobatics +12, Fly +9, Perception +8, Stealth +12
Feats Dodge, Mobility, Spring Attack, Weapon Finesse[B]
Languages Auran, Ignan
SQ zero-G propulsion

Special Abilities

Plasma Burn (Ex) The energized plasma of its body clings to the target for 1d4 rounds (DC 14 Reflex negates), dealing an additional 1d4 points of damage each round. This damage is half electricity damage and half fire damage. If the target fails its save on a critical hit by the plasmin, it can choose to double this burn damage or deal normal burn damage and cause the target to be staggered for as long as the burn continues. The target can attempt a DC 14 Fortitude save each round at the end of its turn to end the staggered effect; this does not require an action. As a full-round action, the target can extinguish the burning plasma with a successful DC 14 Reflex save, with a +4 bonus for dropping rpone and rolling on the ground. Creatures striking the plasmin with natural weapons, melee touch attacks, or unarmed strikes must succeed on a Reflex save or be affected by this ability as if the plasmin had struck them. The save DC is Constitution-based.

Zero-G Propulsion (Ex) A plasmin gains a fly speed of 50 ft. (average maneuverability) in space or similar zero-gravity environments. They cannot fly within gravity, but they can buffer the effects of gravity allowing them to *feather fall* at will (self only).

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, Radioactive

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.

Mutant Amphisbaena Purple Worm CR 15

XP 51,200

Mutant[B5] purple worm amphisbaena[TOHC] creature

N Gargantuan aberration

Init –3; **Senses** all-around vision, darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +23

Defense

AC 27, touch 3, flat-footed 27 (–3 Dex, +24 natural, –4 size)

hp 256 (19 HD; 3d8+16d10+152)

Fort +19, **Ref** +8, **Will** +3

Defensive Abilities split; **Immune** mind-affecting effects, radiation; **Resist** cold 10

Offense

Speed 20 ft., burrow 20 ft., swim 10 ft.

Melee 2 bites +34 (4d8+18/19–20 plus grab plus radiation), 2 claws +33 (2d6+18), sting +34 (2d8+18)

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

Special Attacks poison, special attacks, swallow whole (4d8+18, AC 22, 25 hp)

Statistics

Str 47, **Dex** 4, **Con** 27, **Int** 1, **Wis** 4, **Cha** 8

Base Atk +19; **CMB** +41 (+43 bull rush, +45 grapple); **CMD** 48 (50 vs. bull rush, can't be tripped)

Feats Awesome Blow, Crippling Critical[APG], Critical Focus, Improved Bull Rush, Improved Critical (bite), Power Attack, Staggering Critical, Weapon Focus (bite), Weapon Focus (sting)

Skills Perception +23, Swim +26

SQ deformities (spasms), mutations (armored, feral, radioactive bite, greater rage, sealed mind)

Ecology

Environment any underground or radioactive wasteland

Organization solitary

Treasure incidental

Special Abilities

Mutant Spasms (Ex) When the worm fails a Reflex save, for 1 round it can't take attacks of opportunity or immediate actions and loses its Dexterity bonus to AC, on ranged attack rolls and attack rolls made using finesse weapons, and on ability checks and skill checks.

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 man's face heralds the arrival of a ghastly horror. What was once human 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 14/MR 5

XP 38,400
CE Large aberration (mythic, shapechanger)
Init +11; **Senses** all-around vision, blindsight 60 ft., scent; Perception +23
Aura frightful presence (30 ft., DC 22), unnatural aura (30 ft.)

Defense

AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size)
hp 264 (16d8+152); regeneration 10 (acid, electricity, or fire; ceases during hibernation)
Fort +19, **Ref** +14, **Will** +18
Defensive Abilities hard to kill[MA], split (acid, electricity, or fire; 10 hp); **DR** 10/epic; **Immune** ability damage, ability drain, bleed, cold, death effects, disease, mind-affecting effects, ooze traits, petrification, sonic attacks
Weaknesses vulnerable to acid, electricity, and fire

Offense

Speed 40 ft.
Melee 2 extremities +20 (1d8+7/19-20/×3 plus grab), bite +19 (2d6+10) or feeding tendril +14 (1d3 plus attach, blood drain, and infection)
Space 10 ft.; **Reach** 10 ft. (20 ft. with feeding tendril)
Special Attacks blood drain (1d3 Con), infection[MA] (DC 25), mythic power (5/day, surge +1d8)

Statistics

Str 25, **Dex** 14, **Con** 24, **Int** 24, **Wis** 18, **Cha** 18
Base Atk +12; **CMB** +20; **CMD** 32 (can't be tripped)
Feats Cleave[MF], Great Fortitude, Improved Critical (extremities)[MF], Improved Initiative[MF], Lightning Reflexes, Power Attack, Weapon Focus (extremities)
Skills Acrobatics +21, Bluff +28, Climb +17, Diplomacy +20, Disguise +28, Intimidate +23, Knowledge (dungeoneering) +31, Knowledge (nature) +31, Perception +23, Sense Motive +20, Stealth +29, Swim +26; **Racial Modifiers** +8 Bluff, +8 Disguise, +8 Stealth, +16 all Knowledge skills
Languages Elder Thing (can't speak); *telepathy* (only with other qomoks, 100 ft.)
SQ alter shape[MA], assimiliate[MA], assimilated knowledge, compression, hibernation, no breath

Ecology

Environment warm and temperate land
Organization solitary or invasion (2–5)
Treasure none

Special Abilities

Alter Shape (Ex) When a qomok attacks, its body bursts open to display a variety of strange and terrifying body parts and portions of anatomy—claws, tentacles, insectoid limbs, eyes, teeth, horns, partially- or fully-formed animal heads, humanoid faces—from creatures it has assimilated and replicated. This ghastly transformation immediately triggers its frightful presence ability. A qomok can alter its shape in the following ways:

- As a full-round action, during which it is completely helpless, a qomok can perfectly mimic the last creature it assimilated. A qomok can use this ability to assume the appearance of specific individuals, much like a doppelganger's perfect copy ability. 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) the languages known by the victim and gains the use of all of the victim's defensive and offensive abilities, but not feats, traits, supernatural abilities, spellcasting, spell-like abilities, or extraordinary abilities, and cannot gain immunity or resistance to acid, electricity, or fire through this ability. A qomok uses its victim's bonuses and DCs when it uses an ability it does not already possess. A qomok also gains any weaknesses, such as light blindness or light sensitivity, and vulnerabilities of the creature for as long as it continues to mimic it. A qomok also

replicates the appearance of any 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. A qomok can only replicate living, organic material.

- As a swift action, a qomok can extend the reach of one of its extremities' or its bite attack by 10 feet until the beginning of its next turn. A qomok can also expend one use of mythic power as a swift action to extend all of its melee attacks by 10 feet until the beginning of its next turn.
- 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 40 ft., fly 60 ft. (poor), or swim 40 ft. It can only maintain body parts for one of these four forms of movement at a time.
- As a swift action, a qomok can gain one of the following special attack forms. A qomok can maintain up to 6 of these replicated special attack forms at one time, and it can end any number of them as a free action. Additionally, if any of the special attacks require a saving throw, a qomok can expend one use of mythic power as a free action to force its target to roll two saves and keep the lower result.
    - attach (bite)
    - constrict (1d8+7)
    - distraction (DC 25)
    - engulf (DC 25, 1d6 acid)
    - fast swallow (1d6 acid, AC 17, 26 hp)
    - grab
    - pounce
    - pull (feeding tendril or tentacle, 10 ft.)
    - push (slam, 10 feet)
    - rake (2 claws +20, 1d8+7)
    - rend (2 natural attacks, 1d8+10)
    - smother
    - stench (DC 25, 2d6 rounds)
    - strangle
    - trample (1d8+10, DC 25)
    - trip

Assimilate (Ex) When a qomok slays a Small, Medium, Large, or Huge living creature (excluding non-native outsiders, oozes, plants, and creatures that do not have blood) with its blood drain attack, it reduces its victim to a gelatinous sludge that the qomok can absorb as a full-round action to assimilate that creature. An assimilated creature does not contract the qomok's alien infection (see below) and transform into a qomok. Instead, an assimilated creature's body is completely annihilated and can only be restored to life using *miracle*, *true resurrection,* or *wish*. However, if a qomok kills a creature with its feeding tendril and is prevented from—or chooses not to—assimilate its victim's body, the victim's remains automatically contract the qomok's alien infection. After it assimilates a creature, a qomok has detailed information about the victim's identity and personality and has access to all of the victim's memories. A qomok does not gain access to a victim's abilities unless it uses its alter shape ability to mimic its victim's form.

Assimilated Knowledge (Ex) A qomok absorbs an incredible amount of knowledge from its assimilated victims over its long existence. It adds its HD on all Knowledge checks and can make all Knowledge checks untrained.

Extremities (Ex) When a qomok attacks, it generates various extremities that end in claws, pincers, bludgeoning protrusions, spikes, tentacles, or talons as a free action. Regardless of which attack form a qomok generates or what size a qomok assumes, the base damage for its extremities natural attack is 1d8.

Feeding Tendril (Ex) A qomok generates a long, ropey feeding tendril that it uses to drain blood and assimilate other creatures by pumping them full of the qomok's alien genetic material. A feeding tendril has a reach of 20 feet, strikes as a melee attack, and uses the qomok's Dexterity modifier on its attack roll instead of its Strength modfier. A qomok's feeding tendril attack automatically succeeds if the qomok successfully pins its target or its target is paralyzed, stunned, or otherwise helpless. A feeding tendril has 10 hit points, DR 5/slashing, a Break DC of 18, an effective Strength of 13, CMB +13, and CMD 25. If a feeding tendril is destroyed, a qomok can generate a replacement as a swift action.

Frightful Presence (Ex) A qomok's frightful presence ability is triggered when it uses its alter shape ability to adopt a strange and terrifying form.

Hard to Kill (Ex) A qomok does not age, nor does it need to eat, breathe, or sleep. Only violence can bring about the death of one of these creatures. A qomok is incredibly hard to kill, for each individual cell is effectively a separate living organism, and if the creature is not killed by acid, electricity, or fire damage it will eventually fully heal. A qomok reduced to negative hit points by acid, electricity, or fire damage does not gain the dying condition but enters a state of hibernation (as described below). A qomok is only truly destroyed when its hit points are reduced to its negative Constitution score times its mythic tier (–24 x 5 = –120 hp) by acid, electricity, or fire damage.

Hibernation (Ex) If a qomok is reduced to negative hit points by acid, electricity, or fire, or if it becomes trapped in an extremely cold environment (trapped under solid ice, sub-freezing liquid, or ejected into the vacuum of deep space) for more than 5 minutes, it enters a state of involuntary hibernation. While in this state, it can take no actions, is helpless, and its regeneration ability ceases to function. The qomok also appears dead to most observers, though a successful DC 44 Heal check detects faint signs of life. A qomok forced into hibernation after taking acid, electricity, or fire damage awakens in 4d6 hours (after its charred remains cool). A qomok forced into hibernation due to extreme cold 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 Con damage from a qomok's blood drain attack (and does not die) or a creature makes a successful bite attack against a qomok, it must succeed on a DC 25 Fortitude save or contract an exceptionally virulent alien infection that eventually transforms the creature into a qomok. This is a disease effect. After an infected creature transforms into a qomok, it can only be restored to life using *miracle*, *true resurrection,* or *wish*. A qomok can also expend two uses of mythic power as a free action to expose a creature to its alien infection with a mere touch (delivered either as part of a natural attack, as a separate melee attack using the qomok's highest base attack bonus, or as an out-of-combat action to touch an unsuspecting creature).

Alien Infection: Blood drain, successful bite attack against the qomok, or qomok's touch—injury or contact; *save* Fortitude DC 25; *onset* immediate; *frequency* 1/minute; *effect* victim transforms into a qomok after failing 3 Fortitude saves; *cure* 3 consecutive saves. The save DC is Constitution-based.

The alien infection works insidiously, with the victim often feeling and showing no signs of discomfort. Anyone who examines the victim and succeeds on a DC 44 Heal check identifies the alien infection. 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. Infected creatures that die before transforming into a qomok rise as a qomok 1d6 minutes after death. Creatures killed and reduced to sludge by a qomok's blood drain attack—even those normally immune to diseases—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.

Split (Ex) A qomok splits into two identical copies of itself when it suffers acid, electricity, or fire damage that reduces it to less than half of its current hit points. If a qomok is taking continuous acid or fire damage when it splits only one of the copies continues to suffer the continuous damage. Each copy has half of the original's remaining hit points (rounded down) and each time a qomok splits it decreases one size category, though it cannot decrease below Diminutive. This decrease in size changes the qomok's statistics as the *reduce person* spell. A Tiny or Diminutive qomok 's Intelligence score drops to 2, and it can only attack with its feeding tendril. A Tiny or Diminutive qomok becomes focused on self-preservation and generally avoids combat unless it can attack without endangering itself. A qomok reduced to less than 10 hit points cannot split itself further. Two or more copies of the same qomok can merge as a move action, and the copies that merge combine their total remaining hit points. A qomok increases one size category for each copy that merges.

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 outcroping 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 +10; **Senses** darkvision 60 ft.; **Perception** +13

Defense

AC 22, touch 17, flat-footed 15 (+6 Dex, +5 natural, +1 size)
hp 59 (7d8+21)
Fort +9; **Ref** +8; **Will** +7
DR 15/magic; **SR** 17

Offense

Speed 20 ft.
Melee bite +6 (1d4-1)
Special Attacks infest
Spell-like Abilities (CL 7th, concentration +9)
3/day—*calm emotions* (DC 14), *suggestion* (DC 15)
1/day—*dominate person* (DC 17)

Statistics

Str 9, **Dex** 22, **Con** 16, **Int** 18, **Wis** 16, **Cha** 14
Base Atk +5; **CMB** +3; **CMD** 13
Feats Great Fortitude, Improved Great Fortitude, Improved Initiative, Toughness
Skills Knowledge (history) +11, Knowledge (the planes) +11, Knowledge (local) +14, Sense Motive +10, Perception +13, Spellcraft +14, Stealth +24, Swim +9; **Racial Modifiers** Stealth +4
Languages Queborrin

Ecology

Environment any
Organization solitary, community (up to several hundred infected hosts), or planet (usually an entire planet's populace)
Treasure none

Special Abilities

Enhance Host (Ex): A creature hosting a queborrin gains spell resistance equal to 13 plus one-half the host's Hit Dice (maximum 23). This spell resistance is increased by 4 against mind-affecting effects, but it does not apply to the infesting queborrin's spell-like abilities.

Infest (Ex): As a full-round action that provokes an attack of opportunity, the queborrin is able to burrow into the skin of a host using its bite attack. If the attack succeeds the aberration enters the host and wraps itself about the spinal cord of the creature. Physical attempts at removing this creature invariably result in the death of the host. It can be safely removed only with *heal*, *miracle, limited wish,* or *wish*, which destroy the infesting queborrin.

A 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 can 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 quenborrin 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 it 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 not 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
Variant rotting wind[SB]
NE Large undead
Init +3; **Senses** all-around vision, lifesense 120 ft.; Perception +3

Defense

AC 12, touch 12, flat-footed 9 (+3 Dex, –1 size)
hp 39 (6d8+12)
Fort +4, **Ref** +5, **Will** +8
Defensive Abilities air mastery, improved evasion, natural invisibility; **Immune** swarm traits, undead traits, weapon damage
Weaknesses vulnerable to area effects, vulnerable to winds

Offense

Speed fly 60 ft. (perfect)
Melee rending wind (2d6 negative energy plus radiation rot)
Space 10 ft.; **Reach** 0 ft.
Special Attacks befouling presence, distraction (DC 15)

Statistics

Str —, **Dex** 16, **Con** —, **Int** —, **Wis** 16, **Cha** 14
Base Atk +4; **CMB** +5; **CMD** 18 (can't be tripped, grappled, or bull rushed)
Feats Ability Focus[B] (radiation rot)
Skills Fly +9, Perception +3
SQ swarm-like

Ecology

Environment any
Organization solitary or storm (2-6)
Treasure incidental

Special Abilities

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against a rotting wind.

Befouling Presence (Su) All normal plant life and liquid within the same space as a radioactive wind at the end of its turn are blighted and cursed. Normal vegetation is affected as *diminish plants*, while plant creatures take double damage from its rending wind and can be affected by its radiation rot. Unattended liquids are tainted as *putrefy food and drink*.

Rending Wind (Su) A radioactive wind deals its rending wind damage to creatures in its space at the end of its turn. It also damages creatures entering its space on their turn. Creatures damaged by its rending wind are exposed to its radiation rot.

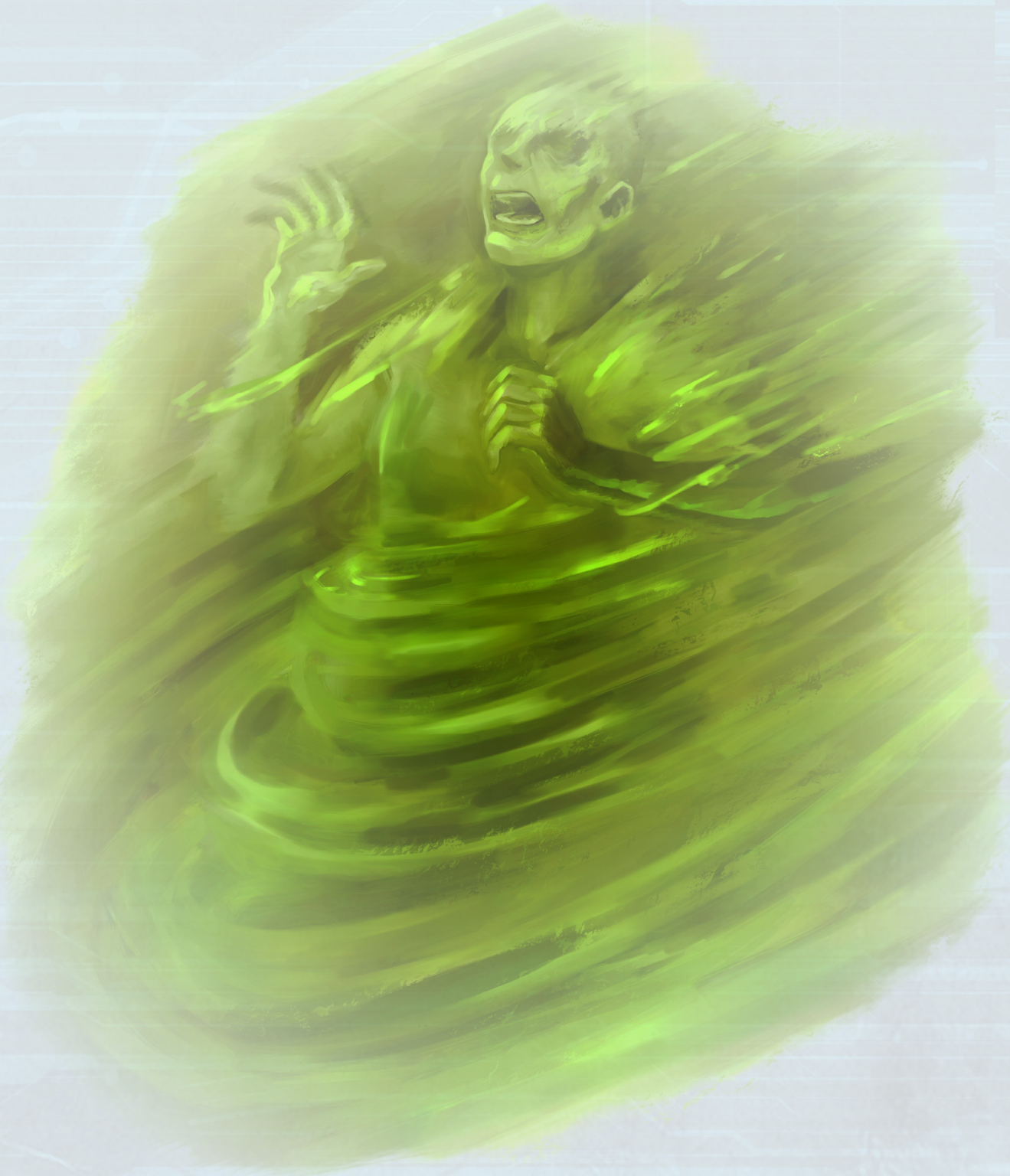
Seep (Su) A rotting wind is a gaseous creature and can slip through tiny cracks into any area that is not airtight, though it cannot pass through solid barriers.

Swarm-Like (Ex) A rotting wind has the traits of the swarm subtype, although it is not an actual swarm.

Radiation Rot (Su) Creatures are damaged by a radioactive wind are exposed to medium radiation, taking 1d4 points of Constitution drain (DC 17 Fortitude negates), with a new save required each time they take damage. Creatures failing their save acquire a supernatural curse of radiation sickness, dealing 1d4 points of Strength damage each day thereafter (DC 17 Fortitude negates). Unlike typical radiation exposure, this is a supernatural disease and a curse, and the curse must be removed before the disease can be cured (by *remove disease* or two consecutive successful Fortitude saves). The save DC is Charisma-based.

Vulnerable to Winds (Ex) A radioactive 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.

Mythic Annihilator Robot[B5] CR 20/MR 8

XP 307,200

N Gargantuan construct (mythic, robot)

Init +7/–13[MF], dual initiative[MA]; **Senses** darkvision 120 ft., low-light vision, tremorsense 60 ft.; Perception +24

Defense

AC 40, touch 10, flat-footed 36 (+3 Dex, +1 dodge, +30 natural, -4 size)

hp 350 (20d10+140 plus 100 hp force field)

Fort +12, **Ref** +12, **Will** +11; legendary[MA]

Defensive Abilities field boost[MA], fortification (50%)[MA], hardness 10, unfettered[MA]; **DR** 10/epic; **Immune** cold, construct traits; **Resist** electricity 30, fire 30

Weaknesses vulnerable to critical hits, vulnerable to electricity

Offense

Speed 50 ft., climb 30 ft.; booster jets

Melee 2 adamantine claws +31 (2d6+15/19-20)

Ranged 2 integrated chain guns +21 (8d6/×4)

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

Special Attacks combined arms, keening[MA], mythic power (8/day, surge +1d10), plasma lance, plasma overload[MA], suppressing fire, targeting computer[MA]

Statistics

Str 40, **Dex** 17, **Con** —, **Int** 14, **Wis** 13, **Cha** 1

Base Atk +20; **CMB** +39; **CMD** 57 (65 vs. trip)

Feats Combat Expertise[MF], Combat Reflexes[MF], Deadly Aim[MF], Dodge, Great Fortitude, Improved Critical (claw), Improved Initiative, Mobility, Skill Focus (Acrobatics), Weapon Focus (chain gun)[MF]

Skills Acrobatics +29 (+37 when jumping), Climb +23, Intimidate +15, Perception +24, Sense Motive +24

Languages Common

SQ ascendant[MA]

Ecology

Environment any

Organization solitary

Treasure none

Special Abilities

Ascendant (Ex) As a free action during its turn, a mythic annihilator can expend one use of mythic power to increase the save DCs of all its special abilities by half its mythic tier for 1d4 rounds.

Booster Jets (Ex) By activating its jets as a swift action, an annihilator gains a fly speed of 60 feet (poor maneuverability) for 1 minute. It can use this ability 10 times per hour.

Chain Guns (Ex) The twin chain guns mounted beneath an annihilator's head never misfire, automatically reload as a free action, and have a range of 200 feet. Microfactories inside the annihilator process scrap into new ammunition, providing effectively unlimited ammunition.

Combined Arms (Ex) When taking a full-action action, an annihilator can attack with its melee attacks and its integrated ranged attacks simultaneously.

Field Boost (Ex) By expending one use of mythic power as an immediate action, a mythic annihilator can boost the power of its force field. For each use of mythic power expended, the force field's hit points are increased by 2 times the mythic annihilator's CR. The force field's hit points cannot exceed 5 times the mythic annihilator's CR (100 hp for most mythic annihilators) at any one time through the use of this ability. Using this ability reactivates the force field if it has already collapsed.

Keening (Ex) As a move action, a mythic annihilator can strop its blades against each other, producing an ear-piercing shriek. The sound deafens, sickens, and staggers creatures within a 200-ft. spread for 1d4+1 rounds (Fortitude DC 22 negates). The save DC is Intelligence-based.

Legendary (Ex) A mythic annihilator adds half its mythic tier to its saving throws.

Plasma Lance (Ex) An annihilator can fire a 120-foot line of plasma from a tail-mounted projector. All creatures and objects in the area take 20d6 of plasma damage (Reflex DC 22 halves). The save DC is Intelligence-based.

Plasma Overload (Ex) A mythic annihilator can expend one use of mythic power while firing its plasma lance to increase the effect to 20d10 points of plasma damage. Any creature that fails it Reflex save continues to take 20d10

damage each round for the next 1-3 rounds as the plasma clings to them. A successful Reflex save in a later round halves the damage and ends the effect. Immersion in water or taking at least 25 points of cold damage (before applying immunities, resistances, or vulnerability) extinguishes the clinging plasma. The annihilator cannot fire its plasma lance for 1d4+1 rounds after using this ability.

Suppressing Fire (Ex) As a standard action, an annihilator can saturate a 100-foot cone with chain gun fire. Each target in the area sustains a single chain gun attack, including targets the annihilator cannot see. The annihilator ignores miss chances from concealment when using suppressing fire.

Targeting Computer (Ex) If a mythic annihilator foregoes making melee attacks, it adds its mythic tier to its ranged attack rolls, halves the penalties for range and Deadly Aim, and automatically confirms critical hits. This includes attacks with suppressing fire.

Unfettered (Ex) By expending one use of mythic power as a swift action, a mythic annihilator automatically dispels all non-mythic spells and technological effects affecting it. Effects from the annihilator itself are unaffected. The annihilator remains immune to ongoing non-mythic spells and technological effects until the end of its next turn, although instantaneous effects affect it normally.



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 (robot)
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +5

Defense

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)
hp 15 (1d10+10)
Fort +0, **Ref** +1, **Will** +1
Immune construct traits; **Resist** fire 5
Weaknesses fragile, vulnerable to critical hits, vulnerable to electricity

Offense

Speed 40 ft., climb 20 ft.
Melee 2 claws +3 (1d3–1)
Special Attacks explode, plasma torch

Statistics

Str 9, **Dex** 13, **Con** —, **Int** 10, **Wis** 12, **Cha** 1
Base Atk +1; **CMB** –1; **CMD** 10 (18 vs. trip)
Feats Weapon Finesse
Skills Climb +7, Disable Device +10, Perception +5, Stealth +10; **Racial Modifiers** +5 Disable Device, +5 Stealth
Languages Common, +1 additional

Ecology

Environment any
Organization solitary, pair, or colony (3–12)
Treasure none

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 points of plasma damage to all targets in a 10-foot-radius burst (Reflex DC 10 half). Half the damage dealt by plasma is fire damage, and half is electricity damage. This destroys the robot if it was still animate. The save DC is Dexterity-based.

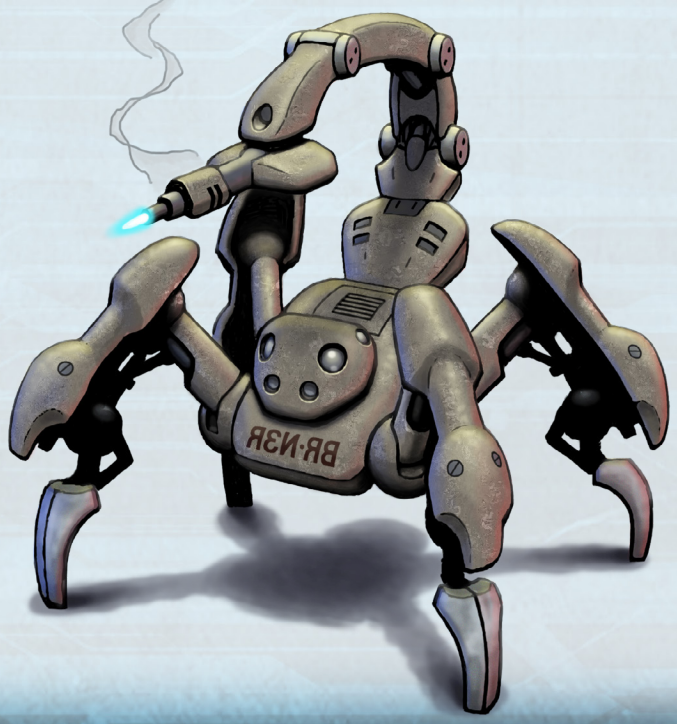
Fragile (Ex) When badly damaged, arachnid robots function poorly. An arachnid robot reduced to fewer than half its maximum hit points is staggered and moves at half speed. Further damage may cause the robot to explode.

Plasma Torch (Ex) An arachnid robot can use its arm-mounted plasma torch in two ways. First, it can use the torch to make a ranged touch attack against a target within 15 feet, dealing 1d6 points of plasma damage on a successful hit. Alternatively, the robot can emit a 15-foot cone from its torch, dealing 1d4 points of plasma damage to all targets in the area of effect (Reflex DC 10 half). The robot's plasma torch requires 1 full round to recharge between uses. Half the damage dealt by plasma is fire damage, and half is electricity damage.

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.

Mythic Gearsman Robot CR 5/MR 2

XP 1,600
Pathfinder Roleplaying Game Bestiary 5
N Medium construct (mythic, robot)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +8

Defense

AC 23, touch 12, flat-footed 21 (+2 Dex, +11 natural); +2 dodge against foes engaged with adaptive tactics
hp 62 (4d10+40)
Fort +1; **Ref** +3; **Will** +2
Defensive Abilities hardness 10; **Immune** construct traits
Weaknesses vulnerable to critical hits, vulnerable to electricity

Offense

Speed 20 ft.
Melee slam +9 (1d4+7) or mwk spear +10 (1d8+7/×3 plus 1d6 electricity)
Ranged mwk spear +7 (1d8+5/×3)
Special Attacks mythic power (2/day, surge +1d6)

Statistics

Str 20, **Dex** 15, **Con** —; **Int** 10; **Wis** 13; **Cha** 1
Base Atk +4; **CMB** +9; **CMD** 21
Feats Combat Reflexes, Power Attack[MF]
Skills Craft (any one) +8, Disable Device +9, Perception +8, Profession (any one) +7, Sense Motive +8
Languages Common
SQ adaptive learning, adaptive tactics[MA], charge weapon[MF], self-repair[MA]

Ecology

Environment any
Organization solitary, pair, or squad (3-12)
Treasure standard (masterwork spear, other treasure)

Special Abilities

Adaptive Learning (Ex) A gearsman receives skill points equal to 4 + its Int modifier per Hit Die, and treats Craft and Profession as class skills. In addition, each gearsman receives bonus skill ranks equal to its Hit Dice that can be allocated to any single skill. A gearsman may change this skill one time per day by concentrating for 1 minute, during which time it can take no other actions. Instead of receiving bonus skill ranks, a gearsman can instead gain proficiency in a single weapon. Gearsman are automatically proficient with simple weapons.

Adaptive Tactics (Ex) A mythic gearsman that has attacked or has been attacked by a creature with a melee or ranged attack since the end of its last turn gains a +2 competence bonus on attack and weapon damage rolls and its critical threat range is doubled against that creature, and a +2 dodge bonus to AC against attacks from that creature. The gearsman can receive these bonuses against any number of foes.

Charge Weapon (Ex) A gearsman charges any metal weapon (including wooden-hafted weapons) it holds with electricity, dealing +1d6 points of electricity damage on a hit. It can expend one use of its mythic power as a free action when it confirms a critical hit to deal additional electricity damage as if wielding a shocking burst weapon and also to suppress the electricity resistance (though not electricity immunity) of the target for 1d4 rounds. If the target's electricity resistance or immunity is the result of a non-mythic spell, the gearsman may roll 1d20+5, treating the result as a caster level check to dispel that effect.

Self-Repair (Ex) A damaged mythic gearsman heals damage equal to its hit dice every hour (typically 4 hit points per hour). Once per day as a full-round action, a mythic gearsman can use its nanites to heal any robot it touches of 4d6 points of damage. If used on itself, the mythic gearsman automatically heals the maximum amount (24 points of damage). A mythic gearsman can expend one use of mythic power to use its healing ability as a swift action, and this does not count against its single daily use. When using mythic power to heal, its healing touch also removes any conditions remedied by the *heal* spell.

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.

Mythic Myrmidon Robot CR 13/MR 5

XP 25,600
Pathfinder Roleplaying Game Bestiary 5
N Large construct (mythic, robot)
Init +7; **Senses** darkvision 60 ft., low-light vision, superior optics[MA]; Perception +20

Defense

AC 31, touch 12, flat-footed 28 (+3 Dex, +19 natural, -1 size)
hp 227 (15d10+80 plus 65 hp force field)
Fort +10, **Ref** +13, **Will** +10
Defensive Abilities field boost[MA], hardness 10, resilient; **DR** 10/epic; **Immune** cold, construct traits
Weaknesses vulnerable to critical hits, vulnerable to electricity

Offense

Speed 20 ft., fly 90 ft. (perfect)
Melee 2 claws +23 (1d6+9 plus grab), 2 quantum lashes +23 touch (1d10 force/17-20)
Ranged integrated laser rifle +17 touch (2d10 fire)
Space 10 ft.; **Reach** 5 ft. (20 ft. with quantum lash)
Special Attacks combined arms, constrict (1d6+9), entropic elimination[MA], mythic power (5/day, surge +1d8), overload[MA], quantum shift[MA], rockets[MA]
Spell-Like Abilities[MA] (CL 15th; concentration +16)
At will—*dimension door* (self plus 50 lbs. of objects only)

Statistics

Str 29, **Dex** 17, **Con** —; **Int** 12, **Wis** 14, **Cha** 1
Base Atk +15; **CMB** +25 (+29 grapple); **CMD** 38 (can't be tripped)
Feats Combat Reflexes[MF], Flyby Attack, Great Fortitude[MF], Improved Critical (quantum lash), Improved Initiative, Lightning Reflexes[MF], Point Blank Shot, Precise Shot
Skills Fly +27, Knowledge (engineering) +19, Perception +20
Languages Common
SQ technological

Ecology

Environment Any
Organization solitary or unit (2-6)
Treasure none

Special Abilities

Combined Arms (Ex) When taking a full-attack action, a myrmidon can attack with its melee attacks and its integrated ranged attacks simultaneously.

Entropic Elimination (Ex) Three times per day as a full-round action, a mythic myrmidon can make a ranged touch attack at a target within 100 feet. On a hit, the target is enveloped in a shimmering violet field of energy that acts as a targeted *dispel magic* followed by *disintegrate* (DC 18 Fortitude), with an effective caster level of 10th. If the mythic myrmidon expends one use of its mythic power, it can increase its effective caster level to 15th and gain the effect of *greater dispel magic.* A mythic myrmidon also may expend one use of its mythic power to increase the effect of either *dispel magic* (or *greater dispel magic*) or *disintegrate* to the mythic version of the spell. If the mythic myrmidon expends two additional uses of mythic power, both effects are treated as the mythic versions of the spells. The save DC is Intelligence-based.

Field Boost (Ex) As an immediate action, a mythic myrmidon can boost the power of its force field. For each use of mythic power expended, the force field's hit points are increased by 2 times the mythic myrmidon's CR. The force field's hit points cannot exceed 5 times the mythic myrmidon's CR (65 hp for most mythic myrmidons) at any one time through the use of this ability. Using this ability reactivates the force field if it has already collapsed.

Laser Rifle (Ex) A myrmidon's head-mounted laser rifle has a range increment of 250 feet.

Overload (Ex) As a swift action, a mythic myrmidon can double the damage of its quantum lash and laser rifle attacks until the end of its turn, after which it cannot use these attacks until the end of its next turn. Using this ability reduces the myrmidon's force field by 20 hit points. If this reduces its force field to 0 hit points, or if its force field was inactive, the mythic myrmidon takes any remainder as electricity damage.

Quantum Lash (Ex) A myrmidon's tentacles are melee touch attacks with a critical threat range of 19-20 and deal force damage on a successful hit.

They gain no damage bonus from Strength or Power Attack. A quantum lash bypasses the hardness of force effects, and if the myrmidon strikes a force effect (including a creature using an effect like *mage armor* or *shield*) with 2 or more quantum lashes it disrupts that force effect as a targeted *dispel magic* (caster level 11th). A technological force field, as used by a robot or similar creature or object, struck by 2 or more quantum lashes is suppressed for 1d10 rounds (DC 18 Fortitude negates). This save DC is Intelligence-based.

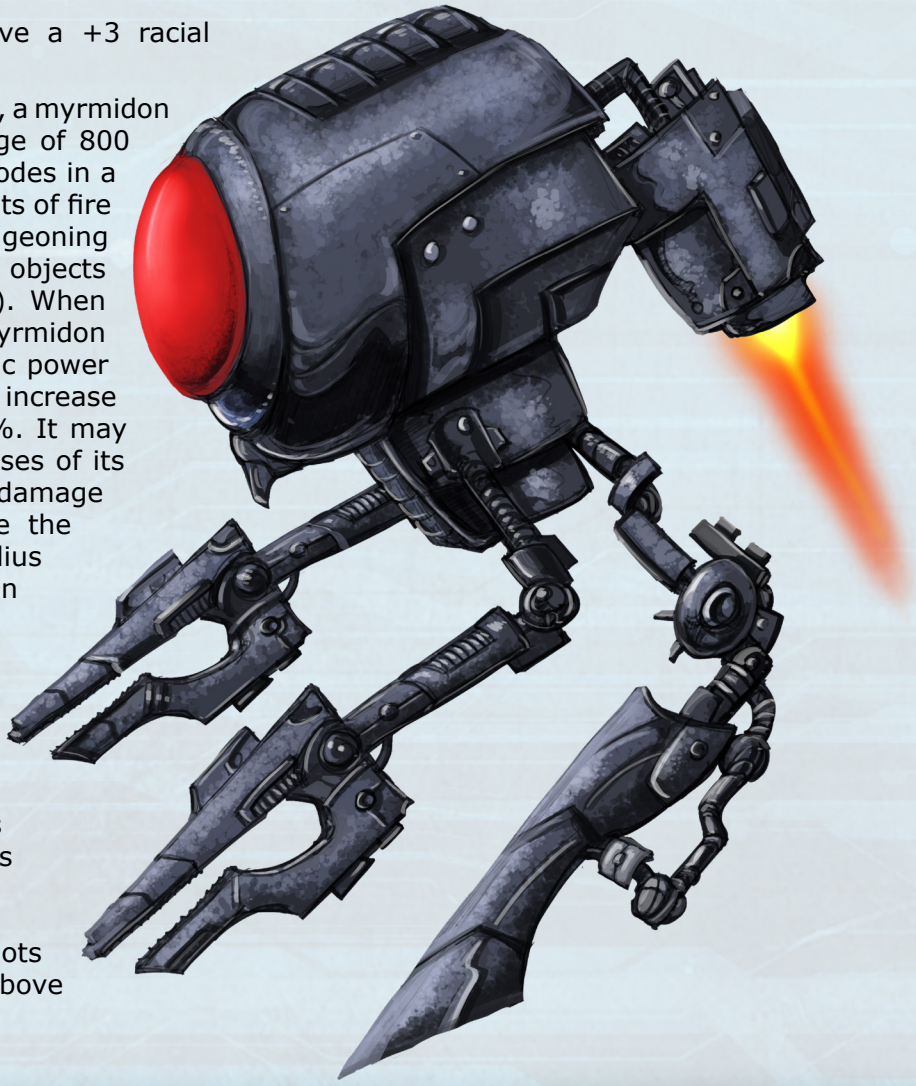
Quantum Shift (Ex) A mythic myrmidon can use *dimension door* (caster level 15th) at will, though this is a technological effect and not magical. It can expend one use of mythic power to use this ability as a swift action, while retaining the ability to take any actions it has remaining on its turn; opponents are flat-footed against the first attack a mythic myrmidon makes in the same round after using such a quantum shift.

Resilient (Ex) Myrmidons receive a +3 racial bonus on all saving throws.

Rockets (Ex) As a standard action, a myrmidon can launch a rocket with a range of 800 feet. On impact, the rocket explodes in a 30-foot-radius burst for 6d6 points of fire damage and 6d6 points of bludgeoning damage to all creatures and objects in the area (Reflex DC 18 half). When launching a rocket, a mythic myrmidon can expend one use of its mythic power to increase the save DC by 5 or increase damage from the rocket by 50%. It may instead choose to expend two uses of its mythic power to deal maximum damage with the rocket, or to increase the rocket's blast to a 60-foot-radius burst. A fully stocked myrmidon carries five rockets. It can rebuild expended rockets at the rate of one every 12 hours, using scrap metal and other scavenged components. This save DC is Intelligence-based.

Superior Optics (Ex) Myrmidons see invisible creatures or 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 AP89 CR 14

XP 38,400
N Medium construct (robot)
Init +11; **Senses** darkvision 60 ft., low-light vision, superior optics; Perception +22

Defense

AC 27, touch 17, flat-footed 20 (+7 Dex, +10 natural)
hp 254 (18d10+80 plus 75 hp force field)
Fort +6, Ref +13, Will +7
Defensive Abilities hardness 10; Immune construct traits
Weaknesses vulnerable to critical hits and electricity

Offense

Speed 30 ft., fly 60 ft. (good)
Melee 2 claws +25 (1d6+6 plus grab), 4 scalpels +25 (1d6+6/19–20), syringe +25 (1d4+6/19–20 plus poison)
Ranged integrated surgical laser +25 touch (1d6 fire/19–20)
Special Attacks constrict (1d6+9), sneak attack +3d6, syringe

Statistics

Str 22, **Dex** 25, **Con** —, **Int** 14, **Wis** 13, **Cha** 1
Base Atk +18; **CMB** +24; **CMD** 41 (45 vs. trip)
Feats Bleeding Critical, Blinding Critical, Critical Focus, Improved Critical (integrated surgical laser), Improved Critical (scalpel), Improved Critical (syringe), Improved Initiative, Vital Strike, Weapon Finesse
Skills Disable Device +11, Heal +27, Knowledge (engineering) +15, Knowledge (local) +15, Knowledge (nature) +15, Perception +22, Sense Motive +9; Racial Modifiers +8 Heal
Languages Common and any two local languages
SQ master surgeon, specialized programming

Ecology

Environment any
Organization solitary or team (2–6)
Treasure none

Special Abilities

Force Field (Ex) A surgeon robot is sheathed in a thin layer of shimmering energy that grants it 75 bonus hit points. All damage dealt to a surgeon robot with an active force field is deducted from these hit points first. As long as the force field is active, the surgeon robot is immune to critical hits. A surgeon robot's force field has fast healing 15, but once these bonus hit points are reduced to 0, the force field shuts down and doesn't reactivate for 24 hours.

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 Heal 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 Heal checks, the surgery fails and the patient takes 1d4 points of Constitution damage and is exhausted for 24 hours. The procedures a surgeon robot can perform are as follows:

- *Cure Blindness/Deafness (DC 35):* The patient's sight or hearing is restored. Required Time: 30 minutes.
- *Install Cybertech (DC = 5 + the cybertech install DC):* Cybernetic equipment is installed safely. Required Time: 20 minutes per point of implantation of the cybertech being installed.
- *Minor Surgery (DC 25):* The patient is healed of 1d8+1 points of damage. Required Time: 5 minutes.
- *Moderate Surgery (DC 30):* 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 35):* The patient is healed of 3d8+5 points of damage and is cured of blindness and deafness. Required Time: 15 minutes.

- *Critical Surgery (DC 40):* 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 = 10 + the save DC of disease or poison):* One disease or poison currently afflicting the patient is removed. Required Time: 10 minutes.

Specialized Programming (Ex) Heal is always a class skill for surgeon robots, and they gain a +8 racial bonus on Heal checks.

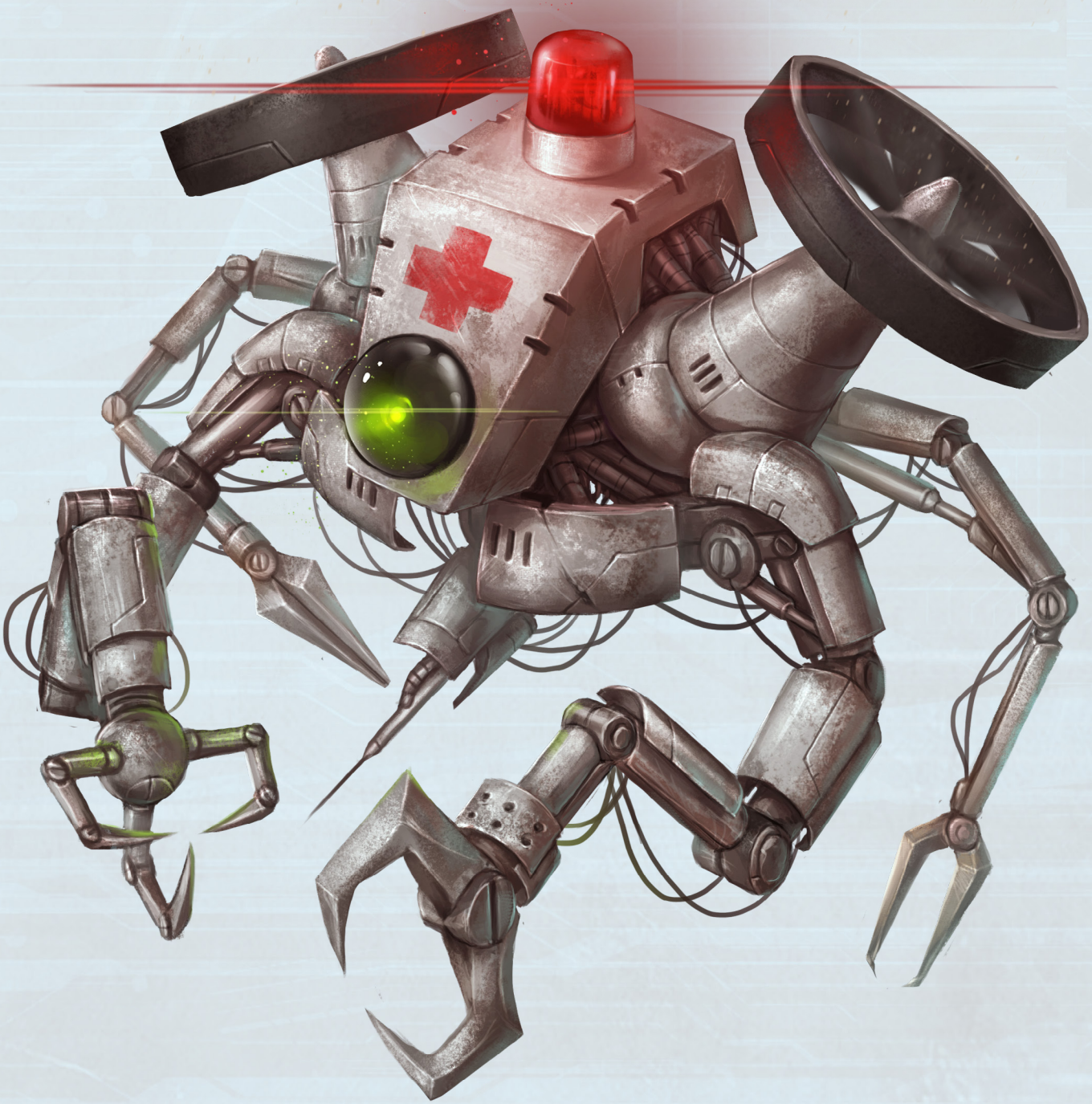
Superior Optics (Ex) Surgeon robots see invisible creatures or objects as if they were visible.

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 cardioamp, cureall, hemochem (grade III), torpinal, or zortaphen each time it uses this ability. Rules for these pharmaceuticals[TG] in the official guide to technology for the *Pathfinder Roleplaying Game.*

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.

Mythic Terraformer Robot[B5] CR 9/MR 4

XP 6,400
N Large construct (mythic, robot)
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +13

Defense

AC 26, touch 12, flat-footed 23 (+3 Dex, +14 natural, –1 size)
hp 125 (10d10+70)
Fort +5, **Ref** +6, **Will** +3
DR 5/epic; **Defensive Abilities** hardness 10; **Immune** construct traits; **Resist** acid 5, cold 5, fire 15
Weaknesses vulnerable to critical hits, vulnerable to electricity

Offense

Speed 30 ft., burrow 20 ft., climb 30 ft., fly 10 ft. (clumsy), swim 20 ft.
Melee integrated drill +17 (2d6+6/x3), slam +15 (1d6+6 plus grab), integrated laser torch +14 touch (1d6 fire)
Space 10 ft.; **Reach** 10 ft.
Special Attacks bioengineered poison[MA], breath weapon (30-ft. cone, 3d6 acid plus poison, Reflex DC 15 half, usable every 1d4 rounds), create natural disaster[MA], mythic power (4/day, surge +1d8), powerful drill[MA]

Statistics

Str 22, **Dex** 16, **Con** —, **Int** 17, **Wis** 11, **Cha** 5
Base Atk +10; **CMB** +17; **CMD** 30
Feats Acrobatic Steps, Great Fortitude, Improved Great Fortitude, Nimble Moves[M], Weapon Focus (drill)[M]
Skills Acrobatics +6, Climb +14, Fly +3, Knowledge (engineering) +20, Knowledge (geography) +16, Knowledge (nature) +20, Perception +13, Swim +14; **Racial Modifiers** +4 Knowledge (engineering), +4 Knowledge (nature)
Languages Common
SQ reprogram terrain[MA], technological wonders, terraform[MA]

Ecology

Environment any
Organization solitary, pair, trio, or team (1 plus 3–10 non-mythic terraformers)
Treasure none

Statistics

Bioengineered Poison (Ex) Whenever a mythic terraformer uses its breath weapon, it can choose to spray a specially bioengineered poison, instead of its standard poison. The mythic terraformer must choose a single creature type (and a subtype, in the case of humanoids and outsiders). Against creatures of that type, the mythic terraformer adds its Intelligence modifier to the poison's saving throw DC, and the effect changes to 1d3+1 Con. Against all other creatures, the poison's DC is reduced by 2, and its effect changes to 1d3–1.

Create Natural Disaster (Ex) As a full-round action, by expending 2 uses of mythic power, a mythic terraformer can release a cloud of nanites that performs an incredibly drastic terrain reprogramming. This mimics one of the following spells, using twice the mythic terraformer's Hit Dice as its caster level: *earthquake*, *storm of vengeance*, or *tsunami*[APG]. While the mythic terraformer's technological wonders ability does apply to these effects, their durations still expire as normal for the spell.

Poison (Ex) Breath weapon—inhaled; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

Powerful Drill (Ex) A mythic terraformer's drill is exceptionally powerful. Its damage dice are increased to 2d6, and its critical multiplier is x3.

Reprogram Terrain (Ex) Three times per day as an action that takes 1 full round, a mythic terraformer can release a cloud of nanites that mimics the effects of one of the following spells, using the terraformer's Hit Dice as the caster level: *expeditious excavation*, *soften earth and stone*, or *stone shape*. If the mythic terraformer expends one use of mythic power when it uses this ability, it does not count against the number of times it can use this ability per day, and it may choose to have the nanites replicate one of the following effects, instead of the ones normally available: *control weather*, *move earth*, *obsidian flow*[UC], *shifting sand*[APG], *spike stones*, *transmute mud to rock*, *transmute rock to mud*, or *wall of stone*. In the case of *control weather* and

shifting sand, while the mythic terraformer's technological wonders ability still applies, the effect's duration ends normally.

Terraform (Ex) A single mythic terraformer can perform permanent changes to the local environment that normally require ten terraformers working in tandem. By spending two weeks doing nothing but releasing nanites as a full-round action each round, a mythic terraformer can cause one of the following effects (mythic, robots' choice) to occur in a 1-mile radius: the terrain is shaped as per *move earth*; water in the area is altered as per *control water*; plants in the area are affected as per either *plant growth* or *diminish plants*; or the average temperature in the area is raised or lowered by 10° Fahrenheit. If three or more mythic terraformers work in tandem in the same 1-mile radius area, they can completely reshape the terrain to match any layout and topography they desire, and adjust the average temperature by up to 50° 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.

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 Medium construct (robot)
Init +3; **Senses** darkvision 120 ft., low-light vision; Perception +18

Defense

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)
hp 35 (2d10+20 plus 20 hp force field)
Fort +0, **Ref** +3, **Will** +2
Defensive Abilities hardness 10; **Immune** construct traits; **Resist** cold 5, fire 5
Weaknesses vulnerable to critical hits, vulnerable to electricity

Offense

Speed 40 ft.
Ranged integrated laser pistol +5 (1d8)

Statistics

Str 11, **Dex** 16, **Con** —, **Int** 10, **Wis** 17, **Cha** 1
Base Atk +2; **CMB** +2; **CMD** 15
Feats Skill Focus (Perception)
Skills Perception +18, Stealth +11; **Racial Modifiers** +8 Perception, +4 Stealth
Languages Common (cannot speak)
SQ sure-footed, surveillance

Ecology

Environment any
Organization solitary
Treasure none

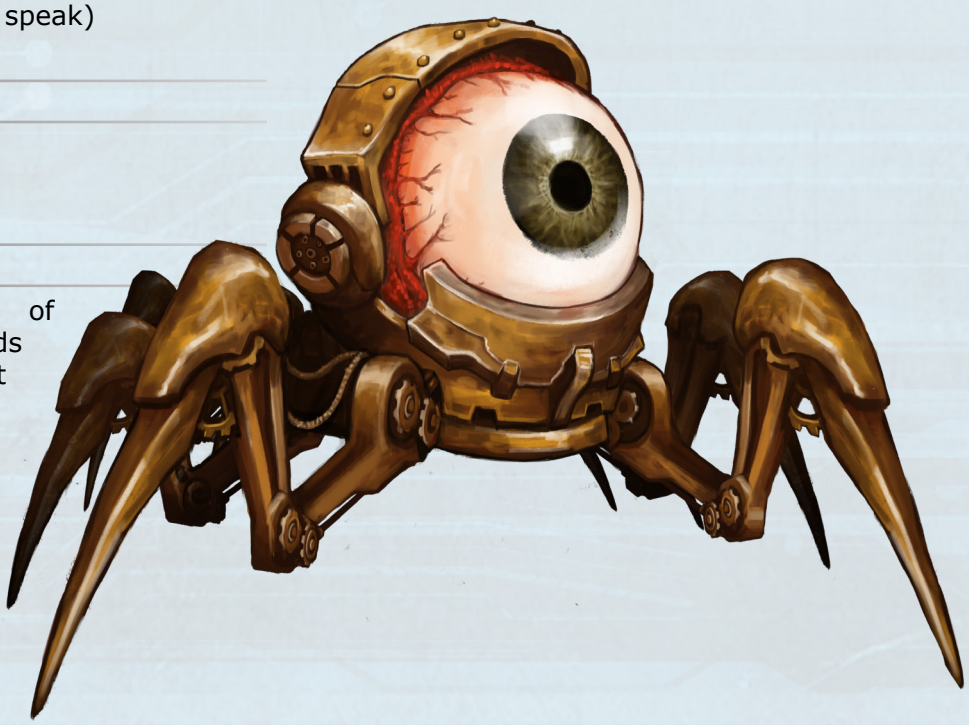
Special Abilities

Force Field (Ex) A field of shimmering energy surrounds a walking eye. Damage dealt to the robot is applied to the force field first. The force field has fast healing 2, but once the field's hit points are reduced to 0, the field collapses and does not reactivate for 24 hours.

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 and/or playing back 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 6

XP 2,400
N Large aberration (earth)
Init +4; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +12

Defense

AC 19, touch 9, flat-footed 19 (+10 natural, –1 size)
hp 68 (8d8+32)
Fort +6, **Ref** +2, **Will** +7
Defensive Abilities all-around vision, amorphous, subterranean cover, **DR** 5/piercing; **Immune** acid
Weaknesses vulnerable to earth-affecting spells

Offense

Speed 20 ft., burrow 20 ft., sand glide
Melee 4 tentacles +10 (1d3+5 plus grab and pull)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (1d3+5), grappling tentacles, pull (tentacle, 5 feet) swallow whole

Statistics

Str 20, **Dex** 11, **Con** 19, **Int** 2, **Wis** 13, **Cha** 6
Base Atk +6; **CMB** +12; **CMD** 22 (can't be tripped)
Feats Blind-Fight, Combat Reflexes, Improved Initiative, Lunge
Skills Perception +12, Stealth +7; **Racial Modifiers** +4 Perception, +4 Stealth
SQ compression, no breath

Special Abilities

Grappling Tentacles (Ex) A sand glutton attacks aboveground targets with its four tentacles, pulling grappled targets beneath the soil if it succeeds on a pull combat maneuver. The sand glutton doesn't gain the grappled condition unless all four tentacles are grappling separate victims. Targets pulled beneath the soil begin to suffocate and must first break the grapple before digging itself out of the ground (which requires a full round action). The sand glutton's tentacles are vulnerable to attacks and lose the subterranean cover ability while attacking aboveground. The tentacles have an AC of 16 (touch 10) and 10 hp. Damage to a tentacle does not affect the sand glutton's total hit points. A tentacle that suffers damage of 10 or more hp releases any grappled target and the tentacle requires 2d4 days to heal or regrow. Tentacles grappling targets above the surface do not gain DR provided by subterranean cover.

Subterranean Cover (Ex) The earth within which a sand glutton moves provides added protection from area effects. As with improved evasion, when saving vs. spells which allow Reflex saves, the creature takes no damage on a successful saving throw and half damage even if it fails. While beneath the ground, it also gains DR 5/piercing. These benefits are negated if the soil the sand glutton inhabits has been changed to a muddy consistency by magical or natural means. Likewise, burrowing creatures ignore this ability.

Swallow Whole (Ex) When a grappled target dies or loses consciousness, a sand glutton immediately retracts its remaining tentacles and uses them to draw the motionless body into its toothless maw to swallowing it whole. This requires a full round action, and the glutton withdraws from combat thereafter to digest its victim. If the target is still alive, it sustains 15 hp of acid damage per round (no save) and continues to suffocate. A corpse is totally liquefied in 1d3 days. Other items worn or possessed by the target also sustain 15 hp of acid damage per round until destroyed (no save).

Vulnerable to Earth-Affecting Spells (Ex) Certain earth-based spells may have special effects on a sand glutton while it occupies the soil.

Earthquake: The sand glutton sustains 8d6 points of bludgeoning damage and is stunned for 1d4 rounds.

Expeditious excavation[APG]: The sand glutton is effectively exposed on the surface of the ground and re-entering the soil requires a full round action.

Move earth: When cast on an area containing a burrowing sand glutton, the creature is thrown back 30 feet, stunning it for 1d4 rounds unless it succeeds on a DC 15 Fortitude save.

Shifting sand[APG]: Acts as a *slow* spell on the sand glutton.

Soften earth and stone: The sand glutton loses the benefits of its subterranean cover so long as it remains in the affected soil.

Stone shape: The creature must make a DC 15 Reflex save or be stunned for 1d4 rounds.

Thunderstomp[ACG]: Stuns a sand glutton for 1 round, no save.

Transmute mud to rock: The creature is effectively trapped in the stone unless it succeeds on a DC 18 Reflex save.

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.



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 +8; **Senses** darkvision 60 ft., *detect thoughts* 50 ft., tremorsense 60 ft.; Perception +22

Defense

AC 20, touch 14, flat-footed 15 (+4 Dex, +1 dodge, +6 natural, –1 size)
hp 93 (11d8+44)
Fort +7, **Ref** +7, **Will** +11
Immune acid, cold; **Resist** fire 10
Weaknesses vulnerable to electricity and poison

Offense

Speed 50 ft., swim 40 ft.
Melee tentacle +11 (3d6+3 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks alchemical juices (30-ft. line, 4d6 acid and 4d6 cold damage, Reflex DC 19 for half, usable every 1d4+1 rounds), constrict (3d6+3)
Spell-Like Abilities (CL 11th; concentration +14)
Constant—*detect thoughts* (DC 15)
At will—*daze* (DC 13), *hypnotism* (DC 14), *seek thoughts*[APG] (DC 16), *sow thought*[ARG] (DC 14)
3/day—*babble*[OA] (DC 15), *suggestion* (DC 15)
1/day—*crushing despair* (DC 16), *mass daze*[UM] (DC 17)

Statistics

Str 16, **Dex** 19, **Con** 18, **Int** 20, **Wis** 19, **Cha** 17
Base Atk +8; **CMB** +16 (+20 vs. grapple); **CMD** 26 (can't be tripped)
Feats Agile Maneuvers, Alertness, Dodge, Improved Initiative, Persuasive, Skill Focus (Bluff)
Skills Bluff +20, Climb +12, Diplomacy +18, Escape Artist +13, Intimidate +5, Knowledge (arcana) +13, Knowledge (local) +10, Knowledge (planes) +10, Perception +22, Sense Motive +19, Spellcraft +19, Stealth +7, Survival +9, Swim +25
Languages enhanced telepathy 50 ft.
SQ alien mind, amphibious, inscrutable

Special Abilities

Alchemical Juices (Ex) As a standard action, a sarlu may spew a jet of internally chilled, caustic mucus that deals 4d6 points of acid damage and 4d6 cold damage (DC 19 Reflex for half) as a ranged touch attack against a target within 30 feet. The sarlu cannot use this ability in an aquatic environment, but otherwise it may employ this weapon every 1d4+1 rounds. Unless the targeted creature spends a full round action removing this substance from itself (using water or scraping it off), it takes an additional 2d6 points of acid damage (1d6 if it made the initial saving throw) on the following round (no save). The save DC is Constitution-based.

Alien Mind (Ex) Any creature that attempts to interact directly with a sarlu's thoughts (such as via *detect thoughts* or telepathy) must succeed at a DC 18 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, and the save DC is Charisma-based.

Enhanced Telepathy (Su) A sarlu can communicate with any creature within 50 feet that has a language. It may also choose to broadcast a message to all creatures within its range simultaneously, but not to select individuals within that range. A sarlu also "listens" via this ability so that it "hears" and comprehends all spoken language within telepathic range as the spell *tongues*—this includes things clandestinely whispered by creatures who speak within that range. Its telepathy also allows it to constantly *detect thoughts* as the spell. 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 their range is that of the creature's telepathy.

Inscrutable (Ex) Sarlu minds and motivations are often strange and indecipherable to creatures not from their homeworld. All Sense Motive skill checks made against a sarlu take a penalty equal to half the alien creatures HD (–5 for most sarlu). Additionally, the DC for all Knowledge skill checks made regarding sarlu are 10 higher than normal.

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.

The war between the Hegemony and the benign agents of the Accord has created a favorable business climate for the sarlu. Their primary source of income includes the sale of weapons at a premium, and they earn plenty of money by selling information to both sides, as well. Despite overtures by the Hegemony to join their side, including promises of considerable power and wealth when the war ends, sarlu have remained neutral. They never hesitate to throw in with the Hegemony if a confrontation ultimately tips the balance in their favor, but sarlu always wish to keep their options open. This proves especially easy since they've earned favors from both sides. Dark whispers claim the sarlu prefer the current status quo, since a victorious Hegemony would undoubtedly seek to purge the sarlu as they tighten their grip on the multiverse and a similarly rewarded Accord would do the same to make the multiverse a safer place for everyone. If the sarlu can eventually arrange for both sides to wipe each other out and leave a power vacuum which they can then fill, all the better.

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.

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.



Shantak

This immense scaly, bird-like creature has a vaguely horse-like head and vast, slime-encrusted wings.

Shantak Myrmidon
CR 12/MR 6

XP 51,200
Invincible[MA] advanced[B1] shantak[B2]
CE Huge magical beast
Init +13; **Senses** darkvision 60 ft., low-light vision; Perception +20

Defense

AC 43, touch 27, flat-footed 30 (+13 Dex, +6 mythic, +16 natural, –2 size)
hp 179 (11d10+119)
Fort +16, **Ref** +20, **Will** +9; second save
Defensive Abilities block attacks[MA], hard to kill[MA], slippery; **DR** 10/epic; **Immune** cold, disease; **Resist** acid 15, electricity 15, fire 15

Offense

Speed 20 ft., fly 250 ft. (average)
Melee bite +24 (2d6+15), talon +24 (1d8+15 plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks mythic power (6/day, surge +1d8)

Statistics

Str 41, **Dex** 36, **Con** 28, **Int** 12, **Wis** 22, **Cha** 16
Base Atk +11; **CMB** +28 (+30 bull rush, +32 grapple); **CMD** 51 (53 vs. bull rush, 55 vs. grapple)
Feats Awesome Blow, Flyby Attack, Hover, Improved Bull Rush[M], Power Attack[M], Wingover
[M] Mythic feat
Skills Acrobatics +13 (+9 to jump), Escape Artist +21, Fly +23, Intimidate +14, Perception +20; **Racial Modifiers** +8 Escape Artist
Languages Aklo
SQ no breath, share defenses, starflight

Ecology

Environment cold mountains
Organization solitary, pair, or flock (3–12)
Treasure none

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 all Escape Artist checks and to its CMD against grapples and imparts a –5 penalty on all Ride checks made by creatures attempting to ride a shantak.

Starflight (Su) A shantak 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 shantak knows the way to its destination. 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.

Skevill

The manifold eyes of this chitinous myriapod pulse 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 each
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 18; **Dex** 13; **Con** 14; **Int** —; **Wis** 11; **Cha** 7
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 metabolize 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 +9; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +20

Defense

AC 28, touch 20, flat-footed 22 (+5 armor, +4 deflection, +5 Dex, +1 dodge, +4 natural)
hp 199 (19d10+95)
Fort +13; **Ref** +16; **Will** +16
Immune sonic; **Resist** electricity 15, fire 15
Weaknesses silence vulnerability

Offense

Speed 30 ft., fly 40 ft. (poor)
Melee bite +22 (1d6+3)
Ranged 2 sonic conversion laser pistols +22 touch (4d6 electricity or fire) or sonic conversion laser pistol +24 touch (4d6 electricity or fire)
Special Attacks break the silence, breath weapon (30-ft. cone, 10d6 sonic damage, Reflex DC 22 for half, usable every 1d4 rounds), twin gunner

Statistics

Str 17, **Dex** 21, **Con** 20, **Int** 16, **Wis** 21, **Cha** 14
Base Atk +19; **CMB** +24; **CMD** 42
Feats Acrobatic, Agile Maneuvers, Deadly Aim, Dodge, Flyby Attack, Great Fortitude, Improved Flyby Attack, Improved Initiative, Point-Blank Shot, Precise Shot
Skills Acrobatics +28, Disable Device +22, Escape Artist +24, Fly +19, Intimidate +16, Knowledge (dungeoneering) +18, Knowledge (engineering) +18, Perception +20, Stealth +22
Languages Abyssal, Aklo, Common, Skreevar

Ecology

Environment any underground
Organization solitary, pair or cadre (3–12)
Treasure NPC gear (flexiplast armor [acts as *+1 darkleaf cloth*[ARG] *leather lamellar armor*], 2 sonic conversion laser pistols, other treasure)

Special Abilities

Break the Silence (Ex) A skreevar can use its breath weapon to create a *dispel magic* effect to end *silence* effects. Its effective caster level is equal to its racial Hit Dice (typically 19th); if it has levels in a class with *dispel magic* on the class spell list, it adds those class levels to its caster level.

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. The save DCs are Constitution-based and include a –2 penalty.

Silence Vulnerability (Ex) In an area of silence, a skreevar loses its deflection bonus to AC and its blindsight. It also cannot use its breath weapon to damage opponents, but it can use its break the silence ability.

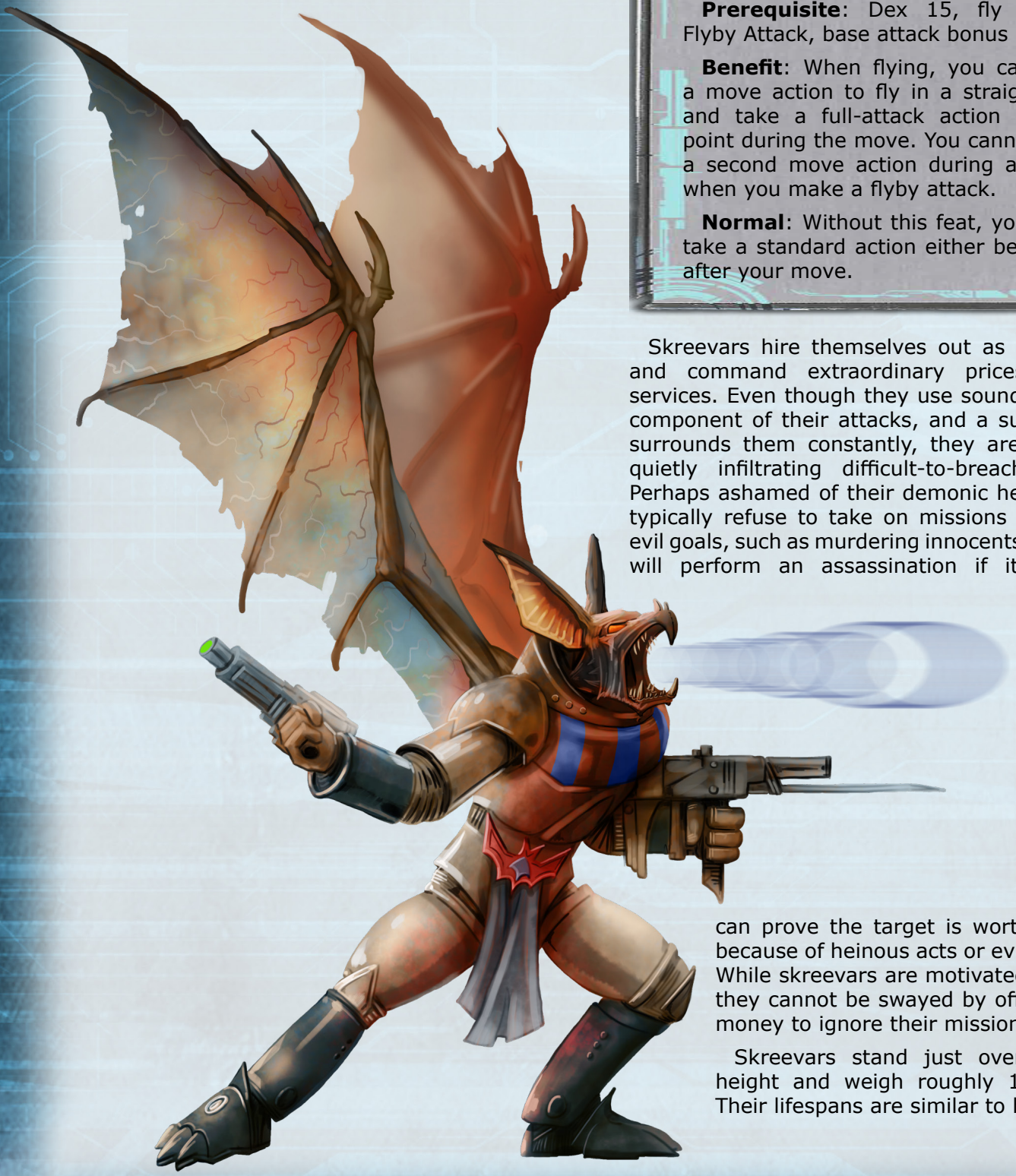
Sonic Conversion Laser Pistol (Ex) Skreevar laser pistols have a battery with 10 charges (usually fully charged at the beginning of combat). As part of an attack or full-attack action, it can toggle the energy damage the pistol inflicts. A skreevar can recharge a laser pistol's battery with its breath weapon; when used this way, the breath weapon deals no damage to creatures, and instead fully recharges the pistol. A skreevar laser pistol has a range increment of 50 ft.

Twin Gunner (Ex) When wielding light or one-handed ranged weapons, a skreevar can take a –2 penalty on its attack rolls to fire both as part of a full-attack action.

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.

One of the first major items developed by skreevars, the sonic conversion laser pistols allowed factions of the bat folk to attack each other before their species unified. In the wider

universe, they use these weapons to surprise foes protected from their obvious sonic attacks. They also designed armor designed for their physiology which allows them maximal maneuverability in flight and in cramped quarters.



Improved Flyby Attack

You can unleash a barrage of attacks while in flight.

Prerequisite: Dex 15, fly speed, Flyby Attack, base attack bonus +7.

Benefit: When flying, you can take a move action to fly in a straight line and take a full-attack action at any point during the move. You cannot take a second move action during a round when you make a flyby attack.

Normal: Without this feat, you must take a standard action either before or after your move.

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 2,400
N Gargantuan plant
Init -2; **Senses** blindsense 60 ft.; Perception +0

Defense

AC 24, touch 4, flat-footed 24 (-2 Dex, +20 natural, -4 size)
hp 142 (15d8+80)
Fort +14, **Ref** +3, **Will** +5
Defensive Abilities plant traits; **Immune** electricity

Offense

Speed fly 20 ft. (poor)
Melee bite +19 (4d8+18 plus grab)
Space 20 ft.; **Reach** 10 ft.
Special Attacks fast swallow, floating spores, swallow whole (4d6 bludgeoning, AC 18, 14 hp)

Statistics

Str 35, **Dex** 7, **Con** 20, **Int** —, **Wis** 10, **Cha** 3
Base Atk +11; **CMB** +27 (+31 grapple); **CMD** 36

Ecology

Environment any air
Organization solitary, pair, or cloud (3-5)
Treasure none

Special Abilities

Floating Spores (Su): As a standard action, a sky spore can eject a 15-foot cone of unusual spores from anywhere on its body. The creature ejects this cone automatically each time an opponent scores a critical hit with a piercing or slashing weapon. Living creatures caught in the cone must succeed on a DC 22 Fortitude save. If a creature fails this saving throw, it becomes buoyant, floating slowly upwards until it drifts with the highest clouds. A creature affected by these spores also gains the paralyzed condition. The save DC is Constitution-based.

Sky spores float high in the 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.



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 6

XP 2,400
Advanced variant cuero[B5]
N Large aberration
Init +8; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +14

Defense

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, –1 size)
hp 73 (7d8+42)
Fort +8, **Ref** +6, **Will** +9

Offense

Speed 10 ft., fly 40 ft. (perfect)
Melee slam +12 (1d6+12 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks blood drain (1d2 Constitution), constrict (1d6+12), sticky sporecloud

Statistics

Str 26, **Dex** 19, **Con** 22, **Int** 10, **Wis** 19, **Cha** 13
Base Atk +5; **CMB** +14 (+18 grapple); **CMD** 28
Feats Blind-Fight, Combat Reflexes, Improved Initiative, Skill Focus (Stealth)
Skills Fly +14, Perception +14, Stealth +14 (+20 on the ground), Survival +14; **Racial Modifiers** +6 Stealth when on the ground
Languages Aklo
SQ compression

Ecology

Environment temperate marshes
Organization solitary, pair, or pack (3–5)
Treasure none

Special Abilities

Soporific Spores (Ex) A sporewing's spores are a dangerously soporific anesthetic, and any non–sporewing creature in contact with the spores must make a Fortitude save each round. This includes creatures in the cloud as well as those outside the cloud entangled by spores. The save DC is Constitution-based and includes a –4 racial penalty.

Sporewing Spores: Poison—contact; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1 Wis damage and staggered for 1 round; *cure* 2 saves. Creatures who fail 2 consecutive saves against sporewing spore poison are dazed for 1 round instead of being staggered.

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. The save DC for this ability is Dexterity-based.

Sporewings are cunningly evolved variants of the muck-dwelling cuero, adapted to life outside of the water. Their hunting and mating 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.

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/MR 7

XP 153,600
LN Medium fey
Init +10; **Senses** interplanetary senses, low-light vision, x-ray vision; Perception +36

Defense

AC 34, touch 30, flat-footed 23 (+4 armor, +9 deflection, +10 Dex, +1 dodge)
hp 262 (25d6+175); regeneration 20 (blocked starlight)
Fort +14, **Ref** +24, **Will** +22
Defensive Abilities evasion; **Immune** blindness, cold, electricity, fire; **DR** 10/cold iron
Weaknesses starlight dependent

Offense

Speed 30 ft., fly 240 ft. (clumsy)
Melee plasma wand +22/+17/+12 touch (6d6 electricity and 6d6 fire plus 1d4 Str and nauseated)
Ranged cosmic ray +22 touch (15d6 cold and 15d6 electricity/19–20 plus sickened)
Special Attacks mythic power (7/day, surge +1d10)
Spell-Like Abilities (CL 17th; concentration +26)
Constant—*mage armor, tongues*
At will—*divination*, *interplanetary teleport*[APG], *limited wish* (DC 26), stellar vigil
3/day—*commune with nature* (unlimited range), *dream*, *nightmare* (DC 25)
1/day—*demand* (DC 27), *meteor swarm* (DC 28), *wish* (DC 28)

Statistics

Str 15, **Dex** 31, **Con** 22, **Int** 19, **Wis** 27, **Cha** 29
Base Atk +12; **CMB** +14; **CMD** 44
Feats Combat Casting, Combat Expertise, Deadly Aim, Dodge, Flyby Attack, Great Fortitude, Improved Critical (cosmic ray), Point-Blank Shot, Precise Shot, Spell Penetration, Toughness, Weapon Finesse
Skills Acrobatics +38, Diplomacy +37, Fly +30, Knowledge (arcana) +29, Knowledge (geography) +32, Knowledge (nature) +32, Perception +36, Perform (dance) +37, Perform (sing) +37, Sense Motive +36
Languages Aklo, Common, Draconic, Ignan, Sylvan; *tongues*
SQ no breath

Ecology

Environment any
Organization solitary, constellation (2–7), or train (1 with 1–5 kometides)
Treasure standard

Special Abilities

Cosmic Grace (Su) A star fairy adds its Charisma bonus as a deflection bonus to its Armor Class.

Cosmic Ray (Su) A star fairy's wand can produce rays of cosmic power with a range of 1,000 feet and no range increment. A creature struck by this ray must succeed at a DC 28 Fortitude saving throw or be sickened for 1 day.

Interplanetary 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. 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 parent 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 at a DC 28 Fortitude saving throw or be nauseated for 1 round and take 1d4 points of Strength damage. If she loses her wand, a star fairy can create a new one as move action as long as she can see her parent star; the old one vanishes.

Starlight Dependence (Ex) A star fairy draws its life force and vast cosmic powers from its parent star's light. If its light cannot reach the star fairy (such as when it has total concealment relative to the fairy), the fairy loses its regeneration and cannot activate its spell-like abilities.

Stellar Vigil (Sp) A star fairy can concentrate to see and hear anywhere its parent star's light shines, as if using both versions of *clairaudience/clairvoyance* with unlimited range.

X-Ray Vision (Ex) A star fairy can see the entire electromagnetic spectrum, allowing its vision to penetrate most materials and nonmagical darkness. Its sight is blocked by 3 feet of earth or wood, 1 foot of stone, 1 inch of common metal, or a thin layer of lead, gold, or similarly dense metal.

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.



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 Singulatiry CR 20

XP 307,200
NE Tiny fey
Init +11; **Senses** low-light vision; Perception +43
Aura slow (10 ft., Fort DC 31)

Defense

AC 36, touch 27, flat-footed 28 (+7 deflection, +7 Dex, +1 dodge, +9 natural, +2 size)
hp 351 (37d6+111)
Fort +15, Ref +28, Will +24
DR 20/adamantine and magic; **Immune** cold, disease, electricity, poison, radiation; **SR** 31

Offense

Speed fly 60 ft. (perfect)
Ranged 4 x-ray pulses +28 touch (6d8+4)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks x-ray pulse
Spell-Like Abilities (CL 25th; concentration +32)
Constant—*entropic shield, haste*
At will—*darkness, daylight, gravity well*[DH] (DC 22), *greater invisibility*
3/day—*chain lightning* (DC 23), *gravity sphere*[PotS], *magnetic field*[PotR], *reverse gravity, true seeing*
1/day—*interplanetary teleport*[UM]

Statistics

Str 10, **Dex** 24, **Con** 16, **Int** 19, **Wis** 16, **Cha** 25
Base Atk +20; **CMB** +18; **CMD** 36
Feats Combat Casting, Combat Reflexes, Deadly Aim, Dodge, Greater Snap Shot, Improved Initiative, Improved Precise Shot, Improved Snap Shot, Mobility, Point Blank Master (x-ray pulse), Point Blank Shot, Precise Shot, Quicken Spell-Like Ability (*greater invisibility*), Ranged Disarm, Rapid Shot, Snap Shot, Weapon Focus (ray)
Skills Acrobatics +47, Bluff +38, Diplomacy +38, Escape Artist +40, Fly +52, Knowledge (engineering) +34, Knowledge (geography) +35, Knowledge (local) +35, Perception +43, Sense Motive +36, Stealth +52, Survival +33
Languages Aklo, Common, Sylvan, any commonly transmitted language (can't speak, radio communications)
SQ no breath

Ecology

Environment outer space
Organization solitary
Treasure incidental

Special Abilities

Electromagnetic Shielding (Ex) A supermassive singularity bends the electromagnetic fields around themselves to gain a deflection bonus to AC that is equal to their charisma bonus.

Gravity Mastery (Su) As a swift action, a supermassive singularity can use their *gravity sphere, gravity well,* or *reverse gravity* spell-like ability as a swift action rather than a standard action. Alternatively, if the supermassive singularity is affected by a gravity-based spell or effect, it can negate that effect as a swift or immediate action.

Radio Communications (Ex) Due to their ability to monitor radio waves, supermassive singularities can usually understand and communicate in any language that is commonly transmitted through their territory. However, they transmit radio waves instead of speaking verbally so the other party wishing to communicate must have a similar ability or a communications device capable of doing so.

Slow Aura (Ex) Creatures moving within 10 feet of a supermassive singularity become slowed as the spell unless they succeed on a DC 31 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. The save DC is Constitution–based.

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 touch attacks with a range increment of 100 ft and are considered ray attacks. X-Rays can penetrate most materials, so cover bonues to AC do not apply unless the cover is provided by a force effect or by an extremely dense metal, such as lead or gold.

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 appeasing a supermassive singularity with lavish gifts in exchange for it using its *interplanetary teleport* ability to return them to an inhabited world.

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 **CR 1/2**

XP 200
Syaandi fighter 1
CN Medium humanoid (reptilian)
Init +2; **Senses** low-light vision, scent; Perception –1

Defense

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 natural)
hp 13 (1d10+3)
Fort +4, **Ref** +2, **Will** –1; +2 vs. fear effects, +2 to saves vs. poison, spells, and spell–like abilities
Defensive Abilities fearless, ferocity, hardy

Offense

Speed 30 ft.
Melee mwk longspear +6 (1d8+4/x3)
Ranged sling +3 (1d4+3)

Statistics

Str 17, **Dex** 14, **Con** 15, **Int** 8, **Wis** 8, **Cha** 12
Base Atk +1; **CMB** +4; **CMD** 16
Feats Power Attack, Weapon Focus (longspear)
Skills Survival +7; **Racial Modifiers** Survival +4
Languages Syaandi
SQ cornered fury
Combat Gear *potion of cure light wounds*; **Other Gear** studded leather, mwk longspear, sling with 18 bullets

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 on melee attack rolls and to Armor Class.

Fearless (Ex) Syaandi gain a +2 racial bonus on all saving throws against fear effects.

Hardy (Ex) Syaandi gain a +2 racial bonus on 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.

Consummate hunters, syaandi feed and clothe themselves with their kills. They prove fearless in combat and shrug off even the most mortal wounds to keep fighting to the bitter end, even giving up their self-control to enter a focused rage. Though syaandi often craft their own weapons, they also assault travelers and caravans to scavenge additional equipment, reasoning that any group incapable of repelling them would only suffer the horrors of the desert anyway, so they do such victims a favor by dispatching them more mercifully.

Syaandi childbearing benefits from their hermaphroditic physiology, and gestation requires only one month so as not to overburden the parent or family unit. Children learn to handle a sling and spear as soon as they can walk, and syaandi parents abandon any offspring incapable of hunting alongside them. Within their culture, even aging syaandi elders may sacrifice themselves in battle to weaken their enemies rather than slow down the rest of their kind in fleeing a great beast.

Outsiders who encounter syaandi have difficulty winning their trust, least of all because communicating with them is nigh impossible without magic or telepathy. Syaandi have no tongues and have worked out a complex language comprised of clicks, screeches, and guttural grunts that prove hard to translate. They can easily grasp concepts from other languages if they take the time to learn them, but in most cases, they demand that interlopers prove themselves to gain acceptance. Such trials include severing a sand glutton's tentacle and returning with it or tearing off a chag bull's horn without the use of weapons. Some syaandi even attempt the same trial in competition with them to show their own bravery. Depending on how well outsiders perform at these tasks, the syaandi family may entertain

a newcomer's requests, accept them into their family, or simply drive them out. Regardless, syaandi make good guides through the wastelands and command premiums goods in return for such assistance. Most people who require help from the syaandi do not balk at their demands.

Syaandi stand nearly 7 feet tall and weigh 250 pounds.



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
CE Large monstrous humanoid
Init +0; **Senses** darkvision 60 ft., scent; Perception +12

Defense

AC 20, touch 9, flat-footed 20 (+6 armor, +5 natural, –1 size)
hp 45 (6d10+12)
Fort +6, **Ref** +5, **Will** +6
Defensive Abilities natural cunning



Offense

Speed 40 ft.
Melee large greataxe +8/+3 (3d6+4/x3) and gore +3 (1d6+1)
Ranged large throwing axe +8/+3 (1d8+3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks powerful charge (gore +11, 2d6+5)

Statistics

Str 17, **Dex** 10, **Con** 15, **Int** 11, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +10 (+12 bull rush); **CMD** 20 (22 vs. bull rush)
Feats Great Fortitude, Improved Bull Rush, Power Attack
Skills Climb +6, Intimidate +7, Knowledge (religion) +4, Perception +12, Stealth –1, Survival +12; **Racial Modifiers** +4 Perception, +4 Survival
Languages Abyssal, Taur
SQ engineering intuition, scent
Other Gear throwing axe (4)

Ecology

Environment space
Organization solitary, pair, or squad (3–12)
Treasure standard

Special Abilities

Engineering Intuition (Ex) Taur possess an uncanny understanding of machines and mechanical devices. They always treat Craft (mechanical) and Disable Device as class skills and may use those skills untrained even if they would not normally be able to. Additionally, taur can identify the properties of any mechanical or

aethertech device with a successful Perception check with a DC equal to the object's Craft DC.

Natural Cunning (Ex) Taur possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Additionally, they are never caught flat-footed.

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, their number 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.

Up until recently, it was the task of taur priests to elevate noted unproven into the higher echelons of taur society. Since the cannibalization of the taur's priest caste, following the disappearance of their demon god, it falls to the warlords of the taur to bestow rank upon the unproven. Such events are bloody affairs, often requiring those few unproven selected by the warlord to battle and consume one another, before the final survivor is granted a true rank among the taur.

Unproven are not permitted to procreate, for fear of their inherent weakness diminishing the entirety of the taur race. Should an unproven have a child, both parents are forced to cannibalize their young before being publicly executed.

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 +6

Defense

AC 13, touch 11, flat-footed 13 (+2 natural, +1 size)
hp 16 (3d8+3)
Fort +2, **Ref** +1, **Will** +4
Immune mind-affecting effects, poison

Offense

Speed 20 ft., climb 20 ft.
Melee bite +5 (1d6+3 plus poison)
Special Attacks steal memories

Statistics

Str 14, **Dex** 11, **Con** 12, **Int** 3, **Wis** 12, **Cha** 15
Base Atk +2; **CMB** +3; **CMD** 13 (can't be tripped)
Feats Improved Initiative, Step Up
Skills Climb +10, Perception +6, Stealth +8
Languages Aklo
SQ sound mimicry (voices)

Ecology

Environment temperate ruins/dungeons or underground
Organization solitary, pair, community (3–10)
Treasure incidental

Special Abilities

Poison (Ex) Bite—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d3 Wis drain; *cure* 1 consecutive saves. The save DC is Constitution-based.

Steal Memories (Ex) When a tauslek kills an enemy with its bite attack, it may extract the memories and Intelligence of its victim as a free action. It temporarily gains an Intelligence score equal to its victim, all languages the victim spoke, and an equivalent total skill bonus for all skills based on mental attributes (Intelligence, Wisdom, and Charisma) which the victim possessed when they died (including skills like Sense Motive and Bluff). Despite this advantage, tausleks are strictly limited in their capacity to utilize certain skills due to their physical form, much like a wizard's familiar. 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 their actions but may be used to trick their intended prey. Tausleks never gain spells, spell-like abilities, or other special abilities or class abilities the victim may have possessed.

The temporary Intelligence and skill bonuses last 24 + 2d12 hours, after which they fade entirely. If a tauslek slays additional creatures, it continues to acquire more memories, but only maintains the single highest Intelligence score and skill bonuses of all 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 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.

Tauslek Matriarch CR 3/MR 1

XP 800
NE Large aberration (mythic)
Init +6[M]; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)
hp 42 (4d8+24); fast healing 2
Fort +5, **Ref** +2, **Will** +6
Immune mind-affecting effects, poison

Offense

Speed 40 ft., climb 20 ft.
Melee bite +7 (1d8+7 plus grab and poison)
Space 10 ft.; **Reach** 10 ft.
Special Attacks mesmerizing stare, poison, steal memories

Statistics

Str 20, **Dex** 13, **Con** 18, **Int** 7, **Wis** 14, **Cha** 15
Base Atk +3; **CMB** +9; **CMD** 20 (can't be tripped)
Feats Improved Initiative[M], Step Up

Skills Climb +17, Intimidate +7, Perception +7, Stealth +3
Languages Aklo
SQ sound mimicry (voices)

Special Abilities

Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d4 Wis drain; *cure* 2 consecutive saves. The save DC is Constitution based.

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 stare into the eyes of a tauslek matriarch become fascinated until the line of sight between them is broken or interrupted (Will DC 14 negates). Creatures which become fascinated do not become immune if the effect ends. This is a mind-affecting effect. The save DC is Charisma-based.

Steal Memories (Ex) Tauslek matriarchs possess a similar memory stealing power to their lesser kin (see above). A tauslek matriarch maintains its temporary Intelligence and skill bonuses for 1d4+1 days, after which they fade into the creature's subconscious. Unlike a normal tauslek's ability to steal memories, 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 for 2d10 rounds before the intellect drifts away. A tauslek matriarch can only recall a previously consumed intellect once per week.

The tauslek was 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.

Members of the Bellanic Accord blame the appearance of tauslek matriarchs on their Hegemony enemies, claiming such creatures never existed on other worlds before the meddling of jagdaline scientists spread their threat across the multiverse. These 'slanderous rumors' as decreed by the Hegemony are in fact true—the mythic nature of the tauslek matriarch is directly tied to genetic modifications performed by the

jagdaline intent on weaponizing the tauslek for the Hegemony. Indeed, the inevitable result of these experiments created the matriarch—now considered a blight throughout worlds of both the Bellanic Accord and Ultari Hegemony, each blaming the other for smuggling these enhanced tauslek past their respective borders.

Even among Hegemony worlds, tausleks are well known and feared. Their appearance often signals extreme torture and interrogation by jagdaline inquisitors intent on breaking the will and minds of their captives. The jagdaline maintain that tauslek research has led to significant breakthroughs in intelligence gathering, the psychoanalysis of new alien species, and psionic enhancement. But cultivating and taming a tauslek nest has proven a daunting task even for their fearless klaven jailors in service to the jagladine. As a result, most Hegemony worlds have strict regulations concerning the importation and trade of tausleks.



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
Init +5; **Senses** darkvision 60 ft., illumination, low-light vision, tactile tremorsense 30 ft.; Perception +5

Defense

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural)
hp 53 (6d10+20)
Fort +2; Ref +5; Will +6
Immune acid, construct traits

Offense

Speed 30 ft., fly 10 ft. (perfect), swim 20 ft., levitative movement
Melee 4 tentacles +8 (1d4+2 plus 1d4 electricity)
Special Attacks quintescent lightning
Spell-Like Abilities (CL 5th, concentration +4)
At will—*detect magic*
3/day—*shock shield*[UC]

Statistics

Str 14; Dex 21; Con —; Int 5; Wis 17; Cha 8
Base Atk +6; **CMB** +8; **CMD** 23
Skills Acrobatics +5, Fly +14, Perception +5, Stealth +6
Languages Aklo, telepathy 100 ft.
SQ illumination, natural healing

Ecology

Environment any
Organization solitary
Treasure standard

Special Abilities

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 a 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 hit point for every 8 hours it remains motionless.

Quintescent Lightning (Su) A tentacloon may dismiss its *shock shield* as a standard action rather than a free action, building up a massive overcharge which it can unleash as a *lightning bolt*. This functions as the spell (CL 5, DC 16) but is a supernatural effect. The save DC is Wisdom-based.

Tactile Tremorsense (Ex) A tentacloon gains tremorsense only when it stakes one or more tentacles into the ground. Doing so is a swift action, but while maintaining its tremorsense it cannot move more than 5 feet from the spot it anchored itself. If it moves more than 5 feet, its anchoring tentacle detaches and it loses its tremorsense until it reanchors. Its tremorsense functions at all times when it is underwater.

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 (robot)
Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +13
Aura calming (30 ft., DC 18)

Defense

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)
hp 95 (10d10+40); fast healing 2
Fort +5, **Ref** +6, **Will** +5
Defensive Abilities construct traits; Immune blackfire; **SR** 19
Weaknesses vulnerable to critical hits, vulnerable to electricity

Offense

Speed 30 ft.
Melee stun staff +14/+9 (1d8+7 plus stun [DC 15]) or 2 slams +14 (1d6+5)
Ranged integrated laser rifle[TG] +13/+8 (2d6 fire)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 8th; concentration +11)
At will—*detect magic, tongues*
1/day—*create food and water*

Statistics

Str 21, **Dex** 16, **Con** —, **Int** 12, **Wis** 11, **Cha** 16
Base Atk +10; **CMB** +16; **CMD** 29
Feats Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness
Skills Knowledge (engineering) +11, Knowledge (local) +11, Perception +13
Languages Common, Dwarven, tongues
SQ ration replicator

Ecology

Environment any (Terminus)
Organization solitary, pair, or squad (3-5)
Treasure none

Special Abilities

Calming Aura (Su) A Terminus warden can project a field in a 30-ft. radius that affects living creatures as calm emotions (DC 18 Will negates). A creature within the aura's area of effect must save each round to avoid this effect. The warden can activate or suppress the aura as a free action. The save DC is Charisma-based.

Stun Staff (Ex) A Terminus warden's staff delivers a neural shock on every hit, causing a living creature struck to be stunned for 1 round (DC 15 Fortitude negates). The duration stacks if a creature fails a saving throw while already stunned. The save DC is Constitution-based.

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 +8



Defense

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)
hp 42 (5d10+15)
Fort +5; **Ref** +5; **Will** +6
Defensive Abilities defensive spines

Offense

Speed 30 ft., climb 10 ft.
Melee 2 claws +9 (1d6+4 plus thask nerotoxin) and bite +4 (1d6+2)
Ranged javelin +6 (1d6+4)
Special Attacks spiny grapple, thask neurotoxin

Statistics

Str 19; **Dex** 13; **Con** 14; **Int** 10; **Wis** 11; **Cha** 8
Base Atk +5; **CMB** +9 (+11 grapple); **CMD** 20 (22 vs. grapple)
Feats Great Fortitude, Improved Grapple[B], Iron Will, Toughness
Skills Climb +16, Intimidate +7, Perception +8, Stealth +9, Survival +7
Languages Common, Thask

Ecology

Environment any forest, jungle, swamp, or underground
Organization solitary, band (2-10), clan (11-50)
Treasure none

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) Thasks gain Improved Grapple as a bonus feat. In addition, 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, resonding 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 over-hunting 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 +15
Aura anhydrous aura (10 ft., DC 19)

Defense

hp 105 each
AC 20, touch 20, flat-footed 14 (+4 deflection, +5 Dex, +1 dodge)
hp 105 (10d8+50)
Fort +9; **Ref** +9; **Will** +8
Defensive Abilities incorporeal; **Immunities** undead immunities

Offense

Speed fly 50 ft. (perfect)
Melee incorporeal touch +12 (2d6 negative energy plus desiccate)
Special Attacks desiccate (1d6 Con damage, DC 19)

Statistics

Str —; **Dex** 21; **Con** —; **Int** 11; **Wis** 14; **Cha** 18
Base Atk +7; **CMB** —; **CMD** —
Feats Blind-Fight, Dodge, Mobility, Spring Attack, Toughness
Skills Fly +26, Intimidate +17, Perception +15, Stealth +18
Languages Common
SQ limited incorporeality, unnatural aura

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. The save DC is Charisma-based.

Desiccate (Su) When a thirsty one deals damage with its claw attack, it can pull the liquid from its foe, dealing 1d6 Constitution damage (Fortitude negates). For every point of Constitution damage it deals, it recovers 5 hit points up to its normal maximum. These temporary hit points last for 10 minutes or until depleted. Non-living creatures and creatures without body fluids are immune to this effect. Creatures with the aquatic or water subtype take a -2 penalty, and a successful Fortitude save halves rather than negates Constitution damage. The save DC is Charisma-based.

Fluid Sense (Su) A thirsty one can detect any liquid within 120 feet as with blindsense.

Limited Incorporeality (Su) A thirsty one is not fully incorporeal, and while it can pass unhindered through objects or creatures as long as gaps or holes exist, it cannot bury itself entirely within a solid barrier. While incorporeal, it can move no farther than 5 feet into a wall, floor, or similar object, and it leaves behind a tracery of reddish dust on the surface that moves as the thirsty one moves. Creatures observing its movements can attempt a Perception check to follow its movements across the surface of that barrier or object.

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.

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.



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 (incorporeal)
Init +10; **Senses** blindsight 60 ft.; Perception +10
Aura mephitic smog (30 ft., DC 18)

Defense

AC 16, touch 16, flat-footed 10 (+1 deflection, +6 Dex, –1 size)
hp 90 (12d8+36)
Fort +8, **Ref** +12, **Will** +8
Defensive Abilities incorporeal; **Immune** ooze traits

Offense

Speed fly 40 ft. (perfect)
Melee incorporeal touch +9 (poison)
Space 10 ft.; **Reach** 10 ft.
Special Attacks engulfing miasma (DC 22, poison), pinpoint poisoner

Statistics

Str —, **Dex** 22, **Con** 15, **Int** 6, **Wis** 15, **Cha** 7
Base Atk +9; **CMB** +16; **CMD** 27 (can't be tripped)
Feats Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Toughness, Weapon Finesse
Skills Fly +19, Perception +10
Languages Jagladine (can't speak)

Ecology

Environment any
Organization solitary
Treasure none

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 22 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 the eradicator's poison. The save DC is Dexterity-based.

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 18 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 a 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. The save DC is Constitution-based.

Poison (Ex) Touch—contact; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

Pinpoint Poisoner (Su) Three times per day as a standard action, a toxic eradicator can automatically dispel an effect like *delay poison* that provides temporary immunity to poison. In addition, for 1 minute the DC is increased by 5 for Heal checks or any caster level checks when using *neutralize poison* to treat any poison affecting that creature, and if the target has any ability or effect that grants a saving throw bonus against poison, that bonus or effect is suppressed.

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.

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's 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.



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 +5; **Senses** darkvision 60 ft., scent; Perception +8
Aura fear aura (10 ft., DC 14)

Defense

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
hp 39 (6d10+6); fast healing 3
Fort +5, **Ref** +3, **Will** +6
Immune mind-affecting effects

Offense

Speed 30 ft.
Melee ultari broadsword +8/+3 (1d10+2/19–20)
Psi-like Abilities (ML 6th; concentration +7)
At will—*detect good*, *telepathic lash*
3/day—*defensive precognition*, *mind thrust*
1/day—*brain lock*, *force screen*
PP 3
Special Attacks telepathic drain (DC 14)

Statistics

Str 14, **Dex** 12, **Con** 11, **Int** 15, **Wis** 12, **Cha** 13
Base Atk +6; **CMB** +8; **CMD** 19
Feats Improved Initiative, Toughness, Sickening Power [Metasionic]
Skills Bluff +8, Diplomacy +9, Intimidate +9, Knowledge (arcana) +8, Knowledge (planes) +8, Linguistics +3, Perception +8, Sense Motive +8, Spellcraft +10, Stealth +7, Survival +7, Use Magic Device +8
Languages Ashtuul, Belligren, Common, Jagladine, Onaryx, Ultari
SQ psychic drain, naturally psionic (+3 pp), ultari weapon affinity

Ecology

Environment any
Organization solitary, pair, or council (3-10)
Treasure NPC gear (mwk leather lamellar, ultari broadsword)

Special Abilities

Naturally Psionic (Su) Ultar are naturally psionic and gain 3 additional power points. In addition, an ultar with class levels gains 1 additional power point for every four class levels in his primary class.

Telepathic Drain (Su) Once per day as a full-round action, an ultar can telepathically drain psychic energy from a humanoid, outsider, or monstrous humanoid within 30 feet, dealing 1d4 points of temporary Wisdom damage to the target each round the ultar concentrates. The target can attempt a Will save (DC 10 + ½ the ultar's HD + the ultar's Wisdom modifier) to negate this effect when the ultar first uses it, and each round thereafter that the ultar continues concentrating. Any Wisdom damage taken disappears from the target after 24 hours. The ultar gains a number of temporary psionic power points equal to the Wisdom damage dealt to the target. These power points cannot be used to manifest psionic powers and cannot be stored in any way or used in the creation of psionic items but can be used to enhance his psi-like abilities (treating his manifester level as 4 higher for the purpose of how much he can enhance a power with these stolen power points) or any psionic powers he possesses. These temporary power points dissipate after 24 hours if not used.

Ultari Weapon Affinity (Ex) Ultar treat any weapon with the word "ultari" in its name as a martial weapon.

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 its 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. As the truest and purest of the "evil" Ancients' offspring—and they claim themselves as the dominate species and natural born leaders over the "evil Hegemony". They hold this claim with their innate and potent psionic abilities, using them in the most invasive and cruel manner to rend minds and twisting allegiances. With this as the basis of their claim of supremacy,

none of the other evil races have yet challenged their position in the evil alien hierarchy.

All ultari advance by taking class levels, though most take advantage of their natural psionic talents and pursue levels in psionic classes.

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
Tome of Horrors Complete
N Small plant
Init +0; **Senses** blindsight 30 ft., low-light vision; Perception +1

Defense

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)
hp 30 each (4d8+12)
Fort +7, **Ref** +1, **Will** +2
Defensive Abilities camouflage; **Immune** plant traits

Offense

Speed 5 ft.
Melee stalk +6 (1d4+2 plus grab)
Space 5 ft.; **Reach** 5 ft. (10 ft. with stalk)
Special Attacks blood drain (1d4 Constitution)

Statistics

Str 14, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 8
Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 16 (can't be tripped)

Special Abilities

Camouflage (Ex) Since a vampire rose looks like a normal white rose bush when at rest, it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the plant.

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/MR 6

XP 51,200
N Huge plant (mythic)
Init +1/-19, dual initiative[MA]; **Senses** low-light vision, greensight[MA], tremorsense 30 ft.; Perception +27

Defense

AC 34, touch 10, flat-footed 32 (+1 Dex, +1 dodge, +24 natural, –2 size)
hp 237 (14d8+174)
Fort +18, **Ref** +5, **Will** +14; second save[MA]
Defensive Abilities all-around vision, torrid healing[MA]; **DR** 10/epic; **Immune** acid, fire, plant traits

Offense

Speed 20 ft., climb 20 ft.
Melee 4 slams +15 (1d8+6 plus 1d6 acid, 1d6 fire, and entrap)
Space 15 ft.; **Reach** 15 ft.
Special Attacks caustic nodes, death throes, elvenbane, entrap (DC 26, 1d10 rounds, hardness 5, hp 23), soporific spores[MA], spinal sprouting[MA], spore cloud[MA], tendril touch
Psychic Spells Known (CL 14th; concentration +24 (+28 casting defensively))
7th (3)— *forcecage* (DC 27), *mind blank*, *psychic crush III*[OA] (DC 27)
6th (5)— *disintegrate* (DC 26), *dream travel*[OA], *greater dispel magic*, *primal regression*[OA] (DC 26), *psychic surgery*[OA]
5th (6)— *dominate person* (DC 25), *feeblemind* (DC 25), *mind thrust V*[OA] (DC 25), *prying eyes*, *remote viewing*[OA] (DC 25), *retrocognition*[OA]
4th (6)— *charm monster* (DC 24), *dimension door*, *id insinuation III*[OA] (DC 24), *mind probe*[OA] (DC 24), *mindwipe*[OA] (DC 24), *thoughtsense*[OA]
3rd (6)— *analyze aura*[OA], *babble*[OA] (DC 23), *blink*, *heroism*, *speak with dead*, *vampiric touch*
2nd (6)— *hypercognition*[OA], *instigate psychic duel*[OA] (DC 22), *mental block*[OA] (DC 22), *resist energy*, *status*, *suggestion* (DC 22)
1st (6)— *burst of insight*[OA], *illusion of calm*[UC] (DC 21), *mindlink*[OA], *minor image* (DC 21), *psychic reading*[OA], *shield*
0 (9)— *arcane mark*, *dancing lights*, *detect magic*, *detect psychic significance*[OA], *ghost sound* (DC 20), *mage hand*, *mending*, *prestidigitation*, *read magic*

Statistics

Str 22, **Dex** 13, **Con** 28, **Int** 21, **Wis** 30, **Cha** 23
Base Atk +10; **CMB** +18; **CMD** 30 (can't be tripped)
Feats Blind-Fight[MF], Combat Casting, Combat Reflexes[MF], Dodge, Extend Spell, Weapon Focus[MF] (slam), Wind Stance
Skills Bluff +20, Climb +18, Knowledge (arcana) +15, Knowledge (local) +15, Knowledge (nature) +15, Knowledge (planes) +15, Perception +27, Sense Motive +22, Use Magic Device +20
Languages Aklo, Elven (can't speak); telepathy 100 ft.

Ecology

Environment warm forests
Organization solitary
Treasure standard

Special Abilities

Caustic Nodes (Ex) The purple alien fibers of a venusi are tipped with pulsing nodes that exude a boiling caustic sap that dissolves terrestrial flesh. It weeps this sap through its tendrils, adding 1d6 points of acid damage and 1d6 points of fire damage on a successful hit. Creatures entrapped by it take 2d6 points each of acid and fire damage each round at the end of their turn if they do not escape. It can suppress this damage. Creatures damaged by its caustic sap must succeed on a DC 26 Reflex save each round at the end of their turn or the sap continues to stick and burn, dealing damage again and causing the target to become sickened with pain until the end of its next turn. The DC of this saving throw is reduced by 2 each round after the first. The save DC is Constitution-based.

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 26 Reflex half). The sap sticks to creatures that fail their save, as described above, 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.

Intense Burning (Ex) All acid or fire damage dealt by a venusi within the course of a single round is considered a single source of damage for the purpose of overcoming acid or fire resistance. In addition, if a venusi expends one use of mythic power its acid and fire damage automatically overcomes any non-mythic source of acid or fire resistance or immunity for 1 minute.

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 26 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 they gain a +2 circumstance bonus on the save. Creatures failing their save against its entrap attack take 1d4 points of Dexterity damage. The venusi may deliver its spores via its tendril touch or with slam attacks. This is a poison effect. The save DC is Constitution-based.

Spinal Sprouting (Ex) When a creature 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 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 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. If the venusi expends one use of its mythic power it can sprout a nascent venusi within the target's spine, allowing its spores to linger for up to 6 days, and it can expend an additional use of mythic power to renew the spinal sprout for an additional 6 days. 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 continues expending mythic power. A creature bearing a sprout gains resistance 10 against acid and fire.

Spore Cloud (Ex) When a critical hit is confirmed against a venusi, it releases a cloud of spores that fills its own space and all squares within a 10-foot radius. This cloud of spores lasts until the end of the venusi's next turn, but the cloud is stationary and does not move with the venusi. Any creature entering or beginning its turn within this spore cloud must save as if struck by the venusi. The venusi may expend one use of mythic power as a swift or immediate action to release this spore cloud at any time. If it expends a use of its mythic power when a critical hit is confirmed against it, the cloud's duration is increased to 6 rounds (though a strong or stronger wind can disperse it in a single round) and non-mythic creatures must roll twice and take the worst result when attempting to save against it.

Tendril Touch (Ex) A venusi may use its tendrils to perform melee touch attacks rather than slam attacks. These attacks deal no hit point damage but deliver its caustic sap on a successful hit.

Torrid Healing (Ex) A magical attack that deals fire damage instead heals a venusi 1 point of damage for each 3 poins 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 expend one use of its mythic power to 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 microtendril 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 milennia 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.

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 +6; **Senses** blindsight 90 ft., darkvision 60 ft., low-light vision; Perception +4

Defense

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)
hp 15 (2d10+4)
Fort +5, **Ref** +3, **Will** +0
DR 5/piercing or slashing; **Resist** cold 10; **Immune** radiation

Offense

Speed 20 ft. (low gravity only), fly 30 ft. (average)
Melee slam +3 (1d4 plus grab)
Special Attacks constrict (1d4+4), grab (any size)
Spell-Like Abilities (CL 5th)
1/day—*darkness*

Statistics

Str 11, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** +1 (+5 grapple); **CMD** 13 (can't be tripped)
Feats Improved Initiative
Skills Fly +9, Perception +4, Stealth +10; Racial Modifiers +4 Perception, +4 Stealth
SQ no breath

Ecology

Environment outer space
Organization solitary, pair, or clutch (3–12)
Treasure none

The void mantle is an offshoot of common 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.

The matte black hide of this gigantic predator blots out the faint light of distant stars as it glides silently forward.

Void Dire Shark CR 10

XP 9,600
N Gargantuan animal (aquatic)
Init +6; **Senses** blindsense 30 ft., keen scent, low-light vision; Perception +25

Defense

AC 23, touch 8, flat-footed 21 (+2 Dex, +15 natural, –4 size)
hp 112 (15d8+45)
Fort +14, **Ref** +13, **Will** +8
DR 15/magic and piercing; **Resist** cold 10; **Immune** radiation

Offense

Speed swim 60 ft., fly 60 ft. (average)
Melee bite +17 (4d10+15/19–20 plus grab)
Space 20 ft.; **Reach** 20 ft.
Special Attacks swallow whole (2d6+15 damage, AC 17, 11 hp)

Ecology

Str 30, **Dex** 15, **Con** 17, **Int** 1, **Wis** 12, **Cha** 10
Base Atk +11; **CMB** +25 (+29 grapple); **CMD** 37
Feats Bleeding Critical, Critical Focus, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)
Skills Perception +25, Swim +18
SQ no breath

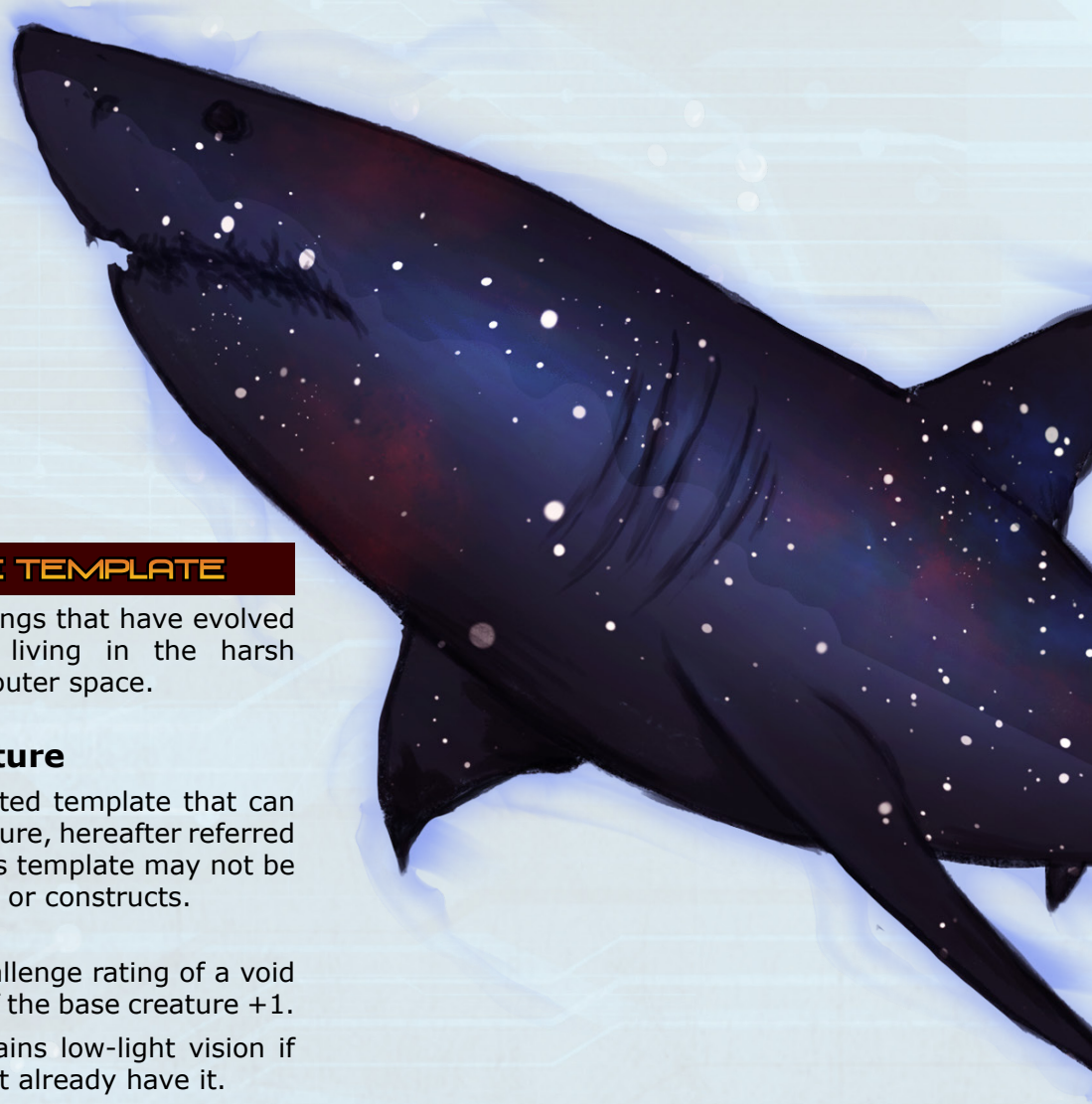
Ecology

Environment outer space
Organization solitary
Treasure none

Special Abilities

Starflight (Su) See template.

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

Void creatures are living beings that have evolved or otherwise adapted to living in the harsh environment of the void of outer space.

Creating a Void Creature

"Void Creature" is an inherited template that can be applied to any living creature, hereafter referred to as the base creature. This template may not be applied to undead creatures or constructs.

Challenge Rating: The challenge rating of a void creature is equal to that of the base creature +1.

Senses: A void creature gains low-light vision if the base creature does not already have it.

Defensive Abilities: A void creature gains the following defensive abilities:

Damage Reduction: A void creature gains damage reduction based on its Hit Dice.

DAMAGE REDUCTION	
CR	**Damage Reduction**
1-7	5/Piercing or Slashing
8-14	10/Piercing
15+	15/Piercing and Magic

Radiation Immunity: Void creatures are immune to radiation effects.

Resistance to Cold: Void creatures gain cold resistance 10.

Speed: Base creatures with land or burrowing speeds retain those modes of movement but can use them only in no-gravity or low-gravity environments. Base creatures with a swim speed, but no flying speed, gain a fly speed with average maneuverability equal to their swim speed and may use their Swim skill in place of the Fly skill for maneuvering. Base creatures that already have a fly speed have their maneuverability improved by one step.

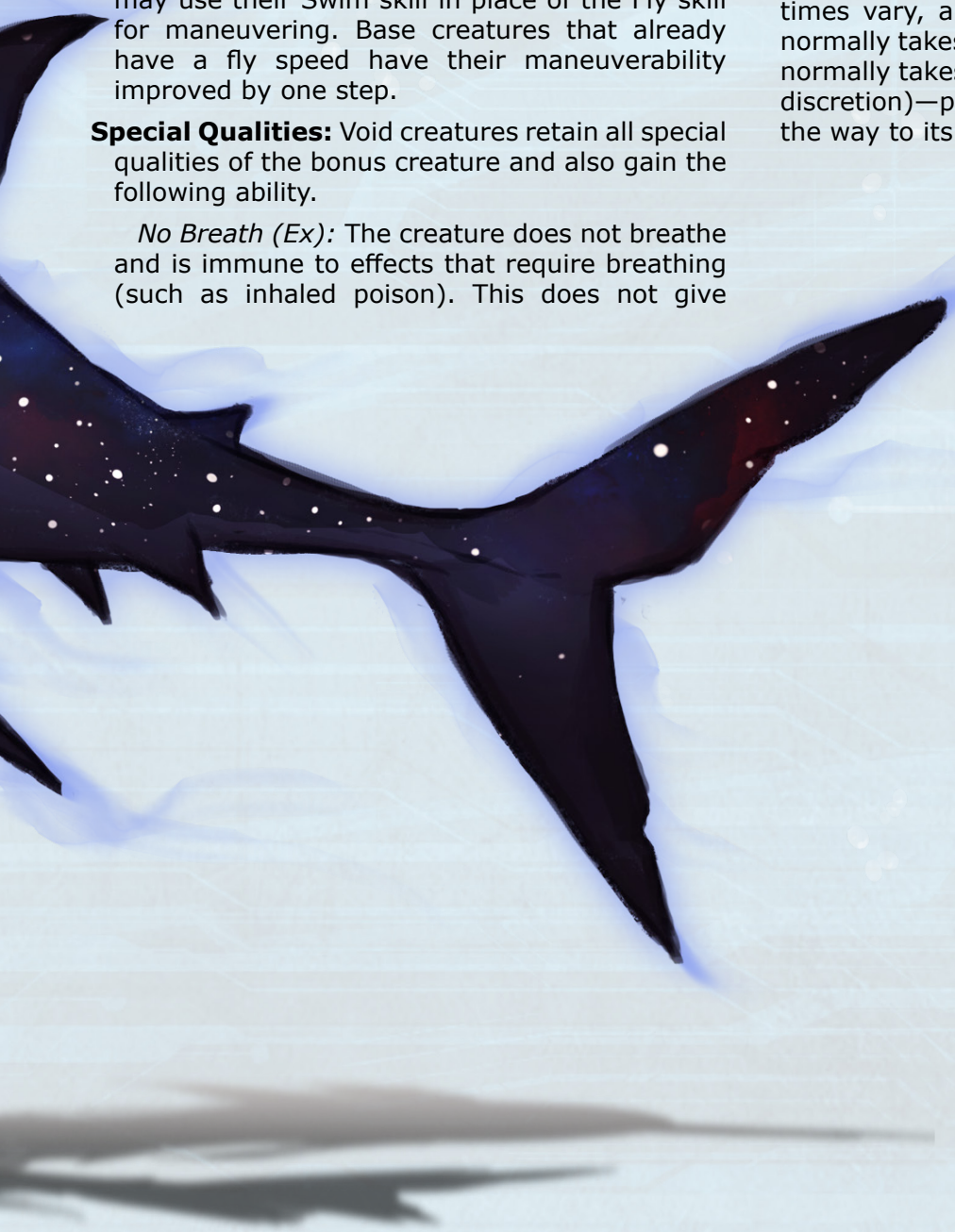
Special Qualities: Void creatures retain all special qualities of the bonus creature and also gain the following ability.

No Breath (Ex): The creature does not breathe and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.

Environment: The base creature's normal environment(s) are replaced with the "outer space" environment.

Special Abilities: Void creatures with 12 or more HD gain the following special ability.

Starflight (Su): A void creature can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided the void creature knows the way to its destination.



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 –1; **Senses** darkvision 60 ft., low-light vision; Perception +10

Defense

AC 19, touch 9, flat-footed 19 (+10 natural, –1 size)
hp 76 (8d10+32)
Fort +8; **Ref** +6; **Will** +7
Defensive Abilities rock catching; **Immune** cold; **Resist** fire 10

Offense

Speed 30 ft., fly 30 ft. (clumsy)
Melee masterwork heavy pick +14/+9 (1d8+9/x4) or 2 slams +13 (1d8+6)
Ranged rock +7 (2d6+9)
Space 10 ft.; **Reach** 10 ft.
Special Attacks irradiate, rock throwing (120 ft.)
Spell-Like Abilities (CL 8th; concentration +7)
3/day—*stone call*[aPG]
1/day—*meld into stone*, *spike stones* (DC 13), *stone shape*

Statistics

Str 23, **Dex** 10, **Con** 19, **Int** 10, **Wis** 12, **Cha** 9
Base Atk +8; **CMB** +15 (+17 bull rush); **CMD** 25 (27 vs. bull rush)
Feats Great Fortitude, Improved Bull Rush, Intimidating Prowess, Power Attack
Skills Fly +1, Intimidate +13, Perception +12, Profession (miner) +9, Stealth –4 (+4 in rocky terrain), Survival +10; **Racial Modifiers** +8 Stealth in rocky terrain
Languages Common, Giant
SQ glide, no breath

Ecology

Environment any land
Organization solitary, pair, enclave (3–12) or colony (13–20 plus 1 sorcerer of 4th–5th level and 1 ranger overseer of 6th–8th level)
Treasure standard (masterwork heavy pick, other treasure)

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+1 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 take 2d6 points of fire damage and 1d2 points of Constitution damage. A successful DC 19 Fortitude save reduces the fire damage by half and negates the Constitution damage. The save DC is Consitution-based.

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 12

XP 19,200
CN Gargantuan magical beast
Init +8; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision; Perception +19

Defense

AC 27, touch 11, flat-footed 22 (+4 Dex, +1 dodge, +16 natural, –4 size)
hp 168 (16d10+80)
Fort +15; **Ref** +14; **Will** +11
DR 10/piercing or slashing; **Immune** cold, fire; **Resist** electricity 10

Offense

Speed fly 60 ft. (good), jet 400 ft.
Melee 4 tentacles +21 (1d4+9/19–20 plus 2d6 electricity and grab)
Space 20 ft.; **Reach** 20 ft. (40 ft. with tentacles)
Special Attacks independent tentacles, stunning strike
Spell-Like Abilities (CL 16th; concentration +19)
5/day—*air bubble*[UC]

Statistics

Str 29, **Dex** 18, **Con** 21, **Int** 9, **Wis** 18, **Cha** 16
Base Atk +16; **CMB** +29 (+33 grapple); **CMD** 44 (can't be tripped)
Feats Combat Reflexes, Dodge, Endurance, Flyby Attack, Hover, Improved Critical (tentacle), Improved Initiative, Iron Will
Skills Fly +9, Knowledge (geography) +15, Perception +19; **Racial Modifiers** +8 Knowledge (geography), +8 Perception
Languages telepathy 100 ft.
SQ no breath, protective jelly

Ecology

Environment outer space
Organization solitary, pair, shoal (3–6)
Treasure incidental

Special Abilities

Independent Tentacles (Ex) A voordine gains a +10 racial bonus on combat maneuver checks to maintain a grapple with a tentacle.

Jet (Ex) A voordine's jet only applies in airless environments, and it must wait 1d4 rounds after it uses jet.

Protective Jelly (Ex) A creature ensconced within a voordine's mesoglea enjoys the voordine's immunities, resistance, and no breath special quality.

Stunning Strike (Ex) A voordine's electrical current shuts down its opponent's nervous system. When it strikes an opponent and deals electricity damage, the opponent must succeed at a DC 23 Fortitude save or become staggered for 1 round. On a critical hit, an opponent who fails the save becomes stunned for 1 round instead. The save DC is Constitution-based.

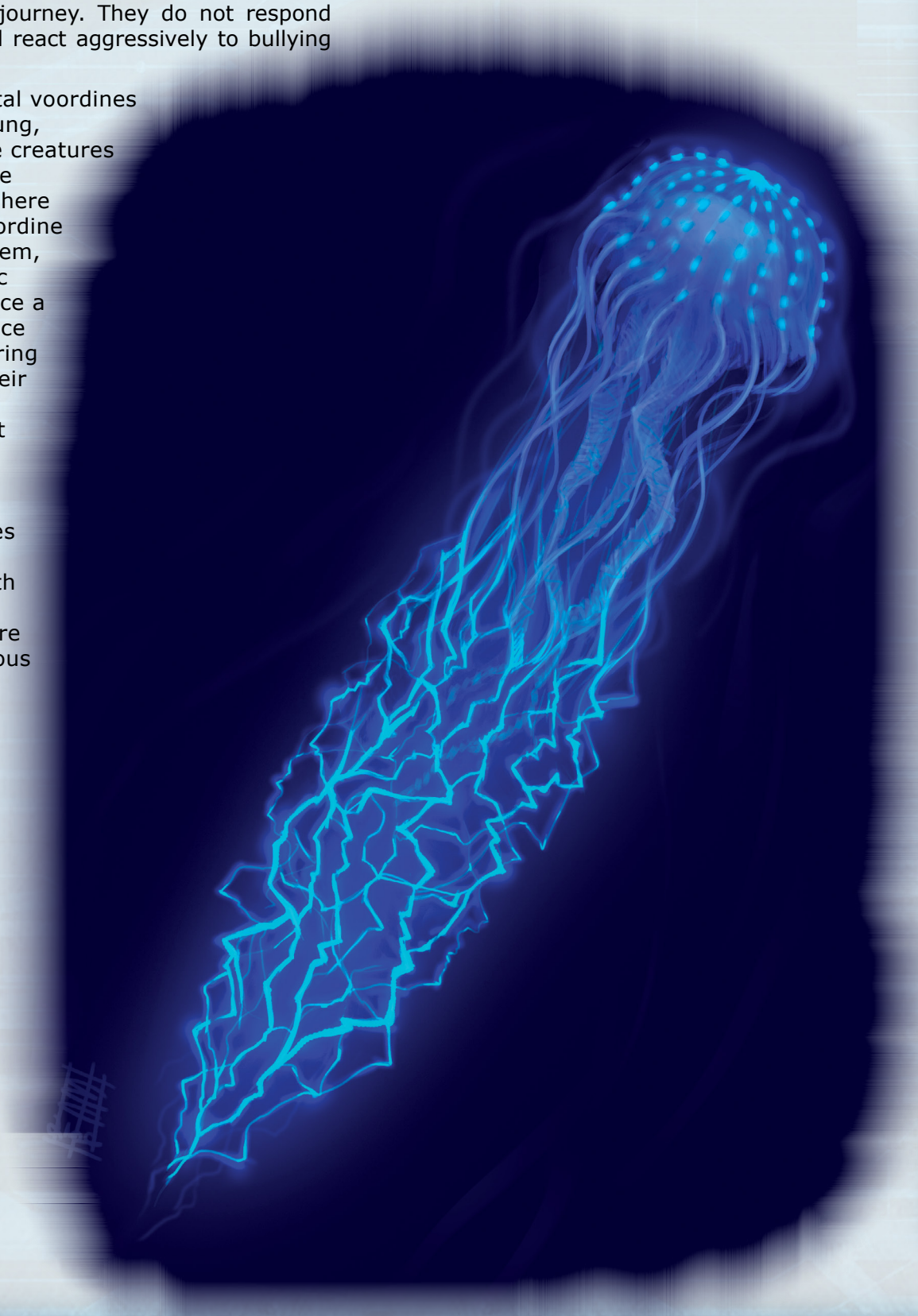
Voordines are massive, intelligent, space-faring jellyfish. Typically limited to a single solar system, they travel from planet to planet to indulge their curiosity. They find planets where changes occur rapidly the most interesting. Voordines' main bodies measure 19 feet in diameter, and their tentacles trail behind it for 40 feet. They weigh 2,500 pounds and live for 1,000 years.

Voordines subsist on solar radiation and can absorb it out to the far reaches of a solar system. However, voordines seeking to escape their solar systems—usually when the entire system is at war, or the parent star is dying—must absorb quantities of fire to survive a long-term flight. They find arcane casters or fire elementals to supply the necessary energy for their travels. Voordines require fire damage equal to 1/10 their total hp per day to sustain themselves for interstellar flight. They inflict this damage on a creature made of fire, so they align with creatures capable of healing this damage each day.

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.



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

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)
hp 67 (9d8+27)
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 plus blackfire)
Ranged blackfire blast +8 ranged touch (blackfire)
Special Attacks blackfire

Statistics

Str 17, **Dex** 14, **Con** —, **Int** 13, **Wis** 15, **Cha** 16
Base Atk +6; **CMB** +9; **CMD** 21
Feats Blind-Fight, Improved Initiative, Lunge, Skill Focus (Perception), Weapon Focus (bite)
Skills Climb +15, Intimidate +15, Knowledge (arcana) +13, Perception +17, Stealth +14
Languages Common
SQ create spawn

Ecology

Environment any underground (Terminus)
Organization solitary, pair, gang (3-6), or pack (7-12)
Treasure standard

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 takes 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 touch attack at any creature within 50 feet. If the attack hits, the creature takes 1d3 Dex and 1d3 Con damage (no save). 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 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 the prison planet 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 their deaths. 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.



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 +7; **Senses** all-around vision, darkvision 60 ft.; Perception +11

Defense

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)
hp 28 (3d8+15)
Fort +6, **Ref** +4, **Will** +4
Defensive Abilities amorphous; **DR** 5/bludgeoning; **Immune** cold, critical hits, precision damage
Weaknesses vulnerable to sonic attacks

Offense

Speed 30 ft., climb 20 ft., swim 20 ft.
Melee 3 slams +6 (1d4+1) or anesthetizing touch +6 (special)
Special Attacks disease

Statistics

Str 12, **Dex** 17, **Con** 20, **Int** 12, **Wis** 13, **Cha** 11
Base Atk +2; **CMB** +2; **CMD** 15 (can't be tripped)
Feats Improved Initiative, Weapon Finesse
Skills Climb +15, Escape Artist +11, Heal +4, Knowledge (dungeoneering) +7, Knowledge (engineering) +7, Perception +11, Stealth +17, Survival +5, Swim +15; **Racial Modifiers** +4 Escape Artist, +4 Perception, +4 Stealth
Languages Aklo (cannot speak); telepathy (30 ft.)
SQ ooze empathy

Ecology

Environment any aquatic, land, or underground
Organization solitary, pair, scouting party (3–8), or invasion (9–16)
Treasure standard (including technological gear)

Special Abilities

Anesthetizing Touch (Ex) As a standard action, a xoraphond may execute a single melee touch attack to deliver an anesthetizing slime to a potential victim. If successful, the slime paralyzes the target for one round—long enough for a xoraphond to infect a creature with its chosen disease (see below). A creature which succeeds at a DC 15 Fortitude save negates this effect. This is a poison effect and the save DC is Constitution-based.

Disease (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-round action, a xoraphond 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 this assault can resist the resulting infection with a successful DC 16 Fortitude save. Otherwise, the effects of the disease vary according to the exact infection it carries. Some examples are given below:

Assimilation Strain: Anesthetizing touch—contact; *save* Fort DC 16; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Cha damage (cannot reduce below 1), if more than 2 Cha damage, target must make a DC 16 Will save or change alignment one step towards evil and gain the assimilated template; *cure* 2 consecutive saves.

Occluding Strain: Anesthetizing touch—contact; *save* Fort DC 16; *onset* immediate; *frequency* 1/day; *effect* 1d4 Str damage (cannot reduce below 1), if more than 2 Str damage, target must make an additional Fort save or be permanently blinded; *cure* 2 consecutive saves.

Submission Strain: Anesthetizing touch—contact; *save* Fort DC 16; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Wisdom damage (cannot reduce below 1), if more than 2 Wis damage, target must make a DC 16 Will save or suffer an additional 1d6 points of nonlethal damage; *cure* 2 consecutive saves.

Wasting Strain: Disease—Anesthetizing touch; *save* Fort DC 16; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage, target must make a second Fort save or 1 point of the damage is drain instead; *cure* 2 consecutive saves.

A xoraphond automatically knows when it has successfully infected a creature, but can carry only one disease at a time. Each day after resting for 24 hours, a xoraphond may organically alter its disease to a different strain. The save DC is Constitution-based.

Ooze Empathy (Ex) As a standard action, a xoraphond can improve the attitudes of oozes with a Diplomacy check, similar to a druid's wild empathy ability. The xoraphond rolls 1d20 and adds its HD and Charisma modifier to determine the empathy check result. Oozes typically have a starting attitude of Indifferent towards xoraphonds. To use this ability, the xoraphond and ooze must be within 30 feet and capable of studying one another.

Vulnerable to Sonic Attacks (Ex) Xoraphonds are vulnerable to sonic attacks and take half again as much damage (+50%) from such attacks. If a xoraphond takes sonic damage it must succeed on a Fortitude save (DC equal to the damage taken) or become dazed for 1 round.

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 +15

Defense

AC 18, touch 12, flat-footed 16 (+2 armor, +1 Dex, +1 dodge, +4 natural armor)
hp 45 (6d10+12)
Fort +6, **Ref** +6, **Will** +7
Defensive Abilities all-around vision

Offense

Speed 30 ft.
Melee masterwork spear +9/+4 (1d8+3/×3)
Ranged light crossbow +7 (1d8/19-20)
Special Attacks paralyzing gaze, rebuking glare

Statistics

Str 14, **Dex** 13, **Con** 15, **Int** 12, **Wis** 14, **Cha** 11
Base Atk +6; **CMB** +8; **CMD** 19
Feats Dodge, Great Fortitude, Improved Initiative
Skills Intimidate +9, Perception +15, Sense Motive +8, Stealth +10, Survival +11; **Racial Modifiers** +4 Perception
Languages Common

Ecology

Environment any
Organization solitary, pair, or skirmish (1–2 plus 2d6 1st-level zahajin warriors)
Treasure gear (leather armor, masterwork spear, light crossbow with 20 bolts; other treasure

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 15 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. The save DC is Wisdom-based.

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 15 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. The save DC is Wisdom-based.

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.

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Yllosan

A pale, translucent squid-like creature floats shrouded in rainbow-hued mist.

Yllosan CR 7

XP 3,200
CG Small aberration (incorporeal)
Init +8; Senses darkvision 60 ft.; Perception +11

Defense

AC 19, touch 19, flat-footed 14 (+3 deflection, +4 Dex, +1 dodge, +1 size)
hp 52 (7d8+21)
Fort +5, **Ref** +8, **Will** +6
Defensive Abilities incorporeal, natural invisibility
Weaknesses vulnerable to sonic

Offense

Speed 30 ft., fly 30 ft. (good)
Ranged aetheric throw +11 (4d6+7)
Spell-Like Abilities (CL 10th; concentration +13)
Constant—*psychic reading*[OA]
At will—*dancing lights, detect thoughts* (DC 15), *mage hand, mindlink*[OA]
3/day—*mindwipe*[OA] (DC 17), *riding possession*[OA] (DC 17), *suggestion* (DC 16)
1/day—*dream, greater possession*[OA] (DC 19)

Statistics

Str —, **Dex** 19, **Con** 16, **Int** 17, **Wis** 12, **Cha** 17
Base Atk +5; **CMB** +9; **CMD** 23
Feats Dodge, Improved Initiative, Lightning Reflexes, Manipulative PresenceB, OA, Weapon Focus (aetheric throw)
Skills Bluff +10, Diplomacy +10, Fly +18, Knowledge (local) +13, Perception +11, Sense Motive +8, Stealth +24; **Racial Modifiers** +6 Stealth
Languages Celestial, Common, Elali, Ultari, Yllosan; telepathy 100 ft.
SQ starflight, telekinetic invisibility

Ecology

Environment any
Organization solitary, pair, or cluster (3–6)
Treasure none

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 4d6+7 points of damage; the thrown object deals bludgeoning, piercing, or slashing damage, as appropriate to the type of object thrown. 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 rather than a ranged touch 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. This ability is equivalent to the telekinetic blast of a 7th-level aether kineticist for all purposes.

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

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 effects such as invisibility purge.

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 shout or greater shout spell (or any 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.

The yllosan are allies of the elali, but their numbers are dwindling. While able to pass through the void of space on waves of thought, the Ultari Hegemony has become more cunning at rooting them out and cutting them down after they have been expelled from a possessed creature. Some yllosan have abandoned the Accord and seek to preserve their species, including a colony of over 400 remains on the crossroads world of Zel-Argose. There, the Azure Syndic leads the Chapel of Blue Radiance, devoted to the mysterious deity Kytheklo. This eldritch entity manifests as a god-like bluish light to the rest of the clergy, or it possesses one of the monks in order to speak face-to-face with new initiates or those who visit the chapel. Many non-yllosan visit and worship in this temple, unaware of the mysterious thought-creatures gathering within its walls and presuming the disembodied voices in their mind are numinous contact with a divine being or that the educated monks instructing them are actually the yllosan possessing them and speaking through them.

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.

Zahajin

A lean humanoid bearing various piscine traits emerges from the twilight, brandishing a heavy axe.

Zahajin Warleader CR 4

XP 1,200
Zahajin bloodrager (greenrager[ACG]) 5
CN Medium humanoid (aquatic, zahajin)
Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +7

Defense

AC 16, touch 12, flat-footed 12(+4 armor, +3 Dex, +1 dodge, -2 rage)
hp 52 (5d10+20)
Fort +8, **Ref** +4, **Will** +2
Defensive Abilities aetherite immunity, improved uncanny dodge
Weaknesses aetherite dependency, light blindness

Offense

Speed 30 ft., climb 30 ft., swim 40 ft.; expert climber
Melee masterwork greataxe +11 (1d12+7/×3)
Ranged masterwork javelin +9 (1d6+5)
Special Attacks blood casting, bloodrage (14 rounds/day), confusing critical (DC 16), hatred, leaping charger
Bloodrager Spells Known (CL 5th; concentration +8)
1st (2/day)—*expeditious retreat, mage armor, magic missile*
Bloodline Fey

Statistics

Str 20, **Dex** 16, **Con** 19, **Int** 8, **Wis** 8, **Cha** 16
Base Atk +5; **CMB** +10; **CMD** 22
Feats Dodge, Eschew Materials[B], Mobility, Psychic Sensitivity[B, OA], Spring Attack
Skills Acrobatics +11, Climb +21, Intimidate +7, Perception +7, Stealth +10, Survival +6, Swim +17; **Racial Modifiers** +16 Climb, +8 Swim
Languages Zahaj-el
SQ amphibious, fast movement, unfettered fury, weapon familiarity
Combat Gear *potion of blur* **Other Gear** masterwork greataxe, masterwork javelin (3), *greater talisman of beneficial winds*[OA], *lesser talisman of danger sense*[OA], *lesser talisman of warrior's courage*[OA], *elixir of love*

Ecology

Environment the Darkwild
Organization solitary, pair, or skirmish (1–2 plus 2d6 1st-level zahajin warriors)
Treasure gear; other treasure

The zahajin are a race of ichthyic humanoids dwelling in the Darkwild of Kir-Sharaat. Zahajin dominate the deep places of the erahthi homeworld and exist today as the result of millennia of fey influence and aetherite exposure.

Zahajin physiology varies wildly among individuals. This zahajin warleader stands six feet tall and weighs 180 pounds.

Ecology

Zahajin are mostly humanoid, with 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.

The Darkwild is a tangle of roots and cliffs, steep tunnels and rushing rivers. As a result, the zahajin have evolved into unparalleled climbers and swimmers. They easily cling to surfaces smoother than water-slicked limestone, and their twisting legs make them powerful swimmers. Zahajin are unaccustomed to flat land, where they move carefully. In all cases, the movement of zahajin is lithe and sensuous, thanks to fey influence.

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.

Habitat/Society

Zahajin society is a chaotic throng of hunter-gatherer tribes. Some are nomadic, wandering the layers of the Darkwild, while otherssettle villages

among the tree-roots and tunnels. Most tribes are led by spellcasters; these are mostly sorcerers, bards, and mediums. The unquestioned rulers of the zahajin, however, are the fey lords. Many tribes pay homage to them, both individually and collectively, and individual zahajin view them with an almost religious awe. For their part, the fey lords are neither aloof nor distant, mixing with their subjects as the whim takes them; numerous fey bloodlines among the zahajin are testament to their attention.

In addition to the fey lords, zahajin revere aetherite itself, (which they call ajiah, "dreaming together". In places, they create marvelous and exotic shrines to the crystal—twisting lattices and spirals, forests of crystal "trees", and many others—while in other places, they harness its telekinetic potential to create powerful traps or bridges and walls of invisible force.

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 culture is highly encouraging of creative and artistic pursuits and they are fascinated by pleasing designs or beautiful songs, eagerly sharing their works among their own kind. Their creativity is fueled both by desire for their fey masters' attention and by the dream-trances that zahajin experience instead of mundane sleep. Some seek out intoxicating substances to intensify these dreams, while others commune with aetherite deposits in search of inspiration.

Due to traditions formed in the wake of the ancient war, internecine bloodshed is uncommon and frowned upon; zahajin are deeply loath to slay their own. Instead, social warfare is common, whether between tribes or individuals. A wronged zahajin might seduce away a rival's lover or turn the tribe against a rival through persuasive oration. Magically talented zahajin often enchant or curse those who have wronged them. These principles apply in intertribal conflict as well; a tribe's sorcerers and mesmerists might charm rival tribes' warriors away or dominate rival leaders.

The only (known) Material culture to which the zahajin have any connection is the erahthi, against whom they bear millennia-old resentment. This hatred is fueled by the zahajin collective consciousness, which is still plagued by haunting memories of their slaughter. Additionally, the fey lords' recollection of that ancient war is forever fresh—memories of the butchering of their zahajin, the deaths of their fellow fey, and of the emotional echoes of fear and hate resounding through the psychically-charged Darkwild. This drives many of the fey lords to paranoia, watching vigilantly for threats from above; in the wake of erahthi aetherite-harvesting during the Century War, the fey lords ready their zahajin for battle.



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
Init +10; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision; Perception +25

Defense

AC 32, touch 20, flat-footed 26 (+6 deflection, +6 Dex, +12 natural, –2 size)
hp 176 (21d10+61)
Fort +7, **Ref** +13, **Will** +11
Defensive Abilities force field, hardness 20; **Immune** construct traits, cold, electricity, fire, sonic; **Resist** acid 20

Offense

Speed 60 ft., fly 120 ft. (perfect); booster jets, starflight
Melee 2 slams +28 (8d6+9/19–20) or 2 wrist blades +28 (8d6+9/19–20)
Ranged laser rifle +25 (6d6 fire)
Special Attacks gravity manipulation, force field punch, wrist blades
Spell-Like Abilities (CL 20th; concentration +23)
At will—*dimension door*

Statistics

Str 29, **Dex** 23, **Con** —, **Int** 14, **Wis** 19, **Cha** 16
Base Atk +21; **CMB** +32 (+36 sunder); **CMD** 54 (56 vs. sunder)
Feats Critical Focus, Greater Sunder, Hover, Improved Critical (slam), Improved Initiative, Improved Sunder, Power Attack, Staggering Critical, Stunning Critical, Sundering Strike, Toughness
Skills Acrobatics +27, Climb +20, Fly +23, Intimidate +22, Perception +25
Languages Common, Zennoga

Ecology

Environment any
Organization solitary or crew (2–12)
Treasure standard

Special Abilities

Booster Jets (Ex) A zennoga can fly at 4 times its fly speed as a full-round aciton. It must move in a straight line while using its booster jets and does not provoke attacks of opportunity when it does so.

Force Field (Ex) Except when it uses its force field punch, a zennoga always has its force field active, gaining a +6 deflection bonus to Armor Class.

Force Field Punch (Ex) As a swift action, a zennoga can refocus its force fields to its fists. After it does so, its slam attacks deal an additional 4d6 points of damage and it deals double damage against objects. It loses the deflection bonus when it uses this ability. The force field reverts to its normal configuration at the beginning of the zennoga's next turn.

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 it can pinpoint the increase in gravity to create a devastating effect. The weaker form of gravity increase forces all creatures within 120 feet of the zennoga to succeed on a DC 23 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 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. 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 its CMB if it attempts a sunder combat maneuver 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 23 Fortitude save to avoid this effect. This ability's save DCs are Charisma-based.

Wrist Blades (Ex) As a move action, a zennoga can extend or retract wrist blades from either or

both arms. These wrist blades have the same statistics as its slam attack, but deal piercing and slashing damage.

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.



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/MR 5

XP 19,200
NE Large aberration (mythic, swarm)
Init +10/−10[MF], dual initiative[MA]; **Senses** blindsight 60 ft., darkvision 60 ft.; Perception +22

Defense

AC 20, touch 15, flat-footed 14 (+6 Dex, +5 natural, −1 size)
hp 160 (16d8+88) plus 50 gelatinous shield
Fort +8, **Ref** +11, **Will** +13; +5 vs. mind-affecting effects
Defensive Abilities gelatinous shield, mythic saving throws[MA], swarm traits; **DR** 10/epic; **Immune** acid, cold, electricity, ooze traits; **SR** 26
Weaknesses vulnerability to sonic

Offense

Speed fly 30 ft. (perfect)
Melee 4 slams +17 (1d6+6/19-20/×3 plus 1d6 acid and paralysis), swarm (4d6 plus mind ablation[MA])
Space 10 ft.; **Reach** 10 ft.
Special Attacks distraction (DC 21), engulf (DC 21, 1d6 acid plus paralysis), mythic power (5/day, surge +1d8)

Statistics

Str 13, **Dex** 23, **Con** 16, **Int** 23, **Wis** 16, **Cha** 13
Base Atk +12; **CMB** +14; **CMD** 30
Feats Ability Focus (engulf), Combat Reflexes, Critical Focus[MF], Flyby Attack, Improved Critical (slam)[MF], Improved Initiative, Power Attack, Weapon Finesse[MF]
Skills Acrobatics +25, Bluff +17, Fly +31, Intimidate +20, Knowledge (dungeoneering) +22, Knowledge (planes) +25, Knowledge (religion) +22, Perception +22, Sense Motive +19, Stealth +21
Languages Aklo, Daemonic (cannot speak); telepathy (within swarm's area)
SQ abhorrent mind[MA], accelerated assimilation[MA], no breath, separate[MA], transparency control

Ecology

Environment any
Organization solitary or audience (2-3 zyoselaks)
Treasure double

Special Abilities

Abhorrent Mind (Ex) Mind-affecting effects that target single creatures function normally against a zyoselak, since the creature's individual components share a hive mind. Due to the alien nature of its hive mind, however, a zyoselak gains a bonus equal to its mythic rank 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 Will save (at the same DC) or be stunned for 1 round.

Accelerated Assimilation (Ex) The acid of a zyoselak's gelatinous shield breaks down flesh and bone into nutrients that the zyoselak absorbs. Whenever a gelatinous shield deals acid damage to a target made of flesh or bone, a zyoselak 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 zyoselak's next turn, providing the swarm with additional healing equal to twice the creature's Hit Dice. 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*, *true resurrection*, and *wish*.

Acid (Ex) A zyoselak's gelatinous shield is a digestive acid that dissolves only flesh and bone—creatures not made of flesh or bone (including most constructs, elementals, oozes, plants, and incorporeal creatures) are immune to the gelatinous shield's acid damage.

Engulf (Ex) A zyoselak's gelatinous shield can engulf Large or smaller creatures in its path as a move action. The gelatinous mass merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the gelatinous shield, 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 21 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the mass moves through their space. Engulfed creatures are subject to the jelly's paralysis and acid, gain the pinned condition, are in danger of suffocating,

and are trapped within the gelatinous mass until they are no longer pinned. If the zyoselak is inside the gelatinous shield, engulfed creatures are also subject to the zyoselak's swarm attack. The save DC is Strength-based.

Gelatinous Shield (Ex) A zyoselak secretes and inhabits a mass of acidic, paralytic jelly which it uses for both offense and defense. A zyoselak 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 zyoselak 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 zyoselak 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 zyoselak 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.

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 amount equal to the creature's mythic bonus hit points (40 for most zyoselaks). As a standard action, a zyoselak can spend one use of mythic power to use its mind ablation ability as an 80-ft. line or 40-ft. cone.

Paralysis (Ex) A target hit by a zyoselak's slam or engulf attack must succeed on a DC 21 Fortitude save or be paralyzed for 3d6 rounds. A zyoselak can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Separate (Ex) If a zyoselak moves outside of its gelatinous shield, the gelatinous shield liquefies and falls harmlessly to the ground. If a zyoselak spends one use of mythic power as a swift action, however, the gelatinous shield's integrity and current position are maintained, and the zyoselak can move out. 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 (alien, mythic, swarm); **Init** +12; **AC** 31, touch 26, flat-footed 23; **Ref** +13; **Defensive Abilities** swarm traits; **Immune** acid, cold, ooze traits; **Speed** fly 60 ft. (perfect); **Melee** swarm (4d6 plus mind ablation[MA]); **Special Attacks** distraction (DC 21), mythic power (5/day, surge +1d8); **Reach** 0 ft.; **Str** 1, **Dex** 27; **CMB** —; **CMD** —; **Skills** Acrobatics +27, Fly +43, Stealth +43. If the zyoselak does not move back into the gelatinous shield within 1 round per mythic rank, 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.

Transparency Control (Ex) 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 engulfed. A zyoselak in an opaque shield has total concealment but opponents that can see the opaque gelatinous mass nevertheless know which squares the zyoselak occupies.

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: Aliens

Alien creatures from the farthest reaches of space are an unusual but well-known classic trope in fantasy gaming, from the earliest days of Dave Arneson's *Blackmoor* setting through every edition, and the *Pathfinder Roleplaying Game* is no exception. Awful things from outer space are often correlated with Lovecraftian horrors and surely there is a connection there, but things from beyond need not be from reality-warping dimensions beyond imagination that seek only madness and despair. Some alien cultures are perfectly civilized and agreeable with visitors from elsewhere, or curious explorers seeking among the stars what they might find for answers to the great questions of their place in the universe. Some, of course, are ruthless and bloodthirsty conquerors, soulless machines, or subversive spies for extraterrestrial dominions on the lookout for new planets to add to their empires. Being *alien* simply means to be from somewhere else, a different planet, a different galaxy, wherever it may be, but a place that is present in the physical universe rather than the far-flung planes or bizarre null dimensions in between. What is alien here may be perfectly at home elsewhere, much as a spice exotic in northern lands would be commonplace in the jungle islands where it is grown.

Mythos creatures are of the mythos wherever they roam, and while there is certainly overlap between the alien and the mythos, with some creatures fitting neatly in both camps, it is worth remembering that it is entirely possible to be vicious, hateful, and evil without being a star-spawn of the Great Old Ones. The mythos subtype and other subtypes that may be relevant to alien creatures are described below. Use of these subtypes is optional and can be applied to creatures with any base type, whether living or dead.

Alien Subtype

An alien is an extraterrestrial creature from another world within the Material Plane. All alien creatures have either a homeworld or actually dwell in the vacuum of outer-space. Creatures not labeled as alien do not gain the alien subtype if they leave their own world and visit an alien homeworld. Aliens have the following traits (unless otherwise noted in a creature's entry):

Alien Mind (Ex) Any creature that attempts to interact directly with an alien's thoughts (such as via detect thoughts or telepathy) must succeed at a Will save or be dazed for 1 round. The save DC is equal to 10 + 1/2 the alien's Hit Dice + the alien's Charisma modifier. An alien using its 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.

Inscrutable (Ex) Alien minds and motivations are often strange and indecipherable to creatures not from their homeworld. All Sense Motive skill checks made against an alien creature take a penalty equal to half the alien creature's HD. Additionally, the DC for all Knowledge skill checks made regarding an alien creature are 10 higher than normal.

Except where otherwise noted, alien creatures with an intelligence score of 3 or greater speak their own native alien language and do not have access to the Common tongue.

Alien Magic Items

In addition to creatures of an alien subtype, magic can have a unique interaction with things from outer space. If you are looking to create thematically alien magic, you can certainly utilize your flavor text to create an alien appearance or apparent functionality for items even if they behave identically to standard Pathfinder magic items. The Spellcraft DC to identify such items should be increased by 5 for items that are generally similar to their standard Pathfinder equivalents or by 10 for items that are very dissimilar.

Alternatively, if you want alien items to seem even more different from standard items, but without wholesale adoption of a new system of technological items, you could require a Disable Device or Knowledge (engineering) check (or both) to puzzle out the mechanism of operation and the effects of an alien item. Such items may or may not detect as magical; however, if they do not you should probably introduce a spell like the following:

Identify Technology
School divination; Level bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, F (magnifying glass)
Range 60 ft.
Area cone-shaped emanation

Duration 3 rounds/level (D)
Saving Throw: none; **Spell Resistance**: no

This spell functions as *identify*, except that it gives you a +10 enhancement bonus on Disable Device, Knowledge (engineering), or Spellcraft checks made to identify the properties and activation method of technological items in your possession. This spell does not allow you to identify artifacts or non-technological magical items.

Other Creature Subtypes

Most of the subtypes listed above are found in the *Pathfinder Roleplaying Game Bestiary* and its sequels, and further information can be found there. The exceptions are as follows:

Mythos Subtype: The mythos subtype represents creatures with their origins in the Lovecraftian mythos of ancient alien gods from beyond the stars and madness-inducing forays into secrets man was not meant to know. While mythos creatures are often aliens from elsewhere in the physical universe, they can also be creatures from alien dimensions beyond the bounds of time and space as ordinary mortal creatures understand them. Mythos creatures often induce fear or madness in other creatures, especially if using Madness rules such as those in the *Pathfinder Roleplaying Game Gamemastery Guide* or the *Gothic Campaign Compendium* from Legendary Games.

Psionic Subtype: These creatures have psionic abilities and use the psionics rules as described in *Psionics Expanded, Psionics Unleashed,* the *Psionic Bestiary,* and their companion volumes from Dreamscarred Press.

Robot Subtype[B5]: These constructs are typically technological rather than magical in nature, operating with power sources and technological weapons that are generally far more advanced than those of other creatures. Some robots are extraterrestrial in origin, while others are relics of lost technological societies or technomagical experiments. The traits of creatures with the robot subtype are described in full detail on d20pfsrd.com.

Troop Subtype[B6]: The troop subtype represents an organized group of trained soldiers that act as a unit, rather than as individuals. A troop is something of an abstraction, in that the component creatures that make up the troop are mostly irrelevant; only the troop as a whole matters for the purposes of combat. A troop is similar to a swarm, but is normally composed of Small or Medium creatures. Large groups of Tiny or smaller creatures should use the normal swarm rules. The traits of creatures with the troop subtype are described in full detail on d20pfsrd.com.

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 aetherships. 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 aetherships function and sample aetherships.

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 kytons, 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.

Kytons 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 knows 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. Knowledge checks pertaining to kytons are made at a DC equal to 25 + the kyton's hit dice. 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 Pathfinder Roleplaying Game offers hundreds of creatures across its Bestiary line. 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, specter

Ashra: fire elemental, salamander

Akasaat: ankheg, behir, bulette, chimera, cockatrice, cyclops, devourer, dust mephit, earth elemental, fire beetle, gargoyle, gorgon, harpy, lizardfolk, manticore, ogre, roc, purple worm, wyvern

Kir-Sharaat: basilisk, ettercap, giant mantis, girallon, hydra, nymph, ochre jelly, phase spider, satyr, treant, will-o-wisp, yellow musk creeper

Amrita: gray ooze, mimic, russet mold, will-o-wisp

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 mouther, 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

Ashra: ifrit, rast

Akasaat: aurumvorax, brimstone ooze, crystalline ooze, dust digger, flame drake, krenshar, magma ooze, oread, poisonous ooze, pugwampi gremlin, sandman, thunderbird, totenmaske, vexgit gremlin, yrthak

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, sceaduinar, 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, ijiraq, 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, ahool, 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 Companion, 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 suffer 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 Disable Device skill as though they were subjected to a Heal check.
- A phalanx reduced to 0 hit points falls unconscious and begins to bleed out like a living creature and dies when reduced to a negative total of hit points equal to double the phalanx's Constitution score.
- 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 heroes' feast and 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 AC 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 Handle Animal (Symbiont Handling) skill unlock.
- *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: Special Rules for Sci-Fi

Most of the spells and spell-like abilities, as well as feats, magic items, equipment, and the like that are referenced in this book from the core rulebooks of the *Pathfinder Roleplaying Game* and can be found in them or in free online resources like **paizo.com/pathfinderRPG/prd/** and **d20pfsrd.com.** PDF copies of this book contain links to those online resources, and all such items are referenced with superscripts as noted in the preface to this book. However, for ease of reference we are reprinting a selection of such material here where it is drawn from unusual or harder-to-find sources.

Gravity

Gravity in the *Pathfinder Roleplaying Game* is separated into four general categories. (For other gravities, GMs may wish to use the closest category or create custom ones.)

Standard Gravity (×1): Typical gravity similar to that of Earth.

Low Gravity (×1/2): Characters can jump twice as high and as far and can lift twice as much. Movement speed is unaffected. Each range increment for ranged weapons is doubled. Creatures that fall within an area of low gravity take 1d6 points of damage for every 20 feet fallen.

High Gravity (×2): Characters can move at no more than half speed, jump no more than half as high or as far as normal, and lift no more than half as much as normal. Each range increment for ranged weapons is halved. Creatures that fall within an area of high gravity take 1d6 points of damage for every 5 feet fallen. Characters who remain in a high-gravity environment for long periods become fatigued more easily, taking a -4 penalty on saving throws or Constitution checks to avoid becoming fatigued due to physical exertion. Creatures take double the normal amount of nonlethal damage (if any) taken due to a failed Constitution check or Fortitude save to caused by exertion such as a forced march or prolonged swimming or running, and the DC of such checks increases at twice the normal rate for continued exertion. This does not affect checks or saves to avoid fatigue from hot or cold temperature or other effects.

No Gravity (×0): Without magical flight, moving in an area with no gravity is difficult. A character with a surface to push off from can move up to half speed in any direction. A double move or charge can be performed this way, but not a run. A character can move at his full climb speed or his full land speed by succeeding at a DC 20 Climb check as long as he remains adjacent to a surface with sufficient handholds. He adds his Dexterity modifier (minimum 0) on this Climb check in addition to his Strength modifier. Once a character starts moving, he continues moving at the same speed in the same direction each round without using an action until he latches onto an object to stop himself, pushes off in another direction, or creates thrust somehow (each of which requires a move action). Creatures with nonmagical means of flight lose the ability to fly for 2d6 rounds after entering a no gravity area. A character in a no-gravity environment can lift and carry 10 times his normal limit. Ranged weapons have no maximum range, and their range increment distances are multiplied by 10. Projectiles fired from a null-gravity area into an area with gravity of any kind take a –10 penalty to hit.

Inverted Gravity: Because of some strange flux in the laws of physics, usually temporary, the pull of gravity draws creatures away from the ground or normal locus of gravity, carrying them away from the surface.

A minor fluctuation sends the affected creature upward 10×2d6 feet within a single round before the creature falls again. A severe fluctuation sends the creature falling upward for 2d6 rounds, for a distance of 500 feet in the first round and 1,000 feet in each successive round. Fly skill checks take a –5 penalty while gravity is reversed due to disorientation, and a successful DC 10 Fly check is required for a flying creature to control its movement. Creatures with perfect maneuverability take no penalty and need not attempt checks to move.

While in a region of inverted gravity, there is a 10% chance every 10 minutes of 1d4 random individual creatures or unaccompanied objects weighing more than 5 pounds being affected. The effect targets individual creatures and objects within the area, rather than everything in the area. Areas subject to inverted gravity may be identified by a pronounced lack of larger rocks and similar

objects in the area, though only by those familiar with the threat. A typical region measures 1,000 feet across, while larger areas span up to 5 miles.

Orbital Re-entry: Whenever a creature or object in space rejoins a planet's gravity and moves through its atmosphere rapidly, friction and stress cause damage as it falls. A creature or object in re-entry takes fire damage equal to the damage it would take if it landed after falling, up to 20d6 points. It continues to take this damage every turn until it is no longer falling. A planet with thin air or significantly less gravity may reduce these penalties.

Radiation

Radiation is a deadly threat to those who would explore technological ruins or ruins of advanced civilizations, and even in areas that appear devoid of strange artifacts, the land, the water, or the local flora and fauna may be irradiated. At the GM's discretion, adventurers may even be affected by the cumulative effects of mild levels of radiation that would be harmless if encountered briefly but may build into dangerous levels over sustained or repeated periods of exposure.

Radiation is a poison effect whose initial effect causes Constitution drain and secondary effect causes Strength damage. Radiation dangers are organized into four categories: low, medium, high, and severe.

Area of Effect: Radiation suffuses a spherical area of effect that can extend into solid objects. The closer one gets to the center of an area of radiation, the stronger the radiation effect becomes. Radiation entries list the maximum level of radiation in an area, as well as the radius out to which this radiation level applies. Each increment up to an equal length beyond that radius degrades the radiation strength by one level. For example, a spherical area of high radiation with a radius of 20 feet creates a zone of medium radiation 21 feet to 40 feet from the center in all directions, and a similar zone of low radiation from 41 to 60 feet.

Initial Effect: Radiation initially deals Constitution drain unless the exposed character succeeds at a Fortitude saving throw. A new saving throw must be attempted to resist radiation's initial damage each round a victim remains exposed to it.

Secondary Effect: Secondary effects from radiation deal Strength damage at a much slower rate than most poisons. 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.

Removing Radiation Effects: All radiation damage is a poison effect, and as such it can be removed with any effect that neutralizes poison. Ability damage and drain caused by radiation damage can be healed normally.

Radiation, 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

Radiation Damage

Radiation Level	Fort. Save	Primary Effect	Secondary Effect
Low	13	1 Con drain	1 Str damage/day
Medium	17	1d4 Con drain	1d4 Str damage/day
High	22	2d4 Con drain	1d6 Str damage/day
Severe	30	4d6 Con drain	2d6 Str damage/day

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—contact, ingested, injury; *save* DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage and 1d4 Charisma damage; *cure* 2 consecutive 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 will remain 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.

Creatures reduced to 0 Constitution by aetherite radiation or poison are slain and have a 50% chance to rise as a corporeal undead with the aetherwarped template. However, living creatures reduced to 0 Charisma fall into a dreamless catatonia. While in this state an affected creature cannot save against possession effects (such as *possession*[OA] or a ghost's malevolence ability.)

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 Radiation

Radiation Level	Fort. Save	Primary Effect	Secondary Effect
Low	13	1 Con drain	1 Cha damage/day
Medium	17	1d4 Con drain	1d4 Cha damage/day
High	22	2d4 Con drain	1d6 Cha damage/day
Severe	30	4d6 Con drain	2d6 Cha damage/day

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. A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. If a character takes a standard or full-round action, the remaining duration that the character can hold her breath is reduced by 1 round. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The check must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to –1 hit points and is dying. In the third round, she suffocates.

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, such as creatures wearing a *necklace of adaptation*, or who are casting spells without a verbal component (including spells modified with Silent Spell) 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 like a traveler's pocketwatch or combining a sextant with an astrolabe or orrery. See *Astronomical Equipment* for more information.

Sonic Effects: Sonic effects are equally difficult to use in a vacuum as fire effects, as described above, creating at beast 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.

Starsoul: Class features granted by the **starsoul** bloodline[APG] automatically function without the need for a check in a vacuum, as do their bloodline spells. In addition, characters with this bloodline gain a +2 circumstance bonus on concentration checks to cast other spells in a vacuum. The same applies to characters with the **Void** domain[B4] and the **Stars** subdomain[PotS] and their domain spells, or any similar class features devoted to the worship or study of space at the GM's discretion.

Astronomical Equipment

Astrolabe

Price 1,000 gp; **Weight** 6 lbs.

This device consists of a flat disc upon which two other discs are mounted. The mounted discs can rotate on a central axis, allowing them to spin and move as days pass. The bottom disc represents the latitude of the user; an astrolabe is useless if the user is outside the preset latitude. The upper disc represents the sky and is filled with astronomical features. Anyone can be shown how to use an astrolabe at night to determine the date and time (which takes 1 minute). When using an astrolabe, you can make a Survival check using your Intelligence modifier instead of your Wisdom modifier to avoid becoming lost.

Orrery

Orrery		
Type	Weight	Price
Tellurium	2 lbs.	100 gp
Calculating Tellurium	2 lbs.	200 gp
Standard	5 lbs.	750 gp
Grand	12 lbs.	1,000 gp
Calculating Standard	5 lbs.	1,500 gp
Calculating Grand	12 lbs.	2,000 gp

This complex mechanism simulates the angles and relative distances between one or more bodies in a solar system in relation to the system's star with marks or spheres on moving gears or arms. Anyone consulting an orrery gains a +2 circumstance bonus on Knowledge (geography) checks involving bodies it models and on Survival checks to navigate the void of space. An orrery can be used in combination with a sextant on a clear night to determine the time on any of the stellar bodies it models. Any orrery can be used as a focus component for the *augury* spell in place of that spell's normal focus.

Orreries come in many shapes and sizes and with a variety of functions in mind.

- A tellurion models a single planet and any moons it may have.
- A standard orrery tracks the inner planets of a system and their moons.
- A grand orrery tracks all the known planets of a system including outer planets, moons, and asteroid belts.
- A calculating orrery is an orrery that indicates with rotating numerals on each arm the current distance between each body and its star (or its planet, in the case of moons), increasing the circumstance bonus on relevant skill checks to +4.

Sextant

Price 500 gp; **Weight** 2 lbs.

A sextant is used to determine your latitude. Using a sextant with an astrolabe gives you a +4 circumstance bonus on Survival checks made to prevent getting lost.

Telescope

Telescope			
Type	Bonus	Weight	Price
x10	+2	12 lbs.	2,000 gp
x50	+4	23 lbs.	4,000 gp
x250	+6	44 lbs.	8,000 gp

This basic, semi-portable telescope allows the user to see greater detail on very distant objects. Telescopes can be built to a variety of specifications, but those most often used by adventuring stargazers are listed here. A telescope grants the listed circumstance bonus on Perception checks to discern celestial bodies and on Knowledge (geography) checks to learn about the planets when used at night.

A telescope can be used to look at either terrestrial or celestial objects. Distance penalties on Perception checks for viewing objects through the telescope are divided by the telescope's

magnification. Assembling, disassembling, or significantly moving a telescope takes 1 minute.

Traveler's Pocket Watch
Price 1,000 gp; **Weight** 1 lb.
This bulky, key-wound, pocket-sized clock has three faces, each with its own hour hand. Each face can be wound and calibrated separately to account for up to three different time zones (for local use) or even different day lengths (for interstellar use). It is accurate to within half an hour per day and must be wound daily.

Rare Spells

Gravity Sphere
School transmutation; **Level** druid 6, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (a marble)
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* 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** druid 6, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (a small lead weight)
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.

Freedom of movement negates the effects of this spell. A creature targeted by gravity well behaves normally in the area of a *reverse gravity* spell.

Magnetic Field
School abjuration; **Level** alchemist 6, cleric 7, magus 6, sorcerer/wizard 7, summoner 6, witch 7
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. 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 500 pounds are not affected. If the magnetic field would cause a dangerous metal object such as a sword or anvil 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).

A creature in the area wearing metal armor, wielding a metal weapon, or holding a metal object must succeed at a Reflex save or be dragged 5 feet closer to you in a straight line, as if affected by the pull universal monster rule, as described in the *Pathfinder Roleplaying Game Bestiary*. A creature can drop a metal object it's holding as a free action to avoid the effect if it's not wearing metal armor; a creature being dragged by its shield can loosen it as a move action and drop it as a free action. Creatures made entirely or mostly of metal take a –2 penalty on their Reflex saves. Creatures that fail their saves by 5 or more are pulled an additional 5 feet closer for every increment of 5 by which they failed their saves.

Mythic Feats

Rules for mythic monsters can be found in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*, and most mythic feats and spells referenced in this volume are described in the earlier chapters of that book. A number of mythic feats also were introduced in the *Mythic Monster Manual* from Legendary Games, and those feats are described here for ease of reference.

Ability Focus (Mythic)

One of this creature's special abilities is extraordinarily powerful.

Prerequisite: Ability Focus.

Benefit: Choose a special ability for which the creature already has Ability Focus. The bonus to save DCs provided by Ability Focus for the creature's chosen special ability increases by 2. Additionally, the creature can expend one use of mythic power as part of using its chosen special ability to force the targets of the special ability to roll their saves twice, taking the lower result.

Special: If the creature has taken non-mythic Ability Focus multiple times, it must choose which of those feats this enhances. A creature can take this feat multiple times. The effects do not stack. Each time the creature takes this feat, it applies to a different non-mythic Ability Focus feat.

Arms of the Deep (Mythic)

Your lashing strikes reach up from the water to strike from all directions.

Prerequisite: Large or larger size, two or more natural weapons, swim speed.

Benefit: While you are in the water, you gain the benefit of flanking whenever an ally threatens an enemy that is threatened by you. In addition, if you attack the same creature with two or more natural weapons, you provide the benefits of flanking to yourself against that target for each attack after the first.

Coruscating Breath (Mythic)

Your breath erupts with a flare of coruscating radiance.

Prerequisite: Con 19, breath weapon special attack.

Benefit: Creatures that fail their saving throw against your breath weapon are blinded for 1 round and dazzled for a number of rounds equal to your age category (or 1d4 rounds, if you are not a dragon). If you expend one use of your mythic power as a free action when using your breath weapon, creatures that fail their saves are blinded for a number of rounds equal to your mythic rank if they are mythic creatures; non-mythic creatures are blinded permanently. Creatures succeeding on their saving throws are dazzled for a number of rounds equal to your mythic rank if they are mythic, or a number of minutes equal to your mythic rank for non-mythic creatures.

Inescapable Grasp (Combat, Mythic)

It is almost impossible for foes to wriggle free from your grasp.

Prerequisite: Improved Grapple or grab special attack.

Benefit: Your CMD against attempts to escape from your grapple is increased by an amount equal to your mythic tier, whether such attempts are made as a grapple combat maneuver or an Escape Artist skill check. In addition, you can grapple creatures using *freedom of movement,* though you take a base -20 penalty on combat maneuver checks made to grapple such a target. This penalty is reduced by an amount equal to your mythic tier (if your target is a mythic creature or is using mythic *freedom of movement*) or by twice your mythic tier otherwise.

Appendix 4: Traps and Hazards

Many of the usual traps and hazards described in the *Pathfinder Roleplaying Game* work just as well in a sci-fi setting as they do in a traditional fantasy setting. In addition, the following unusual traps and hazards add an additional sci-fi flair to any campaign.

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. Each round these creatures can attempt a DC 17 Fortitude save to resist the mote's effects. Creatures that succeed at this initial saving throw are merely staggered for 1 round as they gasp for breath. Creatures that fail this initial saving throw begin to suffocate. On the creature's next turn, it is reduced to 0 hit points. One round later, it drops to –1 hit points and is dying. One round after that, the creature dies. Each round, creatures that have failed their initial saves can delay that round's effects from occurring by making a successful DC 17 Fortitude save but failing moves the creature one step further along the track to suffocation. It isn't possible to defeat the mote's effects by simply holding one's breath; the mote can directly extract the air from a creature's lungs. While sucking the air from creatures, 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* against caster level 10th.

Collapsing Structure CR 8

XP 4,800
Type hazard; **Notice** Knowledge (engineering) DC 20 or Craft (stonemasonry) DC 25

Effects

Trigger disturbing ramshackle structure, or dealing mor than 20 points of area-effect damage to that area; **Reset** none
Effect 15-foot radius bury zone centered on the trigger location 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.); See the Environment chapter of the *Pathfinder Roleplaying Game Core Rulebook* for more details.

Exploding Trash Trap CR 8

XP 4,800
Type mechanical; **Perception** DC 25; **Disable Device** DC 20

Effects

Trigger location; **Reset** manual
Effect Burst of shrapnel (6d6 piercing and slashing damage, DC 25 Reflex save for half); multiple targets (all targets in a 15-ft. cone, firing out of the room). In addition, creatures taking damage from this trap are exposed to filth fever[CRB].

Magnetic Barriers CR 8

XP 4,800
Type hazard; **Notice** Perception DC 25

Effects

Trigger triggering the trap; **Reset** automatic
Effect Any steel or iron within 20 feet of the barriers is drawn toward them. Medium-sized creatures carrying 30 or more pounds of ferrous metal are pulled toward the barriers as if by the pull special ability (*Pathfinder Roleplaying Game Bestiary*). This has an effective CMB of +15 and CMD 25. Small creatures are pulled if they have 15 pounds of metal, Large if they have at least 60 pounds. For creatures of other sizes, modify the weight required as per the rules for carrying capacity (*Pathfinder Roleplaying Game Core Rulebook*). Creatures wearing metallic armor suffer a penalty to their CMD to resist the pull (–2 for medium armor, –4 for heavy armor). Affected creatures are pulled up to 20 feet and slammed against the barrier for up to 2d6 points of damage and gain the grappled condition. Metal wearing creatures that aren't grappled by the magnetic force can still only move away from the barrier at half speed, they can move toward it normally. Creatures not carrying large amounts of metal but holding metal items in their hands are affected by a disarm maneuver as these items are ripped free. Freeing a stuck item requires a successful grapple check against

the barriers' CMD.

Electric Shock Trap CR 9

XP 6,400

Type magical and mechanical; **Perception** DC 25; **Disable Device** DC 26

Effects

Trigger touch (see text); **Reset** automatic

Effect electric shock (4d6 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 31; **Disable Device** DC 31

Bypass hidden glyph (Perception DC 35 to find; Use Magic Device DC 25 to activate)

Effects

Trigger sight (*true seeing*); **Reset** automatic (immediate)

Effect spell effects (two *wall of force* spells, hardness 30, 240 hp); duration 12 rounds; *blade barrier*, 12d6 damage, Reflex DC 19 for half; multiple targets (all targets in a 20-ft.-by-15-ft. area)

Two *walls of force* spring up, one in front and the other 20 feet behind, blocking off escape. A *blade barrier* also appears next to one *wall of force*. Each round, the *blade barrier* moves from one end of the area to the other and anyone trapped in the area between the two walls of force takes damage as if they had passed through the *blade barrier*. Activating a magical failsafe trigger hidden under a floor panel between the *walls of force* neutralizes the trap. The procedure to activate the glyph was lost long ago but a successful DC 25 Use Magic Device check can blindly activate it, which disables the trap indefinitely.

TEMPORAL DISASTER CR 10

XP 9,600

N persistent haunt (30 ft. by 30 ft. area)

Caster Level 10th

Notice Perception DC 20 (to notice small earth tremors and a slight shift in the gravitational pull)

hp 40; **Trigger** proximity; **Reset** none

Effects

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 steep slope (see the Hills section of the Environment chapter of the *Pathfinder Roleplaying Game Core Rulebook*). 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. *Freedom of movement* negates these effects. Projectiles have their ranges cut in half.

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, Climb, Ride, and Swim 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 Fly 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. *Feather fall* effects do not prevent this damage, but effects that reduce falling damage, such as *boots of the cat*[UE] function normally.

Destruction

Assisting the gatekeepers to activate the gate destroys this haunt.

COLLAPSING LABORATORY CR 11

XP 12,800

Type hazard; **Notice** Knowledge (engineering) DC 23 or Craft (stonemasonry) DC 28

Effects

Trigger disturbing ramshackle structure, or dealing mor than 20 points of area-effect damage to that area; **Reset** none

Effect This trap functions as a collapsing structure

above, but in addition high-voltage wires that break loose during the collapse, affecting all creatures in the area of the collapse as a shocking floor trap[CRB], or caustic vapors dealing equivalent acid damage or burning gases or liquids dealing equivalent fire damage. Alternatively, the collapse could trigger a leak of an inhaled poison or exposure to radiation.

THE RAPTURE OF ENDLESS IMPALEMENTS CR 13

XP 25,600
Type mechanical; **Perception** DC 10; **Disable Device** DC 35

Effects

Trigger proximity; **Reset** automatic, continuous
Effect Anyone moving within the chamber is struck by 1d4 piercing spears every round. Atk +20 ranged (4d6+20), multiple targets (everyone in the room). The spines cross the chamber and drive into the floor opposite, trapping the prey, who may be subject to further attacks. An Escape Artist check (DC 20) is required to get free of any spear.

CLOCKWORK GRASPING BLADES CR 14

XP 38,400
Type mechanical; **Perception** DC 30; **Disable Device** DC 30

Effects

Trigger proximity; **Reset** manual
Effect Reflex save (DC 30 for Gargantuan creatures, lowered by 3 for Huge, 3 more for Large etc). 12d6 damage per round unless saved, effect last 6 rounds), Escape Artist check DC 20 (Medium creature) 1/round.

Built primarily to deter large creatures, this large grasping blade traps are able to grip like a bear trap, holding anything up to Gargantuan size and then slicing it apart with huge blades worked with clockwork motors. When primed, the things resemble evil-looking 5-ft. metal spheres.

INTRUDER LOCKDOWN CR 14

XP 38,400
Type technomagical, **Perception** DC 33; **Disable Device** DC 33

Effects

Trigger visual; **Reset** automatic (as described above)
Effect spell effect (*temporal stasis*, DC 22 Fortitude save negates); multiple targets (each target in a 10-ft. cube)

Trap: The area's artificial intelligence immediately enacts its normal countermeasures when combat begins, targeting the maximum number of intruders to immobilize them the first round. The countermeasures target the PCs on the first round of combat and repeat every minute until the PCs succeed in a Disable Device to turn off that part of the system.



Appendix 5: Creatures by Type

Listed below are all monsters in this book, organized alphabetically by type and subtype.

Aberration: aetherwarped factory worker, azaka, bil'djooli, carsian, ceroptor, choker, cloaker, froghemoth, grizzat, insectile soldier, mindslave mimic, neh-thalggu hivemaster, qomok, queborrin, radioactive purple worm, sand glutton, sarlu, sporewing, tauslek, xoraphond, zyoselak

(Aether): ghizmer gremlin, insectile soldier, kytons

(Air): air elemental construct

Animal: bladefish, deep tiger anemone, dinichthys, klaven warbeast, narav lizard, tyrannosaurus, velociraptor, void dire shark

(Aquatic): asquenti, benthonir, bil'djooli, bladefish, conch tree, deep tiger anemone, dinichthys, lasiodon, loran, mindclaw, sarlu, Varinian seastar, void dire shark, zahajin

(Cold): kometes

Construct: aballonian, adamantine wasp swarm, amalgamite swarm, animated objects, annihilator robot, arachnid robot, conveyance golem, divymm, gearsman robot, guardian disk, meteorite golem, myrmidon robot, steamwerks golem, surgeon robot, tentacloon, Terminus warden, terraformer robot, walking eye robot, zennoga

Dragon: havriveen, meteor dragon, vortex dragon

(Earth): heavy metal elemental, sand glutton

(Elemental): corrupted elemental, heat swarm, heavy metal elemental, plasmin, wood elemental

Fey: ghizmer gremlin, kometes, star fairy, supermassive singularity

(Fire): flamewraith, heavy metal elemental, plasmin

Humanoid: bahgra, elali, erebus, karn-tor, klaven warrior, krang, pentorfin overlord, syaandi, zahajin

(Incorporeal): atoth, flamewraith, shamanic ghost, thirsty one, toxic eradicator

Magical Beast: drought swallows, hivespawn, Jowchit girallon, lasiodon, shantak myrmidon, void darkmantle, voordine

Monstrous Humanoid: asquenti, benthonir, byakhee, jagladine, kaulvrex, oulbaene, pelkrev, skreevar, taur, thask, void grim, yeux

Ooze: alchemical ooze swarm, choke ooze, dolorous ooze, hetzuud, living nebula, plasma ooze, star blight, toxic eradicator

Outsider (air): air elemental construct

Outsider (earth): heavy metal elemental

Outsider (evil): kytons, onaryx, prisoner daemon, ultar

Outsider (fire): heat swarm, plasmin

Outsider (lawful): kytons living idol

Outsider (native): heavy metal elemental, living idol, loran

Outsider (wood): wood elemental

Plant: amerta, begedhi, conch tree, ironrot lichen, sky spore, vampire rose, venusi

(Reptilian): karn-tor, syaandi

(Robot): annihilator, arachnid, gearsman, myrmidon, surgeon, Terminus warden, terraformer, walking eye

(Shapechanger): hetzuud, meteorite golem, mindslave mimic, qomok

(Swarm): alchemical ooze swarm, amalgamite swarm, ceroptor swarm, drought swallows, grizzat swarm, heat swarm, zyoselak

Template: aetherwarped, assimilated, insectile, klaven, living idol, pentorfin troll, void

Undead: atoth, blackfire wight, breathless one, flamewraith, radioactive wind, shamanic ghost, thirsty one

Vermin: asteroid worm, chag beetle, chain worm, deep tiger anemone, mindclaw, skevill, Varinian seastar

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: arachnid robot, bahgra, begedhi seedling, erebus, klaven warrior, syaandi

CR 1: aetherwarped factory worker, alchemical ooze swarm, divymm, dolorous ooze, jagladine, small elemental, tauslek, terpsikhore kyton, walking eye robot

CR 2: asquenti, begedhi parasite, benthonir, ghizmer gremlin, krang, oulbaene, symbionts (assassin ring, environmental suit, pod cannon, psychic ward), void darkmantle

CR 3: azaka warrior, choker[M], flamewraith, grizzat, guardian disk, hetzuud, insectile soldier, khloris kyton, mature onaryx, medium elemental, narav lizard, plasmin, skevill, tauslek matriarch, thask, vampire rose, xoraphond

CR 4: ceres kyton, chag beetle, elali, ultar, unproven taur, zahajin warleader

CR 5: bladefish, gearsman[M], grizzat swarm, large elemental, loran monk, mindslave mimic, queborrin, radioactive wind, tentacloon, yeux

CR 6: azaka thought-seeker, bil'djooli, blackfire wight, cloaker[M], dread onaryx, drought swallows, hivespawn hunter, karn-tor, kaulvrex, sand glutton, sporewing, Varinian seastar, void grim

CR 7: animated driller, carsian, conch tree, conveyance golem, heat swarm, huge elemental, ironrot lichen, thirsty one

CR 8: aballonian[M], aloadai kyton, amalgamite swarm, byakhee[M], ceroptor, sarlu, Terminus warden

CR 9: biologic processor, feral kyton, greater elemental, Jowchit girallon, terraformer robot, toxic eradicator

CR 10: begedhi mother plant[M], mindclaw, void dire shark

CR 11: adamantine wasp swarm, breathless one, elder elemental, elder onaryx, living nebula, pelkrev, sky spore

CR 12: bodied ceroptor, dinichthys, havriveen, hivespawn queen, shantak myrmidon[M], voordine, zyoselak[M]

CR 13: air elemental construct, chain worm, myrmidon robot[M], neh-thalggu hivemaster, prisoner daemon[M], young vortex dragon[M]

CR 14: deep tiger anemone, interlocutor prime kyton, kometes, qomok[M], skreevar, steamwerks golem, surgeon robot

CR 15: lasiodon[M], pentorfin overlord, radioactive purple worm, venusi[M]

CR 16: ceroptor swarm, ephialtes kyton, froghemoth[M], meteorite golem,

CR 17: choke ooze, glorious interlocutor kyton, zennoga

CR 18: meteor dragon (young), reefhammer mantis shrimp, star fairy[M]

CR 19: atoth, god-seer termagant kyton[M], land-eater lasiodon[M], shamanic ghost

CR 20: amerta, annihilator, plasma ooze[M], star blight, supermassive singularity

CR 22: asteroid worm, meteor dragon (adult)

CR 27: meteor dragon (ancient)

[M] = Mythic creature.

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